

THE ETERNAL DAGGER™ HINT SHEETS

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Q. What is the most common mistake in the game?

A. Not resting long enough every day to recover from fatigue. Watch your fatigue. Try to rest long enough so that you begin each day with 0 fatigue.

Q. How can I get the extra rest to recover from fatigue?

A. By giving the rest command early in the day.

Q. What is one thing I should be sure to do?

A. Read the books that came with the game. The rulebook explains how the game works. The Art of Adventuring in Middle World gives a lot of explanations and hints on what is happening inside the game.

Q. How do I improve my characters?

A. Go to Camp Mode. Inspect the character, press the N key and then press the E key to improve the character.

The First Island:

Q. How do I restore my Karma?

A. By praying at a temple. On the first island, go to the ruins of Greenbay and search. Enter the temple and your Karma will be restored.

Q. Where are the ruins of Greenbay?

A. Along the southern shore of the island at the lower eastern border of the large bay. The ruins are shown as a group of small blocks. The only square on the island which contains the small blocks is the ruins of Greenbay.

Q. What is the first task I should accomplish?

A. On the first island, find the rebel band and talk to them. They will give you the dragon-slaying sword.

Q. Where is the rebel band?

A. In the hills near the east coast of the island. You must pass through this area to get to the northern section of the island. Stay in these hills and follow them west as they curve around the impassible mountains. Search as you go and you will find the rebels.

Q. What is the second task I should accomplish?

A. Kill the dragon. The dragon hunts around the wood in the southeastern section of the first island. He is fairly easy to kill if you can hit him with the dragon-slaying sword. He is much harder to kill otherwise. When the dragon is killed, be sure to take his teeth. You will need them later.

Q. What do I do after I kill the dragon?

A. Find his lair. It is located inside the wood on the southeastern section of the island. In his lair you will find the Holy Morningstar. Be sure to take this weapon.

Q. How do I free the island from the Necromancer's spell?

A. You must find the Necromancer and defeat him.

Q. Where is the Necromancer?

A. On the small island off the northwest coast of the first island.

Q. How do I get to this island?

A. There is an underwater tunnel that leads from the square on the northwest coast that is just west of the mountain. Search this square until you find the Lich and his guards. You must defeat them to get through the tunnel. Make sure your Karma is restored before going to the Necromancer's Island.

Q. Where is the Necromancer on the Island?

A. In the caves in the hills just northwest of the swamp. You will have to fight through a very large number of undead to get into the cave. Your Karma should be restored to maximum before you go into the

caves.

Necromancer's Dungeons:

Q. What should I do in the caves?

A. Have the party lead by a thief with good Search ability and have him examine each square before you enter it and each door before you open it. The caves are dark so have a sorcerer cast a foxfire spell before you go too deeply into the caves.

Q. What must I find in the caves?

A. The scroll on the table in the officer's room that states the door's name has been changed to WNPT. The book in the library that tells the floor's name is IXL. The secret door in the south bookcase in the library that leads to the first Necromancer's Laboratory. The secret door in the northwest corner of the mortuary that leads to the stairs to the second level.

Q. What should I be wary of in the caves?

A. The exploding trap on the door that leads to the arena. Being in the dark after combat. In many combats, enemy magic users will dispell magic which will eliminate the foxfire spell you cast when you entered the caves. Be ready to cast foxfires as needed. After a combat, check your visibility, if it is poor, cast another foxfire.

Q. How can I open the secret door opposite the exit to the outside world?

A. First pass through the arena and open it from the inside.

Q. Where are the stairs to the second level?

A. Past the secret door in the mortuary and beyond the double doors by the skull.

Q. What should I do with the skull?

A. Talk to it. If you don't have the dragon's teeth, you may buy some from the skull. The price for this is five life levels per party member. After paying this cost, you should go outside the dungeon and rest until your life forces are restored.

