

The Official Hint Book

From Legend Entertainment Company

COMPANIONS OF XANTH™

**The Official Hint Book
from
Legend Entertainment Company**

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CONTENTS

Author's Introduction	v
Puzzles and Answers	
Puzzles	8
Vague Hints	13
Specific Hints	20
Answers	27
Solutions to the Troll Puzzles.....	35
Complete Walkthrough	45
Scoring	59

AUTHOR'S

INTRODUCTION

When the opportunity to author an adventure game set in the world of Xanth first presented itself, I was extremely hesitant. Not only had I not read all of the books, but given Piers Anthony's status as an award-winning author and the recognition of the series by young and old alike, I was well aware of the responsibilities involved. However, I would have been a fool to pass this opportunity by, and with some slight arm twisting from colleagues far wiser in these matters than myself, I agreed to write the game.

The design of the game developed over quite a long period of time but somehow managed to preserve much of the plot contained within the book. Some chapters were deleted to make the game fit on diskettes but the conflict between the demons, the disbelief in magic by Dug, flirtations with trust and love with Kim and Nada, and the development of Dug as a true believer all are contained in various degrees within the game. My thanks go out to Piers Anthony for providing the superstructure of Demons Don't Dream. I hope that Mr. Anthony can forgive me for the liberties taken with his original story and characters. I also thank Bob Bates for his game design wizardry.

Legend had committed itself to developing a new graphical game system and had considered several designs and approaches over the course of the year leading up to this project. The combined talents of Legend's technical staff settled on the new system design at the same time I began work on the game. It soon became evident that *Companions of Xanth* would be Legend's premiere graphic adventure game. Developing the game and the new game system stretched the talents and fortitude of the people involved to their limits, in some cases past their limits, but I must commend all involved for their perseverance and grace under pressure.

The entire project took sixteen months from the basic concept to finished product and, as the game credits attest, involved a large number of talented people. As anyone in the business surely knows, designing and writing computer games isn't anything remotely like playing them. I feel privileged to speak for the team of people who worked on this game when I say that *Companions of Xanth* is a product we are all proud of (and would have probably enjoyed playing ourselves if we hadn't written it.)

Everyone who sees the game for the first time is struck by the background art and animations and I must take this opportunity to thank the combined talents of Paul Mock, Kathleen Bober, Chris Grandstaff, Tim Knepp, and Mark Poesch for making the game a visual feast of vivid environments and animations. Without compelling art and music, I wouldn't have had anyone's attention in telling the story. This team delivered above and beyond everyone's expectations and I am grateful. In addition to being talented, they all turned out to be nice people as well.

Finally, I must extend the utmost gratitude to Piers Anthony. Without the Xanth books themselves, there would have been no story to tell. The people, places and magical things of Xanth provided the perfect background and 'magic' for all of the writing, art, and music that became the game. Transporting gamer players into the unique world of Xanth was a rare privilege. Enjoy.

PUZZLES AND ANSWERS

This section is the reason you bought this book. It contains vague hints, specific hints and answers for every puzzle in the game. To use this section, first scan the *Puzzle* listing which begins on the next page and look for the puzzle you are having difficulty with. Note the question number and then look up either a *Vague Hint*, *Specific Hint* or *Answer* in one of the three help sections that follow.

For example, if you have left Mundania, you may have difficulty getting "beyond the pail." This is question 18. Item 18 under *Vague Hints*, *Specific Hints* and *Answers* will all correspond to this puzzle and will give you increasing amounts of help. To prevent you from inadvertently looking up the answer, we have added a vertical black bar along the edges of all the *Answers* pages.

PUZZLES

Mundania

1. What do I do with the envelope on the desk?
2. I'm stuck in the front hall and I can't do anything.
3. How do I open the cabinets in the kitchen?
4. What are the really important items in the kitchen?
5. What do I do when the phone rings?
6. What happens if I don't accept the bet with Edsel?
7. What makes these two guys think that a woman's affections are the proper subject for a bet?
8. What do I do with Edsel's package when it arrives?
9. How do I make Edsel's game work in my computer?

Choosing a Companion

10. Why does Grundy Golem look like Peter Pan?
11. Which Companion should I choose?
12. Hey! How come everything in Xanth looks black and white?
13. How do I get out of the cavern?
14. Kim told me I won't get far in Xanth as a screen. How can I get a body like hers?

The Village and the Crossroads

15. What do I do with the cherry bomb?
16. How do I open the locked gate in the village?
17. How do I douse the censors?

Getting Beyond the Pail

18. How do I get beyond the pail?
19. How do I build a catapult?

20. Where can I find a flat board?
21. How do I get the log out of the log jam?
22. How do I get the rope that's tied to the pier?
23. What do I do with the mail in the mailbox?
24. How do I get past the eye screen?
25. Should I take the tee from the fairway?
26. What can I do with the witch and the clown?
27. How can I get Fairy Nuff to help me?

Making the Solution

28. What can I use to collect the recipe ingredients?
29. Where can I find an egg?
30. How do I catch a firefly?
31. How do I get some butter?
32. How can I get some cough drops?
33. Where can I get some fresh water?
34. OK, I've got everything I need in the pail, why won't it put out the censors?
35. Fairy Nuff says I need to divide the solution. How do I do that?
36. Hooray! I've doused the censors and the Headman has given me a sword. Now how do I get out of here?

The Void

37. I'm stuck in the void and I have no idea how to get out.
38. I keep seeing a door – but then it goes away! How can I make it stay?

The Region of Earth

39. How can I get into the barrow?
40. How do I survive the meeting with demoness Metria?

41. How can I find my way through the barrow maze?
42. Hey! All of a sudden Nada wants me to drink from the spring. What gives?
43. Where did Nada go?
44. What are all the important things to find in the barrow maze?
45. Why can't I make a rubbing of the plaque?
46. Why doesn't this "Nada finder" seem to work?
47. What do I do in the "switch" room?
48. How can I avoid looking at Nada?
49. How do I free Nada?
50. How can I collect some blue agony moss?
51. What am I supposed to do with the metal pad on the floor?
52. How can I get past the door that is ajar?
53. How can I get past the ironwood tree?
54. What do I do with the mirror?

The Region of Fire

55. How do I get past the fire dog?
56. How can I convince the dog that I intend to eat him?
57. How do I get past the wall of fire?
58. How do I make a firecracker?
59. OK, I've got Mack's recipe, but I still don't know how to make a firecracker.
60. How do I use the firecracker to get past the firewall?
61. How do I get out of the opening?

The Region of Water

62. How can I get past the troll?

63. Where is the key that the troll wants me to find?
64. How can I get the troll's key?
65. How can I fill the well with water?
66. I've given the troll his key, but now he wants me to do one of his puzzles.

