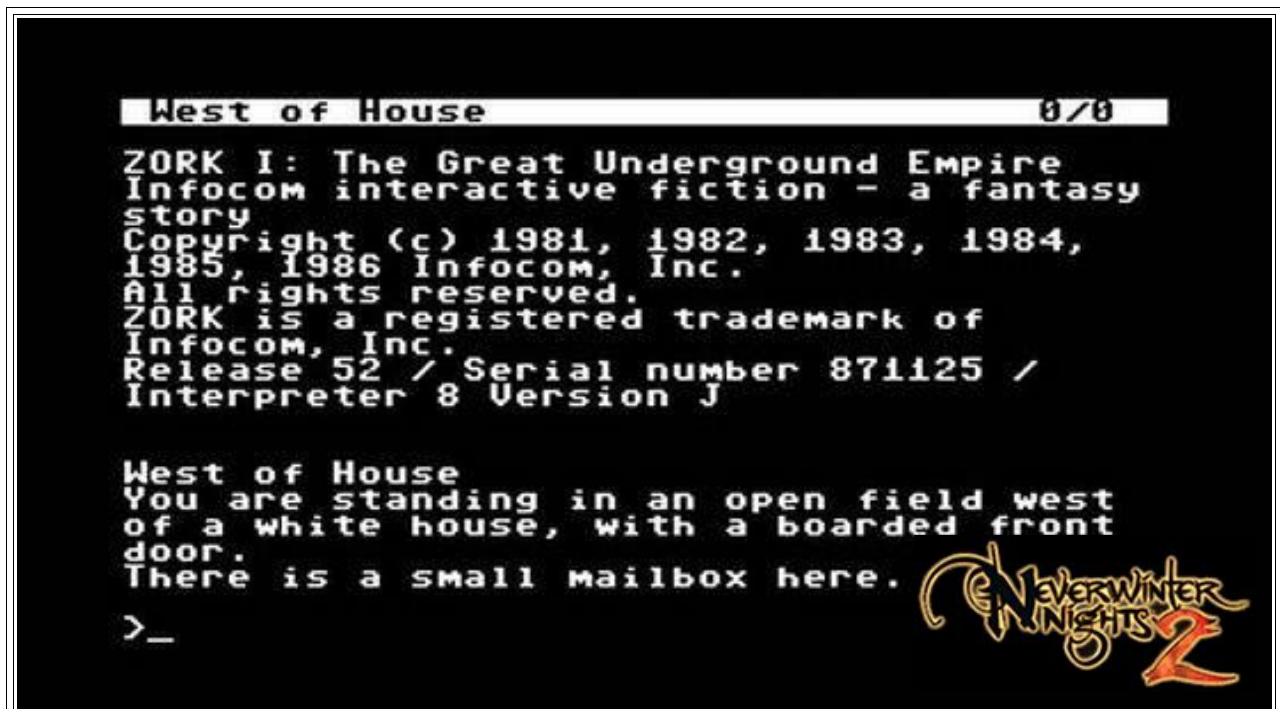


# ZORK – Rediscovering the Great Underground Empire a Neverwinter Nights 2 module by Amraphael

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not that it should be a problem*

## My first walk-through



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## Hello Sailor!

The original ZORK I The Great Underground Empire was a text based interactive fiction game. It was an adventure where the player typed commands in a command line user interface and got response back in written form. Like:

Game: "You see a large tree, what do you want to do?"

Player: "Cut down tree"

Game: "With what do you want to chop down the tree with?"

Player: "Cut tree with knife"

Game: "You start to cutting the tree with your pocket knife but soon realize that it would take you a lifetime."

You get the idea. But this is an adaption of that game. It's done in 3D and with the engine from Neverwinter Nights 2. It can never be the same game as the original but what I felt when I played Zork I all those thousands of years ago are inside it. It will absolutely differ from other players perception of it, but *that* could never be my responsibility.

But apart from that, the game is not DnD or any other RPG. If the player is looking for serious role playing or a hack and slash feast he/she might be disappointed as this is mainly a puzzle adventure. If he/she like games like Myst or Riven but want to be able to move around in a 3D world and feel more inside the game I think this module is a great one.

As this module can be played and the puzzles solved in several different ways this walkthrough is made to play through the game as fast as possible with as few moves as possible. It doesn't take the player through every interaction with objects or puzzles. It just take him/her from point A to B, solving the quest in a efficient way. Rushing through the module in that way shouldn't take more than 2 hours. But that doesn't mean that you don't have to save often and in different slots.

As an addition to the walkthrough I provide a description av all treasures in the game and how to get them in a section in the end of this document. I also provide a simple "What if" and a "How do I" section. There are also some maps with points of interest marked on them. The document was written for the beta-testers but should give any player enough clues to solve the game.

Zork was regarded as a very hard to solve game and this version honor it in that perspective. To make it more enjoyable for a wider audience I put it into easy-mode by default. If you're a hardcore Zorker I suggest playing it in hard-mode.

Let's play!

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## **Game mechanics**

The object in ZORK RtGUE is to find the treasures of the Great Underground Empire and put them into your trophy case. It sounds simple but it takes some time and brains to collect them.

None of the character statistics, skills, feat etc. from NWN2 are used in this game. The PC is nothing more than an avatar. I suggest that the player choose a human as the animations look best with them, but choosing any other race do not mess up the game. An no, no magic is allowed. Only Frobozz Magic Company is allowed to use magic in this game.

