

ELVIRA MISTRESS OF THE DARK

Type: Horror Role-Playing Adventure

Difficulty: Intermediate

Systems: Amiga, ST (one megabyte),
MSDOS (640K and hard disk required,
mouse and 8+ MHz or faster recom-
mended; EGA, 256-color VGA, Ad Lib,
Sound Blaster, Casio, PC, 3-voice PC,
Tandy 3-voice, generic MIDI, Roland)

Company: Accolade

Unless you've been lost in a cave, stuck in a dungeon or trapped by orcs in the Dark Forest for the past decade, you know who inspired this game. Horror show hostess Elvira even plays a role in this British game, which dares you to run all the monsters out of the castle she just inherited and prevent her long-dead ancestor, Queen Emelda, from returning to take over. This calls for an inordinate amount of combat, which is at least easy to conduct, and figuring out how to use a vast number of objects (after, of course, figuring out where to find them and how to get them). The inventive icon interface offers three ways of displaying objects in your possession, and also highlights those objects visible in the room but not yet snatched up. Commands are executed by clicking on icons labeled "examine", "mix" and so on, and battles are fought by punching the Lunge or Hack icon. Magic spells are a key ingredient in this quest. Take the proper components to Elvira, and she'll help prepare the spells. The majority of spells merely improve combat performance; a few are used to solve puzzles. These puzzles, and the more common object-oriented problems, are typical of an animated adventure. Your character, however, possesses role-playing characteristics such as Dexterity. Rarely does this combination succeed. In *Elvira*, superb graphics, an excellent interface, and well-done animation and music combine to make an appealing game, especially if you enjoy combat.



General Tips

Save often. Save before entering rooms. If you get hacked up too badly, restore and try again. Save after you accomplish something or pick up an important item.

Walkthrough

Suiting Up

Go left and walk around the Courtyard. Pick up the hay outside the Stable, then go to the Souvenir Shop (opposite the Gate Guard). Get the large shield. Equip the shield and knife ("use" them). Enter the Castle and go to the Armory. If necessary, hit the guard with the *Firelight* spell. Get the sword and crossbow. Use sword. Drop knife.

Mixing

Go to the Library and get the spell book. Go down to the Kitchen and give the spell book to Elvira (move it into room). Enter Pantry. Get jar of honey and white wine. Exit. Have Elvira mix up the *Herbal Honey* spell. Use it.

Upstairs

Go upstairs to bedrooms. Search *all* rooms for bolts. Avoid Vampire for now. Get prayer scroll from Bible in Blue Bedroom. Get laudanum from hole in Bathroom wall.

Garden Path

Exit the Castle. Exit the Courtyard by fighting your way through the gate. Proceed along the path, gathering plants and other objects you find (see map). Go past the Maze entrance and on to the Garden Shed. Get the silver cross, hammer and maggots (from dead gardener's throat). **L44k 3n9382 t3n**. Get seed packets. Get small key.

Archery/Falcon

Go to Archery Range and practice with crossbow (use crossbow) until you get the message that you have "mastered" the crossbow. Go to the Meadow and kill the Falcon with the crossbow. Get the gold key, bird's feather and bolt.

Ingredients

Go to the door to the Herb Garden and use the **9m1ll k26** to unlock door. Fight your way inside and take everything. Return to Castle and check the Living Room for ferns, monstera and stake. (You might want to read the diary.)

Vampire

Go upstairs and use the **h1mm27** on the Vampire. Get the vampire dust. Search room for more bolts.

Dungeon

Enter all cells and search for insects. Gather spider webs outside doors. Go to Torture Chamber (in center of dungeon) and get salt and tongs. Lift ring on floor, take bones and gold key.

Kitchen

Go to Kitchen and use **91lt** on cook. Elvira will reappear. Mix *Glowing Pride* spell. Face dumbwaiter. Try to enter. Give spell to Elvira. Get gold key. Mix up as many spells as you can.

Maze

Go to center of Maze. Use *Fire Dagger* spell or crossbow on Maze creatures. (But save at least two bolts for later.) Use *Fire Dagger* spell on Nest. Gather plants along the way. Search Nest for Elvira's ring and anything else the Maze creatures might have stolen from you. Go to Lily Pond and take all items. Check other areas of Maze for bird's egg and plants.

Chapel

Take prayer book with mantichore hide inside. Insert Elvira's ring into cross. Enter chamber under altar. Get crown. Face Crusader wall. Use **p71627 9c74ll** on wall. Put **c74wn** on Crusader's head. Take holy sword. Use it (equip).

