

Adventure! Walkthrough by ClockWyzass

The Gameplay

Most of the challenge of this game is nothing more than figuring out how to reach the end. There's a generous amount of hints, but most of them apply to the endgame sequence (and yet, they still don't manage to explain everything that needs to be done).

Access to many locations is withheld until a specific action, often combined with a specific inventory item, is taken. Most of the prerequisite actions follow common-sense reasoning and most of the prerequisite items can be found close to where they're used, but not always. While all of the action/inventory puzzles seem to be thoughtfully made, some of the puzzle solutions are surprisingly subtle.

Throughout the game, there are a fair amount of ways in which the player-character can die or the game can become unwinnable. However, most areas and actions are non-threatening and there's no combat situations.

The Points

Most of the awarded points come from entering a new location for the first time, and the remainder of the awarded points come from taking inventory items for the first time. However, there's one takable item that subtracts (5) points.

The Environment

There are a few locations where foreground and background character interactions are simulated (via location and event descriptions), but there's no real (direct) interaction between the player-character and those simulated game or story characters (mainly because this game engine doesn't handle character objects).

Also, even though there're some causal mechanisms in the game simulation (where player actions cause the environment to change in small ways), there's no indicators of passing time. Every single time the game is played, it's always the same day and the same time. There are threats of a dire loss which are textually described, but I've never played the game long enough to encounter a "you've run out of time" scenario (except during the timed endgame sequence).

The Tactics

Aside from using this walkthrough, and doing everything it says to do, the best way to explore this game (without the walkthrough) is to examine everything. If something can't be examined in detail, a short message is displayed at the bottom of the description (interface-window) pane which includes the last word typed in the command (interface-window) pane. The wording of these messages changes randomly from a canned list. If something can be examined in detail, a longer message is displayed at the top of the description (interface-window) pane.

Beyond examining everything, most written messages can be read, rubble or debris piles can be searched or moved, tall things can sometimes be climbed, buttons can always be pressed, levers can be moved, and a small number objects can be looked inside or behind or under.

The Shimmering Caves

Right at the very beginning of this game, there are two ways out of the Misty Cavern that aren't obvious at all, and you'll be using one of them. This game is filled with access triggers like this one, where you have to do one simple little thing before you can access the rest of the game locations.

Two of the items you'll need right away are the shovel and the (bag of) coins. The shovel allows you (the player-character) to walk between certain passageways that have become blocked due to landslides. The (copper) coins (but not the gold coins), allow you to buy a couple of essential items in the Village. (But otherwise, the coins are useless. There's a place near the end of the game where it seems as though an additional 2-3 items can be bought, but not really.)

<u>action</u>	<u>destination</u>	<u>inventory addition(s)</u>	<u>hint</u>	<u>points</u>	<u>total</u>
				0	
Begin!	Misty Cavern			5	5
				5	
climb tree			hint		5
E	Dark Passage			5	10
S	Whistling Hall			5	15
S	Windy Ledge			5	20
D	Shimmering Cave			5	25
take crystals (or amethysts)		amethysts		5	30
W or N	Shimmering Cave			5	35
take crystals (or emeralds)		emeralds		5	40
W or E	Shimmering Cave			5	45
take crystals (or peridots)		peridots	hint	5	50
take shovel		shovel		5	55
S	Shimmering Cave			5	60
take crystals (or sapphires)		sapphires		5	65
W	Shimmering Cave			5	70
take crystals (or rubies)		rubies		5	75
S	Shimmering Cave			5	80
take crystals (or diamonds)		diamonds		5	85
drop all					85
take shovel		shovel			85
take crystals (any one)		diamonds (or another crystal)			85

The Village

Some of the most important items you'll need must be acquired in the Village. This particular route to the Village is “the long way”, but it's the perfect opportunity to snag the 20 points you get from passing through 4 out of 8 of the Fog locations.