Death is always an option and you will wake up in a random forest area. Your belongings are scattered around the above ground areas and the treasures will be spread under ground. You can die three times, but like in baseball, the fourth time you're out!

## **Configuring the game**

The game can be configured in several ways and I suggest that you poke around the settings so that the gameplay will fit you.

## **Light Sources and Dark Areas**

Apart from the puzzles there are some evil forces lurking in the dark. One of them is the Grue. It's a really dangerous creature that will kill the player if the player enters a dark area without a light source or lose it while in the dark. The player will be informed of this a couple of times (about 15 secs) before the Grue shows up. Equipping a light source can sometimes scare the Grue away.

The first light source is the Battery powered Lantern. As the name suggests it's powered by a battery. And that battery will lose its power when used, so use it carefully as there are no spare batteries in this module. The lamp will tell the player when it has burned half of its battery and when it's close to empty.

Another light source is the Ivory Torch that besides being one of the collectible treasures is a never ending source of light. Be careful when walking in to areas with explosive gas though.

The third source is the pair of candles which can be lighted by using a match from the matchbook.

In multi-player mode there's a few candle lanterns to find around in the dungeons. Their burn time is shorter than the battery powered lantern so the group better keep close to each other.

There's also a couple of wall torches that can be set on fire by the use of an open flame. This is useful if you need to sleep or do other things that makes it hard to hold a torch or lamp in your hand.

## **The lean gentleman aka the Thief**

The Thief is one of the inhabitants of the underground who makes the game more challenging for

the player. He's both an annoyance showing up from nowhere stealing the players precious treasures and a helpful hand when it comes to dealing with delicate things. He travels randomly through certain areas in the game looking for treasures laying on the ground. If he sees one he steals it, putting it into a safe within his treasure room. If he encounters a player carrying around one of those treasures he may snatch it or even worse, he might steal the player's light source, leaving the player to die in the dark. If the Thief do not find anything of value to steal the player might get a chance to talk to him, offer an item or take a chance to try end his life. When it comes to helping the player the thief is useful when in need to open up the jeweled egg without breaking it (this is a part of his job description) so be sure not to kill him before getting the help you want.

## **The Z-helper**

The Z-helper is a usable book-item that can be used to check the game score, and perform certain debug actions as teleporting to certain areas, switching on an off debug messages and such. It's pretty straight forward how to use it.

## **Game Points**

As in the original game the player will receive game points for every treasure and for reaching certain goals in the game. When he/she reach 350 points the victory is close. Every time the player receives game points a pop up box presents the number of points and why they were given.

## **The backpack**

There's a limit to how many item that will fit into the backpack in a way that the player has to plan his/her raids through the empire a bit. The limit is 8 items. The backpack itself, the bedroll, the clothes, the Z-helper and the speaker tool is not counted as items. The backpack will tell the player when it's almost full and when it's full. Trying to pick up more items than fits in the backpack will cause the item to drop to the ground.

There's also a weight limit like in the original NWN2 modules (except for the scaling of weight. An item X always weighs 10% of what the player can carry)

## **The bedroll**

There is not many reasons to sleep in this module. But if the player gets wounded in a fight sleeping on the bedroll can restore lost HP. Be careful not to sleep in a dark area as the Grue will make your life short.

## **Combat**

Combat in this module is quite different from the ordinary NWN2-game to imitate the fights from the original game. The combat handling is pretty simple. The player has an amount of HitPoints each and an Attack modifier called Rank. The players rank is calculated from the GameScore and the HitPoint is about 3 (regardless of what the NWN2-characters HP is, due do scaling). The combat is turned based and controlled in the most from a conversation. First the NPC tries to kill the player then it's the players turn to try to kill the PC. The combat result can be one of the following: Miss, cut down 1 HP, cut down 2 HP, Disarm, Daze or instant kill. It's simple straight forward, true to the original game and does not need so much explaining.

There are three combat situation in the game and two of them can be avoided if the player choses a different path to solve the situation.

- The Nasty Troll is easy to kill if you got the sword
- The Cyclops is a bit harder so wait to kill him until you are ranked Adventurer and use the Nasty Knife that gives you rank +1
- Finally it's the Thief, wait until you are Adventurer and use the Nasty Knife to finish him off.

Of course you could kill them when you still have a low rank but you might have to try a couple of times as they might pose dangerous foes. Save often!

## **Interacting with objects**

Interaction with objects are performed via conversations or activating an item on the player, creature or another object. Many of those items has an small asterisk on its icon to show that it can be activated.

## **The NPCs**

There are only a few NPCs in this module and few are friendly:

- The Nasty Troll – Kill him with the sword
- The Cyclops – Kill him with the nasty knife
- The Thief – Kill him with the nasty knife
- The Vampire Bat – Use the garlic to avoid being abducted
- The Grue – Use a light source to keep it away
- Some spirits and souls in the Land of the Dead
- The ghost of a fellow adventurer – Don't mess around with his remains

# The Treasures - Here's how to get your hands on them

## 1. Ancient map

It will magically appear in the Trophy Case when you have collected all treasures. This is actually not a treasure but is needed to finishing the game.

## 2. Bag of coins

Found upon the dead adventurer in the Maze.

## 3. Beautiful painting

Take it from the wall in the Studio of the Cellar area.

