

# Tangled Tales

**In** this trio of mirthful misadventures, you are an apprentice for the powerful archmage, Eldritch. To atone for losing a vial of his precious adamantite dust, you must complete three tasks to demonstrate your worthiness as a wizard. But these tasks won't be easy: as an additional punishment, Eldritch erased your entire spell book. As you travel the lands in search of magic to complete your final exams, you will encounter a variety of colorful characters who can either help or hinder you in your quest. The icons and keyboard interface (whose menu options change depending on the situation) make this an easy game to play, and the puzzles are especially suitable for novice adventurers. Another nice feature is that the player cannot lose the game by any of his/her own choices. Even if the player engages in an action that gets him killed, Eldritch will always have the character resurrected (although he may impose a fee), and the adventure continues. An unusual design scheme shows an aerial *à la Ultima* on the right, while the left window presents a first-person "3-D" view of the scene. Combat and magic are easy to master and perform, and even advanced gamers who want a break from "hack and slash" will appreciate *Tangled Tales'* everpresent and unexpected sense of humor.

**Type:** Illustrated Role-playing Game  
**Skill Level:** Introductory/Novice  
**Systems:** Apple (48K), IBM, C 64  
**Company:** Origin Systems



## The Solution

### General Hints

In general, the character should enter combat for only one reason: to get money. Combat is sometimes the sole means of getting the funds needed to hire an NPC or buy an item. When fighting, check your status often and use the Heal spell to restore injured characters (including yourself!). It's also important to have a large party and keep them alive. Certain

NPCs will offer clues or perform actions needed to complete the game, but only if they are not dead or unconscious. Keep your friends happy and they can make you happy. (Note that many actions and items are not mentioned in the walkthrough. These are optional to the solution, but can add a great deal of color to the game.)

### Scenario I: Fairhaven Valley

#### Getting to Know You

Open iron chest, get all items, then equip them. Leave your room and meet Jacob. Go up the stairs and into Eldritch's chamber. Greet Eldritch and get your first assignment. Go to Library on the second floor of the tower. Go to table and look at leather tome. Learn the Light spell. Go downstairs and leave tower.

#### A Call for Help

Go N from the eastern wall (outside) of Fairhaven until you reach a vine in the forest. Enter hole and cast Light. Go W and turn corner. When you encounter the goblins and elf, join the battle. Alvin will join you after the fight. Continue S into large chamber. In the `tpvuifbtu dpsofs` is a secret door. Go through door and find the shovel near the skeleton. Get shovel. Go down ladder in the corner. Evade ghoul by running away. Get the +1 leather southeast of the ladder and equip yourself with it. Evade the ghoul. Go back up

the ladder and return to the village of Fairhaven.

#### City Slicker

Visit the "Buckets by the Bundle" shop. Talk to Billy Bob with Alvin in party. Get bucket after Billy Bob offers it. Leave Billy Bob's shop and go to Crystal Goblet Tavern. Go to kitchen and greet Cookie. Eat the stew. Get matches after Cookie drops them. Go down the staircase to basement. Open barrel in the southeast corner of the basement. You will get 40 gold pieces, but you do not need the pouch. Go to Moe's Magic Shop and enter. Get one brochure from the left side of the counter. Return to Eldritch's tower and go to Drek's room (NE of your room). Give `cspsdivsf` to Drek. Go to the `cppldbtf` in Drek's room and learn the Heal spell. Return to Moe's magic shop. Drek will be there, standing in the corner. Buy an unpetrify potion from Drek.

### **An Apple a Day**

Leave the village, go NW and find rabbit cage. Free rabbit from the steel cage. After the rabbit turns into a dryad, greet her. She will give you some apple seeds. Get the seeds. Go to the `ipmmpxusff` SE of the cage. Look at the tree but do not touch the hive. Choose "Fill the bucket," but you must leave it behind so it will fill slowly. Go SW to garden and plant the apple seeds. Dig with shovel and get nightcrawlers. You will have to wait for three days to get the apples from the garden.