Com-pewter

67. Do I have to play Com-pewter's game to get by him?
68. How do I win the first round of Com-pewter's game?
69. What are the answers to the second round of Com-pewter's game?
70. I don't have a "T" in my tray!
71. Com-pewter is playing some new game that I don't understand. How can I kill him?

The Region of Air

72. How can I help Ma Anathe?
73. How can I get past the ogress?
74. What do I need to outfit the boat in the cave of winds?
75. How can I get some wind?
76. How can I get a sail?
77. How can I get the ogre boy to help me?
78. What are the answers to the questions that the knight asks me?
79. I've gone as high as I can up the mountain. Now what?
80. What do I do with Ma Anathe's potion?

The Gap

81. How do I get past the animals guarding the Gap?
82. The game made me switch companions, but I don't want to!

83. How can I get past Stanley Steamer?
84. How can I get Cumulo Fracto Nimbus to help me?

Outside Humfrey's Castle

85. How can I open the gate outside Humfrey's castle?
86. How do I lower the bridge outside the castle?
87. How can I get in the front door of the castle?
88. How can I get across the moat?
89. What do I do with the Lok Pik monster in the moat?
90. Doesn't the Lok Pik Monster belong in the Spellcasting series of games?
91. How do I open the grate?
92. What do I do with the switches in the tunnel?

Inside the Gourd

93. How can I get up the stairs past the zombie?
94. How can I open the storm door into the cellar?
95. How do I get out of the cellar?
96. How do I get up the stairs to the second floor?
97. How do I open the trap door that Nada closed?
98. How do I get out of the library with the skeleton?
99. How do I get the cane off the front porch?
100. I'm up in the attic. How can I keep Kim from getting the prize?
101. I'm back in my bedroom. Now what?

VAGUE HINTS

This section contains vague hints to assist you in solving the numbered puzzles beginning on page 8.

Mundania

1. This could be complicated. First, you should probably take it.
2. It sounds like you're completely in the dark on this one.
3. If you opened the cabinets, your mother would probably yell at you.
4. Remember the first rule of adventure games – take everything that isn't nailed down.
5. Panic.
6. Why wouldn't you accept the bet? Pia has blown you off, so you've got nothing to lose.
7. They're neanderthals.
8. Stare at it for hours.
9. Turn on the computer.

Choosing a Companion

10. He eats a lot of peanut butter.
11. Choosing Jenny Elf or Che Centaur will just get you killed.
12. If black-and-white is good enough for Woody Allen, it should be good enough for you.
13. The cavern is very dangerous.
14. She's a girl and you're a boy. You can't get a body like hers without expensive and painful surgery.

The Village and the Crossroads

15. Hmm. Sounds dangerous. Maybe you should leave it alone.
16. Where there's a lock, there must be a key.
17. First, you're going to have to get beyond the pail.

Getting Beyond the Pail

18. As Nada suggests, you're going to have to put something heavy in the pail.
19. First you're going to need a flat board to put on the boulder. To learn how to do that, see the hints about how to find a flat board.
20. There are no flat boards just lying around. You'll have to find a long piece of wood and find someone who can turn it into a board.
21. You'll need something really heavy to pry that log loose.
22. Something under the pier is tangling up the rope.
23. It's not polite to read other people's mail.
24. Its job is to screen people who wish to get by.
25. Is it nailed down?
26. Maybe you could use the clown as a decoy to distract the witch by making her laugh. Then, while she is doubled over in mirth, you could steal her broomstick and ride it to Humfrey's castle.
27. You don't have anything he wants.

Making the Solution

28. It sounds like you're going to need a fairly large container.
29. The egg is in a place that you've already visited.
30. Everything you need to catch a firefly is right at the Crossroads when you first arrive there.
31. Remember that Xanth is full of puns.
32. Go back into the forest. There is a cough drop bush there.
33. The fresh water is in a place where you have already spent quite a bit of time.
34. The ingredients alone are not sufficient to do the trick.
35. You need two containers of equal size.
36. It looks as if you're going to need some help on this one.

The Void

37. The best offense against nothingness is creativity.
38. Are you really sure you saw a door?

The Region of Earth

39. The door is magically sealed.
40. Metria is trying to tempt you into doing something that you shouldn't.
41. The thing to do here is to keep exploring until you have been through all the rooms in the maze.
42. That seems pretty unusual for Nada. Maybe something has happened to her.

43. You guys have been playing for a while. Maybe she needed a vacation.
44. Some of the important things can be taken, some cannot.
45. You're missing something.
46. Consider how you acquired the Nada finder.
47. The obvious thing to do is to push the switch.
48. Nada is very sensitive to anyone seeing her in her present form.
49. Pay attention to what Nada says Metria was doing when the demoness was tying her up.
50. Be careful. That stuff is pretty potent.
51. Take the opportunity to compliment the barrow. Say, "What a nice pad you have here."
52. The door isn't really a door. (It's pun time again).
53. The wood of the ironwood tree is really hard.
54. Don't break it. You'll get seven years of bad luck.

The Region of Fire

55. You need to think punnishly here. What else could you call a dog that lives amidst all this heat?
56. What you need are the traditional fixings for a hot dog.
57. Talk to the fireman. Pay attention to the legend he tells you.
58. You've seen the name Mack somewhere before.
59. Where the recipe calls for flour, use the buttercup flower.
60. The fire cracker will "crack" the fire.

61. It's too high to jump. You'll have to climb out.

The Region of Water

62. You're going to have to pay the troll.
63. The key isn't in the troll's living room.
64. The well is too deep for you to jump down without hurting yourself.
65. First, you'll need to find a hose.
66. You can complete any one of the three puzzles to satisfy the troll.

Com-pewter

67. Com-pewter is very stubborn.
68. Select a tile in the tray to complete the word that Com-pewter is looking for. Put the tile into the cylinder and close it.
69. Com-pewter is very methodical.
70. Oh yes. So you don't. Oh well, sorry about that.
71. Computers are notoriously susceptible to certain kinds of problems.

The Region of Air

72. Old people like to talk.
73. The ogress is upset because she is too pretty.
74. First, you'll need a sail.
75. You need a special bag.
76. There is a sail in Ma Anathe's front yard.

- 77. Before he will help you, you must help him.
- 78. Remember that this is the region of air.
- 79. Ma Anathe said she was looking for a sign.
- 80. The potion is what made Ma Anathe ugly.

The Gap

- 81. The animals aren't really guarding the Gap.
- 82. Nada isn't as much of a friend as you thought she was.
- 83. You're going to need some help with this one.
- 84. Cumulo Fracto Nimbus is notorious for having the worst temper in Xanth.