## 4. Brass bauble

The songbird in the Forest Path area has it. Wind up the Golden clockwork canary close to the tree where you found the Jewel-encrusted egg, to lure the bird to drop the egg.

## 5. Crystal skull

To enter Hades you need to enter the Gates of Hades you need to perform a ritual that involve three four items. You need the Matches found on the desk in the Dam Lobby. Then you need the Brass bell found in the small wooden chest in the Temple, the Black book and the Pair of candles found in the Altar Room of the Temple area,. The easiest way back to Hades is by jumping down the small hole close to the altar. Go close to the Entrance to Hades. First ring the Brass bell (you will drop it and the candles, it's okay). Pick up the candles and light them with a Match. Now read the Black Book until you find the prayer. The guarding ghosts will flee and the gates open. The Crystal skull is placed on the evil alter inside Hades.

## 6. Crystal trident

You find it inside a chest in the Atlantis Room of the Atlantis area.

## 7. Exquisite jade figurine

Inside a wooden crate the the Bat Room of the Coal Mine area

## 8. Gold coffin

Down in the Egyptian Room of the Temple area.

## 9. Golden clockwork canary

Inside the Jewel-encrusted Egg. You need to give the egg to the thief (or let him find it/steal it) as you are too clumsy to open it by yourself. He will then open it and put it into his safe in the Treasure Room were you can find it after you killed him.

## 10. Huge diamond

You create it by yourself in the Strange Machine in the Machine Room down in the Coal Mine area.

## 11. Ivory torch

It's placed on the pedestal down in the Torch Room. You get down there by using the rope found in the Attic of the House. Tie the rope to the wooden railing in the Dome Room of the [Round Room](#) area and climb down.

## 12. Jeweled scarab

It is buried in the Sandy Cave.

## 13. Jewel-encrusted egg

Go to the large tree in the Forest Path area and climb it. The egg is found in the birds nest.

**14. Large emerald**

It is found inside the Red Buoy at the Sandy Beach. See Jeweled scarab to found out how to get there.

**15. Platinum bar**

The Platinum bar is found on the floor in the Loud Room of the Round Room area.

**16. Pot of Gold**

Appears at the end of the Rainbow below the Aragain Falls in the Canyon View Area.

**17. Sapphire-encrusted bracelet**

Is found on the corpse in the Gas Room of the Coal Mine area.

**18. Sceptre**

The Sceptre is placed inside the Golden Coffin in the Egyptian Room of the Temple area.

**19. Silver chalice**

You find it on the table in the Treasure Room.

**20. Trunk of jewels**

It is found on the bottom of the Reservoir when you have emptied the dam.



## How do I..?

Some straight forward instructions on how to do things in the Great Underground Empire.

### How do I get the Gold coffin out from the Temple area?

Pray at the altar in the Altar room.

### How do I leave the Temple area?

There are three exits. Down small hole beside the altar takes you to the Cave near the entrance down to Hades. Praying at the altar, which takes you to the forest and by using the Granite Wall to teleport you to the Treasure Room.

### How do I pick up the Platinum bar?

There are two ways to manage to pick it up. The preferred way is to empty the reservoir of it's water. Go to the Dam Lobby north, on top of the Dam. In a toolbox in the Maintenance Room you find a Wrench. Use the yellow button on the Control Panel to enable the dam control. Return to the Dam, where the green bubble on the control panel is lit. Turn the bolt with the wrench and the dam opens. Now you can go back to the Loud Room and pick up the Platinum bar as the echoing sound waves doesn't confuse you any more. The second and original game method is to Use the Speaker-item and say "Echo" and the disturbing sounds fade away.

### How do I make the Pot of Gold appear?

Get your hands on the Sceptre and go to the Canyon View close to the rainbow and wave the Sceptre in the air by activating it. The rainbow gets solid and the Pot of Gold appears at the end of it.

### How do I create the Huge Diamond?

First collect the Small pile of coal placed on the wheel barrow down in the Dead End in the Coal Mine area and the Screwdriver found in a toolbox in the Maintenance Room of the Dam Lobby, north, on top of the Dam. You also need the Battery powered lamp.

Put the Screwdriver, the Small pile of coal and the Ivory torch or an other light source into the Basket in the Shaft Room of the Coal Mine area and lower it down the shaft. Equip the Battery powered lamp (as you need to pass the Gas Room **\*BOOOM\***) and go down to the Timber Room near where you found the Small pile of coal drop everything and squeeze through the tiny western opening. Quickly run to the Drafty Room and loot the basket. Equip the torch and go south to the Machine Room. Put the Small pile of Coal into the Strange Machine and use the Screwdriver to flip the start switch. You now have created the Huge diamond. Use the the basket to get the items up to the shaft room again.

### How do I get the Jeweled Scarab?

Grab the shovel on the Sandy Beach and enter the Sandy Cave north of it. Dig at the dark spot *three* times to find the Scarab.

### How do I travel the Frigid River?

Get the the Air pump found at in a wooden crate the Reservoir North together with the Pile of Plastic found in the small chest at the Dam Base. Go to the bridge deck at the Dam Base and inflate the Pile of Plastic.

### How do I get to the areas north of the reservoir?

You can teleport yourself by gently rubbing the huge mirror in the Mirror Room of the Round Room area. You could also try emptying the reservoir.

