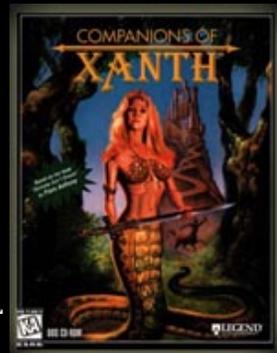


# COMPANIONS OF XANTH



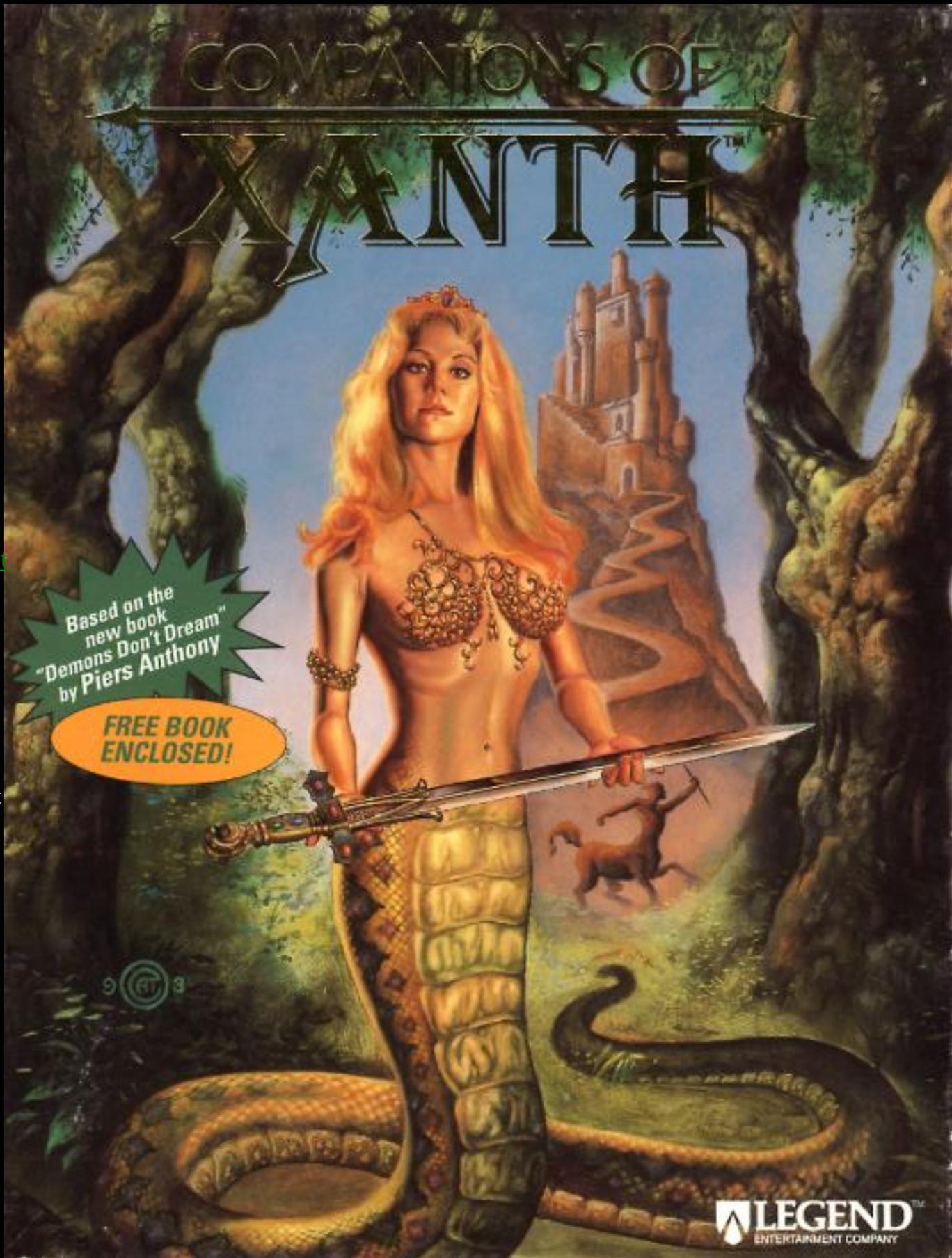
A 2001 STS145 Game Review by Catherine Lee

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# INTRODUCTION

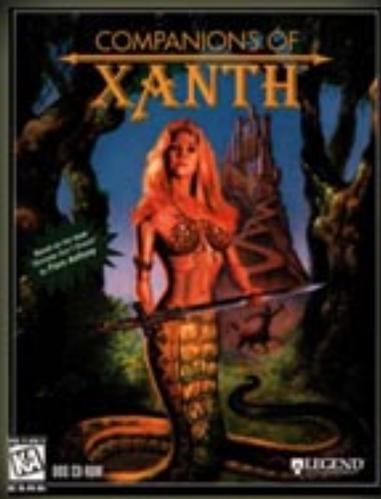
Companions Of Xanth allows you to step into a world of magical wonders and play the game where the stakes are the existence of magic itself. Published and developed by [Legend Entertainment Company](#) in 1993 and released December 1995, this game was one of Legend's first to no longer be a parser adventure, but one fully operated by mouse. The storyline is based on the science fiction novel, *Demons Don't Dream* by Piers Anthony. This site evaluates



Companions of Xanth as well as provides information on the game. You'll find all the publishing information such as lead programmers, date published, and more off the [Rap Sheet](#). The goals and storyline of the game are found in [Story-Line and Game Play](#). Descriptions of the user interface, graphics, and sound can be found in the [Technology](#) section. Finally, overall game design in terms of replay value, play balance, strategic "depth", and more can be read under [Game Design](#).

