'tinky'

Note: This goal was done with sneak and invis off. Use at own risk.

1. From the first room of Raganatittu, run n3e2s3w to get to Shri Ganesha. Shri Ganesha asks, "This village''s prayers have brought me to life. They are in dire need of help and have little time to spare. Will you help them?" Shri Ganesha stares at you, awaiting your answer.

2. You say ''yes''

\*\* Goal Added : Save the village in Raganatittu. Type ''goals raganatittu'' for full details on this quest.

\*\* Task Added : Help the village of Raganatittu.

Shri Ganesha says, "Disease has started to claim the lives of the villagers, this is unacceptable. To the north and south of the village, clouds of malaria have been sighted. I am certain that this is the root of the problem. Please make haste and return to me when this is no longer an issue."

\*\* Task Added : Defeat the malaria running rampant in the jungle.

3. Hunt and kill 10 Malaria, then return to Shri Ganesha and say done. You sense that the jungle has been cleansed of disease. Return to the statue and state that you are done. You say ''done''

\*\* Task Done : Defeat the malaria running rampant in the jungle.

Shri Ganesha says, "Ah, I can feel the jungle becoming healthier. I am also pleased to see that you have remained in good health. Unfortunately, your success is somewhat limited if you fail to eliminate the disease spreading mosquitos found in the jungle."

\*\* Task Added : Eliminate the disease spreading mosquitos.

4. Hunt and kill 10 mosquitoes, then return to Shri Ganesha and say the jungle is safe. The disease spreading mosquitos have been eliminated. Return to the statue and state that the jungle is safe. You say ''the jungle is safe''

\*\* Task Done : Eliminate the disease spreading mosquitos.

Shri Ganesha says, "The ancient fakir has lost control of his prized cobra, Nag. The serpent has been eating infants during the night! You must seek out the ancient fakir and ask him how you can help."

\*\* Task Added : Find the ancient fakir.

5. Run e2se to get to ancient fakir and say yes. An ancient fakir breaks his meditation to look for his lost serpent. An ancient fakir asks, "Are you here to help me find Nag?" You say ''yes''

\*\* Task Done : Find the ancient fakir.

An ancient fakir says, "Your help is greatly needed!! Nag, the greatest of cobras, has escaped and is eating the children of the village. I need your help to capture it and bring it back to me. Please do not kill it, as it is my most valuable possession." An ancient fakir says, "Now, you need to learn to charm snakes. As you may know, they are mesmerized by melodic sounds, such as from an instrument like my own. I cannot part with my flute, nor can I hunt down Nag myself, as I need to watch over my remaining snakes. You must construct a flute of your own, learn to use it and find Nag."

\*\* Task Added : Remove the danger of Nag in the village.

6. Find a small, shy girl and say sticks. You say ''sticks'' A small, shy girl says, "If you would give me 500 gold pieces, I will give you the nicest stick I have."

7. Give 500 gold to small, shy girl to get hollow stick. You give 500 gold to a small, shy girl. A small, shy girl says, "Here is a stick of wood, the best I have." You receive a hollow stick from a small, shy girl. You examine it and it appears quite hollow, perfectly suitable for a flute. However, blowing through the hollow stick does nothing but make a faint noise, much like the sound of the wind.

8. Find strong man and give hollow stick to him. You give a hollow stick to a strong man. A strong man says, "I could make quite a nice flute with this stick. Pay me 500 gold pieces and it will be done."

9. Give 500 gold strong man to get roughly fashioned flute. You give 500 gold to a strong man. A strong man says, "Thank you Tinky. It''s very generous of you." A strong man takes the hollow stick, and deftly with a small knife, digs out a mouthpiece and several holes. He puts it to his mouth and plays a brief melody with it. You receive a roughly fashioned flute from a strong man. A strong man says, "Here, take it and I hope it serves you well."

10. Type ''play flute'' at strong man until he gives a message that you have improved. Kill the other mobs in the room if necessary, sometimes the mobprog doesn''t work if there is more than one mob in the room.

11. Find small boy and type ''play flute'' until he gives a message that you have improved. Kill the other mobs in the room if necessary, sometimes the mobprog doesn''t work if there is more than one mob in the room.

12. Find small, shy girl and type ''play flute'' until she gives a message that you have improved. Kill the other mobs in the room if necessary, sometimes the mobprog doesn''t work if there is more than one mob in the room.

13. Find slender woman and type ''play flute'' until she gives a message that you have improved. Kill the other mobs in the room if necessary, sometimes the mobprog doesn''t work if there is more than one mob in the room.

14. Go to the ancient fakir and type ''play flute''. He will give a message about how you are now ready to play the flute.

15. Find Nag and type ''play flute''. Your poorly played notes appear to have brought Nag to a confused halt. Nervously, you keep playing as you notice the serpent begin to relax. Off key, out of tune, and without any sense of rhythm... you quickly finish. Relieved that it didn''t take real musical talent or training, you''ve met with success.

\*\* Task Done : Remove the danger of Nag in the village.

Return to the ancient fakir and assure him of your success.

\*\* Task Added : Calm the ancient fakir.

16. Return to the ancient fakir and say yes. You say ''yes'' Nag appears from the underbrush and slithers peacefully into the fakir''s basket.

\*\* Task Done : Calm the ancient fakir.

An ancient fakir says, "Fantastic! You have demonstrated great courage by standing in front of the great serpent and merely playing a flute. You are an honorary fakir of Raganatittu." You feel an overwhelming urge to go visit the statue in the village.

17. Run w2nw to get back to Shri Ganesha. Mobprog activates when you enter the room.[/color]\nShri Ganesha says, "There remains only one more problem to deal with. The bengal tiger in the mountains has found a taste for human blood. After this, you shall be rewarded for your deeds and immortalized in Raganatittu folklore."

\*\* Task Added : Hunt down and kill the bengal tiger.

18. Find and kill begal tiger.

19. Return to Shri Ganesha. Mobprog activates when you enter the room. You get 2 trains and 15 qp. Shri Ganesha says, "The people of this village thank you for your efforts. You have given them health and eliminated their fears. Although they are poor, their prayers have a powerful influence on me. Take this, as a reward, with their blessings." You receive 15 quest points. 2 trains rewarded.

\*\* Task Done : Help the village of Raganatittu.

\*\* Goal Completed: Save the village in Raganatittu.

INFO: Tinky has saved the village of Raganatittu.