**How do I get to the areas south of the reservoir?**

You can teleport yourself by gently rubbing the huge mirror in the Mirror Room or you could use the slide in the Slide Room, both found in the Atlantis area. You could also try emptying the reservoir.

## **What if..?**

Sometimes things go wrong. The best protection against it is to save often an in different save slots. But if an accident still occurs, here's a few answers.

### **What if I accidentally have destroyed the Mirror?**

Use some magic gunk to repair it.

### **What if I have vandalized the Beautiful Painting?**

Use some magic gunk to repair it.

### **What if I recklessly damaged the Jeweled egg?**

Give it to the thief or leave it for him to steal at some place he often visits. He's pretty experienced in tinkering with delicate things.

### **What if I have wrecked the Magic Boat?**

Use some magic gunk to repair the boat.

### **What if the undead adventurer have banished all my belongings to the Land of the Dead?**

As just said. They have been banished to the Land of the Dead – Hades, and there is where you'll find them.

### **What if I accidentally have filled the Maintenance Room with water?**

If you're fast enough you could use some magic gunk to stop the leak in the pipe.

### **What if I die?**

You will be re-spawned in the forest the first three times you die. The forth time is like baseball, you're out. Your common belongings will be scattered in the areas around and inside the House. The valuables will show up somewhere in the Maze. Hurry before the thief gets his hands on the loot.

### **What if I killed the thief before he opened the Jeweled egg?**

That was stupid of you but he keeps a set of tools in his safe that you be of use for you.

### **What if I lost my light source while I'm in the dark?**

Well, too bad for you as that means a gruesome death. On the positive side you will encounter the endangered, hard to find, heliophobic Grue.

# Walkthrough - The fastest way through ZORK - RtGUE

## 1<sup>st</sup> raid

Enter the [House](#) (through the kitchen window at the back) +10 points

Go **West** to the [Living Room](#)

- Take the [Battery Powered Lamp](#) ([Brass Lantern](#))
- Take the [Elvish Sword](#)

Go back to the [Kitchen](#) and Up to the [Attic](#)

- Equip the [Lamp](#)
- Take [Nasty Knife](#)
- Take [Rope](#)

Go back to the [Living Room](#)

- Drop the [Nasty Knife](#) (we need pick it up later)
- Move the [Rug](#) and [Open](#) the [Trapdoor](#)
- Equip the [Sword](#)
- Go Down to the [Cellar](#) +25 points

Go **South** through the [Crawlway](#) to the [Gallery](#)

- Take the [Beautiful Painting](#) +4 points

Go back to the [Cellar](#) and **North** to the [Troll Room](#) (SAVE before entering the room)

- Kill the [Troll](#) with the [Sword](#) +5 points
- Take the [Troll Room Key](#)
- Drop the [Sword](#) (We don't need that anymore as we still have a knife)
- [Unlock](#) the [Door](#) to the [West](#) and drop the [Troll Room Key](#)

Go **East** through the [Forbidding Hole](#) to [East-West Passage](#)

Continue **East** and leave the area to enter the [Round Room](#)

Go **South-East** to the [Engravings Cave](#) and then **East** to the [Dome Room](#)

- Use the [Rope](#) on the [Wooden Railing](#)
- Talk to the [Railing](#)

Climb down to the [Torch Room](#)

- Take the [Ivory Torch](#) +14 points
- Equip the [Torch](#) (We need to save the battery in the [Lamp](#))

Go **South** to the [Temple](#)

- Take the [Brass Bell](#) (inside the [Small Chest](#))

Go Down(**East**) to the [Egyptian Room](#)

- Take the [Sceptre](#) (inside the [Golden Coffin](#), leave the coffin for now) +4 points

Go back to the [Temple](#) and head **South** to the [Altar](#)

- Take the [Candles](#)
- Take the [Black Book](#)
- Use to the [Cushionet](#) and do some [Praying](#)

You are teleported to a **Random** part of the **Forest** (1, 2, 3 or 4)

- Find your way back to the [House](#) and enter it through the [Window](#) again

Go to the [Living Room](#)

- Put the [Painting](#) into the [Trophy Case](#) +6 points
- Drop the [Candles](#), [Black Book](#), [Brass Bell](#) and the [Sceptre](#)

Go all the way back to the [Dome Room](#) and climb Down into the [Torch Room](#) again

**Go to the Egyptian Room**

- Take the Gold Coffin +10 points
- Go to the Altar and Pray!

**You are teleported to a Random part of the Forest (1, 2, 3 or 4)**

- Find your way back to the House and enter it through the Window once again
- Put the Gold Coffin into the Trophy Case +15 points

**Exit the House via the Kitchen Window and go North to the Forest Path**

- Talk to the Large Tree
- Take the Jewel-encrusted Egg +5 points

**Return to the House and the Living Room**

You should now have a Game Score of 98 and be a Junior Adventurer

## 2<sup>nd</sup> raid

Go Down to the Cellar

- Equip the **Torch** and the **Sceptre**

Go **North** to the Troll Room then enter the East-West Passage via the **Forbidding Hole**

- Drop the **Jewel-encrusted Egg** on the floor (We hope that the Thief will find it here)

Go **North** to the **Reservoir South** and continue **East** via the **East Passage** to the **Dam**

Go **North** and enter the Dam Lobby

- Take a **Matchbook**

Go **North** to the Maintenance Room

- Open the **Tool chest**
- Take the **Screwdriver**
- Take the **Wrench**
- Talk to the **Control Panel**
- Push the **Yellow Button** once