Also, for some inexplicable reason, the Foggy Slope awards a whopping 25 points.

action	destination	inventory addition(s)	hint	points	total
					85
D	Misty Steps		5	90	
D	Foggy Slope		25	115	
D or S or W or E or N	Fog		5	120	
N	Fog		5	125	
W	Fog			125	
D	Fog		5	130	
U	Fog		5	135	
S	Misty Plain		5	140	
W	Misty Plain		5	145	
W	Village		5	150	
examine crowd				150	
examine shops or square			hint		150

The Guild

There are some very odd things about this transaction that aren't obvious at all. Firstly, no matter which jeweled crystals you sell, you never get more than a fixed quantity of gold (that can never be used anyway). However, you will need the coppers, so just sell one jewel (crystal) and be done with it, literally. You have to type 'done' in order to complete the sale. Not only that, but you'll get kicked out immediately afterwards and never be allowed inside again.

action	destination	inventory addition(s)	hint	points	total
					150
examine shop or workshop or guild			hint		150
U	Jeweler's Guild			5	155
talk (to) clerk			hint		155
sell crystals (any one or more)					155
talk (to) clerk			hint		155
done					155
take coins	Village	coins		5	160
examine coins					160
count coins					160

The Tavern

The Tavern transactions also aren't entirely obvious. You can't take the (necessary) staff until you talk to the old man, but you can't talk to the old man until you satisfy the expectations of the bartender. However, the mug (of ale) never becomes a portable inventory item.

action	destination	inventory addition(s)	hint	points	total
					160
examine tavern					160
N	Village Tavern			5	165
examine bartender					165
talk (to) bartender			hint		165
examine mug or ale					165
buy mug or ale					165
drink mug or ale					165
examine (old) man			hint		165
talk (to) or listen (to) (old) man					165
take staff		staff		5	170
examine staff					170
wave staff			hint		170
S	Village				170

The Market

Despite not appearing to work perfectly, you'll need this bottle.

action	destination	inventory addition(s)	hint	points	total
					170
examine stalls or market			hint		170
examine stall or glassware			hint		170
buy or purchase bottle		bottle		5	175
examine bottle			hint		175

The Jester

Unlike some other games, this jester doesn't provide anything other than a handful of hints.

action	destination	inventory addition(s)	hint	points	total
					175
help			hint		175
examine jester			hint		175
talk (to) or listen (to) jester			hint		175
talk (to) or listen (to) jester			hint		175
talk (to) or listen (to) jester			hint		175
talk (to) or listen (to) jester			hint		175

Based on the maximum points possible, about 1 / 4 of the entire game has been completed so far.

The Temple

The Small Temple (in the Village) is just one of many in this game. However, other than the 5 points gained from entering the temple, there's nothing in it of interest, other than some kind of "teleportation passageway" which leads to the Barren Cell.

Undoubtedly, the Barren Cell must be a popular resting place for unsuspecting travelers because there're a great many unusual ways to enter and exit this location.

For this walkthrough, taking the following route is an effective way of collecting some more location points for areas that you'll never need to enter again, including a different (and faster) path through the Fog.

action	destination	inventory addition(s)	hint	points	total
listen			hint	175	175
listen			hint	175	175
examine temple			hint	175	175
S	Small Temple			5	180
S (or approach altar or monk)	Barren Cell			5	185
examine cot					185
move cot					185
go to cot			hint		185
E	Mountain Crevice			5	190
D	River of Fog			5	195
D	Fog				195
W	Fog				195
S	Misty Plain				195

The Midges

Nasty little blighters! To deal with them, you'll need some all-natural organic insect repellent.

action	destination	inventory addition(s)	hint	points	total
					195
W	Misty Plain				195
W	Village				195
W	Cave Entrance			5	200
N	River Path			5	205
N	Swamp			5	210
examine bugs			hint		210
examine fungi			hint		210
fill bottle with sap (or take sap)		sap		5	215
examine sap			hint		215
apply or use sap			hint		215
examine midges			hint		215

The Castle Grounds

No matter how hard you try, there's no way to reach the castle (through the front door), so you'll have to find a "back door" instead.