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# RAP SHEET: GAME INFORMATION



**Title:** Companions of Xanth

**Published by:** Legend Entertainment Company

**Developed by:** Legend Entertainment Company

**Copyright year:** 1993

**Platform:** DOS 4.0 to 6.22

## Credits(excerpt)

Companions of Xanth is based on the book <i>Demons Don't Dream</i>	Piers Anthony
Game Design and Progamming	Michael Lindner
Game Design Assistance and Steerage	Bob Bates
System Design	Duane Beck, Michael Lindner, Mark Poesch, Mike Verdu
Graphics System and High Magic	Mark Poesch

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# STORY-LINE AND GAME PLAY

## The existence of magic rests on your shoulders.

In a magical world called Xanth, two very powerful demons, E(A/R)th and X(A/N)th want to use two mundane humans as tools to settle their wager over the magical existence of Xanth(see right). E(A/R)th would like to rid the world of all its magic and puns while X(A/N)th wishes the opposite. They each pick a mundane human to compete for a prize. However, neither human knows the true nature of the quest for the rules of the wager do not allow it. Thus, the human that wins the prize unknowingly decides the fate of magic.



Take  
Put  
Look at  
Open  
Close  
Talk to  
Look



You are sitting at your desk, watching the gathering storm through your window.



After the brief and cryptic introduction with Demons E(A/R)th and X(A/N)th, your adventure begins. You are sitting at your desk on a rainy night staring into your computer screen with nothing to do. Sound familiar? You are Dug, a simple, skeptical guy who lives in the real world--you don't care nor do you believe in magic. Suddenly, you receive a bizarre phone call from your friend Edsel, wanting to make a bet with you. He challenges you to try out a computer game called

"Companions of Xanth". He wagers that if you enjoy this game, you will allow him to go out on a date with your girlfriend, Pia. However, if you don't, he will give you his motorcycle. Having just been dumped by your girlfriend(you discover a letter she wrote), you have nothing to lose and agree to Edsel's terms. Within minutes, the doorbell rings and you receive a package with the "Companions of Xanth" box that looks exactly like the box in real-life. Your character Dug goes through all the motions of opening the shrink wrap and then finally, Dug pops in the CD into the drive just as you had in real-life. The computer screen lights up and thus begins your game within a game.

The goal of this game is to reach the prize. First you choose a companion, though really only one choice is correct, then you must traverse the magical land of Xanth overcoming obstacles that bar your way and at the same time, overcome your own disbelief in magic in order to win.

Companions of Xanth can be put in the adventure/puzzle-solving genre described by Moby Games. The game is played from a first-person perspective and does not involve any real-time action or fighting scenes. Almost all of the puzzles deal with words. In particular there are some incredibly witty to downright terrible puns throughout the land of Xanth. For example, in the Fire region, there exists a dog made of fire that will not allow you to talk to the Fireman beside him. So to scare the "hot" dog away, you need to get a bun (thus threatening to make a hot dog out of it). However to obtain a hot dog bun, you must ask your companion, Princess Naga, to put her hair in a bun.

In addition to puns, words in dialogue have a big effect in the outcome of the game. I was kicked out of the game for choosing the wrong sentence choice when responding to Princess Naga while she was chained up in a dungeon(see right). She believed she looked un-princesslike, so she requested Dug to close his eyes while they talked. However, there are many sneaky sentence choices that will kick you out of the game, like "You don't look bad Princess" or "It looks like the situation is worse that I thought" because Naga would interpret them as Dug taking a peek at her unsightliness.



Despite the occasional groan, the word puzzles were very entertaining. However, other areas in the game play could use improvement. Every once in a while, the game resorts to mild, but rather juvenile sexual innuendo, which as a female game player, I found a strange. It would have been nice to have the option of playing the game as Kim(the other human competitor). Also, certain time puzzles(whose solution required nothing more than game-time to pass) were frustrating. They were annoying because they forced me to idly wander around until enough time passed for the event to happen.

Overall, the game was very enjoyable. The storyline really draws you in and right away, you feel very much in the quest for the prize. In addition, the humor is pretty tasteful and the puzzles are of moderate difficulty, encouraging and providing several hours of continuous play.

[View Walkthrough Of Game Here](#)

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# TECHNOLOGY BEHIND THE GAME

The technology behind Companions of Xanth can be evaluated by three different categories: [user interface](#), [graphics](#), and [sound](#).