Go back to the Dam

- Use the **Wrench** on the **Control Panel**
- Drop the **Wrench**

Go back to the **Reservoir South** and head **North** to the middle of the **Reservoir**

- Take the **Trunk of Jewels +15 points**

Go **North** to the **Reservoir North**

- Take the **Air Pump** (inside the **Wooden Box**)

Go back to the **Dam** and climb down to the Dam Base

- Take the **Pile of Plastic** (inside the **Chest** on the table)

Go **South** to the small pier

- Use the **Air Pump** on the **Pile of Plastic**
- Drop the **Air Pump**
- Talk to the **Magic Boat** and climb aboard

Let the **Magic Boat** take you on a trip

- Tell the boat to Land on the Eastern Sandy Beach
- Take the **Shovel**
- Equip the **Torch**

Enter the Sandy Cave to the **East**

- Light the wall torch with your **Torch**
- Equip the **Shovel** and dig until you find a **Scarab**
- Take the **Jeweled Scarab +5 points**
- Drop the **Shovel**

Go back to the Sandy Beach

- Open the **Red Buoy**
- Take the **Large Emerald +5 points**

Go **South** along the Shore

Go even more **South** to the Aragain Falls

- Stand close to the **Rainbow**
- Equip the **Torch** (the backpack is pretty full by now)
- Use the **Sceptre**
- Take the **Pot of Gold + 10 points**

Go **West** over the **Rainbow** to the End of the Rainbow

Climb the [Rocky Ledge](#) to the [Canyon View](#) and go [North-West](#) to the [Clearing](#)  
Go [West](#) to the [House](#), enter the it and go to the [Living Room](#)

- Put the [Trunk of Jewels](#) into the Trophy Case [+5 points](#)
- Put the [Sceptre](#) into the Trophy Case [+6 points](#)
- Put the [Jeweled Scarab](#) into the Trophy Case [+5 points](#)
- Put the [Large Emerald](#) into the Trophy Case [+10 points](#)
- Put the [Pot of Gold](#) into the Trophy Case [+10 points](#)

You should now have [7 treasures](#) and a [Game Score of 169](#) and be a Junior Adventurer

## 3<sup>rd</sup> raid

Go **East** to the **Kitchen** again

- Take up the **Brown Sack** and **Open** it
- Take the **Clove of Garlic**
- Equip the **Garlic**
- Drop the **Sack** including the **Lunch**

Go back to the **Living Room**

- Take up the **Candles**, the **Black Book** and the **Brass Bell**
- Equip the **Torch**
- Go down to the **Cellar**

Go back to the **Round Room** and head **East** to the **Loud Room**

- Take the **Platinum Bar + 10 points**

Go back to the **Round Room** and **South** through the **Narrow Passage** to the **Mirror Room**

Go **East** to the **Cave** and then **Down** to the **Entrance To Hades**

- Stand close to the **Gateway**
- Use the **Brass Bell**
- Take the dropped **Candles**
- Use the **Matches** on the **Candles**
- Use the **Black Book** and **Pray!**

Go **South** into the **Land of the Dead**

- Take the **Crystal Skull** (on the **Altar**) **+10 points**
- Equip the **Torch**

Go back **North** and leave the **Hades Area**. Go to the **Mirror Room**

- Talk to the **Mirror** and **Touch** it.

You have been teleported to the **Northern Mirror Room**

Go **West** (or **East**) to the **Atlantis Room**

- Take the **Crystal Trident** (inside the **Lock Box** in the **steel cage**) **+4 points**

Go back to the **Mirror Room** and head **North** to the **Cold Passage** and then **West** to the **Slide Room**

Continue **North** to the **Mine Entrance** and then go **West** to the **Squeaky Room**

Go **North** to the **Bat Room** and then **East** to the **Shaft Room**

- Equip the **Lamp**
- Put **Everything** except the **Lamp**, the **Matches** and the **Candles** into the **Basket**

Go **North** to the **Smelly Room** and **Down(North)** to the **Gas Room**

Go **East**, **North-East**, **South-East**, **South-West** and **Down(South)** through the **Coal Mines** to the **Ladder Room**

- Talk to the **Ladder** and climb **Down** to the **Timber Room**

Go **South** to the **Dead End**

- Take the **Small Pile of Coal** (in the **Wheelbarrow**)

Go all the way back to the **Shaft Room**

- Put the **Pile of Coal** into the **Basket**
- Use the **Level** to lower the **Basket** into the **Shaft**

Go all the way back to the **Timber Room**

- Stand close to the **Very Narrow Passage**
- Drop the **Lamp** (You can't enter the **Very Narrow Passage** with it)
- Enter the **Very Narrow Passage** to enter the **Drafty Room** (Be quick!) **+13 points**



Go **West** to the **Basket** at the **bottom of the shaft**(Be quick!)