### **Finding Some Friends**

Return to the village of Fairhaven. Go to the stately fountain and drop nightcrawlers. When the fish bring you the blue key, get it. Go back to the Tavern. Go to the south table. Greet Sir Issac and drop the apples to get him to join your party. Go across the street to the Inn of the Sleeping Dragons. Talk to Mary and agree to stay the night. Go into room at the north end of the hall. Talk to Riley, who will join your party. Go to the "Swords for Hire" shop and talk to Sedrick. Agree to his price and he will join the party. Go N to the haunted house and open door with blue key. Defeat or evade the ghosts. Go to the strange writing on the eastern wall and learn the Fear spell.

### **Bear with Us**

Return to hollow tree and get bucket. Go NW to Goldilocks' House. Knock on door. When the door opens, the bears will take the honey and leave the door open. Greet Goldilocks and she will join the party. Go the table and eat porridge. You will become very strong. Go to Oriental rug and let Goldilocks pick the lock under the rug. Take the ladder down. Go into the N room. Open the wooden coffer and learn the Silence spell.

### **Out of the Frying Pan...**

Go to large boulder on the W edge of the map. Move the boulder and reveal the ladder. Go down ladder and enter Xavier's fortress. Pour `voqfusjgz qpupjo` on statue of attractive female. Greet Jennifer and have her join the party. Go through the N door and fight the guards. Get money off of the card table. Go to the room to the NE and get the weapons and armor. Go to the room directly S of the weapons room. Go to the chest on the E wall in the bedroom. Move the chest. Move stone block underneath chest. Get jail keys. Go through the secret door in the wall in the SE corner. Unlock door to southernmost cell and release dwarf. The dwarf, Sneezzy, will join your party.

### **All That Glitters**

Return to Fairhaven Valley. Go to the Gypsy hut. Knock on door. Greet Esmerelda. As you leave, Jennifer will find out about mist doors. Find Bounty Bob and buy a pick. Go to the slime pool at the N edge of the map. Swim in the slime pool. Go to the NW

corner of the caverns. Have Sneezzy use the pick to chip away some diamonds. Return to the city of Fairhaven and go to Eldritch's tower. Go to small room within the map room. Go down ladder into cellar. Go to the pink pool. Drop the diamonds in the pool one by one. The diamonds will be converted into coal. Get the coal from the pool.

### **Storming the Gates**

Return to Xavier's fortress and go down ladder. Go through door, go E, through the door, E, through another door, then N. When Riley gives his clue, say `qmfbtf`. Go N and follow the corridor to find the blue light. Touch it and gain ten spell points. Go back to spot where you were teleported (Point A). Go NE and around the bend and into Daconda's chamber. Defeat the guards. Look at cot. Look at book of Daconda. Return to Point A.

### **Halfway Home**

Walk E to wall and through a secret door in the `tpvuifbtu` corner. Defeat Thanbor and his guards. Look at canvas bag and learn the Shield spell. Go to the eastern most door of the 2 doors in the S and enter room. Move bookcase and go through the secret door. Go to the pedestal and learn the Energy Blast spell. Go back through the secret door and to the door on the E wall to enter the Brazier Room. Go to the Silver Brazier. Light a match and then light the brazier. The party will be teleported to a corridor. Go N and E to the mist door. Pass through mist by saying Xavier backwards (REIVAX). Go S to end of hall and cast a Silence Spell to get past the Shrieking Skull and go through the S door.

### **A "Vial"able Ending**

Evade Xavier in his chamber by running away. Go SW to door. Enter room with flasks, dishes and bowls. Look at bowls. Get vial from a bowl. Go N to room with the dragon heads. Touch dragon heads in the following order: `sfe`, `xijuf` and `cmvf`. Go N into the portal to teleport back to Eldritch's tower courtyard.

### **Ending the mission**

Go to the Crystal Goblet Inn and to N table. Get the circus tickets. Return to Eldritch's room and give vial to him. He will congratulate you and offer you an ability increase. It is suggested that you take the increase in Charisma. You may talk to him right away and get your second mission.

### **Scenario II: Violet Valley**

#### **Farming For Clues**

Go to portal in the tower and say `Wjpmfu Wbmmfz`. Cast the `Mjhlu` spell to pass through passage. Stop at cobweb on S wall and learn the Time Distortion spell. Exit the passage at the W end. Go W near farm and find Gnu Gnu. Greet Gnu Gnu and lie about your

identity. Find `tdbsfdsp` and look at it. Get corn cob pipe. Go N to Stockton Farm and open gate. Go NE to chicken coop and get magic feather. Greet Joshua and give him the circus tickets. Get the barn key. Talk to Farmer Logan.