## User Interface

In normal game interaction mode, the user interface is depicted as such:



Split into various sections, the interface is extremely straightforward and easily learned without a manual. Years ago in 1993, I played this game with my little sister (at the time she was ten years old), who picked up the game immediately and navigated through it without any difficulty. The top right of the screen is the viewer window. It is a picture of what Dug is viewing. The left column is a selection of the action verbs that the user can apply to objects on the viewing screen. The lower right corner of the screen is your inventory with scrollbar, allowing for multiple items. To the left of the inventory lies Naga's face, where upon clicking, the user can strike up a discussion with her. Finally, the lower left corner has a compass rose which dictates direction of travel as well as a menu for loading/saving/configurations, pause, undo, and map.

The user interface is entirely mouse-based. An action is completed by either clicking on a verb followed by an object or simply by double-clicking on an object. The interface is smart enough to complete the most obvious action if a particular action is not specified. For example, double-clicking on fireflies in this screen will invoke the action "Look fireflies". This feature provides convenience for the user and speeds up gameplay. Another convenient feature is the Map button. This allows the user to toggle between the current interface depicted and a

map interface, which shows a map of all the places visited. The map interface allows the user to travel directly to any of those places by selecting the particular place. [Map interface can be seen here.](#)

Overall, the simplicity and reliability of Companions of Xanth's user interface balances its drawbacks. However, one major drawback is the size of the interface. It takes up a lot of screen space, which makes the user feel slightly more removed from the actual game, taking away from the gaming experience. Game play would improve significantly if the user interface were minimized or combined into one menu.

## Graphics

Graphics of this game were adequate for the given technology in 1993. Using coarse VGA graphics, the game merely displayed still-screen shots or simple animation of the scenery and characters. There were occasional animated scenes that used live actors on top of computer-drawn backgrounds. However, the movement of the actors were choppy and face expressions were unrecognizable. A screen shot from an animated sequence is shown here.



## Sound

Companions of Xanth supports the following sound devices: Adlib, PC Speaker, Roland MT-32(and LAPC-1), and Sound Blaster. During installation, sound card information(IRQ and DMA) must be manually configured. Sound is used throughout the land of Xanth. Characters all have voice actors that are skilled and believable. The sound enhances the gaming environment, especially in its use during dialogues and sound effects. The sound menu is shown here.



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# GAME DESIGN EVALUATION

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In order to evaluate the game design of Companions of Xanth, one must look at the overall picture: the technology, story-line, replay value, play balance, and strategic “depth” behind the game.

The highlight of the technology features of Companions of Xanth is its mouse-based user interface. Prior to this game, Legend Entertainment only produced text-based games. This design showed much improvement over previous technologies as far as ease of use. However, most people found the user interface too simplistic and cumbersome. The size of the user interface decreases the gaming environment since it reduces the already small viewing window. In addition, Companions of Xanth was not designed to show off the latest graphics of its age, a feature that makes this game stand out even less.

In contrast, the game plot/story-line is well developed. Choosing a best-selling science fiction novel was a good design decision for many reasons. First it brings in a larger audience. Most people who were a fan of the Xanth series played this game because of their love for the story-line and the characters. Just as the books get made into television shows and movies, Legend Entertainment made a computer game. Companions of Xanth was one of the first computer games that attempted to make a book and the adventure of Xanth come alive. Because of this design decision, there existed an imaginative, solid, and compelling plot line. The only downfall to this decision was that the book provided easy accessibility to the answers of many of the game’s puzzles. Also, if you’ve read the book, you may be sorely disappointed with the game. The end of the game is abrupt, even unexplained. In addition, the ending limits the game’s re-playability.

Companions of Xanth does not lend itself at all to being replayed. The plot never changes and there is no variation from in you need to accomplish and how to accomplish it. For example, at the beginning of the game, it appears that you have a choice to pick one of the four Xanth companions to aid you on your quest. Even though it appears to be a choice, there is only one right choice that won’t get you killed. It would have been a better game design to actually allow the player to choose a different companion, allowing for slight variations in the dialogue or story-line.

Within the game, the play balance was a combination between walking and doing things in the land of Xanth, one-on-one dialogs with the characters, and short animation sequences of the adventures of the other character, Kim. This balance was predictable and lacked imagination. You could tell when an animation scene was coming up. Furthermore, the scenes were not very exciting and did not further the story-line. In addition, because of the poor quality of the animation sequences, you never quite feel rewarded to watch them. It would have been a better design to include more animated sequences that involved your character’s story-line, somewhat like the animation sequences in today’s Final Fantasy 7 or 8.

Similar to the play balance, the strategic depth of Companions of Xanth could have been designed better. The game seemed to be geared toward kids or to a novice game player. The puzzles ranged from easy to moderate difficulty and playing this game again as an adult, I barely had to think to get through it. More difficult puzzles other than finding and returning items to people would have increased the strategic depth of this game. However, the puzzles are fun and despite their level of difficulty, they are well designed and provide several hours of enjoyment.

Overall, the game design of “Companions of Xanth” earned some mild success in the history of the game development because of its mouse-based interface and entertaining storyline. Legend Entertainment continued to keep a similar interface with its follow-up adventure games.

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## PRODUCTS IN DEVELOPMENT

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Legend Entertainment is developing Unreal II for Epic Games and GT Interactive.

Look for the new Legend studio and Unreal II product web sites - coming soon.