Q. What do I do on the second level of the Necromancer's Dungeon?

A. Find the Necromancer and kill him.

Q. How do I get past the first room on this level?

A. Use the dragon's teeth.

Q. What happens if I open a crypt in the mausoleum?

A. You get attacked by spirits.

Q. How many times should I examine the chests in the room with the body on the slab?

A. Until you get a message for each that it is empty.

Q. How do I get through the door in the room with the animal mummies?

A. Name it with the name from the officer's room in the first level, WNPT.

Q. How do I pass over the floor that exits the room with the bull headed men and the sarcophagi?

A. Name it the with name from the book in the library on the first level, IXL.

Q. How do I get through the door at the end of the long hallway on the eastern side of the second level?

A. Through a secret door in the northeastern corner of the room with the false necromancers.

Q. How do I get into the room with the false necromancers?

A. After passing over the IXL floor, turn left at the "T" intersection and turn left at the first opportunity. Take this passage to its end (watch out for a floor trap) and open the door. The phony necromancers are in this room.

Q. What will I find when I pass through the secret door from the phony necromancers' room?

A. An observatory. A scroll in the bookshelf bears a command from the High Demon Overlord Anawt.

Q. How do I get to the real Necromancer?

A. Find the skull at the end of the maze-like halls (turn right at the "T" intersection after the IXL floor). Pay him 20 life levels per person and he will name the hallway ROLF and tell you where to find its secret entrance. Go outside and rest until your life levels are restored.

Q. How do I find the ROLF hallway?

A. Go right after passing over the IXL floor. When you reach the western edge of the level and begin to head north, search the eastern wall. There is a secret door in the second square of this wall after you make this turn to the north. Open the door and name the hall ROLF.

Q. Where is the Necromancer?

A. At the end of the ROLF hall are double doors. The Necromancer is in the temple just beyond the double doors.

Q. How do I kill the Necromancer?

A. The easiest way to kill him is to hit him a few times with the Holy Morningstar. Watch out, he teleports.

Q. What should I do after I win the fight?

A. Find and open the secret door at the top of the temple. Open the chests inside the treasure room on the other side and take the treasure. There is a secret door that leads into the crypt room that you can use as a short cut out.

Q. What happens after I leave the dungeon?

A. Once you kill the Necromancer, the dungeon will collapse behind you after you leave.

Q. What should I do next?

A. Go to Greenbay (which is no longer in ruins). Sell your treasures and use the money to enchant up your weapons and equipment and to buy magic items from the Enchanters' Shop. You may want to go back to the Enchanters' Shop several times, different items are offered for sale on different days. Go to the inn and have a good time (and gather useful information). Then go to the docks and take a boat to the Elven Isle.

The Elven Island:

Q. What are the big don'ts on this island?

A. Don't fight the eagles and don't fight Waddling Turtle.

Q. How do I get into an Elven city?

A. Accept the young elf's offer to guide you.

Q. What do I need to do on this island?

A. Get the Living Dagger from Magoomba. Rescue the Princess and have her enchant the Living Dagger into the Eternal Dagger. Talk to Waddling Turtle and get the Map from him. Take the Map to Gray Eagle. Retrieve the Feathered Cloak from Avlis' Tower for the Eagles. After getting the Aqua Helms from the Dwarven Island, have the eagles fly you to the underwater city.

The Living Dagger:

Q. Where and what is Magoomba and how do I get the dagger from him?

A. Magoomba is a magic using, vampire tree ("The tree who walks like a man and in search ... of human ... BLOOD!!!). He is the leader of the Black Trees and is found in the Haunted Woods to the east of the City of Lotharia. There is no easy way to kill him. Once he is defeated, you will find the Living Dagger.

The Princess:

Q. Where is the Princess?

A. In a dungeon under the northeastern-most section of the Ruins of Koruy. Search this section to find the entrance.

Q. Where is Koruy?

A. Around the bay on the northeastern coast of the Elven Island.

Q. What should I watch for on the way to Koruy?

A. You have to pass through the desert and it is full of nasty things. Be very leery of the Dragonman Patrols.

Q. What will I find in Koruy?

A. Undead, Lizardmen, Dragonmen, and Giant Cockroaches.

Q. What's so special about Giant Cockroaches?

A. They are almost impossible to kill and they cause disease.

Q. How do I deal with Giant Cockroaches?

A. Paralyze them or run away from them by moving off of the combat map.

The Princess Dungeon:

Q: What should I watch out for in the dungeon?

A. Illusionary walls.

Q: What are illusionary walls and how do I find them?

A. Illusionary walls are enchanted sections of the dungeon which look like walls. In fact, nothing is there and they can be passed through. Watch the movement compass at the bottom right of your screen. The directions you may move in are highlighted. When one of these highlighted directions is pointed at a wall, that wall is illusionary and may be moved through.