#### Old and New Faces

Go N to the monastery and then NE to find the vine. Climb the vine and go through E door. Greet Old Maxwell and allow him to join the party. Climb down vine and leave treehouse. Go E and find Indunn. Greet her. Inquire about ginger roots. Go W to the Monastery. Open door. Go to the NE corner of the monastery and up ladder to enter the Vestry. Go S to bookcase and look at books. Learn the Omnivision spell. Go through S door and get holy symbol from golden altar. Leave Vestry. Talk to Brother Jenkins and inquire about stolen book. Greet Bruce Leon and pay him to join the party. Greet Brother Sidney and inquire about ginger roots. Get the ginger roots. Return to Stockton Farm and go to barn. Greet Blade Jones. Bruce Leon will free him and he will join your party.

#### A Day at the Beach

Go to the W edge of the beach and let Gnu Gnu build sand castle. Get green bottle. Go see the sailor Garkon with Blade Jones. After their talk, the party is taken to Ichabod Island. Enter dungeon in the `cpvmefst`. Go S and follow the corridor to the E. Go to small fountain and wait one turn. Let Old Maxwell drink from fountain and he will become Young Maxwell. Leave dungeon. Find conch shell on the SW shore. Get conch shell and blow it. The party will ride the Giant Turtle back to the beach. Go E of the entry passage to the magic carpet and let the Imp throw rotten eggs at you. Bruce Leon will catch an egg and give it to you. Pull the cork from the green bottle. Go to the center of the room and wake Jinx from sleep by dropping rotten egg. Greet Jinx and he will join the party. Return to magic carpet and let Jinx chase the Imp away. Get magic carpet.

#### Castles in the Sky

Cast `Tjmfodf` spell. Ride on carpet and go to castle in the clouds. Find and kill the Strato-Cumulus monsters. Go to drawbridge and let Young Maxwell open it. Enter castle and get captured by Jeb the Giant. Walk along the E wall and pull the string. Walk along the `fbtufso` wall. The maid will slip a loaf of bread in the door. Get bread and eat it. Open door with giant key and go downstairs. Go N, out the door to the W and defeat the Griffins. Go W, through a door, then through S door. The party will be teleported to the NE corner. Get boring storybook. Walk through secret door in the SW corner. Go back into the teleport chamber. The party will be teleported to the SW corner. Greet Veronica and she will join the party. Walk through a secret door in the NE corner.

Exit castle and ride carpet back to Violet Valley.

#### Quit "Dragon" Your Feet

Walk around until you find Charles, who will give you a cryptic key. Get it. Go NE of the entry passage to Zilch's shack. Knock on door. Greet Zilch and agree to purchase the Gnihton spell. Inquire about the Gnihton spell. Go S to the dragon cave. Go S to dragon and open the eternally boring storybook. Explore the southern sections of the cave. Find the tome in the `tpvuixftu` section and learn the Force Field spell. Go to the `tpvuifbtu` section and get Ivanhoe book and Book of Poetry. Return to Monastery and give `Jwboipf cppl` to Brother Jenkins, who will teach you the Awaken spell.

#### Your Place or Mine?

Go E and enter abandoned mine. Go N into the turning passage. Avoid being crushed by the boulder by running back the way you came. Head back up the boulder passage and then go E then S. Greet Imrahz and agree to help him banish the demon. Go back to ladder and then S. Turn W and go through stalactites. Find elevator and Gnu Gnu will fix it. Press button. Find Myron the demon and Imrahz will banish him. Search in the E chambers and find the mysterious writing. Learn the Recall spell. Exit mine. Go to `opsuifbtu` corner of map and enter the cyclops cave. Find and defeat the cyclops. Go S to the ledge. Climb ledge and you will get the scarlet sword. Go through the secret door S of the ladder and leave cave.