The hidden Tangled Grove is one of the hardest-to-find locations in this entire game, without a walkthrough to hand you the solution on a silver platter. You're welcome.

action	destination	inventory addition(s)	hint	points	total
					215
S	River Path				215
S	Cave Entrance				215
E	Village				215
E	Misty Plain				215
E	Misty Plain				215
E			hint		215
examine unicorn			hint		215
follow unicorn			hint		215
S	Misty Plain			5	220
examine insects					220
E			hint		220
apply or use sap					220
E	Misty Plain			5	225
N	Misty Hill			5	230
N	Castle Gates			5	235
examine gates			hint		235
open gates			hint		235
examine moat			hint		235
swim			hint		235
W			hint		235
examine unicorn			hint		235
follow unicorn	Tangled Grove			5	240
examine cave			hint		240

Based on the maximum points possible, about 1 / 3 of the entire game has been completed so far.

The Castle Interior

There's quite a lot going on in this place, but it's hard to make sense of it without carefully examining everything. The Castle Dungeon doors are an amusing application of the staff, and one of the few non-essential and trivial plot twists in this game, but that's all. The Great Hall seems like a highly-cluttered dead end (pun intended) until you follow the King's lead, and push through the apparent limitations. Listening to the King a few times provides some potentially-useful hints. After that, you'll have to wade through his daughter's clutter to win a gold star for your efforts. Be sure to take everything, to get all of the available points, but leave most of it behind, except for the well-hidden item. (This type of hiding method will be used again in this game.)

action	destination	inventory addition(s)	hint	points	total
					240
D	Underground Passage			5	245
E	Castle Dungeon			5	250
examine door					250
open door					250
strike door with staff					250
U	Great Hall			5	255
examine king					255
sit (or approach dais)					255
talk to king					255
eat food			hint		255
drink wine			hint		255
examine wine			hint		255
read message			hint		255
follow king			hint		255
N			hint		255
examine banner					255
move banner					255
push banner			hint		255
walk through (or into) banner	The King's Study			5	260
examine king					260
examine window					260
talk to king			hint		260
talk to king			hint		260
talk to king			hint		260
U	Castle Tower			5	265
examine tapestries					265
examine painting					265
examine desk			hint		265
examine book			hint		265
read book			hint		265
examine diary			hint		265
read diary			hint		265
take diary		diary		5	270
(drop diary)					270
take star		star		5	275
examine star			hint		275
D	The King's Study				275
D	Great Hall				275
W	Underground Passage				275

The Passages

There's a vast network of deep, underground passageways in this game, and there're many (surprising) ways to enter and exit them. During this next walkabout, you'll be using the shovel a few times, as well as discarding a couple unneeded items and collecting a couple of essential items along the way.

The hole in the ceiling (in the Root Cellar) can't be used yet, but it's one you'll be using later on. If you explored this game on your own (without this walkthrough), you may have already stumbled on how to use it.

<u>action</u>	<u>destination</u>	<u>inventory addition(s)</u>	<u>hint</u>	<u>points</u>	<u>total</u>
					275
W			hint		275
dig					275
W	Collapsed Passage			5	280
U	Misty Plain				280
drop bottle (and sap)					280
D	Collapsed Passage				280
take rope		rope		5	285
W	Dirt Passage			5	290
N			hint		290
dig					290
N	Root Passage			5	295
take stone		(black) stone		5	300
examine stone			hint		300
N	Root Cellar			5	305
examine hole			hint		305
S	Root Passage				305
S			hint		305
dig					305
S	Dirt Passage				305

The Wizard's Study

Reaching this location is one of the hardest, most-complex challenges in the entire game. (I guess the wizard likes his privacy.) After all of that effort, there's an unusual item you'll desperately need, both to acquire more essential hints and to complete the endgame.