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## RECENT RELEASES

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## THE WHEEL OF TIME

Visit [www.wheeloftime.com](http://www.wheeloftime.com) for the scoop on Legend's exciting Next Generation 3D Action/Strategy Game!



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Companions of Xanth  
Solution File

Written by Mike Marcelais  
(michmarc@microsoft.com)  
Another Fourth Bryan Production

Scoring Ranks:

0- 99 Rank Amatuer  
100-199 Never Been Nothing  
200-299 Nearly Neophyte  
300-399 Daring Dabbler  
400-499 Master of None  
500-599 Master Mundane  
600-699 Puzzle Master  
700-799 Adventuring Brute  
800-899 Dungeon Wrangler  
900-999 True Believer  
1000 Hintbook Reader

[5] indicates points obtained through an action.

Maps:

Maps are given at the beginning of each section. Each room is indicated by a two letter abbreviation. The abbreviation names are given below the map. Directions are the eight normal directions, including up and down. Up is signaled by a caret (^) and down by a 'v'.

In each section, the total number of points available in that section is given, along with a total of all points scored up through this section.

The walkthrough comes first, then a summary of all the points scored in the game.

Items Never Used (and taken into Xanth)

Cherry Bomb  
Plastic

# Teabag

## Scene I: Earth (31/31)

-----

KI-FD  
  \  
    CR

CR Computer Room  
FD Front Door  
KI Kitchen

You start in your computer room with a letter on the desk. Get, open, and read the letter. [5] It seems that your girlfriend Pia has dumped you. Oh well. Also get the post-it note and read it.

Go to the Front Door and turn on the light. The switch is by the door. Head to the Kitchen.

Answer the phone (when it starts ringing.) It's your friend Edsel with a new computer game. Agree to his dare. [15] Try calling Pia and the weather information. Get the teabag from the table and the mustard and sandwich from the icebox.

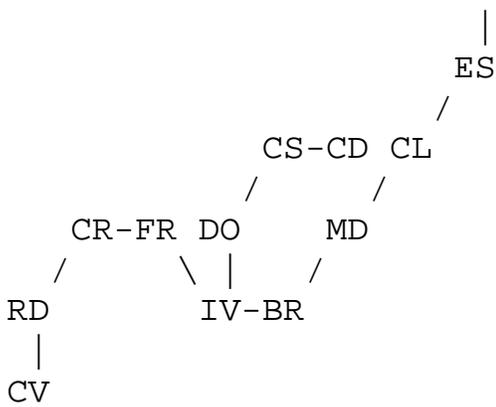
Head to the front door and open it when the doorbell rings. Get the package [2] and open it. Open the Xanth box. Go to the computer room.

Open the CD-Rom drive. Insert the disk. Close the drive. (Do a similar thing with the floppy disk if you have the floppy version.) Put on the 3D glasses. Turn on the computer. [9] Look at the screen and talk to the golem. He will explain the game to you. When you choose a companion, select Nada Naga. All of the other companions will get you killed in the first room.

## Scene II: Isthmus Village (169/200)

-----

VD  
  \  
    FN  
  /  
  GR  
  |  
  TE



- BR Barren Road
- CD Censor-ship deck
- CL Cliffs
- CR Crossroads
- CS Censor-ship
- CV Cave
- DO Dock
- ES Eye Screen
- FN Fairy Nuff's Booth
- FR Forst
- GR Golf Green
- IV Isthmus Village
- MD Meadows
- RD Road
- TE Golf Tee
- VD To the void

Wait for Nada to correctly open the right door. (Other companions will pick incorrectly, and you will die!) When the door is open go North. [9]

Talk to Nada about her talent and about where to start. She will mention to head to the Good Magician Humphry.

Go to the forest and look in the spring to see how Kim is doing.

Go to the village and talk to the headsman there. Agree to get rid of the Censor-ship. [5] Get the rock. Unlock and open the gate. Go through the gate.

Get the sailcloth from the deck. Ask Nada to check the rope. She will return with an anchor and the rope. [8]

Go to the Meadow and talk to the pail. Throw the rock at it. Darn, it runs away. Return to the Crossroads.

Tie the rope to the anchor (to get a grapling hook). Use the hook

to pry a log from the log jam. [10] Return to the Village.

Give the log to the headsman. Wait for him to turn it into a board. [9] Go to the barren road and put to board on the boulder. [15] Put the rock on the board. Have Nada hit the catapult with her tail. [8] The rock will land in the pail.

Go to the meadow. Get the pail. [7] Go past the cliffs to the Eye Screen.

Open the mailbox and read the letter. Return the letter to the mailbox. Talk to the screen. Tell the screen you want to poke his eye. Ask to see Fairy Nuff beyond the door. [12] Open the screen and the door.

Get the tee from the fairway. [3] Get the egg from the green. [2] Go to Fairy Nuff's Booth. Ask him to help with the censor-ship. (The ship has two censors, by the way). Recieve a recipie. [8] Read it.

Return to the Eye Screen and put two dashes of Eye Scream into the pail.

Return to the Forst and ask Nada about the bush. Ask Nada to get two cough drops for you.