Outside Humfrey's Castle

- 85. Sammy cat is trying to tell you something when he scratches the ground in front of the wall.
- 86. This is a certain kind of bridge.
- 87. The front door looks as if it hasn't been opened in years.
- 88. The moat is too big to jump across.
- 89. Ask Jenny Elf to help you. She can give you more information about the monster.
- 90. The Lok Pik monster has a notoriously bad sense of direction. It wandered off the set of Spellcasting 401 and stumbled into this game by accident.
- 91. That grate is pretty heavy. You'll probably need a tool of some kind.
- 92. The doorkeeper told you to pay careful attention to his words.

Inside the Gourd

93. Zombies are suckers for the old, "Look! It's Halley's Comet" gag.
94. The door is locked.
95. Dark down here, ain't it. You'll just have to feel around until you find enough useful stuff.
96. Every time the stairs go flat, the lever on the balustrade moves.
97. Have you tried pushing the button that says it will open the trap door?
98. That fireplace looks like one of those trick, rotating fireplaces.
99. Well you can forget trying to go back outside and getting past that zombie.
100. Nada is no longer your Companion. You can bet that SHE won't be of any help.
101. The game in Xanth is over. You can't start it up again.

SPECIFIC HINTS

This section contains specific hints to assist you in solving the numbered puzzles beginning on page 8.

Mundania

1. Back again, eh? Now that you've taken it, perhaps you should read it.
2. You need to turn on the lights.
3. There's nothing interesting in the cabinets.
4. Have you opened the refrigerator?
5. Stare at it for hours.
6. If you don't take the bet, then you'll be stuck listening to that thunderstorm forever.
7. They're politically incorrect and should be shot.
8. Call the bomb squad in case it might be booby-trapped.
9. Put the disk in the floppy drive.

Choosing a Companion

10. The artist just came back from watching "Hook."
11. Choosing Demoness Metria will also get you killed – but what a way to go!
12. We used up all the colors in the opening scenes.
13. Only someone very familiar with Xanth will be able to figure out how to get out of the cavern.
14. You need to demonstrate that you believe in magic.

The Village and the Crossroads

15. If you think that cherry is a bomb, you should have seen Ishtar.
16. Perhaps one of the natives can help you out.
17. Only Fairy Nuff has the solution to this problem.

Getting Beyond the Pail

18. If the pail sees you trying to drop something into it, it'll fly away. The answer involves doing something in a place where the pail can't see you.
19. Once you've got a flat board, you're going to need a rock. The one lying on the ground in the village will do nicely.
20. You're going to need to take the log from the log jam. To learn how to do that, see the hints about how to get the log out of the log jam.
21. You need to get something from the village in order to free the log.
22. You can't get under the pier by yourself. You'll need to get some help.
23. Politeness never was one of your virtues.
24. It will let you by if you've got a good enough reason.
25. Is there anyone around who looks like they're going to object?
26. Nah. That would be too obvious.
27. It might help if you talked to him.

Making the Solution

28. If you think of the hardest puzzle you ever solved, this one pales in comparison.
29. The egg is on the green.
30. You need to find something to catch it in. Remember that Xanth is a pun-based universe.
31. You've seen something that has butter in its name.
32. When you are in the forest, wait and see what happens.
33. That's a stream you'll have to cross when you get to it.
34. Fairy Nuff told you to bring the solution back to him when you had collected everything.
35. The containers you need can both be found in the same room, but they don't look like containers.
36. The guy who seems to know the most around here is Fairy Nuff.

The Void

37. You need to create something out of nothing.
38. Can you convince Nada that you saw a door?

The Region of Earth

39. Neither you nor Nada will be able to open the door unassisted.
40. The pool is a love spring. Drinking from it will make you fall hopelessly in love with the first creature you see.
41. It would be a good idea to make a map.

42. The spring still looks as dangerous as it did before.
43. Nada would never desert you of her own free will. Something must have happened to her.
44. The only obviously takeable items are the mortar and the pestle.
45. What you need is beyond the door ajar.
46. Demoness Metria gave you the Nada finder.
47. Keep pushing each new switch as it appears.
48. Make sure you avoid saying anything that implies that you have looked at her.
49. Do you hear voices coming from anywhere?
50. You need to find a special container to put the moss in.
51. There doesn't seem to be any way out of this barrow other than the front door. Maybe this pad can help.
52. The door isn't really a door. It is a jar.
53. You can't hack your way past the wood. You'll have to try something else.
54. What do you usually do with a mirror?

The Region of Fire

55. Think of the dog as a hot dog.
56. You need to get a hot dog bun and some mustard.
57. Somebody named Mack got out by making a firecracker.
58. You'll need to use Mack's recipe.
59. Where the recipe calls for water, use the firewater that the fireman gives you.

- 60. Red Adair puts out fires in oil wells by dropping explosives into them.
- 61. Maybe you can put that rope to some good use.

The Region of Water

- 62. You don't have anything to pay the troll with.
- 63. The key is somewhere in the troll's lab.
- 64. The well is shallow enough that you could swim to the bottom, if only it had some water in it.
- 65. Second, you need to make sure the well won't overflow when you turn on the water.
- 66. The troll isn't very patient.

Com-pewter

- 67. He really wants you to play his game.
- 68. Use your Com-pendium to learn the answers.
- 69. The tiles you need are in the same order as the first round.
- 70. Perhaps you can find a "T" somewhere else.
- 71. Perhaps you can "pick up" something useful from Grundy.

The Region of Air

- 72. Perhaps you should chat with her.
- 73. You're going to have to find a way to make her ugly again.
- 74. Second, you'll need some wind.
- 75. You'll find something at the long and winding road.

- 76. The sail is under the cart. You'll need someone else's help to fix the cart so you can move it.
- 77. You need to help him get his ball.
- 78. All the answers have something to do with air or wind.
- 79. There's a sign right here.
- 80. There is someone nearby who thinks she is too pretty.

The Gap

- 81. Mostly, they just want to talk.
- 82. Jenny Elf and Sammy Cat will be very useful to you.
- 83. When Stanley kills you, he does it with a blast of fire. There is something (or someone) nearby who's pretty good at putting out fires.
- 84. You need to make him mad at you.

Outside Humfrey's Castle

- 85. Sammy cat isn't trying to tell you something about the ground, he's trying to draw your attention to the wall.
- 86. The word drawbridge is made up of a verb and a noun.
- 87. Humfrey likes to make it difficult for people to get into the castle.
- 88. The moat is too dangerous to swim across.
- 89. The monster is being kept awake somehow.
- 90. The Lok Pik monster is under a five year, fixed-price contract to Legend. The more we use him, the less he costs per game.

- 91. Actually, we thought the first hint was pretty good. So we didn't make up a medium level hint here. You'll have to move on to the answer.
- 92. There is a number sequence that is punnishly imbedded in the doorkeeper's instructions to you.