#### Skeletons in the Closet

Cast the `Sfdbmm` spell to the Thimble. Get Thimble. Walk on easternmost grave with a large tombstone and look at it. Get the skeleton key. Enter mausoleum using skeleton key. Open coffin and take the ladder down. Go W then N. Go past red light. After being teleported, repeat above steps and pass the light a second time. Go to the NE room. Open coffin and learn the Detect Monster spell. Go W and enter room. Enter inner room and the room will shift to reveal a ladder. Exit room and climb down ladder. Move work table under the opening. Climb up through opening. Eat ginger roots. Go through door and through room with red mist. Drop the Thimble or Feather. Go around the bend to the N. Give scarlet sword to the Scarlet Statue. Defeat the Scarlet Statue. Go W, turn N. Enter Crypt. Open majestic coffin. Greet Pierre and he will join the party. Exit Mausoleum using a second ladder to the NE of entry ladder.

#### All's Well That Ends Well

Go to the N of the map to the Wildwood Inn. Open door. Greet Burt and agree to spend the night. Go to SW corner of hall and enter room. Greet Jenny and agree with her. Leave the inn. Ride magic carpet and return to castle. Go to second floor. Have Pierre unlock N door into Jeb the Giant's chamber. Go



through W door. Drop the Book of Poetry. Jenny will tell a sad tale, and Jeb the Giant cries, ending the drought. Ride the Carpet. Return to the entry passage with the portal. Go to the portal and say Fairhaven Valley. Go to Eldritch's room and talk to Eldritch. He will congratulate you and offer you an ability increase. It is suggested that you take it in either Charisma or Intelligence. Eldritch will then give you your third mission.

### **Scenario III: Springdale Valley**

#### **Dressed to the Nines**

Go to the portal in tower. Say Tqsjohebmfwbmfmfz. Go W to Oscar's tailor shop. Open door. Greet Oscar and buy a vest and a black bowtie. Go to mirror. Learn the Reflection spell. Go N to the rack and wear the stylish vest. A piece of paper will fall out. Learn the Quickness spell. Leave the tailor shop.

#### **Walk with the Animals**

Find Billy the Kid. Greet him and have him join you. Frankie the goat will eat your nice vest. Get the two buttons the goat spits out. Go N to bakery. Open door and enter bakery. Talk to Charles (standing on the left). Agree to remove the werewolf curse. Talk to Elizabeth (on the right). Buy her ice skates. Leave bakery. Walk around map and set off all three rabbit traps. Enter rabbit hole. Greet Kimberly Rabbit and she will give you a carrot.

#### **Things That Go Bump...**

Go SE of the pyramid to the bat cave. Go to NE corner of cave, then S. Open the velvet case and you will get the festive flute. Go to troll bridge. Cross bridge while Billy the Kid is keeping the troll busy. Enter the cave with the blast of cool air. Go S. Walk through the ordinary wall (a secret door). Get metal rod. Walk N through a secret door to exit chamber. Go E and follow the corridor. Find and look at ice tablet. Learn the Strength spell. Follow corridor. Find the slab of ice in the S alcove. Get +1 sword by breaking the slab. Go to ladder at the E and exit cave into ice area.

#### **A Cold Shoulder**

Wear ice skates. Go S and be judged for skating. Go to igloo and clear entrance. Enter igloo. Talk to Edward the Eskimo. Cast the spell Time Distortion. Edward will give you permission to use the kayak. Go to lake and climb into the kayak. Go to the S shore and greet Franklin the Penguin. Give the black bowtie to Franklin. Go back to the N shore and get out. Go 2 spaces N of Edward's igloo. Build a snowman. Snookie will animate and join the party. Go east to the yeti and Snookie will win a snowball fight. Go through the pass, then S to ice grotto. Enter ice grotto. Go S and defeat polar bear. Go S. Search E chamber and find the giant hourglass. Blow the silver flute. Azersun will join the party. Go around the bend and find tattered sheet of paper. Learn the

spell Depoison. Leave ice grotto. Return to entrance to ice area. Enter cool cave. Go W. Snookie will stay behind. Go back to Springdale Valley.

#### **Time and Time Again**

Cross W over troll bridge and Billy the Kid will rejoin party. Greet Azersun and agree to shift time to the past. Go E and defeat the werewolf. The werewolf will become Malcolm. Malcolm will join the party. Go W to the pyramid (now intact). Malcolm will find a secret entrance. Follow Malcolm into pyramid. Cast the spell Detect Monster and Light. Cast the spell Time Distortion before the Devourer is at the door. Go through Devourer's room as quickly as possible. Go W and up ladder. Go S into lightning room. Exit lightning room to the W. Go up ladder. Go E. Turn off Light spell. Go through shadow room by going two moves S and one move W. Cast the Light spell. Go up ladder. Get pot of gold from altar. The pyramid will collapse, and the party will be placed outside.