action	destination	inventory addition(s)	hint	points	total
					305
W	Underground Passage			5	310
examine door			hint		310
break (or strike) door with staff					310
S	Dark Stairs			5	315
W			hint		315
examine door			hint		315
open door					315
W	Granite Room			5	320
examine hole (or pit)			hint		320
D			hint		320
examine walls (or granite)			hint		320
examine loop			hint		320
tie rope to loop					320
drop rope in pit (or hole)					320
D	Pit			5	325
D	Bottom of Pit			5	330
D	Pit				330
examine walls			hint		330
examine pentagram			hint		330
put star in pentagram			hint		330
N	Golden Corridor			5	335
examine spectre			hint		335
talk (to) or listen (to) spectre					335
walk through spectre					335
N	Wizard's Study			5	340
examine wizard			hint		340
talk (to) or listen (to) wizard			hint		340
talk (to) or listen (to) wizard			hint		340
talk (to) or listen (to) wizard			hint		340
examine parchment					340
read parchment					340
beliopy			hint		340
plyoibe			hint		340
ileobyp			hint		340
epiboly			hint		340
take parchment		parchment		5	345
(drop parchment)					345
examine armillary			hint		345
look inside armillary			hint		345
look inside armillary			hint		345
look inside armillary			hint		345
look inside armillary			hint		345
look inside armillary			hint		345
look inside armillary			hint		345
take armillary		armillary		5	350
examine paper			hint		350
read paper			hint		350
walk widdershins around the room	Waterfall			5	355

The Waterfall

Based on the maximum points possible, about 1 / 2 of the entire game has been completed so far.

There's more to this waterfall than meets the eye. This hidden location is one of the hardest to find without using the special "teleportation" trick (which is actually a viable solution, if you don't mind painfully-tedious gameplay tactics).

action	destination	inventory addition(s)	hint	points	total
					355
examine waterfall			hint		355
examine ledge			hint		355
examine rocks			hint		355
search rocks			hint		355
E	Hidden Cave			5	360
take all		pouch, scroll		10	370
examine scroll			hint		370
read scroll			hint		370
drop scroll					370
examine pouch			hint		370
W	Waterfall				370

The Harp

Now it's time to backtrack a little and collect another essential endgame item.

There's a glitch in the game data that makes it hard to naturally discover the message in the dust (in the Marble Corridor), but it can still be read. After that, just be sure to save the game and be careful which button you press; otherwise, things get weird and you lose an essential item (and make the game unwinnable).

action	destination	inventory addition(s)	hint	points	total
					370
crawl (on)(to) ledge					370
D	Misty Steps				370
W	Shimmering Cave				370
N	Shimmering Cave				370
U	Windy Ledge				370
N	Whistling Hall				370
examine post			hint		370
W			hint		370
touch stone (or zyglyx)					370
drop stone					370
W	Marble Corridor			5	375
examine walls			error		375
read message			hint		375
W	Chamber of Echoes			5	380
examine pedestal			hint		380
press silver button					380
take harp		harp		5	385
examine harp			hint		385

The Treasure

This treasure is the stepmother of all red herrings, but you need to plod through this whole ordeal to get the maximum possible points.

action	destination	inventory addition(s)	hint	points	total
					385
take key		(iron) key		5	390
examine key			hint		390
E	Marble Corridor				390
E	Whistling Hall				390
N	Dark Passage				390
examine rubble			hint		390
search rubble					390
examine panel			hint		390
turn knob					390
W	Shining Room			5	395
examine sphere			hint		395
E	Dark Passage				395
N	Misty Cavern				395
N	Green Room			5	400
examine writing					400
read message			hint		400
examine flowers					400
examine chest (with key)					400
open chest			hint		400
unlock chest					400
drop key					400
open chest					400
examine chest					400
take treasure		treasure		5	405
drop treasure					405
S	Misty Cavern				405
E	Dark Passage				405
W	Shining Room				405
touch sphere					405

The Necklace

Finding this endgame item can be nearly impossible without a walkthrough. Although there's a sneaky way to nab it without disturbing the "fish", stumbling on the dagger and knowing how to use it requires a very thorough exploration of the rooms surrounding the mountain temple.