Inside the Gourd

- 93. Just kidding. This zombie is very conscientious in his duties.
- 94. Perhaps you can pick the lock.
- 95. There's a door at the top of the stairs.
- 96. You need to keep the lever on the balustrade from moving.
- 97. You need to get something to hook the door with.
- 98. Read any good books lately?
- 99. You can't open the window. Maybe you can get rid of that pane of glass somehow.
- 100. Jenny Elf can't help you either. You've got to solve this one on your own.
- 101. Do you hear the phone ringing?

ANSWERS

This section contains the answers to the numbered puzzles beginning on page 8.

Mundania

1. Open it and see what's inside.
2. The light switch is over next to the door.
3. The cabinets can't be opened. Forget about them.
4. Take the teabag from the table and the mustard from the refrigerator.
5. Answer it.
6. If you don't take the bet, the picture of the kitchen will burn into your computer screen and you'll never be able to do those really neat spreadsheets you love so much.
7. They're just two game characters trying to move the plot along. Give 'em a break.
8. Open it and see what's inside.
9. Once you have turned on the computer and put the game disk in the floppy drive, close the floppy drive.

Choosing a Companion

10. Because if we made him look like a character from Star Trek you'd just get confused.
11. Only Nada Naga will get you safely through the perils of Xanth. Choose her.
12. Put on your Way Cool^(tm) 3-D glasses.
13. Wait a few turns while Nada figures out how to open the door. Then do as she suggests and go north out of the cavern.

14. It'll be a while before you stop being a screen. Don't worry about it for now.

The Village and the Crossroads

15. The cherry bomb is completely useless. There is no need to take one.
16. Talk to the headman. If you agree to help him with the censor ship, he'll give you the key to the gate.
17. You need to get beyond the pail, visit Fairy Nuff, and follow his instructions.

Getting Beyond the Pail

18. You're going to have to build a catapult in the room with the boulder. To learn how to do that, see the hints about how to build a catapult.
19. Put the flat board on the boulder. Put the rock on the board. Then ask Nada to whack the board with her tail.
20. Take the log from the log jam and give it to the woodwright. He will take it away, and then return with a nice flat board.
21. You need to get the anchor from under the pier in the village.
22. Ask Nada to get the rope for you. She will turn into her Naga form and slither under there post haste.
23. You can read it if you want. Beyond that, it's pretty useless.
24. During the dialogue with the screen, tell it that you want to go see Fairy Nuff.
25. By all means, rip it off.
26. There isn't anything you can do with the witch or the clown.
27. Tell him about the problem the people in the village are having with the censor ship.

Making the Solution

28. Use the pail.
29. The egg is in the cup on the green at the end of the fairway.
30. Pick a buttercup and empty it. The cup that remains will be nice and sticky – perfect for capturing a firefly.
31. Go back to the crossroads. Take a buttercup. Empty it, and you'll have a pat of butter.
32. Every time the cough drop bush in the forest coughs, a cough drop falls into the pool. Ask Nada to catch one for you and she will. Repeat as desired until you have collected sufficient cough drops.
33. Put the pail in the stream in the crossroads.
34. Bring the solution back to Fairy Nuff.
35. Get the lamp covers from the village and take them to Nuff.
36. Go back to Fairy Nuff and ask him to show you the short cut.

The Void

37. You need to create a door that will lead you out of the void.
38. Talk to Nada and keep reaffirming your belief that you definitely saw the door. The more you believe it, the more real it will become, until finally it will become permanent.

The Region of Earth

39. Only demoness Metria can open the door. She is waiting for you at the pool to the southeast.
40. Keep turning down Metria's offers to drink from the pool. Eventually she will give up in disgust and open the door to the barrow.

41. Most people play through the maze in "map mode", switching to the picture only when they come across something of importance.
42. Metria has disguised herself as Nada and is trying to tempt you again. Resist her and wait until she tires of this activity.
43. When Metria turned out the lights in the barrow, she kidnapped Nada and imprisoned her someplace. Now you must go into the barrow and find her.
44. Other than the mortar and the pestle, you will need to discover a room with a mirror, the switch room, the room with a plaque, and the room where the door is ajar.
45. Keep playing, you will find a piece of charcoal by the fire wall.
46. Demoness Metria doesn't want you to find Nada. The closer you are to finding her, the lower the reading on the instrument.
47. When the last switch appears, start switching them off again. The order in which you turn off the switches doesn't matter. When you have finished, a large button will appear. Push it.
48. Only select dialogue choices that don't involve looking at Nada.
49. The demoness Metria cast a spell on the manacles. Talk to them, and you will discover that you can remove the spell.
50. You can't solve this puzzle until you solve the door that is ajar puzzle. When you solve that puzzle, you will acquire the object you need to collect the moss.
51. Stand on it.
52. The door is really a jar. Take it, and it will revert to its true form.
53. Get some blue agony moss and pour it on the tree.
54. Look in the mirror and see what happens.

The Region of Fire

55. If you can show the dog that you think of him as a hot dog and that you are going to eat him, you will chase him away.
56. Ask Nada to put her hair up into a bun. Then put some mustard onto the bun. If you didn't take the mustard from your parents' refrigerator, don't panic. Nada will wait while you leave the game to go and get it.
57. You need to create a firecracker. To learn how, see the hints about how to make a firecracker.
58. Smooth out the paper that you've been carrying around. Put it on the plaque in the barrow maze. Then rub it with the piece of charcoal that you found next to the firewall. The recipe for Mack's crackers will appear.
59. Put the buttercup and the firewater into the mortar you found in the barrow maze. Grind them up with the pestle you found in the maze. Then put the mortar into the natural oven in the room with the fireman. Wait until it has risen and turned golden brown. Then take it out again.
60. Throw the firecracker into the wall of fire. Wait a few turns and it will blow up, extinguishing the fire in the process.
61. Tie the rope to the anchor. This will make a nice grappling hook that you can throw up into the opening.

The Region of Water

62. You are going to have to agree to perform a free service for the troll.
63. The key is at the bottom of the well in the troll's lab.
64. Fill the well with water, and then swim in it.

65. Get the hose from the reservoir that's just beyond the bridge. Push the blue button that opens the upper drain in the well. Then put the hose in the sink and turn on the water. The water will siphon into the well, so you'll be able to swim into it and get the key.
66. If you try and fail a puzzle three times, the troll will simply let you go.

Com-pewter

67. You have to play the game with him. And whatever you do, DON'T RESIGN!
68. The answers to the first round of questions are:
"s" to make the word "spears."
"d" to make the word "dates."
"p" to make the word "pecans."
"e" to make the word "steer."
"a" to make the word "lamia."
69. The answers to the second round of questions are:
"o" to make the word "moose."
"b" to make the word "cobra."
"f" to make the word "fleas."
"e" to make the word "panties."
"t" to make the word "tangles."
70. Use the golf tee you found in the fairway. If you didn't pick that up, don't panic. You can always exit (The Game) and return to the kitchen to get the "T" bag that was on the table.
71. Put the virus you got from Grundy into the cylinder.