Battlements

Gather up ivy. When you encounter the Grey Knight, hit him with a bolt (using the crossbow). He will fall over into the moat below.

Catacombs

Check Well to make sure the rope is down. Enter and get moss. Go to Catacombs. Follow map to monster. Slay him with the **h4l6 9w478**. Get stone. Go to Crypt containing iron key and take it. Go to Crypt with empty sarcophagus and put bones inside. Open other coffin. Go down.

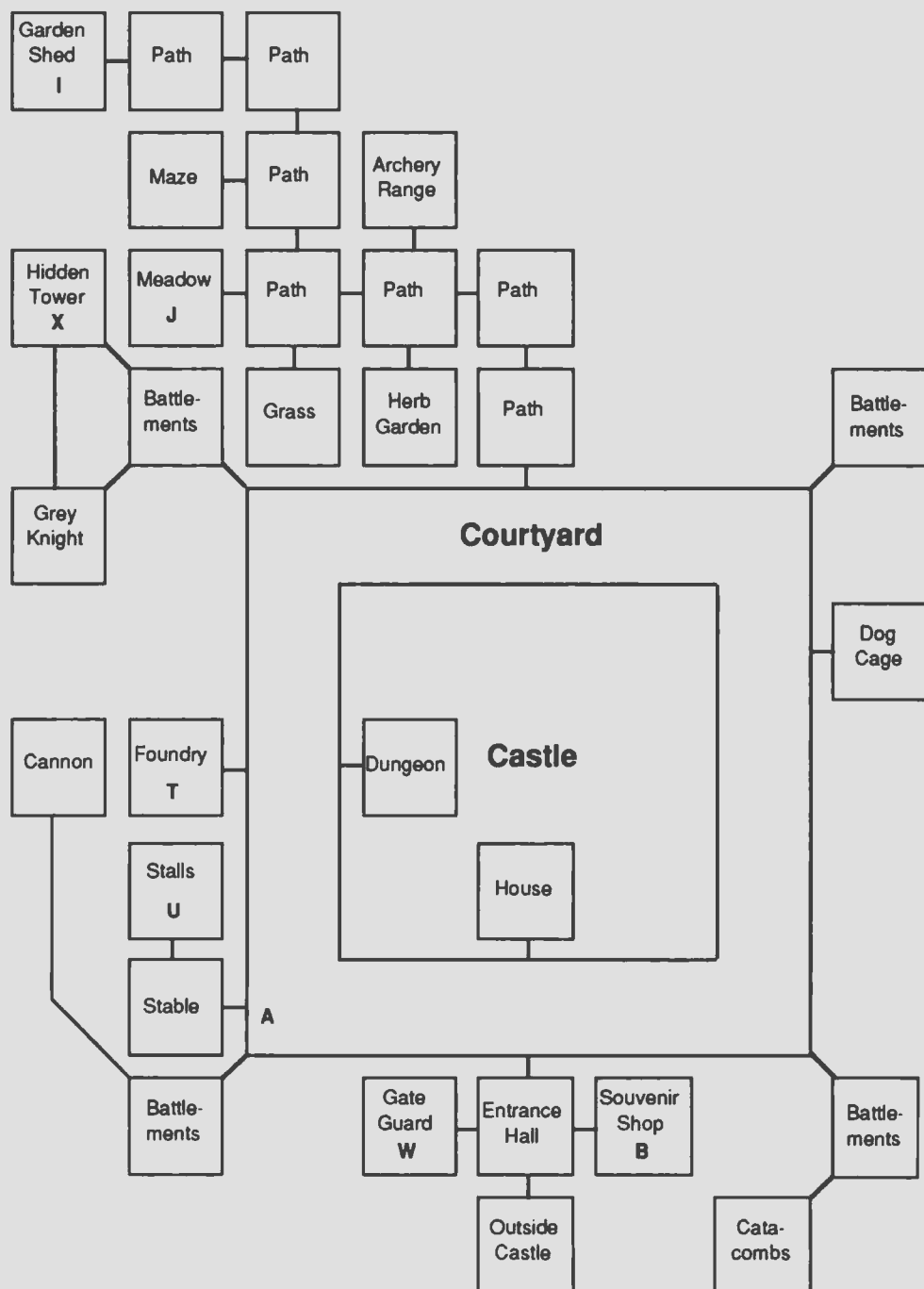
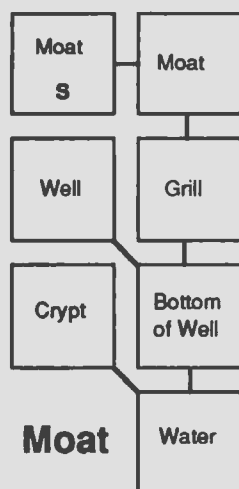
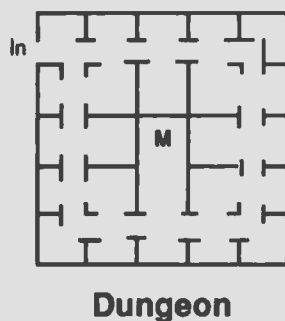
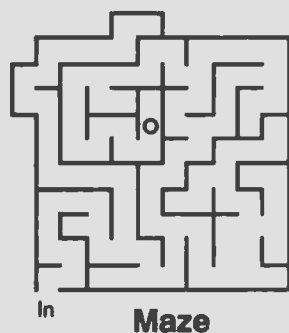
The Moat