action	destination	inventory addition(s)	hint	points	total
					405
E	Dark Passage				405
S	Whistling Hall				405
W	Marble Corridor				405
W	Chamber of Echoes				405
play harp					405
W	Empty Room			5	410
E	Empty Room			5	415
push wall					415
E	Tapestry Room			5	420
examine tapestries			hint		420
move north tapestry			hint		420
S	Temple			5	425
S	Office			5	430
examine desk			hint		430
open drawer			hint		430
search drawer					430
take dagger		dagger		5	435
examine cabinet			hint		435
open cabinet					435
examine cabinet			hint		435
take device		device		5	440
examine device			hint		440
examine folders			hint		440
examine red folder					440
examine blue folder					440
take glove		glove		5	445
examine glove			hint		445
examine black folder					445
N	Temple				445
examine altar					445
search altar					445
put device in niche					445
press (red) button					445
D	Barren Cell				445
examine pool			hint		445
swim	Bottom of Pool			5	450
examine cache			hint		450
kill fish (with dagger)					450
drop dagger					450
examine cache			hint		450
search mud			hint		450
take necklace		necklace		5	455
examine necklace			hint		455

The Glove

Given how extensive the hints are in this game, this absurdly difficult-to-find hint seems like overkill, especially since it's too vague to be helpful.

After that, you'll take a circuitous route to the west entrance of the underground cavern.

The Empty Rooms are a set of four teleportation rooms that form an infinite loop. However, once you discover the trick for exiting, they become something like a non-linear elevator, of sorts. There's even a silver ladder that descends down into the NE Empty Room, although you can only use it to enter the room, not leave it.

action	destination	inventory addition(s)	hint	points	total
				455	
W	Tapestry Room			455	
S	Temple			455	
trace M with my finger				455	
say philor			hint	455	
drop glove				455	
strike doors with staff				455	
drop staff				455	
E	Mountain Ledge		5	460	
D	Stairway		5	465	
D	Windy Ledge			465	
N	Whistling Hall			465	
N	Dark Passage			465	
N	Misty Cavern			465	
examine tree				465	
take apple(s)		(golden) apples	5	470	
eat apple				470	
D	Root Cellar			470	
S	Root Passage			470	
S	Dirt Passage			470	
W	Underground Passage			470	
W	Damp Tunnel		5	475	
W			hint	475	
swim	Empty Room			5	480
examine ladder			hint	480	
W	Empty Room			5	485
S	Empty Room			485	
examine south wall			hint	485	
S			hint	485	
push wall				485	
S	Round Hall			5	490
D			hint	490	

Based on the maximum points possible, about 2 / 3 of the entire game has been completed so far.

The Cavern

This setting is an obvious nod to the Zork franchise, and the hard-to-reach Grim Island is one of many interesting twists in this area, with a couple of unusual things lurking in the grimness.

Regarding the fruits...

The red (not golden) apple in the Apple Orchard seems to have healing properties; therefore, I think it may be able to cure the effects of touching moss (but I'm not absolutely certain about that).

The crabapples have an even-more-unusual property, needless to say. **Always save the game before you eat a crabapple!!!** If you don't, you could possibly get stuck in a room from which you can't escape. Not only that, but if you're using the teleportation properties of the crabapples to explore the game, you'll need to return to the previous gamesame to recover the crabapple you just consumed. This game only allows the player-character to take up to 3 crabapples. Also, oddly, there's one other location where you can get crabapples.

