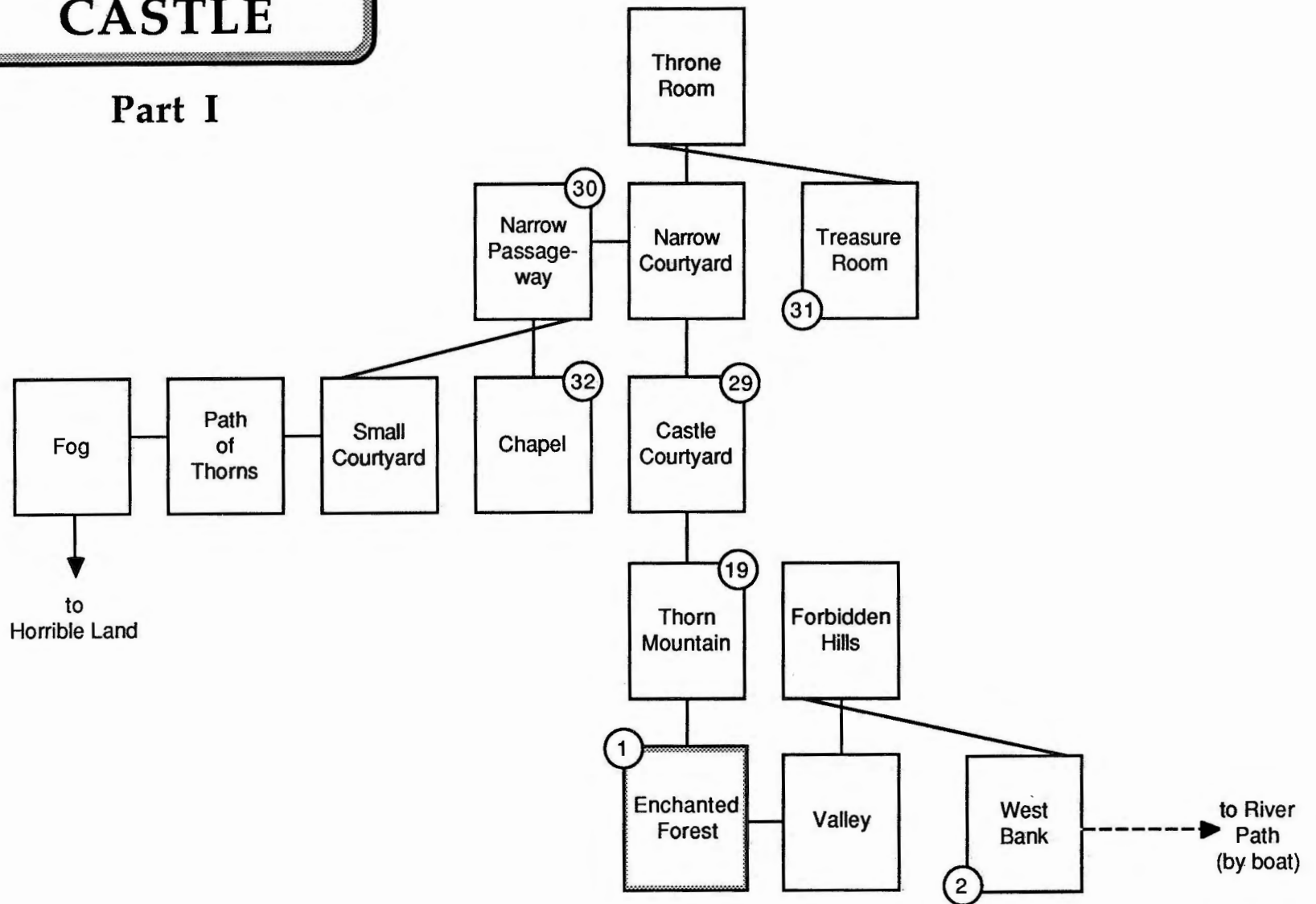