The Region of Air

72. Bring her a sign from the top of the mountain.
73. You need to help Ma Anathe before you can get past the ogress.

74. Once you've got a sail and unleashed some wind, untie the rope from the mooring, and get in the boat.
75. Take the windbag from the long and winding road.
76. You need to get the ogre boy to help you fix the cart. Once the wheel is on, give the cart a push.
77. Take the windsock from Ma Anathe's house and put it over the vent. Once he has recovered the ball, he will offer to help you.
78. The answers, in order, are:
error, airedale, window, air conditioning, errand, windbag, airplane, airbag, windmill, breeze.
79. Take the sign and bring it back to Ma Anathe.
80. Give the potion to the ogress.

The Gap

81. Keep talking to the animals. Eventually, they'll get out of your way.
82. There isn't anything you can do about it, so you may as well relax and enjoy it.
83. You need to get Cumulo Fracto Nimbus to help you.
84. If you insult the cloud enough, he will dump a bunch of snow on both you and Stanley. This will render the dragon harmless.

Outside Humfrey's Castle

85. Run your mouse cursor over the portion of the wall directly above where Sammy indicated. When you find the loose brick, press it and push the switch.
86. Click on the bridge, then click on the specialty verb "draw", and then click on the moat. This will draw a portion of the bridge on the moat. Keep repeating this until the bridge is completely lowered.

87. You can't get in the front door. You'll have to find another way into the castle.
88. You'll have to find a way to subdue that monster.
89. The cricket is keeping the monster awake. Capture the cricket with the jar, and the monster will fall asleep, making it possible to cross the moat on its coils.
90. The Lok Pik monster has embarrassing photos of our company president. He gets to be in as many games as he wants.
91. Use the crowbar you got from the troll.
92. Push switches number four, one, and two.

Inside the Gourd

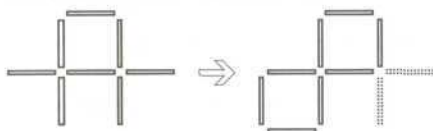
93. You can't get up those stairs. You'll have to get into the house another way.
94. Use the scale from the Lok Pik monster to pick the lock.
95. Keep looking until you find a skeleton key. You can use it to open the door at the top of the stairs.
96. Get some twine from the basement and tie it to the lever on the balustrade. This will keep the stairs from moving.
97. You need the cane that's on the front porch.
98. Take the third book from the left. This will make the fireplace turn around, taking you with it.
99. Use the Pain-B-Gone pills on the pane of glass.
100. Throw the sword at the prize.
101. Go answer the phone.

SOLUTIONS TO THE TROLL PUZZLES

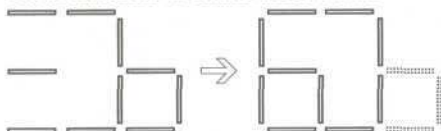
Matchstick Puzzles

These are the easiest of the three types of troll puzzles. For each puzzle the first illustration shows the original match configuration. The second shows the solution, and via dotted lines, illustrates which matches must be moved in order to achieve it.

1. Two matches to make two boxes



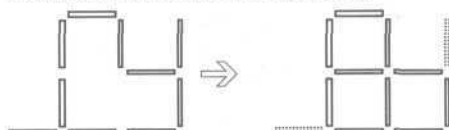
2. Three matches to make three boxes



3. Four matches to make two boxes

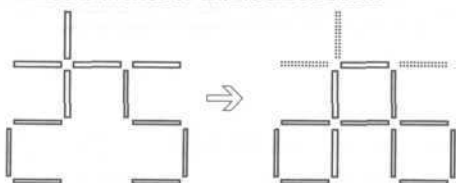


4. Two matches to make three boxes

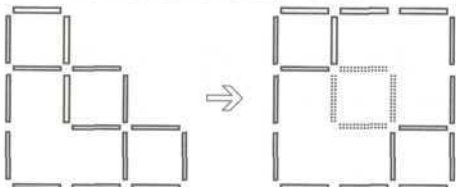


Matchstick Puzzles continued

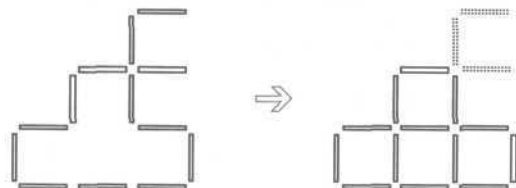
5. Three matches to make three boxes



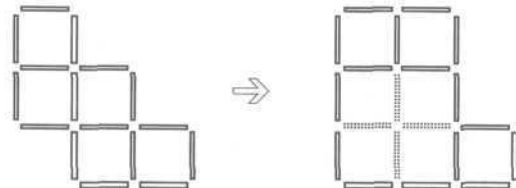
6. Four matches to make four boxes



7. Four matches to make four boxes

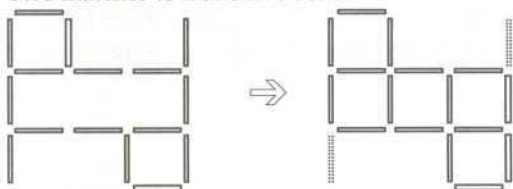


8. Four matches to make four boxes

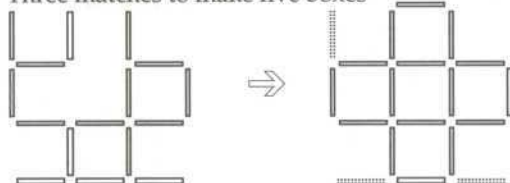


Matchstick Puzzles continued

9. Two matches to make five boxes



10. Three matches to make five boxes



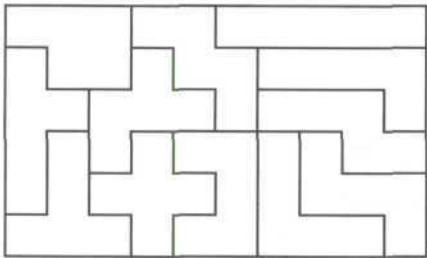
11. Four matches to make five boxes



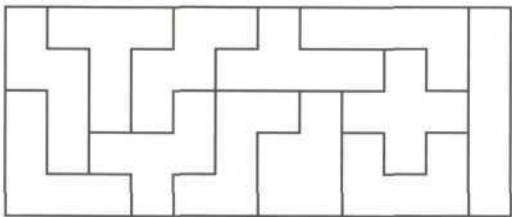
Pentominos

The troll has given you a tray and an assortment of pieces. For the first four puzzles, you must fit all the pieces in the tray. For the last puzzle, the tray is sized so that you can fit all the pieces in while leaving four open spaces. For this one, we have illustrated six possible solutions.