- **Open** the **Basket**
- **Take** the **Torch**, the **Screwdriver** and the **Pile of Coal**
- **Equip** the **Torch**

Go **South** to the **Machine Room**

- **Talk** to the **Strange Machine** to **Open** the **Lid**
- **Put** the **Pile of Coal** into the **Machine**
- **Use** the **Screwdriver** on the **machine**
- **Open** the **Machine** again
- **Take** the **Huge Diamond +10 points**
- **Drop** the **Screwdriver**

Go **back** to the **Drafty Room**

- **Put** **Everything** into the **Basket**

Go **back East** to the **Timber Room**

- **Take** the **Lamp** and **Equip** it

Go **all the way back** to the **Gas Room**

- **Take** the **Sapphire-encrusted Bracelet** (in the pocket of the **Dead Vandal**) **+5 points**

Go **all the way back** to the **Shaft Room**

- **Use** the **Lever** to **Raise** the **Basket**
- **Open** the **Basket** and **Take** **Everything** inside it
- **Drop** the **Matches** and the **Candles**
- **Equip** the **Torch**

Go **West** to the **Bat Room**

- **Take** the **Exquisite Jade Figurine** (in the **Crate**) **+5 points**

Go **South** to the **Mine Entrance** and **exit** the **area** and **enter** the **Slide Room**

- **Use** to the **Metal Slide** in the **Slide Room** to **slide** down to the **Cellar**
- **Use** the **Ladder** to **climb** up to the **Living Room**
- **Put** the **Crystal Trident** into the **Trophy Case** **+11 points**
- **Put** the **Sapphire-encrusted Bracelet** into the **Trophy Case** **+5 points**
- **Put** the **Platinum Bar** into the **Trophy Case** **+5 points**
- **Put** the **Crystal Skull** into the **Trophy Case** **+10 points**
- **Put** the **Huge Diamond** into the **Trophy Case** **+10 points**
- **Put** the **Exquisite Jade Figurine** into the **Trophy Case** **+5 points**

You should now have **14 treasures** and a **Game Score of 272** and be an **Adventurer**

## 4<sup>th</sup> raid

You are in the Living Room

- Pick up the **Nasty Knife** and **Equip** it
- **Equip** the **Torch** and go return to the Cellar

Go **North** to the Troll Room and then **East** to the East-West Passage

- Check if the Thief have **taken** the **Egg** (If not, don't forget to check back before you **kill** the Thief)

Go back to the Troll Room and then **West** into the Maze

Go **West, West, Up(South)** to Maze(5)

- **Take** **Bag of Coins** (on the Skeleton. Don't touch the **Bones!**) **+10 points**

Go **South-West. East, South, South-East** to the Cyclops Room [**Save before entering this room**]

- **Kill** the Cyclops with the **Nasty Knife** and **Take** the **Shiny Key**/ or just / Say "Odysseus" to him

Go **East** through the Strange Passage to the Living Room

- **Put** the **Bag of Coins** into the Trophy Case **+5 points**

You should now have **14 treasures** and a **Game Score of 287** and be an Adventurer

## 5<sup>th</sup> raid

Go back to the Cyclops Room

Go **Up/North** to the Treasure Room **+25 points**

- **Kill** the thief with the **Nasty Knife**
- **Take** the **Silver Chalice** **+10 points**
- **Take** a look at the Scorched Note in the Fireplace
- **Open** the Safe with the Code 69105 (This number can be all over the GUE)
- **Take** the **Jeweled Egg** (The Thief should have **opened** it for you)
- **Use** the **Egg** and **Open** it
- **Take** the **Golden Clockwork Canary** **+6 points**

Go back to the to the Cyclops Room and then to the Living Room

- **Put** the **Silver Chalice** into the Trophy Case **+5 points**
- **Put** the **Jewel-encrusted Egg** into the Trophy Case **+5 points**

You should now have **16 treasures** and a **Game Score of 338** and be a Wizard

## Last raid

Exit the House and go back to the Large Tree at the [Forest Path](#)

- Go close to the Tree
- Use the [Golden Clockwork Canary](#) and Wind it
- You are rewarded with a [Brass Bauble +1 points](#)

Go back to the [House](#) and the [Living Room](#)

- Put the [Golden Clockwork Canary](#) into the Trophy Case [+4 points](#)
- Put the [Brass bauble](#) into the Trophy Case [+1 points](#)
- Put the [Ivory Torch](#) into the Trophy Case [+6 points](#),  
You should now have [19 treasures](#) and a [Game Score of 350](#)
- An [Ancient Map](#) appears in the Trophy Case. Take a look at it. [+400 points](#)

Leave the House and go [South-West](#) to the [Ruins](#)