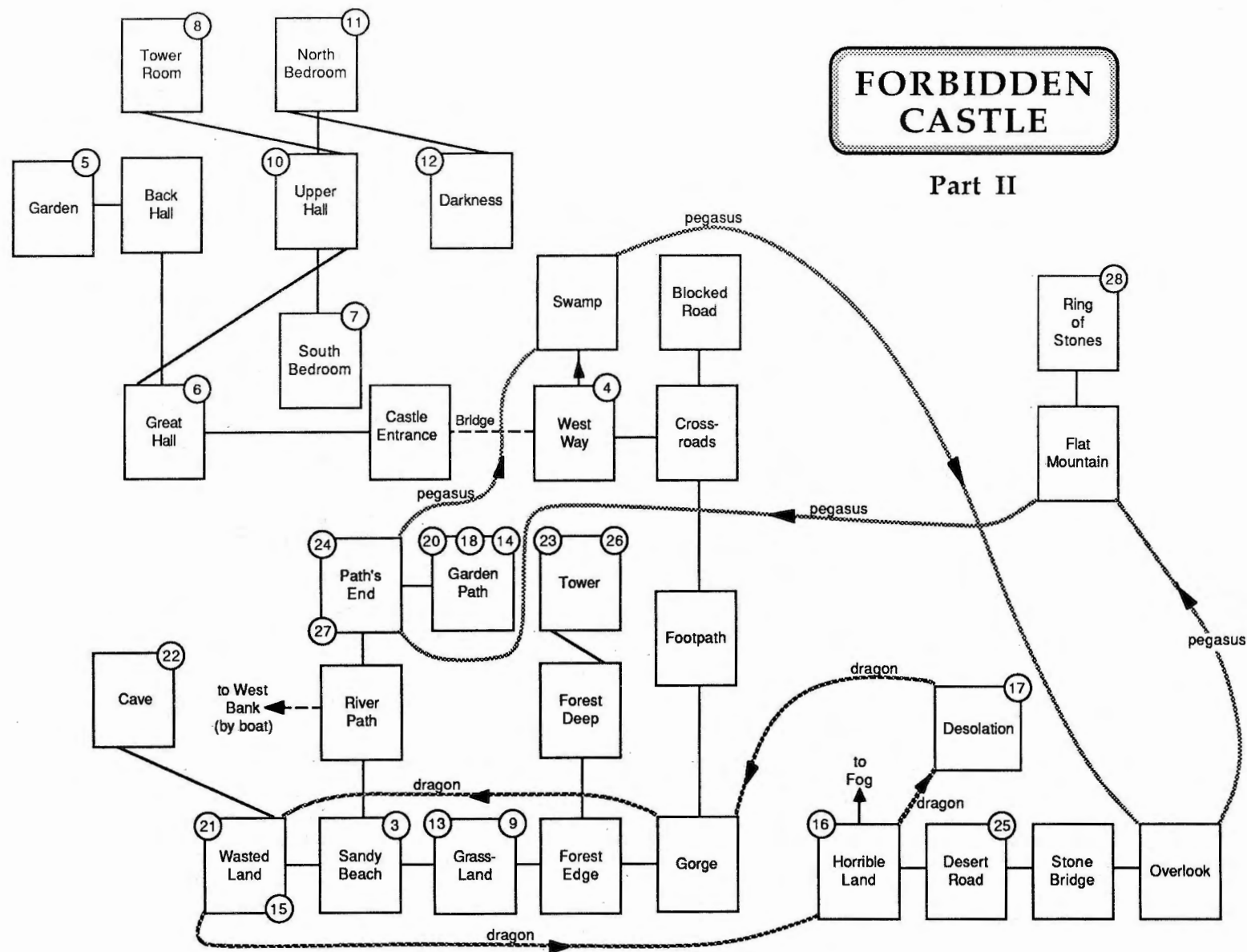