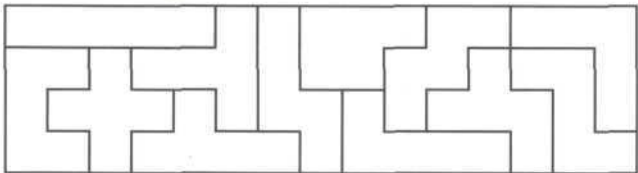
1. 6x10 units



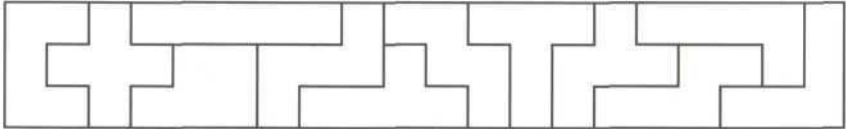
2. 5x12 units



3. 4x15 units

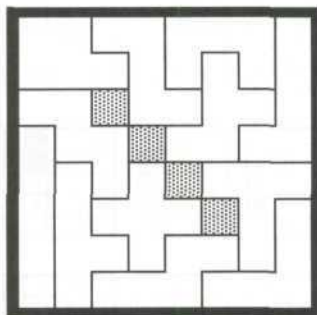
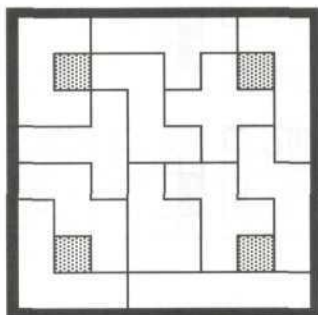
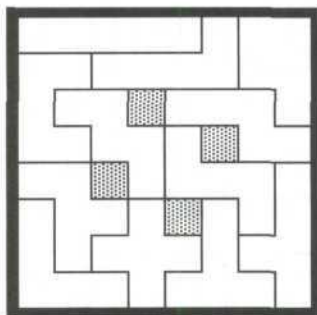
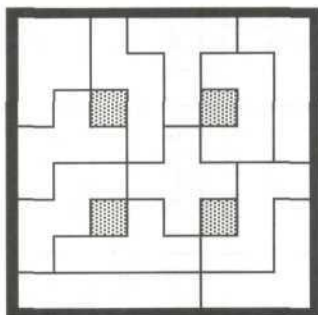
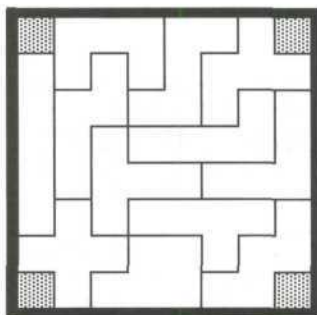
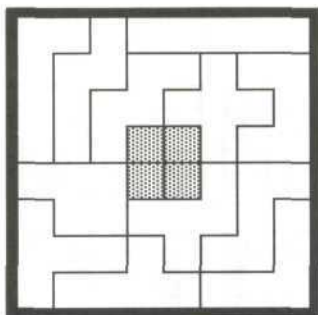


4. 3x20 units



Pentominos continued

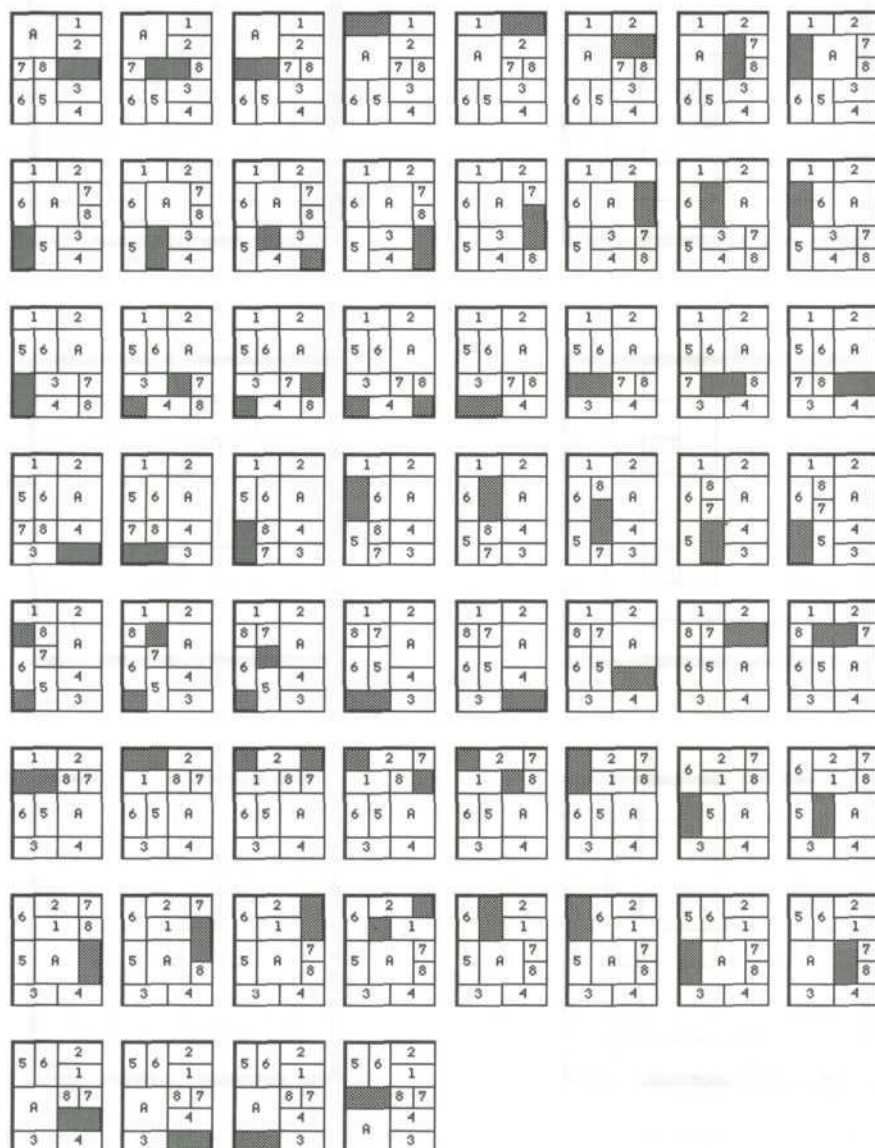
5.



Sliding Block Puzzles

Moving from left to right, the boxes show each successive move toward the solution.

1.