#### **Watsamata U.**

Go W to wigwam and open flap. Greet Alphonso the Witch Doctor. Exit wigwam. Go NE of the pyramid to the mfsfdibvo tree. Knock on the knot. Greet Lucy and give her the qpu of hpme. She will give you the diploma. Return to wigwam and give diploma to Alphonso. Go NW and find bottle in river. Break bottle. Learn the spell Unparalyze. Greet Azersun and agree to shift time to the present.

#### **It's Pop Quiz Time!**

Return to bakery. Open door. Talk to Charles and he will give you an amazing map. Leave bakery. Greet Azersun and agree to shift time to the past. Go to the SW corner of map. Enter the Wizard's Enclave. Cast the following spells: Mjhiu, Efufdu Npotufs, and Ujnf Ejtupsujpo. Go through bouncer room and exit NE. Go SE and Greet Alizarin. He will use you as a volunteer. After passing the test, go into next room. Greet Victor. Cast Fofshz Cmbtu. He will tell you to take final exam. Go W to Sinth's room. Greet Sinth. Say opuijoh. Say gjguffo. Say uijnemf. Go W into library. Go to Spedestal. Learn all known noncontinual spells. Go to W pedestal. Learn all known continual spells. Leave the Wizard's Enclave. Greet Azersun and agree to shift time to the present.

#### **Icing on the Cake**

Return to portal. Cast Tusfohuifo Qpsubm. Say Wjpmfu Wbmfmfz. Cast Tusfohuifo Qpsubm. Say Gbjsibwfo Wbmfmfz. Rest. Cast Tusfohuifo Qpsubm. Go to Eldritch's chamber. Greet Eldritch. He will congratulate you and offer you an ability increase. It can be used on any statistic. Eldritch will proclaim you to be a wizard, and you will then be shown opening your own tower for students.

### Map Key: Tangled Tales

The locations of some objects and all spells do not appear on the maps but are easy to find from the descriptions below. Note that when a spell's name is **boldfaced**, a puzzle or obstacle must be overcome before access to spell is possible—this is *not* done for objects. An "S" indicates position of stairs on all maps.

#### Scenario I: Fairhaven Valley (map one)

- A: Weapons & Armor
- B: Shovel
- C: +1 Leather
- D: Porridge
- E: 50 Gold Pieces
- F: Weapons
- G: Jail Keys
- H: Diamonds
- I: Coal
- J: Vial
- 4: (on main map): Apple seeds

#### Room names in Xavier's Fortress

- 1: Entry
- 2: Barracks
- 3: Armory
- 4: Dining Room
- 5: Pantry
- 6: Blue Light
- 7: Daconda's Room
- 8: Thanbor's Room
- 9: Bookcase Room
- 10: Cells
- 11: Pedestal Room
- 12: Alchemy Room
- 13: Xavier's Room
- 14: Brazier Room
- 15: Portal Room
- 16: Mist Door

#### Items not shown on map

##### In Fairhaven

- |                |                                 |
|----------------|---------------------------------|
| Bucket         | Buckets by the Bundle shop      |
| Box of Matches | Tavern kitchen                  |
| 40 Gold Pieces | Barrel in Tavern basement       |
| Brochure       | Moe's Magic Shop                |
| Blue Key       | Fountain just inside city gates |

##### Near Xavier's Fortress

- |                           |                             |
|---------------------------|-----------------------------|
| Nightcrawlers<br>& Apples | Garden (E of entry to Fort) |
|---------------------------|-----------------------------|

##### Spells

- |              |  |
|--------------|--|
| Light        | Library table (2nd floor of tower)         |
| Heal         | Bookshelf in Drek's bedroom                |
| Fear         | Haunted house                              |
| Silence      | Three Bear's house                         |
| Energy Blast | Room behind bookcase,<br>Xavier's Fortress |
| Shield       | Thanbor's room, Xavier's Fortress          |

#### Scenario II: Violet Valley (map two)

Dotted lines in Mausoleum are original position of sliding room.