Q. How do I find the princess?

A. Follow the hallway until you come to the double doors. Go through the double doors and fight through the nursery that lies beyond the second set of double doors. Go through the door at the bottom of the nursery room. In the storeroom, search the shelf (not the wall) along the north wall. When you find the peg, turn it. There is a secret door in the northwest section of the wall that can only be opened after this peg is turned. Go through this secret door and into a room where you will fight dragonmen. After you win the fight, go through the illusionary wall that forms the eastern section of the north wall and you will find where the princess is imprisoned.

Q. How do I free the princess?

A. When entering the dungeon, the center section of the western-most wall of the spiral is illusionary. Go through it and into a fight with some dragonmen. After the fight, exit the room through the north door and fight more dragonmen. Exit this room through the door in the northeast corner and pass through a narrow hallway which ends in another door. Beyond this door is a fight with iron golems, dragonmen, and the dragon queen. After winning this fight, search the bookcase until you find the skeleton key. Take the key to where the princess is imprisoned and have the person with the key ready it and use it to unlock the skull on which the princess is imprisoned. She will enchant the Living Dagger for you. If you don't have the dagger with you, she will wait for you to return with it.

Waddling Turtle:

Q. Where do I find Waddling Turtle?

A. Living along a stream in the hills, in the mountains, northwest of the lake. Ask the turtles for directions and follow the tracks.

Q. What should I do with Waddling Turtle?

A. Talk to him. Once you have freed the princess, he will give you a map to take to Gray Eagle. The eagles need the map to find the sunken city and Gray Eagle will not talk to you until you bring the map.

The Eagles:

Q. What do I do with the eagles?

A. The only eagles you need to deal with are Gray Eagle and Swift Eagle. Swift Eagle will do what Gray Eagle

tells him to. You must first find the eagles' aerie. This is located in the hills on the west coast of the island near the lonely mountain (Mt. Atsahs).

Q. How do I get to the aerie?

A. You must have 50 feet of rope.

Q. How do I get Gray Eagle to talk to me?

A. You must have the map from Waddling Turtle.

Q. What do I want from the eagles?

A. Transportation to the sunken city.

Q. What must I do to get the eagles to take me to the sunken city?

A. Bring them the map from Waddling Turtle, the Eternal Dagger from the princess, the Aqua Helms from SRI's dungeon, and the Feathered Cloak from Avlis' Tower. The eagles will give you a bag of wind you will need to get into Avlis' Tower.

Q. What happens if I fight the eagles?

A. If you fight Gray Eagle or Swift Eagle, there is no way to win the game. The way around this is to use the utility to reset the dungeon (aerie) so that the fight didn't actually happen.

Avlis' Tower:

Q. Where is Avlis' Tower?

A. In the northwestern corner of the Elven Isle.

A. How do I get into the tower?

Q. You must have the Bag of Winds from the eagles and 20 copper pieces. These must be copper, the equivalent amount of value in other coins will not do.

Q. What is Avlis' Tower like?

A. Avlis' Tower is the creation of a crazed mind that delights in tormenting and teasing all who enter. It is filled with traps and puzzles.

Q. How do I get out of the tower?

A. Once inside the tower, you will not be able to exit until you have passed all the way through it. You should have your Magic Power and Karma up to maximum before you enter. You should only save the game while inside the tower if you are confident you will be able to successfully continue the game from that point.

Q. How do I get out of the room with all of the chests?

A. Open a chest and fight the Jacks which come out of them. After you win the fight, you will be able to open the door in the north wall.

Q. What does the code in the room beyond the Jacks say?

A. That there is a secret door behind the bed in the howling room.

Q. What is the correct answer to the cake riddle?

A. 7.

Q. How do I get out of the room with the nets that hang from the ceiling?

A. Examine the west wall just above the door in the southwest corner and press the 7 key when asked to pull the lever that answers the riddle.

Q. What does the code in the room beyond the net room say?

A. These Jesters frighten easily.

Q. What is a good way to fight Jesters?

A. Cast fear spells at them.

Q. How do I get out of the room with the red button, the lights, and the levers?

A. Press the red button one time and wait for the countdown to finish. You may then leave through the northwest door.

Q. What is special about the doors in the northern wall of the room with the statues?

A. The three doors to the west don't go anywhere. Leave them alone. Go through the door in the northeast corner of the room.

