

BLADE OF BLACKPOOLE

Introduction

In *Blade of Blackpoole*, you are on a quest to retrieve the sword Myraglym. Your encounters will be hard and many; however, the problems are challenging and well placed, and this leads to great adventuring. An additional feature is the game's ability to handle long sentences, making the game entertaining and satisfying.

General Hints

In this game, you have a limited inventory. Looking at the procedures will let you know which items are needed in which location. Sometimes you will have to drop items and come back for them later.

With the use of the staff and the boat, you will be able to ride the waters. To move around, once you are in the boat, pole in the desired direction with the staff. Also, some of the problems within must be prepared for in advance (see #14), so play carefully and keep your wits about you.

While you are playing, you will receive points for performing certain actions. You also get a big bonus at the end. We don't know how to control your bonus to get the maximum of 500 points.

You will be able to type in "help" or "hint" to get a hint. These will make a lot of sense after you know what to do, so read on

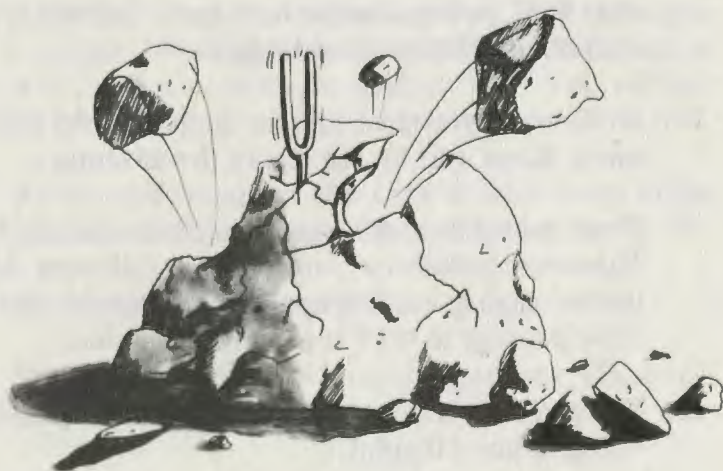
Procedures

1. This is where you start.
2. The shield found here is useless.
3. The rock found here is not needed.
4. Buy ale at this bar — it is needed at #22. Also, you can get information by just talking and by talking to the man.
5. Buy everything except the knife.
6. This hammer is useless.
7. If you talk to the recluse he will tell you what to bring him. You must retrieve this from #15. When you give it to him, he will give you a riddle which is helpful at #17, and a book to be used at #23. You will get 30 points.
8. At the quicksand, all you have to do is swim in the direction that you want to go.
9. This potion is used at #11.
10. With the honey from #5, catch some bees. These will be used at #12.

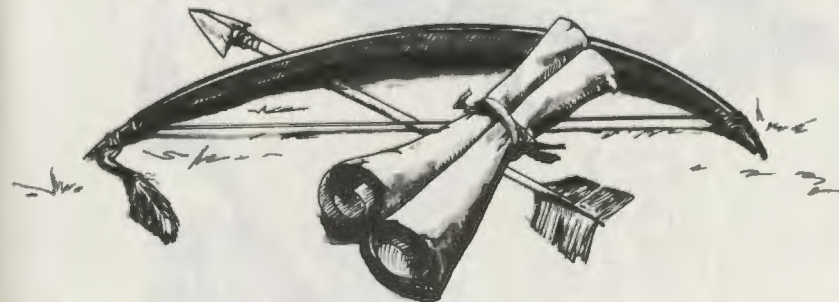


11. There is a boat here. You need it for #12, but it is too heavy for you. Therefore, pour the potion from #9 on the boat. It will shrink, allowing you to carry it. You get 40 points.
12. In order to get by the man-eating plant, you must give him the bees from #10. This is worth 30 points.
13. The battle axe found here is not needed.
14. Drop the honey here. You will eat it when you get hungry on your return trip after #28. Then you will get 30 points.
15. The first time you come here, you will fall into a pit. To get out, you must throw the rope (from #5) and climb up. Don't forget to get the rope again. Then, after #16, you must come back here. You will find an amulet, which you should take to #7.
16. At this spot, you must light the lamp from #5 with the torch. Keep it lit for the rest of the adventure.
17. From the riddle at #7, you should know to sing here. However, make sure you have the following things before singing: staff, lamp, book, rope, boat and ale. Your passage to #18 is good for 30 points.
18. To open the passage to the north, step on the pad. This will give you 20 points.
19. This tuning fork is to be used at #24.
20. To go down, tie the rope and then climb down. You don't use the rope any more after you are done with it here.

21. If you drop the boat from #11, it will return to normal size. You will get 40 points, and you will be able to pole north.
22. To get rid of the monster, pour the ale from #4 in the water. This will intoxicate him, rendering him unconscious and giving you 40 points.
23. Give the book from #7 to this statue. You will receive a key for #26, as well as 30 points.
24. To get rid of the boulder, break it with the tuning fork from #19. Take 50 points.



25. This helmet is used at #30.
26. In order to unlock the door, you must have the key from #23.
27. This plaque gives good advice. Heed it.
28. This altar is the home of Myraglym. After getting the sword from #32, bring it here, drop it, and say its name. This will teleport you to the spot just south of #17.



29. This is a fairly simple maze. Going north and south leads nowhere. To get back to #27, you must repeatedly go east. If you cannot go east, go west once or twice until you can go east. Within the maze, you will find a scroll and a longbow, both for use at #31. You can read the scroll now and see two spells. The first spell is a curse (don't say it), and the second one is for #31.
30. With the helmet from #25, you can go down.



31. With the scroll from #29, say Mahden to summon an arrow and earn 50 points. Then pick up the arrow, shoot the lizard, and get 40 more points. You can go north or up to get back to #30.
32. Myraglym lies here. Take her to #28 and perform the mentioned ritual.

Note: You will receive the rest of your points upon return of the sword to #4.

