#### 1. Problem with Riddle?

Seen often in forest.

## 2. Goblin.

He's awfully hungry.

#### 3. Problems still with Goblin?

Feed him something in your inventory.

#### 4. Hill.

Something from trading post may help.

## 5. Can't get beyond rocky mountain?

Magic words may lead somewhere.

#### 6. Dark in tunnel.

Examine near rocky mountain.

#### 7. Skeleton.

She likes her freedom.

## 8. More problems with skeleton?

Short things may unlock things.

#### 9. Dead End.

Have you read a good book lately?

## 10. Korgi.

Exchanges may help you.

## 11. More problems with Korgi?

Been to the Goblin?

#### 12. Elves.

Avoid them, there are to many.

## 13. More problems with elves?

Skeleton will give you something.

#### 14. Still Problems with elves?

A drink can be helpful.

#### 15. Sandstone.

Do you have a Gem?

## 16. Spider.

If Jadins there, just say kill spider.

### 17. Snake.

Give him a bath.

### 18. Problems still with snake?

Been to a pond?

19. Egg.

It may fix things.

# 20. Problems still with egg?

A gem is a changing thing.

21. River.

A log could make a good raft.

#### 22. Problems still with river?

Been to snake.

## 23. Can't get oar?

Who has real long arms?

# 24. Still can't get oar?

Use some teamwork.

#### 25. Still can't get oar?

Why can't you hold someone?

#### 26. Gator.

Utilize the oar.

# 27. Kangaroo.

Now where can a Kangaroo put your inventory?

## 28. Ogres.

You're fairly far away, therefore certain weapons may be dictated.

## 29. Problems with Ogres?

What a throw?

## 30. Still problems?

Get something at skeleton & grasslands.

## 31. Still problems?

Do you have Liphin & Lichin?

### 32. Dragon.

Read the sandstone.

33. Still problems with Dragon?

Been at Egg?

34. Still problems with Dragon?

Touch of stone.

35. Quadron.

Word of wood.

36. Still problems with Quadron?

Examine first forest.

37. Still problems?

Magic word could help.

38. Armour.

Been to Quadron?

39. Locked door.

Been to Armour?

40. Music room.

Sound of Music.

## 41. Empty Room.

Do you have rods? Can they make something?

## 42. Problems still with empty room?

A wand would be nice.

#### 43. Chalice Room.

Been to spider?

# 44. Still problems?

Drink something before entering room.

# 45. Still problems?

Quick draw.