Get a buttercup. [5] Empty it. [3] Put the butter in the pail. Get a cherry bomb while your at it. You can also talk to the cherry bomb tree. Catch a firefly with the buttercup. [8] Add water to the pail three times. Then add the cough drops, the firefly, the egg and the sailcloth. [25]

Return to the village and get the two street lamp covers. [1 each]

Return to the Fairy Nuff and get him to divide the solutions.

Return to the ship and douse the first sensor. [15] Head east and douse the other sensor. [15]

Return to the Fairy's Booth. (You'll talk with the headman as you pass by and get the sword.) Ask him about the path to the void. Follow it.

Scene III: The Void (20/220)

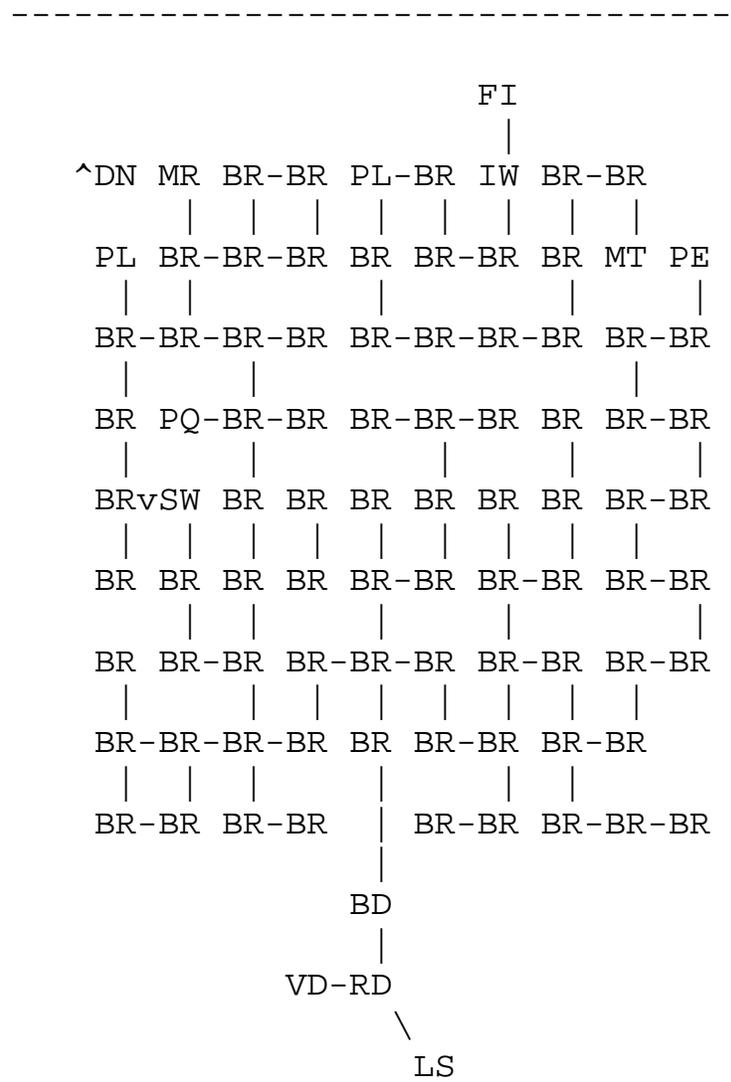
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VD

VD The VOID

You stray into the void while following the path. [5] Try walking in different directions. You'll eventually start seeing a shimmering door. Talk to Nada about it. Eventually (after much waiting and talking) the door will remain solid. [10] Open the door. [3] Enter the door. [2]

Scene IV: The Region of Earth (70/290)



- BD Barrow Door
- BR Barrow Room (all are identical)
- DN Dungeon
- IW Ironwood Tree
- FI Region of Fire
- LS Love Spring
- MR Mirror Room
- MT Mortar Room
- PE Pestle Room
- PL Plate in room (teleport between the two)
- PQ Plaque Room
- RD Road near a barrow
- SW Switch Room
- VD The VOID

A Green gem will appear on the sword.

Try to open the door to the barrow (to the north). It won't open. Head toward the love spring. You'll meet Metria. Don't drink the water and don't do anything 'interesting' with Metria. Eventually, Metria will give up. [10] The barrow is now open.

Start wandering around in the barrow. Eventually everything will turn dark, and you'll lose Nada. When you find her, she will drag you off to the love spring. Don't drink the water. Nada is really Metria in disguise. When Metria gives up, she gives you a homing device. [10] The device is next to useless. Return to the barrow.

Go to the switch room. Flip all the switches (there are 16). Then flip them all again. Then push the button and descend.

Go down the stairs. Don't look at Nada. Ask the manacles to let go of Nada. [12]

Go to the mirror room. Look in the mirror. [5]

Go to the plaque room. Touch the plaque. You feel the work 'Mack'

Go to the pestle room. Get the stone pestle. [2]

Go to the plate room. Stand on the metal pad. [5]

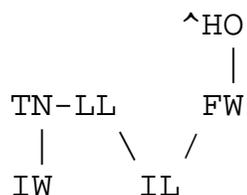
Go to the Mortar room. Get the stone mortar. [3]

Go to the Ironwood Tree. Get a jar. [8]

Return to the dungeon and get some Blue Agony Moss. [7]

Return to the Ironwood Tree and use the moss on the tree. [8]

Scene V: The Region of Fire (103/393)



FW Firewall

HO Hole in ceiling

IL In Lava Lake

IW Ironwood Tree (from Region of Earth)

LL Lava Lake

TN Lava Tunnel

A blue gem appears on the Sword [5].