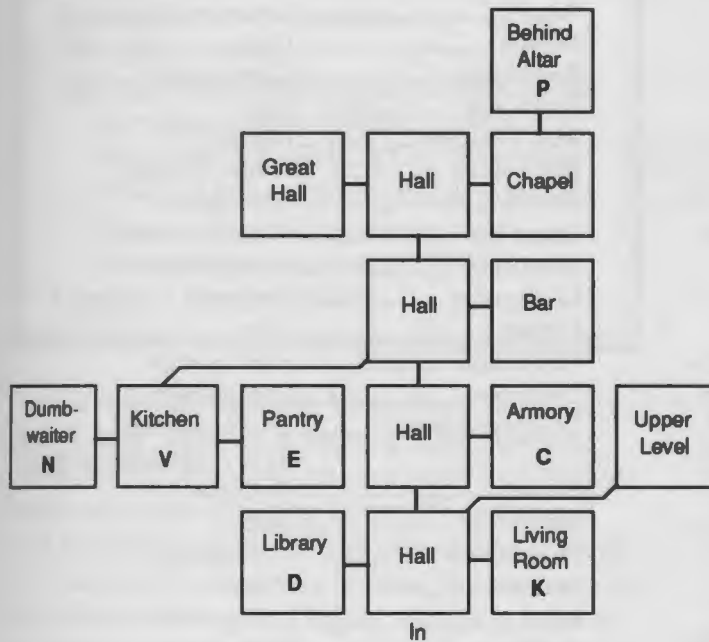
Swim until you reach the bottom of the Well. Go up for air. D. Forward to Grill. Unlock with iron key. Enter Moat. Go forward one. Turn left. Go forward fourteen. Get gold key from Grey Knight. Retrace path to bottom of Well. U. Exit Well.

Foundry and a Silver-tipped Bolt

Get gloves from Kitchen. Go to Foundry. Look inside crate. Get crucible. Put crucible into fire. Put silver cross into crucible. Put bolt into molten silver. (You now have a silver-tipped bolt.)

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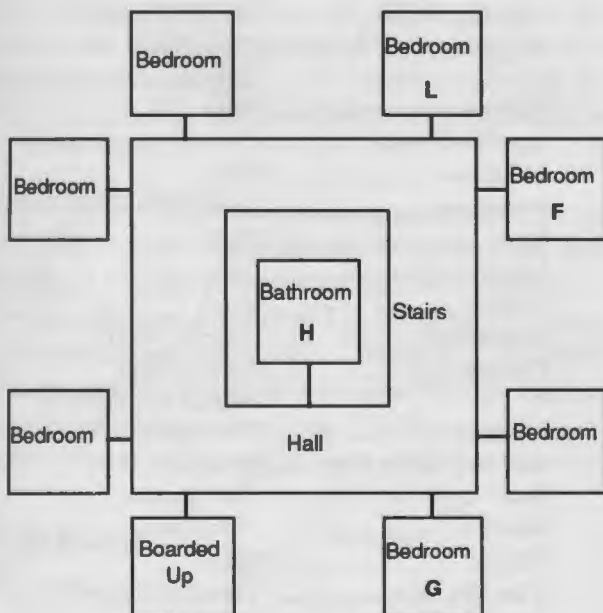