- A: Loaf of Bread
- B: Giant Key
- C: Boring Storybook
- D: Ivanhoe Book, Book of Poetry
- E: Scarlet Sword
- F: Charles' Fiance
- G: Fountain
- H: Scarlet Statue
- I: Dragon
- J: Elevator
- K: Demon
- L: Teleport Chamber
- 8: on main map: Rotten Egg, Magic Carpet
- 10: on main map: Green Bottle

#### Items not shown on map

- |               |                               |
|---------------|-------------------------------|
| Corncob Pipe  | Scarecrow near Stockton farm  |
| Magic Feather | Chicken coop at Stockton farm |
| Barn Key      | Dropped by Joshua at farm     |
| Holy Symbol   | In altar room in Vestry       |
| Ginger Roots  | Given by Brother Sidney       |
| Thimble       | Mausoleum Graveyard           |
| Skeleton Key  | Eastern grave in graveyard    |
| Conch shell   | SE corner of Ichabod Island   |
| Cryptic Key   | From Charles                  |

#### Spells

- |                 |                                 |
|-----------------|---------------------------------|
| Time Distortion | Entry passage                   |
| Omnivision      | Bookcase in Vestry at Monastery |
| Force Field     | SW chamber in Dragon cave       |
| Gnihton         | Purchased from Zilch            |
| Awaken          | Taught by Brother Jenkins       |
| Recall          | E chambers of Demon's lair      |
| Detect Monster  | N chamber of Mausoleum          |

#### Scenario III: Springdale Valley (map three)

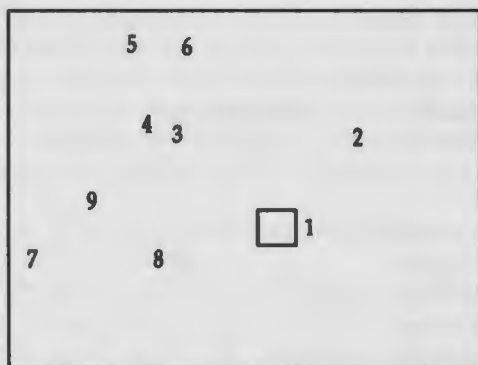
- A: Festive Flute
- B: Metal Rod
- C: 6+1 Sword
- D: Pot of Gold
- 2: (on "past" map) :Diploma
- 4: (on "present" map) :Carrot
- 5: (on "present" map) :Nice Vest, Black Bowtie
- 8: (on "present" map) :Ice Skates, Amazing Map

#### Items not shown on map

- |             |                                |
|-------------|--------------------------------|
| Two Buttons | Outside when goat eats vest    |
| Bottle      | NW in river NW of outdoor past |

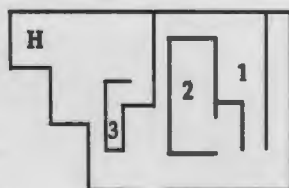
##### Spells

- |                   |                                 |
|-------------------|---------------------------------|
| Reflection        | Mirror at the tailor shop       |
| Quickness         | Vest on rack at the tailor shop |
| Strength          | Ice tablet in the cool cave     |
| Depoison          | S chamber in ice grotto         |
| Unparalyze        | Bottle in river in past         |
| Strengthen Portal | Library in Wizard's Enclave     |



Fairhaven Valley

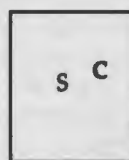
- 1: Fairhaven Village
- 2: Goblin Cave
- 3: Hollow Tree
- 4: Rabbit Cage
- 5: Three Bears' House
- 6: Slime Pool
- 7: Boulder/Xaviera's Fortress
- 8: Gypsy Hut
- 9: Garden



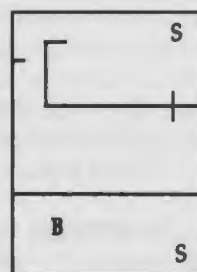
Slime Pool  
(Repton Cave)