Head into the lake. A Fireman and a hot dog appear.

Ask Nada to put her hair into a bun. Put mustard on the bun. [15]

The dog will leave. Talk to the fireman. Find out about Mack. [10]

Go to the firewall and get the piece of charcoal. [5]

Return to the plaque room in the Region of Earth. Flatten the paper (from the game you were mailed.) Put the paper on the plaque. [10] Rub the charcoal on the paper [10] and then read the paper. [5]

Return to the Lava lake with the fireman. Put the flower (flour) and the firewater (whiskey) into the mortar. Grind them with the pestle and put it in the oven until golden brown. Get the pestle and receive the cracker [10]. The fireman leaves. [10]

Convince the fire gangster to leave. [3]

Go to the firewall, light the cracker [3] and use it on the firewall [2]. The cracker will explode and put out the fire. [10]

Go to the hole and use the grappling hook to get out. [5]

Scene VI: The Region of Water (72/465)

-----  
CP

/

CR

|

vTB WR-LR^

|

vPN

CP Com-Pewter

CR Crossroads

LR Livingroom

PN Peninsula

TB Troll Bridge

WR Workroom

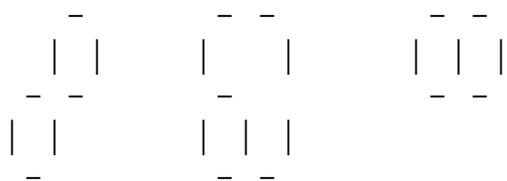
A violet gem appears in the sword. [2]

Talk to the troll at the bridge. Agree to find his key. [5]

Turn off the water and get the hose from the crossroads. [5]

Enter the Troll's house and go to the workroom. Look in the well. It's the key! Push the blue button. Turn on the faucet. Put the hose in the water [10] and watch it fill the well. [20]. Swim in the water to get the key [10]. Return the key to the troll. [5]

You now have to solve one of three puzzles. The blocks puzzle involves moving blocks around a grid to achieve a certain result. The pentominoes puzzle requires you to fill one of 5 grids with the 12 pentaminoes. The matchsticks puzzle requires you to move matchsticks to achieve a given number of squares. Here are the solutions to the first three matchstick problems:



Solve the puzzles. [5] You can also solve the other two puzzles, even though the troll only asks you to solve one of them. [5 each.] Leave his house and go to the path. All routes will be blocked except the 'short cut' to Com-Pewter's Lair.

A large aquamarine gem appears on the sword.

Scene VII: Com-Pewter (55/520)

-----

CE-CP  
/  
CR

CE Cave Entrance  
CP Com-Pewter  
CR Crossroads (from Region of Water)

Walk up to the cave. Listen to Nada's warning about the Com-Pewter. [5]

Enter his lair. Agree to play his game. To win a question, select a letter from the tray which when added to the given word and re-shuffled will spell the answer to the clue. All of the answers can be looked up in the Xanth Com-pendium.

Round 1: REAPS + 'S' = SPEARS [3]  
SEAT + 'D' = DATES [3]

CANES + 'P' = PECANS [3]  
 REST + 'E' = STEER [3]  
 MAIL + 'A' = LAMIA [3]  
 Round 2: SOME + 'O' = MOOSE [3]  
 OCRA + 'B' = COBRA [3]  
 SEAL + 'F' = FLEAS [3]  
 PAINTS + 'E' = PANTIES [3]  
 GLEANS + 'T' = TANGLES [10]

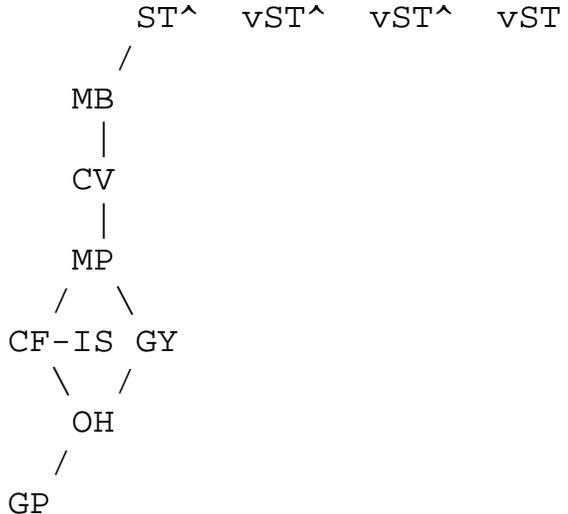
To complete the last word, place the golf tee in the chamber, not one of the tiles.

Com-Pewter will now force the player to resign.

Talk with Grundy. He has a virus. After a while, he will tell you that Com-Pewter unfairly kicked you out of the game and you will be placed back in his lair. You must still defeat Com-Pewter. You catch Grundy's virus.