2. continued

9	8	12	13	1
		A	2	
6	5		4	3
11	10	7		

9	8	12	13	1
		A	2	
6			4	3
11	10	7		

9	8	12	13	1
			2	
6		A	4	3
11	10	7		

9	8	12		1
		13		2
6		A	4	3
11	10	7		

9	8	12	1	
		13		2
6		A	4	3
11	10	7		

9	8	12	1	
		13	2	
6		A	4	3
11	10	7		

9	8	12	1	
		13	2	3
6		A	4	
11	10	7		

9	8	12	1	3
		13	2	
6		A	4	
11	10	7		

9	8	12	1	3
		13	2	
6		A	4	
11	10	7		

9	8	12	1	3
			2	
6		A	4	
11	10	7		

9	8		1	3
		12	2	
6	12	A	4	
11	10	7		

9	8		1	3
		12	2	
6	12	A	4	
11	10	7		

9	8		1	3
		12	2	
6	12	A	4	
11	10	7		

9	8		1	3
		12	2	
6	12	A	4	
11	10	7		

9	8		1	3
		12	2	
6	12	A	4	
11	10	7		

9	8		1	3
		2		4
6	12		A	
11	10	7		

9	8		1	3
		2		4
6	12	13	A	
11	10	7		

9	8		1	3
		2		4
6	12	13	A	
11	10	7		

9	8		1	3
		2		4
6	12	13	A	
11	7			

9	8		1	3
		2		4
6	12	13	A	
11	7			

3.

A	2	1	
	10 11		
9	5	3	4
8	7	6	B

A	2	1	
	10 11		
9		3	4
8	7	5	B

A	2	1	
		11	
9	10		3
8	7	5	B

A	2	1	
9	10 11	3	4
8	7	5	B

A		1	
	2		
9	10 11	3	4
8	7	5	B

A	1		
	2		
9	10 11	3	4
8	7	5	B

A	1	3	
	2		
9	10 11		4
8	7	5	B

A	1	3	4
	2		
9	10 11		
8	7	5	B

A	1	3	4
	2		
9	10		11
8	7	5	B

A	1	3	4
	2		
9		10 11	
8	7	5	B

A	1	3	4
	2		
	9	10 11	
8	7	5	B

A	1	3	4
	2		
	9	10 11	
8	7	5	B

A	1	3	4
	2		
8	9	10 11	
	5		B

A	1	3	4
	2		
8	9	10 11	
6	5		B

A	1	3	4
	2		
8	9	10 11	
6	5		B

A	1	3	4
	2		
8	7		10 11
6	5		B

A	1	3	4
	2		
8	7		10 11
6	5		B

A	1	3	4
	2		
8	7	10 11	
6	5		B

A	1	3	4
	2		
8	7	10 11	
6	5		B

A	1	3	4
	2		
8	7	10 11	
6			5

A	1	3	4
	2		
8	7	10 11	
6	9	5	

A	1	3	4
	2		
8	7	10 11	
6	9	5	

A	1	3	4
	2		
8	7	10 11	
6	9	5	

A	1	3	4
	2		
8	7	10 11	
6	9	5	

A	1		3
	2		
8	7	10 11	
6	9	5	

A		1	3
	2		
8	7	10 11	
6	9	5	

A		1	3
	2		
8	7	10 11	
6	9	5	

A	10	1	3
	2		
8	7	10 11	
6	9	5	

A	10	1	3
	2		
8	7	10 11	
6	9	5	

A	10	1	3
	2		
8	7	10 11	
6	9	5	

A	10	1	3
	11	2	
8	7		4
6	9	5	

A	10	1	
	11	2	
8	7		4
6	9	5	

A	10	1	
	11	2	
8	7		4
6	9	5	

A	10	1	
	11	2	
8	7		4
6	9	5	

A		10	1
	11	2	
8	7		4
6	9	5	

3. continued

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

8	7	6	10	1
6	9	5	11	2
8	7	6	4	3
6	9	5		

COMPLETE WALKTHROUGH

Memoirs of a Mundane's Meanderings in Xanth

by Dug Mundane

I awoke to the sound of a telephone ringing unanswered in another room and the periodic din of a storm gathering outside. Pulling myself out of bed, I sat at my desk, finding an envelope addressed to me from Pia. My mom must have put it there. I opened the envelope, pulled out the letter, and carefully read it, my keen expectations dashed as I read on. Pia had blown me off, and all apparently because I got her home a little late one night! Oh, well. She wasn't that great anyway. Feeling abandoned and not quite awake, I stumbled northeast into the foyer and pushed the light switch. Pangs of hunger nagged at me, forcing me westward into the kitchen, where I opened the refrigerator, took a sandwich and some mustard, and chowed down.

Pretty soon the kitchen phone started ringing again and I reluctantly answered it. It was Edsel, asking me to play a computer game. He offered his motorcycle to me if I didn't like the game. He'd take Pia out on a date if I

did. Having little to lose, I accepted the bet and Ed rang off, saying he'd send a package over right away. It wasn't long before the doorbell in the foyer rang. I opened the front door and the fierce winds blew it instantly open. A small package, leaning against the door, toppled into the foyer. I picked up the package, forced the door shut, and headed back to my bedroom.

I ripped open the package and found a game box with a serpent woman on the cover. I immediately opened the box and found a game manual, a warranty card, a large red book, a strange pair of eyeglasses, and a floppy diskette. The manual and card were pretty uninteresting but the glasses looked cool and I put them on. The book, which I soon found out was the *Compendium of Xanth*, contained all sorts of information about a fantasy world called Xanth. I finally got around to putting the diskette in the floppy drive of my computer and, after closing the drive door, I turned the blasted machine on. The figure

of an odd little man appeared on the screen and I looked closely at it. I talked to the tiny man and he told me all about the rules to a Game I was evidently going to play. He went on to explain about Companions and described the talents of four creatures from Xanth from which I was to select one to accompany me. After hearing about each of them in detail, I selected Nada Naga, the creature from the box top, and we found ourselves immediately transported to a dark cavern with a single torch burning on the wall.

Arrival in Xanth

Nada seemed to know what she was doing and eventually extricated us from the dangerous cave. I walked through the door she'd opened and met a girl named Kim, evidently another player in the Game, and her Companions Jenny Elf and Sammy Cat. I asked to join Kim but she wasn't interested, making particular reference to my appearance as a screen. After they'd left, Nada explained that until I believed in Xanth and magic, I'd appear to everyone there as a computer screen. Frustrated by this entire course of events, Nada and I headed northeast and arrived at the crossing of two roads. I picked a buttercup from a patch of flowers beneath a cherry bomb tree and noticed a large log jammed

securely between rocks in a small stream. Heading east I looked into a spring and saw Kim, Jenny and Sammy meeting a Merman named Cy. Not used to seeing movies in springs, I was slightly taken aback. This Xanth place seemed to be pretty magical after all.