# FORBIDDEN CASTLE

## Part I





# Forbidden Castle

1. Take the bag.
2. Wait for the boat (if it's not here). Ride the boat.
3. Open the bag. Take the tooth. Carefully examine the tooth. Wear the tooth. Drop the bag.
4. Cross the bridge (only if it's down. If it's up, then wait for it to go down. Also you can't cross the bridge if you are carrying the book that you will find later).
5. Carefully examine the pool. Take the locket. Carefully examine the locket. Wear the locket.
6. Take the sword. (If it's not here now, come back in a few moves). Carefully examine the sword.
7. Take the cape. Carefully examine the cape. Wear the cape.
8. Examine the crate. Open the crate with the sword. Take the chest. Carefully examine the chest.
9. (Assuming Blue Faerie is here). Faerie, do you want to trade? (Continue to trade with her until you end up with the vase and the key --you may have to give her the chest and sword for now). Carefully examine the vase.
10. Unlock the door with the key. Open the door.
11. Take the book. Open the book. Read the book (6 times). Drop the book.
12. Take the feather.
13. (Assuming Mankin is here). Ask beard belt for magic power. Ask beard belt about findolwyr.
14. Ask frog about tynwyn. Ask frog about findolwyr. Ask frog about the ring. Ask frog about the cape. Ask frog about the locket.
15. Wait for the dragon (if it's not here). Ride the dragon.

16. Talk to the raven. Remove the cape. Drop the cape. Talk to the raven. Take the cape. Wear the cape. Wait for the dragon. Ride the dragon.

17. Take the chalice. Carefully examine the chalice. Wait for the dragon. Ride the dragon (twice).

18. Ask frog about the chalice.

19. (Assuming Ogre is here). Give me the ring. Carefully examine the ring. Wear the ring. Talk to ogre.

20. Ask frog about elowynd.

21. (Assuming Blue Faerie is here). Faerie, you are beautiful. Faerie, give me the chest. Carefully examine the chest. Carefully examine the chalice. Carefully examine the tooth.

22. Say hello to griffin. Ask griffin about elowynd.

23. Carefully examine the carving. Drop the key.

24. Drop the vase. Wait for pegasus (if it's not here). Ride pegasus (twice).

25. Take the stone. Carefully examine the stone. Go west and ride the dragon (twice).

26. Put the stone on the carving. Take the stone.

27. Wait for pegasus. Ride pegasus (3 times).

28. Carefully examine the pillar. Put the stone on the pillar. Go south, ride pegasus back to Path's End, and take the vase.

29. Carefully examine the fountain. Pour the liquid in the fountain.

30. Open the door.

31. Open the chest. Drop the chest. Put the feather in the chest. Remove the cape. Put the cape in the chest. Remove the ring. Put the ring in the chest.

32. (Make sure you are not carrying the sword when you try to enter here). Carefully examine the altar. Carefully examine the case. Open the case. Put the vase on the altar. Put the chalice on the altar. Open the case.

## FORBIDDEN CASTLE

In FORBIDDEN CASTLE by Mindscape, many people and creatures appear at random times throughout the game although usually in the same vicinity. Because of this, it is difficult to write an exact solution that will work each time you play the game. I will write the step-by-step solve corresponding to where these people and creatures occurred when I played the game. With slight improvisation you can then make the solution work for yourself.

A few general comments should help make this transition easier. If an item is not where I indicate it to be found, just move around a bit or come back later and it will generally be there. The reason this occurs is that the characters in the game are often holding these items and they will either drop them on their own, or you must ask the characters for them. If neither of these work, you must then TRADE for them. In this regard, when trading with the Blue Faerie, observe the following rules. Say FAERIE, DO YOU WANT TO TRADE? She will then offer you an item and ask if you want it. If you say YES, sometimes she will keep it and not trade with you. Other times, she will trade it with you. Sometimes, if you say NO, she will still proceed with the trade. Next, she will tell you what she wants in trade for it and ask if you will give it to her. If you say YES, she will not execute the trade. Thus, if you want to complete the trade, say NO and she will take it from you by magic. If you know what she has to trade and you know what you want to give her, you can just say, TRADE XXX WITH FAERIE FOR YYY.