Give the virus to Com-Pewter. [10] Escape from Com-Pewter's Lair. [3]

Scene VIII: Valley (146/661)  
 -----



- CF Cottage Front
- GP To the Gap
- GY Geyser
- IS Inside Cottage
- MB Mountain Base
- MP Mountain Path
- OH Ogress' Home
- ST Staircase

Enter the cottage you see before you. Talk to the old woman. Agree to

help her become pretty. [5] Get the Wind Sock [7]

Head toward the an Ogress' Home. Agree to help her get uglier. [10]

Head toward the ogre boy playing. Cover the geyser with the wind sock.  
The boy will thank you. [12]

Return to the cottage. Attach the wheel to the cart. [12] Push the  
cart. [10] Get the sail under the cart. [5]

Go to the mountain path and get the windbag. [7]

Go to the cave. Attach the sail to the boat. [5] Remove the line. [5]  
Open the windbag. [13]

Answer the riddles given by the guard:

- |                     |                |
|---------------------|----------------|
| 1) Error            | 6) Windbag     |
| 2) Airedale         | 7) Airplane    |
| 3) Window           | 8) Airbag      |
| 4) Air Conditioning | 9) Windmill    |
| 5) Errand           | 10) Breeze [7] |

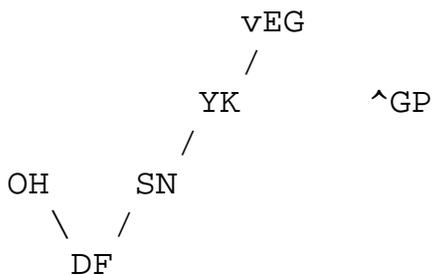
Go to the top of the stairs and get the 'mountain closed' sign. [8]

Return to the cottage and give the sign to the old lady. [20]

Give the potion to the Ogress to make her more ugly. [20]

Scene IX: The Gap (59/725)

-----



DF Deerfly before the gap

EG Edge of the gap

GP Gap

OH Ogress' house from the valley

SN Snake before the gap

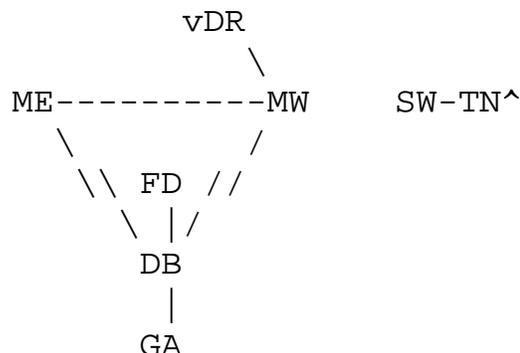
YK Yak before the gap

A large purple gem appears on the sword. [4]

Head toward the gap edge, talking to all the animals in your way. [10]  
Nada will refuse to enter the gap. Jenny, Kim, and Sammy Cat will  
wander by. Agree to Jenny's plan to switch companions. [5]

Talk to Cumulo Fracto Nimbus, five times, enraging him, until he  
dumps a snowstorm onto the dragon. [6 each] Che resuces you in the  
nick of time. [10]

Scene X: Humphry's Castle (125/850)



DB Drawbridge  
DR Drain  
FD Front Door  
GA Gate  
ME Moat east  
MW Moat west  
SW Switches  
TN Tunnel

Che drops you off outside the castle. [15]

Have Sammy find the best way through the gate. Look for a loose stone  
near where Sammy petted the wall. Push the stone [8] and  
flip the switch. [5]

Get in front of the drawbridge and Draw the Bridge on the path. Do this  
for the left [4], right [4], and middle [4], section of the drawbridge.

Go to the front door and talk to the eye. Talk twice. Listen to the  
key phrase 'For one to...' --} 412

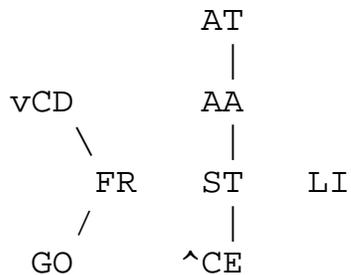
Go to the east moat and catch the cricket with the glass jar. [10] The  
dragon will go to sleep.

Go to the west moat and climb over the dragon. [10] Get the Loc Pic.  
Open the drain with the crowbar. [10] Go down. [5]

Go to the platform with the switches. [5] Flip switches 4, 1, and 2. [15]

Talk to the magician. [15] Use the gourd. [15]

Scene XI: Inside the Gourd (150/1000)



AA Attic Access

AT Attic

CD Cellar door

CE Cellar

FR Front of the house

GO Entrance to the gourd

LI Library

ST Stairs

Go to the cellar door. [5] Unlock the lock with the Loc Pic. [10]

Open the cellar and go down. [5]

Look (in the dark) for and get a key [10] and twine [10].

Unlock the door. [10] Open the door and go through it.

Go up the stairs. Didn't work, did it? Tie the twine to the lever. [15]

Push the red button. You'll fall down to the library.

Get the pills [5]. Read the book on the mantle of the fireplace. [15]

You're back at the stairs.

Use the pain-be-gone on the glass pane. [10] Get the cane. [10]

At the attic access, use the cane to lower the attic stairs. [15] Go into the attic.

A large red gem appears in the sword. [5]

Throw the sword at the prise. [25]

Scene XII: Back Home (0/1000)

(map located in Scene I)

Turn off the computer. Answer the phone.