One of the fastest ways to repeatedly reuse the crabapples is to manually copy the "eat crabapple" text so you can paste it back in again (over and over), without retying it. If you experiment with this teleportation trick for long enough, you'll discover some interesting things. Firstly, you never get access to the entire game map (all at once). Secondly, if you teleport from different areas, you get access to different nearby areas. Thirdly, if you teleport enough times, you eventually end up in a "glitch" room that either has no text or garbled text. Oddly, it's usually possible to exit this room, but it's never in the same place on the map, so you can't ever find it by normal means. I don't know whether or not this room is a bug or a feature, but its the best "easter egg" in this game.

action	destination	inventory addition(s)	hint	points	total
				490	
E	Apple Orchard			5	495
examine trees					495
examine apples					495
examine (red) apple					495
take red apple		apple		5	500
drop (or eat) red apple					500
E	Farmland			5	505
N	Meadow			5	510
take bladder		bladder		5	515
examine bladder			hint		515
examine cottage (or hut)					515
enter cottage (or hut)					515
examine picture			hint		515
W	Apple Orchard				515
N	River Path			5	520
examine river			hint		520
inflate bladder					520
swim	Grim Island			5	525
examine bushes			hint		525
examine fruit			hint		525
examine rocks			hint		525
move rocks					525
examine glint			hint		525
open trapdoor					525
D	Underground Passage				525

The Mosaic

As with many environmental objects in this game, there's more to the mosaic than meets the eye. To get the "right" perspective, you have to know where to stand.

action	destination	inventory addition(s)	hint	points	total
					525
E	Dirt Passage				525
E			hint		525
climb mound (or rubble)					525
E	Collapsed Passage				525
U	Misty Plain				525
N	Misty Plain				525
W	Misty Plain				525
W	Village				525
W	Cave Entrance				525
W	Farmland				525
W	Apple Orchard				525
W	Round Hall				525
examine mosaic					525
stand on mosaic					525
N	Empty Room				525
E	Empty Room				525
N	Empty Room				525
W	Empty Room				525
push wall					525

Based on the maximum points possible, about 3 / 4 of the entire game has been completed so far.

The Mountain

Now it's time to explore the home turf of the various monks, where they live and work (and kill). Not only is it possible to get thrown off a cliff by the monks, they will also throw you in an inescapable prison cell. Once you see a notification that the monks are approaching, you should move to another adjacent room, sooner than later. There's only one safe place to hide near the gap, and only one safe place to hind in the lower rooms, but if you keep moving around, the wandering monks won't catch you. (However, the door-guarding monks will.)

The tables in the Refectory are the second (unexpected) location for acquiring crabapples, but they don't represent a second supply of them. You can only take up to 3 crabapples from either location during a single game. For this walkthrough, I chose to have you take all 3 crabapples from this location (for the points) because you'll need to use one of them soon. (You could've taken a crabapple from Grim Island instead, but then you'd have to carry it around and inventory spaces are limited in this game.)

It should also be noted that the only practical purpose for entering the Dormitory is to safely hide so you can eavesdrop on the monks without getting caught.

action	destination	inventory addition(s)	hint	points	total
					525
N	West of the Gap			5	530
examine ledge			hint		530
examine gap			hint		530
examine monks			hint		530
N	Ledge Alcove			5	535
examine stones					535
hide					535
S	West of the Gap				535
examine bridge					535
E	East of the Gap			5	540
E	Stairway			5	545
examine urns					545
D	Refectory			5	550
examine window			hint		550
examine cliff			hint		550
look under table			hint		550
examine (dust) balls			hint		550
drop coins					550
take fruit		crabapple		5	555
take fruit		crabapple		5	560
take fruit		crabapple		5	565
drop fruit					565
drop fruit					565
S	Dormitory			5	570
examine beds					570
hide under beds					570
listen			hint		570
listen			hint		570
listen			hint		570

The Dungeon Cell

If you want to get the maximum possible points, then you have to play this “game” (of getting caught). Just don't forget to bring a crabapple and save the game. After you eat the crabapple, check to see if you're in a location that's somewhere near the top of the mountain. If not, restore from the last gamesave and teleport to a closer location. Otherwise, it'll be a long walk back.