When you want to converse with one of the characters you need not address them by name unless there is more than one present. Then to avoid ambiguity as to who you are talking to, it is best to address them directly, such as Faerie, do you want to trade?, or, mankin, tell me about the dragon.

And now on with the game.....

You are on vacation in London. As you pass a little antique shop, your eye is caught by an ivory pendant hanging from a beautifully crafted gold chain. Escaping from the noise and traffic, you enter. The shop is dark and musty inside. A little man with a long beard smiles at you from behind the counter. A telephone rings from a

room behind a drawn curtain. Excusing himself, the man tells you to feel free to browse.

On the counter before you is a strange book. It is very old, and the gold lettering on the cover is almost worn off. You can barely make out the ancient word, METHWYR.

You pick up the book. Gazing at its yellowed pages, you are drawn into the old engravings. To your amazement, the odd letters form words you understand. As you read, childhood memories and thoughts long forgotten pour back into your consciousness.

You feel someone calling to you from beyond time. All you know is that she is in pain, held captive. Then you fell yourself falling into a swirling tunnel of light. Deeper and deeper you fall. The buzzing of summer flies awakens you to streams of morning sun poking through the high, thick foliage of an ancient forest.

Suddenly the buzzing is stilled, and a foul stench overcomes you as an enormous slathering beast steps out from among the trees. Nothing in your life has prepared you for this hideous sight.

The thing has not noticed you. It stops and puts down a filthy leather bag. It scratches itself, sniffs the air, then lumbers up a thorn-covered hill. Shaking from head to toe, you stand. You have just seen an ogre, and it may return.

n (Star Faerie says you need a locket first)

take bag

e

n

d

ride the boat (it takes you to the other side of the river...if it's not there WAIT FOR THE BOAT)

s

open bag

take the tooth

carefully examine the tooth (scratched on its surface you see TYNWYN)

wear tooth (so you can carry more inventory)

drop bag

e

e (Mankin is here)

e (Blue Faerie is here)

n

n

w

cross the bridge (only if it's down... if it's up, WAIT FOR BRIDGE TO GO DOWN)  
 open door  
 w (in the Great Hall)  
 n  
 w (in the garden)  
 carefully examine the pool  
 take the locket  
 carefully examine the locket (engraved on the back are the words: over beauty, over sleep, place the  
     word that wizards keep)  
 open the locket (there's a spell on it and it won't open here)  
 wear the locket  
 e (King Coldor is here)  
 s (you see the sword)  
 take the sword  
 carefully examine the sword (on the other side of it's blade you see the inscription: WYRMOG)  
 u  
 s  
 take the cape  
 carefully examine the cape  
 wear the cape  
 n  
 u (in the tower room)  
 examine the crate  
 open the crate with the sword  
 take the chest  
 carefully examine the chest (the letters FINDOLWYR are carved on it's lid)  
 open the chest (there's an enchantment on it... you can't open it here)  
 d (King Coldor is here)  
 n (the door is locked)  
 d  
 e  
 cross the bridge (if it's up, WAIT FOR BRIDGE TO GO DOWN)  
 e  
 s  
 s  
 w  
 w (the Blue Faerie is here)  
 faerie, do you want to trade? (she asks if you want the vase)  
 y(es) (she asks if you will trade the chest)  
 n(o) (she takes the chest and gives you the vase)  
 faerie, do you want to trade? (she asks if you want the leather bag)  
 y(es) (she asks if you will trade the sword)  
 n(o) (she takes the sword and gives you the leather bag)  
 faerie, do you want to trade? (she asks if you want the key)  
 y(es) (she asks if you will trade the leather bag)  
 n(o) (she takes the leather bag and gives you the key... that's enough  
     trading for now)  
 carefully examine the vase (it contains a wilted rose)  
 e  
 e  
 n  
 n  
 w