## Scoring Summary

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Pts Tot Action

### Scene I: Earth

5	5	Read Pia's letter
15	20	Agree to Ed's dare
2	22	Get the package
9	31	Turn on the computer

### Scene II: Isthmus Village

9	40	Nada picks correct door.
5	45	Agree to get rid of the censor-ship
8	53	Get anchor and rope
10	63	Get log from jam
9	72	Turn log into board
15	87	Put board on boulder
8	95	Nada hits board with tail
7	102	Get pail
12	114	Get past screening door
3	117	Get the tee
2	119	Get the egg
8	127	Get the recipie from Fairy Nuff
5	132	Get buttercup
3	135	Empty buttercup
8	143	Catch firefly with buttercup
25	168	Mix recipie
1	169	Get lamp cover
1	170	Get lamp cover
15	185	Douse Censors
15	200	Douse Censors

### Scene III: The Void

5	205	Enter the Void
10	215	Door remains solid
3	218	Open the door
2	220	Enter the door

### Scene IV: Region of Earth

10	230	Ignoring Metria
10	240	Getting homing device
12	252	Release Nada
5	257	Look in mirror

2 259 Get pestle  
5 264 Use the metal plate  
3 267 Get mortar  
8 275 Get a jar  
7 282 Get Blue Agony Moss  
8 290 Use moss on Ironwood tree

Scene V: The Region of Fire

5 295 Blue Gem in sword  
15 310 Put mustard on bun  
10 320 Talk to fireman about Mack  
5 325 Get charcoal  
10 335 Put paper on plaque  
10 345 Rub charcoal on paper  
5 350 Read paper  
10 360 Get cracker  
10 370 Get rid of fireman  
3 373 Get rid of gangster  
3 376 Light cracker  
2 378 Put cracker in firewall.  
10 388 Firewall is extinguished  
5 393 Use grappling hook

Scene VI: The Region of Water

2 395 Violet gem appears in sword  
5 400 Agree to find Troll's Key  
5 405 Get hose  
10 415 Put hose in water  
20 435 Fill well  
10 445 Swim and get the key  
5 450 Give key to troll  
5 455 Solve troll's puzzle  
5 460 Solve second troll puzzle  
5 465 Solve third troll puzzle

Scene VII: Com-Pewter

5 470 Listen to Nada warning  
3 473 Answer 1st Riddle  
3 476 Answer 2nd Riddle  
3 479 Answer 3rd Riddle  
3 482 Answer 4th Riddle  
3 485 Answer 5th Riddle  
3 488 Answer 6th Riddle  
3 491 Answer 7th Riddle  
3 494 Answer 8th Riddle  
3 497 Answer 9th Riddle  
10 507 Answer 10th Riddle  
10 517 Give Com-Pewter a virus

3 520 Leave Pewter's lair

### Scene VIII: Valley

5 525 Help lady become pretty  
7 532 Get Wind Sock  
10 542 Help ogress become uglier  
12 554 Use wind sock on geyser  
12 566 Attack wheel to cart  
10 576 Push cart  
5 581 Get sail under cart  
7 588 Get windbag  
5 593 Attack sail to boat  
5 598 Remove line  
13 611 Open windbag  
7 618 Answer Riddles  
8 626 Get Sign  
20 646 Give sign to old lady  
20 666 Give potion to ogress

### Scene IX: The Gap

4 670 Purple gem appears on sword  
10 680 Arrive at the gap edge  
5 685 Switch companions  
6 691 Taunt Cumulo Fracto Nimbus  
6 697 Taunt Cumulo Fracto Nimbus  
6 703 Taunt Cumulo Fracto Nimbus  
6 709 Taunt Cumulo Fracto Nimbus  
6 715 Taunt Cumulo Fracto Nimbus  
10 725 Che rescues you.

### Scene X: Humphry's Castle

15 740 Arrive at the castle  
8 748 Push the secret stone  
5 753 Flip the switch  
4 757 Draw left third of drawbridge  
4 761 Draw center third of drawbridge  
4 765 Draw right third of drawbridge  
10 775 Catch cricket  
10 785 Climb over dragon  
10 795 Open drain cover  
5 800 Descend into the drain  
5 805 Go to the platform with the switches  
15 820 Flip switches 4, 1, and 2  
15 835 Talk to Humphry  
15 850 Use a hypnogourd

### Scene XI: Inside the Gourd

5 855 Go to the cellar door

10 865 Unlock cellar lock  
5 870 Enter cellar  
10 880 Get key  
10 890 Get twine  
10 900 Unlock the door  
15 915 Tie twine to lever  
5 920 Get pills  
15 935 Pull book on mantle  
10 945 Use pills on pane  
10 955 Get cane  
15 970 Use cane on attic stairs  
5 975 Gem appears on sword  
25 1000 Throw sword at prise

Scoring by Scenes:

31 31 Earth  
169 200 Isthmus Village  
20 220 The Void  
70 290 The Region of Earth  
103 393 The Region of Fire  
72 465 The Region of Water  
55 520 Com-Pewter  
146 666 Valley  
59 725 The Gap  
125 850 Humphry's Castle  
150 1000 Inside the Gourd

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