

WIZARD'S CROWN™ HINTS

Copyright 1987 by Strategic Simulations, Inc. All rights reserved.

Q. What do I do if I get caught outside the gate at night?

A. Go back to your last save or do searches to make time pass. If you are in the ruins, you may take refuge in a temple by using the word Shalpa.

Q. How can I get more treasure?

A. Have one character with high tracking skill and one character with high searching skill.

Q. How do I get into Gozareth's Mansion?

A. The active character needs to have the Emerald Key readied.

Q. Where do I find the Emerald Key?

A. On a skeleton in a holding cell in the second level of the Old Thieves' Guild.

Q. How do I get to the second level?

A. Clear out the rubble in the fireplace and have 50 feet of rope on hand.

Q. How do I find the Old Thieves' Guild?

A. Go to the Rusty Nail Tavern in town and have your thief ask questions. The master will give directions on how to get there.

Q. How do I find the master?

A. Go downstairs in the Rusty Nail and have your thief examine the barrels along the north wall.

Q. Where is Gozareth's Mansion?

A. Directly below the city gate, about one and one-third screens down. It is inside a walled area guarded by golems.

Q. What should I get from the mansion?

A. The Golem Staff and the word "Robin".

Q. How do I get the Golem Staff?

A. You must find its three parts. One part is in a pickle barrel near the back stairs on the first level. One part is in the brick work in the school room on the second level. One part is in a chest filled with sticks on the third level. Search this chest twice. Make sure all parts of the staff are held by the same character.

Q. What is the Golem Staff used for?

A. To kill golems and gargoyles.

Q. How do I get the word "Robin"?

A. Bargain with Gozareth or kill him and search his library.

Q. How do I exit through the southern gate of the ruins?

A. Use the word "Breakfast".

Q. How do I enter the temples in the ruins?

A. Use the word "Shalpa".

Q. What are Wardpact Demons?

A. Special Demons with special weaknesses. Each demon will be vulnerable to one type of attack only: cut, thrust, or bash. You must find out what type of attack each demon is vulnerable to and use that type of attack against him.

Q. Where is the crown?

A. In the Palace on the sixth level in the Wizard's Lab. It is located under the floor near the wall opposite the door. You will have to fight Tarmon and his demons to get to it. Tarmon cannot be harmed by magic weapons so be sure to have some very fine weapons along to take him out.

Q. What answer do I give to the demon who holds the crown?

A. Dorval.

Q. Where is the Palace?

A. Two screens down and one to the right from the gate into the ruins. It is located inside a wall and on top of a hill.

Q. How do I get into the Palace?

A. Use the Emerald Key and the guard word Robin.

Q. How do I get through the invisible Maze?

A. Use the map you find in a bookcase on the first level. The lines are the halls and the orange dots are the traps.

Q. How do I get through the doors on the 4th level of the palace?

A. The doors are a giant combination lock. Certain doors must be open or closed for other doors to open. The correct combination is on the pedestal in the maze.

Q. How do I get past the block and tackle?

A. You must have 150 feet of rope.

Q. What do I do once I get the crown?

A. Save the game as soon as you leave the dungeon. You need to get the crown back to the city. The crown attracts monsters. Every time you enter a new square, all of the monsters will attack you.

Q. What happens when I get the crown back to town?

A. Your characters have their abilities increased. The size of the increase depends on how long it takes you to complete the quest. The less game time that has passed, the greater the reward.