cross the bridge (if it's down... else WAIT FOR BRIDGE TO GO UP)

w

u

unlock the door with the key

open the door

n

take the book

carefully examine the book

open the book

read the book (you learn of a treasure room in the castle)

read the book (you learn of a ring on the other side)

read the book (you learn of a feather that lets you talk to the animals)

read the book (you learn of a powerful cape)

read the book (you learn that the little man's name is Beard Belt and he  
can give you magic power)

drop the book

d

take the feather

carefully examine the feather

u

s

d

e

cross the bridge

e

s

s (The Blue Faerie is here)

w

w (the mankin is here)

ask beard belt for magic power (in recognition of his name, he gives you  
the power to visit the griffin in his cave)

ask beard belt about findolwyr (do the deed, do not worry, free the caged  
angelic fury)

w

n

n

e (garden path - frog is here)

ask the frog about tynwyn (it means WHITE DRAGON)

ask the frog about findolwyr (if he told you, the wizard would turn him into something awful like a  
human)

ask the frog about the ring (the ogre respects two things; the ring is not one of them)

ask the frog about the cape (that's special and should be returned --- it is one of the treasures)

ask the frog about the locket (make sure you have it)

w

s

s

w (at the wasted land - sometimes the white dragon will be here; else  
WAIT FOR THE DRAGON)

ride the dragon (he takes you to the horrible land - the raven is there)

talk to the raven (he tells you to drop your cape)

remove the cape

drop the cape

talk to the raven (he tells you to ask him about the Blue Faerie)



ask the raven about the blue faerie (he tells you to flatter her when you meet her)  
 take the cape  
 wear the cape  
 wait for the dragon (if he's not already there)  
 ride the dragon (he takes you to a desolate mountain peak)  
 take the chalice  
 carefully examine the chalice (it contains the liquid; on the lip are tiny letters that spell: Tonda  
     bellith wyr mendolynn)  
 wait for the dragon (if it's not already there)  
 ride the dragon (he takes you back to the gorge)  
 ride the dragon (he takes you back to the wasted land)  
 e  
 n  
 n  
 e  
 ask the frog about the chalice (that makes the ogre more agreeable)  
 w  
 s  
 wait for the boat (if it's not already there)  
 ride the boat  
 u  
 s  
 w  
 n (at thorn mountain --- the ogre is here)  
 give me the ring (he takes a small ring from his mouth and gives it to you)  
 carefully examine the ring (engraved on the inside is the word: ELOWYND)  
 wear the ring  
 open the door  
 n (you can't pass)  
 s (the ogre kneels and lets you pass --- try moving around in the ogre's presence without the chalice --- if  
     you TALK TO THE OGRE you will find out that the liquid in the chalice is the tears when  
     dragons cry)  
 e  
 n  
 d  
 wait for the boat (if it's not already there)  
 ride the boat  
 n  
 e  
 ask the frog about elowynd (the griffin is very good to talk to)  
 w  
 s  
 s  
 w (Blue Faerie is here)  
 faerie, you are beautiful (she thanks you for the compliment)  
 faerie, please give me the chest (she gives it to you claiming it to be worthless -- NOT TRUE as you will  
     see)  
 carefully examine the chest (letters carved on the lid spell: RELEASE THE DRAGON --- notice that  
     since you are now wearing the ring, you can read the strange words)  
 carefully examine the chalice (the tiny letters on the lip spell out: I hold the tears when dragons cry)  
 carefully examine the tooth (the letters spell: WHITE DRAGON --- as the frog already told you)  
 carefully examine the ring (notice that since you are wearing it, you cannot see ELOWYND engraved on  
     the inside)