- Enter the Ruins and goto the Barrow
- Enter the Barrow

**Congratulations you have made it!**

# Area maps

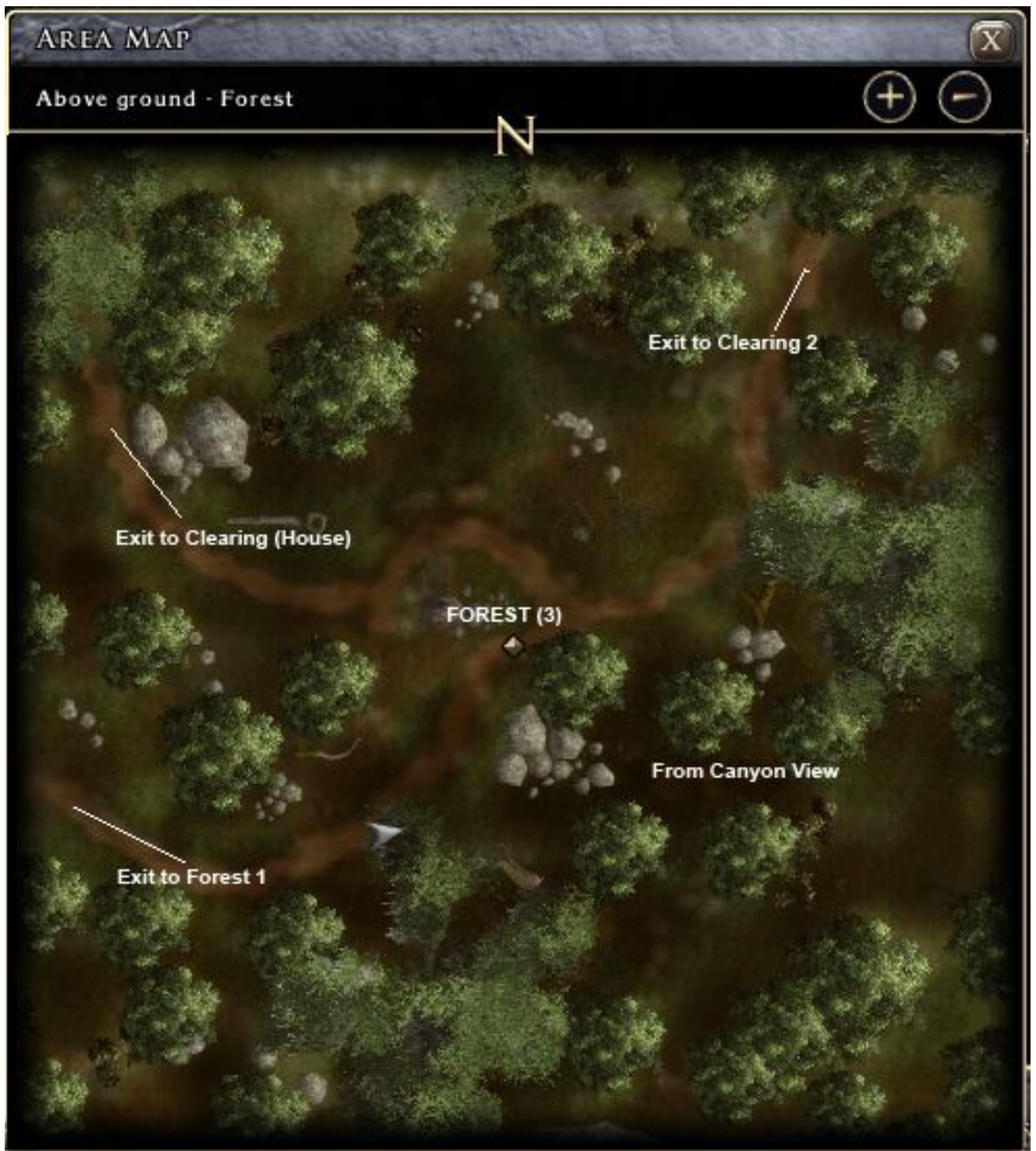