- 1: Entry  
Chamber/Exit
- 2: Statue Room
- 3: Repton Chief

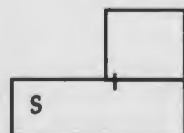
Goblin Cave



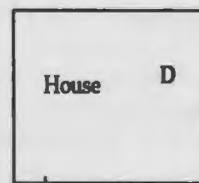
Level Zero



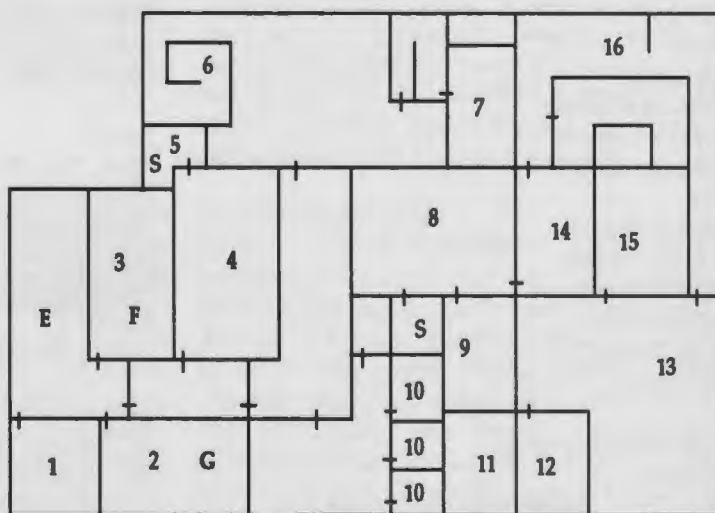
Level One



Level Zero

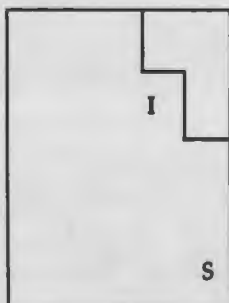


Three Bears' House

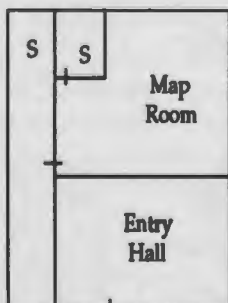


Xavier's Fortress

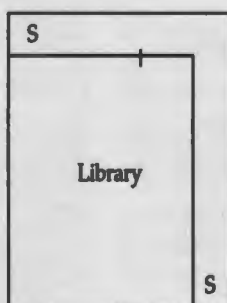
Eldritch's Tower



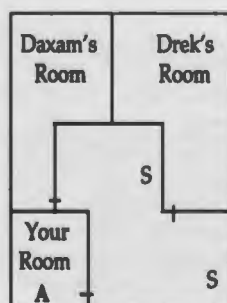
Basement



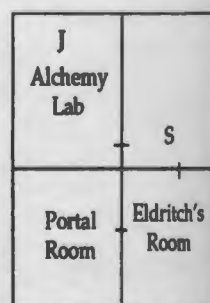
Level One



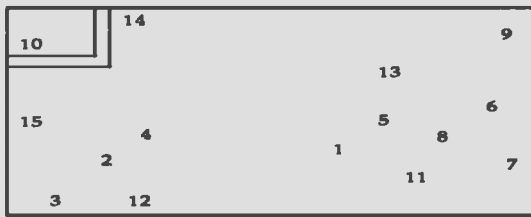
Level Two



Level Three

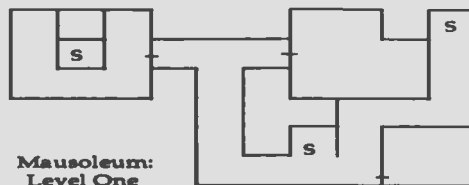


Level Four

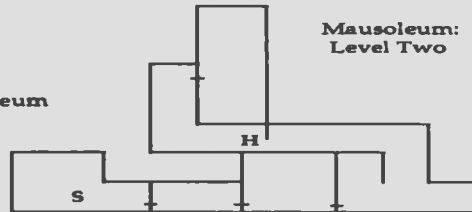


Violet Valley

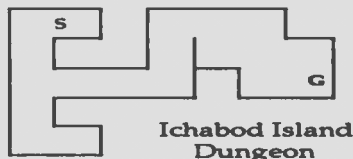
- |                   |                                |
|-------------------|--------------------------------|
| 1: Entry Passage  | 9: Cyclop's Cave               |
| 2: Stockton Farm  | 10: Beach                      |
| 3: Scarecrow      | 11: Dragon Cave                |
| 4: Monastery      | 12: Hidden Ladder to Mausoleum |
| 5: Zilch's Shack  | 13: Vine to Treehouse          |
| 6: Induun         | 14: False Vine                 |
| 7: Abandoned Mine | 15: Dry Well                   |
| 8: Magic Carpet   |                                |