Q. What is special about the first door I come to after I leave the room with the demons?

A. It is another phony door that doesn't go anywhere.

Q. What is special about the three doors in the south wall on the second level of Avlis' Tower?

A. They can only be opened from the inside of the rooms on the otherside of the wall.

Q. How can I get into these rooms?

A. By making a mistake while trying to exit the tower. Inside these rooms is not a good place to be.

Q. How do I get the feathered cloak?

A. Take the first door on the left when you find the dead bodies. Fight the guards. Go through the door in the north wall and fight again. Go through the door in the east wall and fight again. Kill Avlis. You will find the feathered cloak hidden in the fireplace along the north wall. Once you take the feathered cloak, a wall will move aside at the end of the long hall (you won't be able to see this happening) so that you can leave the tower.

Q. How do I get out of the tower?

A. Keep going along the hall that leads from the stairs. You will have to go through a few doors and past some statues. You will come to an area in which there are a number of flames and several open doors. Without passing through any one flame more than one time, you must close all the doors in the area until you are in a small room with five doors. At this point, step into the flame in the center of the room and you will be transported away from the tower.

Q. How many doors must I close?

A. 8 (9 if you count the door that leads into the flame area although this one doesn't have to be closed).

Q. What happens if I pass through a flame more than once?

A. Your party will take damage and be transported back to the top of the stairs.

Q. What happens if I step into the flame in the center of the room after closing only some of the doors?

A. You will be transported to the top of the stairs, but you will not take damage.

Q. What happens if I step into the flame in the center of the room after closing none of the doors?

A. Your party will take damage and you will be transported to one of the rooms behind the closed doors. The first time this happens, you will be transported into an easy fight with good treasure. The second time this happens, you will be transported into a difficult fight with little treasure. The third and subsequent time you do this, you will be transported into an extremely difficult fight with no treasure.

Q. What is the best way to fight the Tough and the Toughie?

A. The best way is to not make the same mistake three or more times which puts you into this fight in the first place. Beyond this we recommend you try prayer (blesses) and casting a lot of paralysis.

Q. What is a fatal mistake I can make?

A. To try to run away from the fights you are transported into. The only way around this is to restart the game from the beginning or return to your last save game.

The Dwarven Island:

Q. How do I get to the Dwarven Island?

A. Take a boat from the City of Lotharia. The city is located on the southwestern bay on the Elven Isle. Boats may be taken from the docks.

Q. What should I know about the Dwarven Island?

A. All prices are double there, everything costs money, the monsters here are much tougher than those on the Elven Isle.

Q. What do I want to do here?

A. Find SRI's Dungeon, kill SRI, take the Aqua Helms, and get away.

Q. Where is SRI's Dungeon?

A. It is pretty much in the exact center of the island. It is located just south of the middle of the mountain chain that runs through the island.

Q. How do I find SRI in its dungeon?

A. Bear to the right when you enter the dungeon and follow the passages here into the second dungeon map. Go past the fight on the stepping stones to the top of the dungeons and follow the north wall of the dungeon as you head west. When you come to the second door which opens to the south, pass through it and follow the passages until you return to the first dungeon map. Fight through the demons, go through the door, and you will find SRI.

Q. What do I do after I kill SRI?

A. Search the east wall of his cavern until you find the illusionary wall. Pass through this wall and explore the cavern beyond it until you find the Aqua Helms which are in a chest. Take these and return to the Elven Island.

The Sunken City:

Q. What should I do to prepare for the sunken city?

A. Have the Eternal Dagger enchanted up to +6. Have your Magic Power and Karma up to maximum. Have some regeneration potions or items on hand.

Q. How do I get to the sunken city?

A. Go back to Gray Eagle. If you have the Eternal Dagger and the Aqua Helms and if you have given him the Feathered Cloak and the map from Waddling Turtle, he will have Swift Eagle take you there. Be warned, once the eagles leave you at the sunken city, you cannot come back (unless you have a saved game). There is no way to restore Karma once you reach the sunken city.