For this walkthrough, I can't predict where you'll end up, so you'll have to find your way back to the gap on your own. Otherwise, if you want to skip this part, return to the East of the Gap from the Dormitory and DO NOT go upstairs to the Upper Landing. If you step onto the landing without wearing a black robe, you'll automatically get thrown in the Dungeon Cell when you attempt to leave it (by going back down).

action	destination	inventory addition(s)	hint	points	total
					570
N	Refectory				570
U	Stairway				570
U	Upper Landing			5	575
examine windows					575
examine door					575
(make sure there's a crabapple in inventory)					575
open door					575
D	Dungeon Cell			5	580
save					580
eat crabapple	(random location)				580

The Black Robe

In order to enter the remaining monk-guarded locations, you'll need to be able to blend in (and not look like a tourist). And since there's no place to buy a black robe, you'll need to steal one. It's not the most glamorous or ethical approach, but that's text-adventure games for you.

action	destination	inventory addition(s)	hint	points	total
					580
(self navigate)	East of the Gap				580
N	Control Booth		5	585	
examine monk			hint		585
take robe		robe	5	590	
wear robe					590
S	East of the Gap				590
E	Stairway				590
U	Upper Landing				590
open door	Black Temple		5	595	
E	South End of Plaza		5	600	

As a side note: you'll need to either pull or push the lever to extend the gossamer bridge over the gap. If you follow this walkthrough, you'll never need to return to the previous locations, but it's helpful to know that there's a way to walk back. Once on the West of the Gap, you'll have to push the wall to get it to open. There's also a secret passageway back to the Empty Rooms from the South End of Plaza.

The Brown Temple

The Brown Temple itself doesn't have anything notable, but the adjacent rooms do.

To the north is a teleportation passageway that can only be accessed if you're wearing a black robe. (Presumably, this is how the black-robed monks commute to the office.)

To the east is another teleportation passageway that can only be accessed if you're wearing a brown robe (in theory). However, despite an upcoming teaser which suggests the possibility of being able to buy a brown robe, I never found a way to do that (which is odd). Generally, when a game reveals something, it's because the player is meant to explore or acquire it. So, either the game designer is just messing with the player, or this functionality of the game was created but not used. Or I somehow missed another way to raise enough gold coins for a brown-robe purchase. However, the game can be successfully completed without ever buying a brown robe and using this particular teleportation passageway, so I'm not sure what the point of it is.

action	destination	inventory addition(s)	hint	points	total
				600	
E	Brown Temple			5	605
E	Brown Temple		?		605
(N while wearing robe)	(Office)				605
W	South End of Plaza				605

The Winding Streets

There's a lot going on here.

Firstly, from the southernmost Winding Street, there're two adjacent buildings that you can enter (namely the Souvenir Shop and the Food Shop). The Souvenir Shop seems to have purchasable items (including a brown robe), but not really. The Food Shop (or grocery store) has a bag of oats that you'll need to take to the palace kitchens, but you can't take it until you talk to the clerk. Also, you can't enter the grocery store unless you're still wearing the black robe.

single whew!

Secondly, there're two other buildings in the Winding Street description that seem like they can be entered and explored (but that's just a trick of the descriptions). The pharmacy requires that you wear the black robe; the hostelry doesn't allow you to enter if you're wearing the black robe. However, neither of those "virtual" locations has anything that can be examined or taken.

double whew!

Thirdly, there's a procession that keeps occurring between the Winding Street and the Plaza. You can examine: the procession, a man who's being held captive, and some kind of altar (although I'm not sure where this mysterious alter is located). In different locations, you'll get different descriptions, and at different times. It seems as though the procession is triggered by entering the Winding Street because the procession descriptions at the North End of Plaza change after entering and leaving the Winding Street. Also, the procession description states that the procession ends in the South End of Plaza, but nothing appears if you wait at that location.

triple whew!