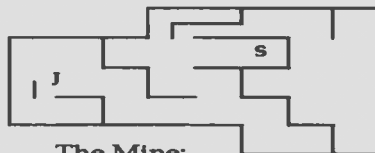
Mausoleum:  
Level One



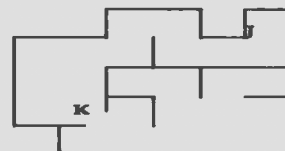
Mausoleum:  
Level Two



Ichabod Island  
Dungeon



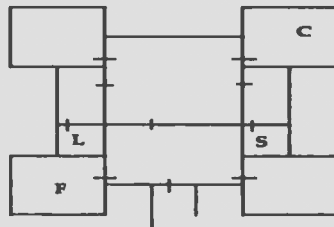
The Mine:  
Level One



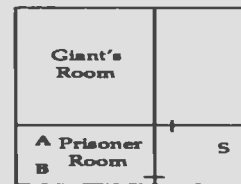
The Mine: Level Two



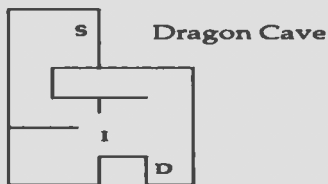
Cyclop's Cave



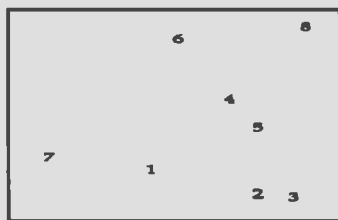
Giant's Castle: Level One



Giant's Castle: Level Two

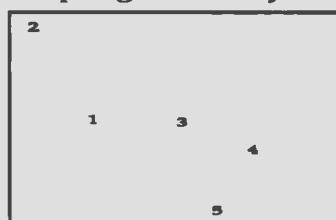


Dragon Cave



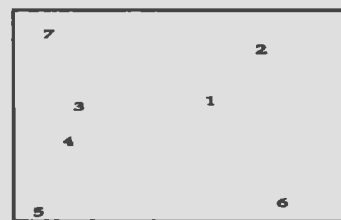
Present

- |                 |
|-----------------|
| 1: Portal       |
| 2: Troll Bridge |
| 3: Cool Cave    |
| 4: Rabbit Hole  |
| 5: Tailor Shop  |
| 6: Pyramid      |
| 7: Bat Cave     |
| 8: Bakery       |



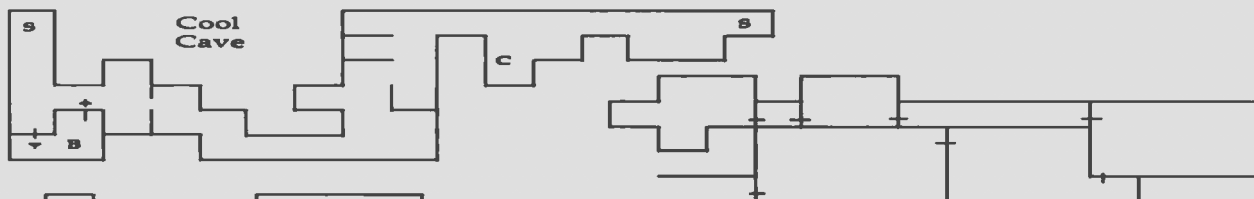
Ice Area

- |               |
|---------------|
| 1: Igloo      |
| 2: Cool Cave  |
| 3: Yeti       |
| 4: Ice Grotto |
| 5: Penguin    |



Past

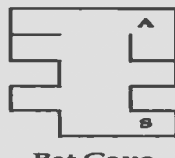
- |                     |
|---------------------|
| 1: Pyramid          |
| 2: Leprechaun Tree  |
| 3: Wigwam           |
| 4: Lumber Pile      |
| 5: Wizard's Enclave |
| 6: Bridge           |
| 7: Bottle in River  |



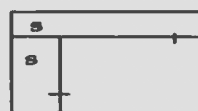
Wizard's Enclave



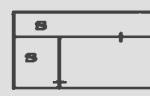
Ice Grotto



Bat Cave



Level One



Level Two



Level Three



Level Four

Pyramid (past)

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)