u (the mouth of the cave -- the griffin is here)  
 say hello to the griffin (he greets you)  
 show the feather to the griffin (you've now found out the second treasure that must be returned)  
 ask the griffin about elowynd (this is the name of TYNWYN's bride -- he gives you the power to enter  
     the tower)  
 d  
 e  
 e  
 e  
 n (in the forest deep --- there is an old wooden tower here)  
 u  
 carefully examine the carving (the center of it is slightly hollowed)  
 drop the key  
 drop the vase  
 d  
 s  
 w  
 w  
 n  
 n (path's end -- pegasus is here; else WAIT FOR PEGASUS)  
 ride pegasus (he takes you to the swamp)  
 ride pegasus (he takes you to the overlook)  
 w (at the stone bridge)  
 w (on the desert road - there is a grey stone here)  
 take the stone  
 carefully examine the stone  
 w (you are back at the horrible land)  
 wait for dragon (if he's not here)  
 ride the dragon (he takes you to the desolate mountain peak)  
 ride the dragon (he takes you to the gorge)  
 w  
 n  
 u  
 put the stone on the carving (the Star Faerie appears: she tells you that  
     The grey stone has but one true resting place;  
     Take it there and find revealed  
     The wizard's secret now concealed.  
     On your journey swiftly fly  
     On winged steed (pegasus) through sunlit sky)  
 take the stone  
 d  
 s  
 w  
 w  
 n  
 n  
 wait for pegasus (if he's not there)  
 ride pegasus (he takes you to the swamp)  
 ride pegasus (he takes you to the overlook)  
 ride pegasus (he takes you to the flat mountain)  
 n (at the ring of stones --- the wizard is here)  
 carefully examine the pillar (the top seems to have been snapped off)  
 put the stone on the pillar (the wizard gives you the power to enter the Forbidden Castle)

s  
 wait for pegasus (if he's not already here)  
 ride pegasus (he takes you back to the path's end)  
 s  
 s  
 e  
 e  
 n  
 u  
 take vase  
 d  
 s  
 w  
 w  
 n  
 ride the boat (if it's here; else WAIT FOR THE BOAT)  
 u  
 s  
 w  
 n (thorn mountain)  
 n  
 n (in the castle courtyard)  
 carefully examine the fountain (on top is a statue of a dragon)  
 pour the liquid in the fountain (the fountain is full of water and the dragon is reflected in it)  
 n  
 w  
 open the door (Treasures three must be at rest. Within the magic treasure chest)  
 e  
 open the door  
 n (the throne room)  
 open the trap door  
 d (in the treasure room)  
 open the chest (the spell has been removed allowing you to do so)  
 drop the chest (the small stone chest turns into a large alabaster one)  
 put the feather in the chest  
 remove the cape  
 put the cape in the chest  
 remove the ring  
 put the ring in the chest  
 u  
 s  
 w  
 open the door (it swings open)  
 s  
 carefully examine the altar  
 carefully examine the case (a beautiful girl lies in an enchanted sleep within the case - FINDOLWYR  
     is etched on the glass)  
 open the case (two vessels to the altar take)  
 put the vase on the altar (the rose blooms)  
 put the chalice on the altar  
 open the case

CONGRATULATIONS!! YOU HAVE WON THE GAME

The girl awakens and stares into your eyes -- the case then explodes and a golden dragon rises from the destruction. This is ELOWYND who thanks you so that she may now join TYNWYN who has waited for her release. As the dragon spreads its wings and takes off, you awake with a jolt and find yourself back in the little antique shop in London. You find out that the word METHWYR on the book means RIDDLE OF THE DRAGON. On the wall of the shop is a tapestry of two beautiful dragons, one gold (ELOWYND) and the other white (TYNWYN). You also see the dragon tooth, ring, and a beautiful inkstand holding the feather. On the coat hook hangs the cape. All of your dream has become reality. As you leave you notice that the name of the shop is the Forbidden Castle and that you are wearing the dragon tooth.