Q. When the eagles put me down in the sunken city, where am I?

A. In a tower that sticks up above the sunken city of Enolho. You may return to this tower to rest and hunt as needed.

Q. What must I do to go into the sunken city?

A. Each member of your party must have put on an Aqua Helm. You may then go under the water.

Q. How do I exit the sunken city?

A. Through the portal to the Demon World. It is located in one of the southern rooms of the sunken city, behind the second door from the west.

Q. What must I do before I can pass through the portal?

A. Discard all weapons, items, and other equipment EXCEPT for the Eternal Dagger. Since the Eternal Dagger will be the only weapon you may carry into the Demon World, it should be carried readied by someone who can use it (high Close Combat skill) and with a lot of luck. Be sure you have rested and restored your Magic Power to maximum before you cross through the portal. It is a one-way trip.

The Demon World:

Q. What is my most effective weapon against the undead warriors I meet when I enter the Demon World?

A. The Eternal Dagger and Turn Undead.

Q. What should I do after I defeat the undead warriors?

A. Take their weapons, armor, and any magic items they have and be prepared to use them.

Q. How do I get out of this first room?

A. Through an illusionary wall in the center of the west wall.

Q. How do I get through the shifting maze?

A. Refer to the accompanying maps and follow the path shown there. The shifting maze is composed of three separate mazes. Stepping on a rubble square will trigger a maze shift. You want to get to the southeast corner of the maze which will permit you to exit the area.

Q. Where do I go from the shifting maze?

A. Into a fight with ghosts and lesser demons. Kill them and take their weapons, magic, etc. Pass through the illusionary wall in the center of the east wall and go to the end of the passage. You will be teleported away.

Q. Where do I go next?

A. Go to the square that is just beyond the end of the long hall (the one where you were teleported from). This will again teleport you.

Q. Now what happens?

A. A fight with a large number of undead. Kill them and loot. Pass through the illusionary section of the north wall. You will enter a large empty room. Leave this room by going through the western section of the northern wall. Get ready for a big fight.

Q. What is in this room.

A. Demon guards and the globe that keeps the portal open. Kill the guards (the Eternal Dagger is very useful for this).

Q. What happens after I kill the guards?

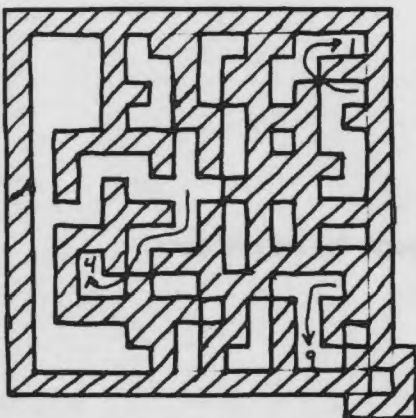
A. You have a short period of time to destroy the globe which is keeping the portal open. The portal can only be destroyed by someone who has the Eternal Dagger readied.

Q. What happens if I wait too long?

A. You will have to fight Anawt and his high demon guards. It is unlikely that you can win this fight.

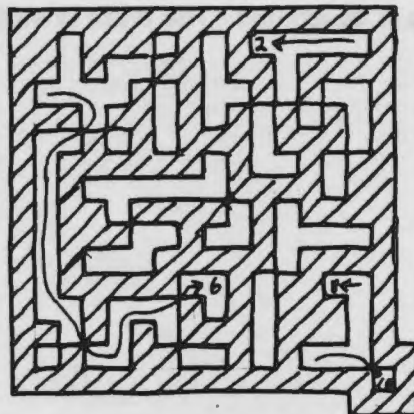
Q. What happens after I destroy the globe?

A. You win the game and are transported away.

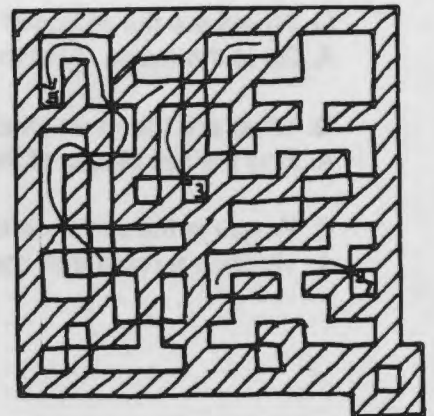


MAZE 1

SHIFTING MAZE DEMON WORLD



MAZE 2



MAZE 3