## *Above ground area maps*













AREA MAP



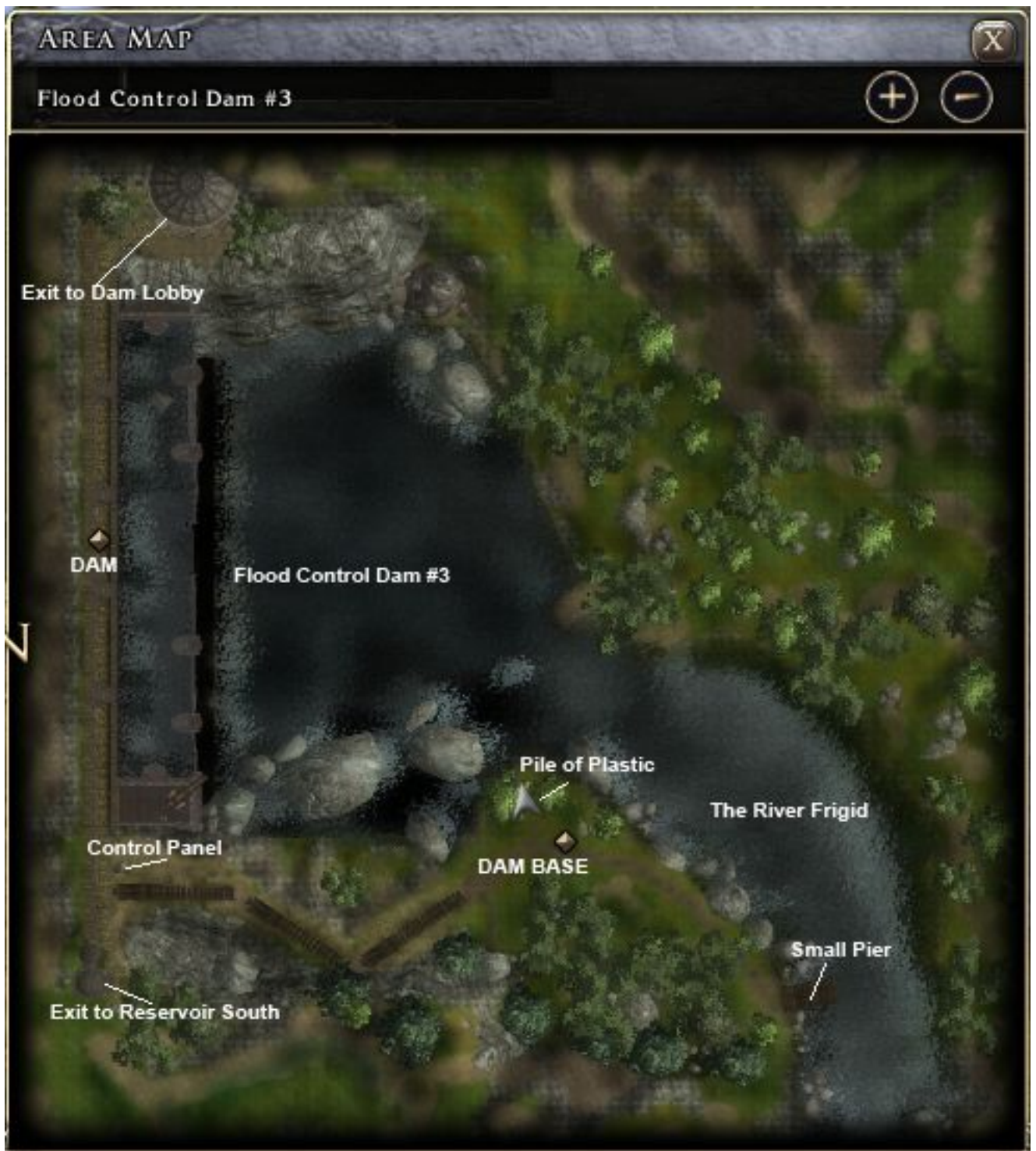
Above ground - Forest

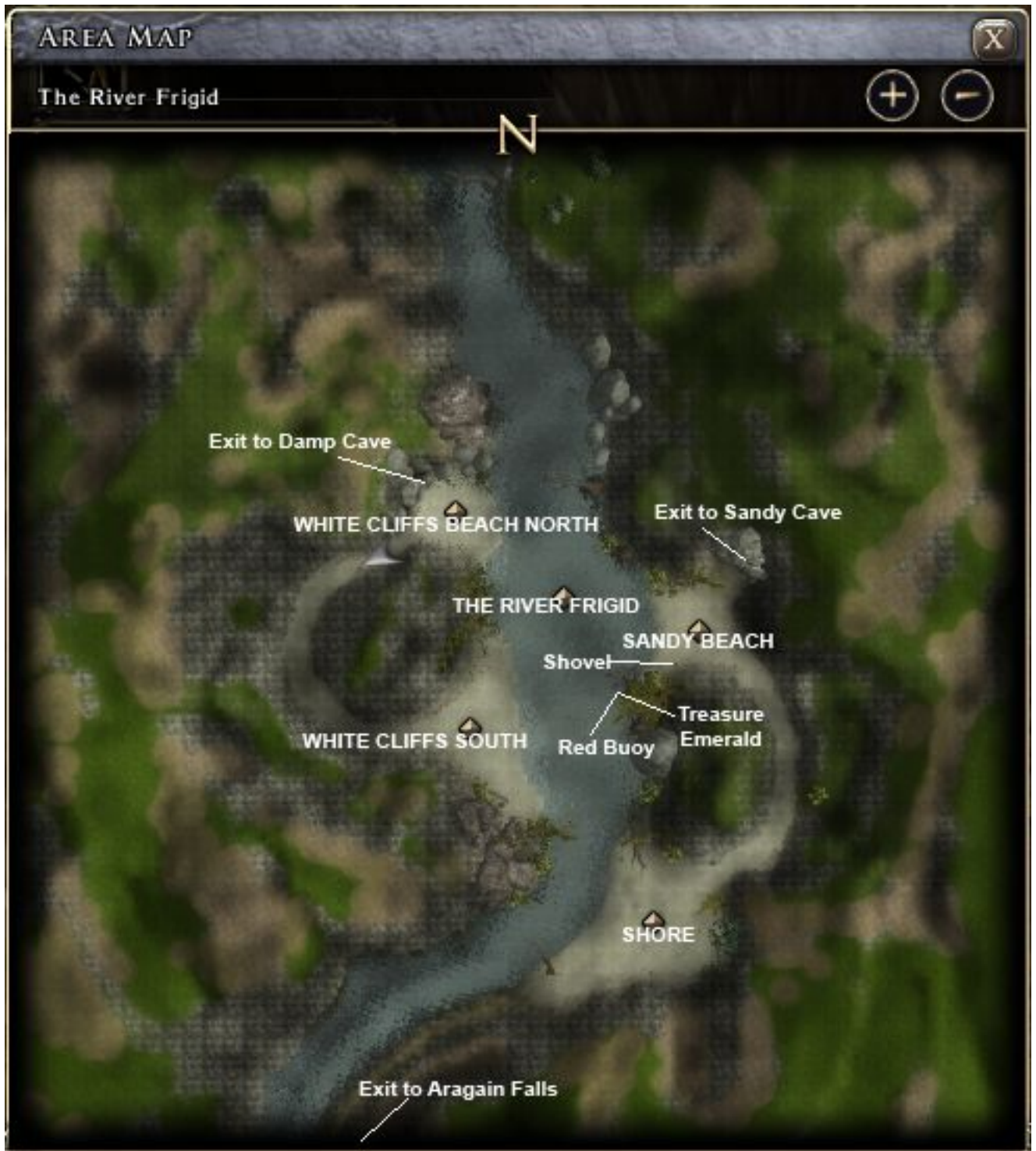












*Indoor area maps*