Fourthly, there's an additional, sporadic event that happens where some monks lift a flagstone and disappear beneath it. If you stand in the South End of Plaza and lift the flagstone, you'll discover a silver ladder. Then, if you go down twice, a secret passageway will lead you to one of the Empty Rooms. Weird, huh?

quadruple whew!

action	destination	inventory addition(s)	hint	points	total
					605
N	North End of Plaza			5	610
W or E	Winding Street			5	615
examine shops			hint		615
enter pharmacy (while wearing robe)	Winding Street				615
enter hostelry (without wearing robe)	Winding Street				615
E or enter shop	Souvenir Shop			5	620
examine bowls or dolls					620
buy bowl or doll					620
examine robes					620
buy robe					620
W or S or E or N	Winding Street				620
W or enter store (while wearing robe)	Food Shop			5	625
talk to clerk			hint		625
take oats (or bag)		oats		5	630
E or S or W or N	Winding Street				630
N	Winding Street			5	635

The White Temple

Other than getting 5 points for entering the White Temple, you don't absolutely need to go here (to complete the game). However, the white monk does have some very useful hints. If you follow this walkthrough, you'll need to drop the (black) robe first. Otherwise, a force field prevents black-robed monks from entering. After you're done, you won't need the black robe again, so just abandon it.

action	destination	inventory addition(s)	hint	points	total
					635
drop robe					635
N	White Temple			5	640
examine monk					640
talk to monk					640
talk to monk					640
talk to monk					640
talk to monk					640

The Palace

There's a lot going on here too.

You can't get into the palace without carrying the (bag of) oats and ringing the bell. After that, you'll need to drop the (bag of) oats in the kitchen to free up an inventory space. One of the "rags" in the cleaning supplies is Princess Meg's handkerchief, and you'll need it in order to enter the upstairs rooms.

The Private Rooms are technically just one room with multiple descriptions, and the only item you absolutely need to find and take is the (ebony) key. The library has a manuscript with a useful hint, but nothing else. The Court of Mercy has a locked door that can only be opened with the nearby (ebony) key.

Once inside, you'll need to speak a clever passphrase to access the endgame locations.

action	destination	inventory addition(s)	hint	points	total
					640
examine entrance					640
ring bell					640
S	Servant's Hallway		5	645	
E	Kitchen		5	650	
drop oats (or bag)					650
W	Servant's Hallway				650
examine supplies					650
examine rags					650
examine handkerchief (or rag)					650
take handkerchief (or rag)		rag	5	655	
U	Entrance Hall		5	660	
N	Entrance Hall				660
E	Library		5	665	
examine manuscript					665
read manuscript			hint	665	
W	Entrance Hall				665
S	Entrance Hall				665
U	Private Rooms		5	670	
examine rooms			hint	670	
enter bedroom					670
examine bedroom (or bed or closet)					670
enter study					670
examine study (or bookshelves or fireplace)					670
examine desk					670
examine papers (or documents)			hint	670	
examine box					670
examine key					670
take key		(ebony) key	5	675	
D	Entrance Hall				675
W	Court of Mercy		5	680	
examine door					680
unlock door					680
drop key					680
N	Inner Temple		5	685	

The Endgame

The end is near. However, the choice of endings is subject to both your competency and your speed-typing skills. Unlike a rousing RPG game, there's no epic battle to be won, just a long sequence of hard-to-guess actions that have to be completed before time runs out.

And there's very little time to spare. Once the “self-destruct sequence” begins, you only have barely enough time to type each command. **Therefore, save the game before you attempt this endgame sequence!** If you don't use the rest of this walkthrough, it'll take a lot of trial-and-error to figure out exactly what needs to be done, and in what order, so you'll inevitably die a thousand deaths before figuring it out.

action	destination	inventory addition(s)	hint	points	total
					685
say epiboly					685
D	Dragon Hall			5	690
play harp					690
sprinkle powder on dragon					690
say dragon					690
take lizard		lizard		5	695
open golden door	Stone Cell			5	700
examine girl					700
place necklace on princess					700
talk to princess					700
look inside armillary					700
talk to monk					700
talk to princess					700
examine monk			hint		700
take stone		(white) stone		5	705
say amas	Castle Gates			5	710