House: Lower Level

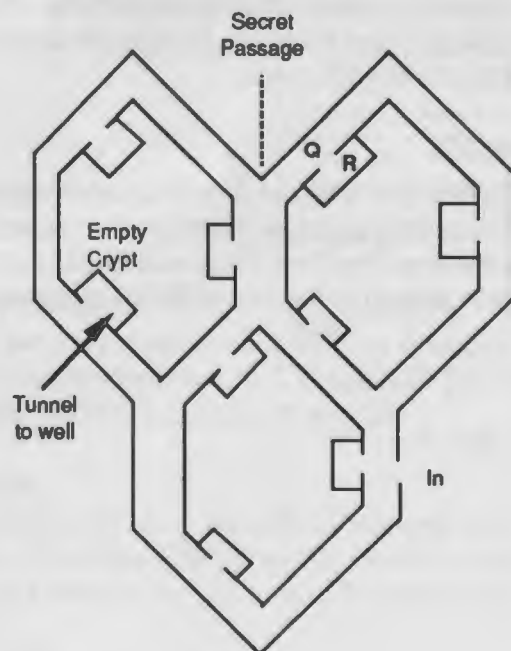
Map Key

- A Hay
- B Shield
- C Sword, crossbow, armor
- D Spell book
- E Honey, wine
- F Bolts
- G Prayer scroll
- H Laudanum
- I Cross, hammer, maggots, small key
- J *Key, feather
- K Stake
- L Vampire dust, bolts
- M *Key, salt, tongs, bones
- N *Key
- O Elvira's ring
- P Holy sword
- Q Monster (stone)
- R Iron key
- S *Key
- T Crucible
- U *Key, horse hair
- V Gloves, coal
- W *Key
- X Dagger, scroll, chest



House: Upper Level

Catacombs



Werewolf

Go to Stable. Approach man. When he changes into a werewolf, use the silver-tipped bolt on him. Go to last stall. Take ring on wall. Take gold key. Replace ring. Get horse hair.

The Chest

Go to Kitchen. Use tongs to get coal in fire. Immediately go to Tower with the cannon and **l3ght f592 w3th c41l**. Enter wrecked Tower. (Note chest.)

The Sixth Key

Go to Armory. Get armor. Consume *Strength* and *Dexterity* potions. Enter Gate Guards' Room. Use magic on captain to weaken him (*Palmight*, *Firelight*). Defeat him. Take bulletin off of bulletin board. Get sixth key.

Opening Chest

Go to wrecked Tower. Open chest by using keys in correct order (examine keys for wording: **P73m59, 92c5n859, T27t359, Q517t59, Q53nt59, 92xt59**). Open chest lid. Look inside. Take dagger and ancient scroll.

Secret Passage

Go to Catacombs. Consume wooden heart. Go to "Y" intersection of passages and look for stone impression on floor. Insert **9t4n2 k26** into impression. If you meet Emelda's handmaidens along way, destroy them with magic.

Emelda

When you confront Emelda, place the holy sword in the pentangle. Then use the ancient scroll you got from the chest. Now stab Emelda with the dagger. Return to Kitchen so Elvira can reward you.

Location of Ingredients

Absinthe	Bar
Aconite	Herb garden
Algae	Center of maze
Beetles	Dungeon
Belladonna	Garden path
Bird's egg	Maze
Bird's feather	Falcon
Black lotus	Center of maze
Bleeding heart	Herb garden
Blood lily	Center of maze
Bloodroot	Herb garden
Centipedes	Dungeon
Clover	Path
Dandelion	Herb garden
Dogwood	Garden path
Dragon's blood	Burial chamber (hole in skull above door)
Earwigs	Dungeon
Egg (bird)	Maze
Elderberries	Herb garden
Feather	Falcon
Ferns	Living room
Firethorn	Path
Flame flower	Path
Hawthorn	Path
Hay	Outside stable
Hellabore	Herb garden
Honey	Pantry
Horse hair	Stable
Ivy	Battlements
Laudanum	Bathroom
Lily, lily leaf	Center of maze
Maggots	Shed (dead gardener's throat)
Maiden tree leaves	Path
Manticore hide	Chapel (prayer book)
Mistletoe	Path
Monstera	Living room
Moss	Well
Mushrooms	Path
Nettles	Maze
Nightshade	Path (by shed)
Parsley	Herb garden, outside herb garden
Plantain	Herb garden
Red and white wine	Pantry
Rose	Herb garden
Spiders	Dungeon
Thistle	Maze
Vampire dust	Vampire's room
Webs	Dungeon
Wine (red and white)	Pantry
Witch hazel	Herb garden

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			