A Solution for a Censor-Ship

We walked out of the forest to the southeast and arrived at the center of a small village. The headman of the village, who turned out to be a woodwright, told us a sad story about the town. Isthmus Village, it seemed, had been afflicted by a censor-ship, clearly visible in the harbor beyond. The ship censored the speech of the villagers, rendering them senseless and unable to solve their problem themselves. When I offered to help, the headman gave me a rusty key and told me about a Fairy Nuff who would certainly know of a solution. I unlocked the pier gate with the key he'd given me and opened the gate doors. Then I walked north to the pier and was assailed by the stench of the foul censers billowing on board the dread vessel. I picked up a piece of sailcloth from the pier and yanked on a rope tied to one of the planks. The rope wouldn't give, so I asked Nada to turn into her Naga form and untie it from beneath the pier. She agreed and

soon reappeared with the freed rope tied to an anchor. I walked back to the crossroads and pried the log free with the anchor. Remembering the headman's talent, I returned to the town and gave him the log, imploring him to plane it into a plain board. While he was away, I snatched up a large rock beside the road and also managed to remove the lamp covers from two streetlights. The headman soon returned with the flat board and I left the town in search of the Fairy Nuff, taking a road to the east.

How I Got Beyond the Pail

We came upon a beautiful canyon with steep cliffs and a tumbleweed blowing about. Heading northeast, the canyon gave way to a long road. In the center of the road, not far in front of us, was a strange metal pail. Whenever I tried to take it or walk past it, the pail flew into the air and away to the northeast. There didn't seem to be any way to get beyond it, so we retreated back to the cliffs feeling a bit defeated. Nada recommended throwing things at the pail but that didn't work either. If only the pail couldn't see me throwing things. Aha! We noticed that a boulder in the canyon had an extremely flat surface and put the board on it and then placed the rock on the board, constructing a crude but

functional catapult. Now all I needed was a way to launch the rock and, remembering the size of Nada's Naga tail, I asked her to whack the end of the board. She agreed, and the rock hurtled from sight in the direction of the distant pail. Heading north again, we came upon the pail and snatched it up, removing the useful rock. Continuing northeast, we finally arrived at a strange screen door with a large eye on it.

I am Eye-Screened

I opened the mailbox and removed an envelope. The letter inside was an undelivered plea for help to the Fairy from the headman. I tried to open the screen door but the eye wouldn't allow it until I'd been screened. When I threatened the eye, I was finally able to get its attention and mentioned the Fairy Nuff and the solution to the villagers' problem. The eye closed and allowed me to open the screen door and the door behind it. Walking north, I arrived at a fairway and picked up a red golf tee. Further north was a green and the entrance to a fair. I found an egg in a hole and picked it up. Entering the fair to the northeast, we finally found the Fairy Nuff. After telling him why we'd come to visit, he gave us a tattered recipe for the solution to the censor-ship. Returning to the eye screen, I

gathered two dashes of eye scream from the snow and put them in the pail. I emptied the butter from the buttercup and tossed it in as well. I went back to the crossroads and collected three pints of water from the brook. I dropped the egg and the sailcloth into the broth as well. All I needed was a firefly and a couple of cough drops. I managed to catch a firefly at the crossroads with the empty buttercup and I squirted the bug into the solution. Returning to the forest, I noticed the cough drop bush beside the spring. Lacking the proper reflexes, I had to ask Nada to catch two of the falling drops, which I added to the mixture. It bubbled and fizzed, apparently done. We did as we were told and returned to Nuff and gave him the solution. He distributed it between the two borrowed lamp covers and instructed us to proceed with our dousing.

We returned to the pier and climbed the gangway up to the deck of the foul ship. I poured the contents of one of the lamp covers on the nearby censer, extinguishing it. Proceeding west to the other censer, I quickly doused it, coughing from the noxious fumes. Nada was proud of me and I was restored to my normal human appearance. I had begun to believe in magic. When we got back to the village,

the headman congratulated us and rewarded me with a strange sword. He retrieved the borrowed lamp covers and the rock and told us to return to the Fairy for further instructions. When we returned to Nuff, he told us of a secret path from the fair and, after we had finally delivered his mail to him, we headed off to the northwest.

Void

We arrived at a barren desert stretching off in all directions. Nada looked scared and mentioned something about a void but, after some wandering around, I noticed a blurry door appearing occasionally before us. I asked Nada if she'd seen it and she agreed to try. When the door reappeared, she admitted that she'd thought she'd seen it as well but looked just as afraid. I was sure I'd seen that door and I asserted this strongly to Nada three times in a row. Each time I told her I was sure I'd seen a door, the door became less fuzzy and more real. Finally, it came into sharp focus and stayed there. I quickly opened the door and walked through it, dragging Nada with me. We arrived in front of an earthen mound with a path running to the southeast. Nada looked relieved and said we'd escaped the Void and arrived in a region called Earth. A gem sprouted on the hilt of my sword.

Temptations and Earthly Trials

We followed the path to the southeast and came to a spring. Metria Demoness was there, wiggling around in an alluring way, beckoning for me to drink from the spring. Nada warned against it, and I refused until Metria had given up entirely. Metria waved her hands at the barrow mound and disappeared in a puff of smoke. We headed back the the barrow and walked up to the front door. I forced the door open and regarded with trepidation the murky darkness within. I finally got up enough courage to enter the barrow. It seemed like a big place so we set out to map it. It wasn't long, however, before the chamber turned pitch black for a moment. I called out to Nada but she didn't answer. When the lights came back on a few moments later, Nada seemed undisturbed. She said she was thirsty and led me back to the spring she'd told me was so dangerous only moments before. She pleaded with me to drink and I immediately sensed something was amiss. After refusing to drink from the spring several times, Nada turned into Metria. Metria had disguised herself as Nada in an attempt to lure me to my doom. But where was Nada? Metria gave me a funny little red machine she said would help me find Nada. Furious, I returned to the barrow alone.

I meticulously explored every inch of the barrow and found a pestle, a plaque with some indentations on it, and a mirror in which I saw Kim, Jenny, Sammy and Cy on a raft somewhere in Xanth. I found a metallic pad and stood on it. I was transported to somewhere else within the barrow. In this area I found a mortar to match my pestle and a door that was ajar. It took me awhile to realize the door was actually a jar. I took the door and the jar appeared on the floor for me to take. Beyond the door was a huge ironwood tree, blocking the exit. I stepped on the nearby pad and was transported back to the other barrow region. After some further exploration I found a chamber containing a strange small switch upon the wall. I flipped the switch and another appeared. I flipped it and another appeared. When I'd flipped them all, no other switches appeared, so I decided to flip one of them again. It faded into a flat metal plate and I decided to repeat this action with the remaining switches. When I'd turned the last switch into a metal plate, all the plates melted into the wall and a large orange button appeared. I pressed it and a secret door opened up in the wall. A stairway behind the door led down to a dungeon where I found Nada chained to manacles on the wall.

Nada begged me not to look at her, so I didn't say anything to her to let her know I'd seen her at all (which of course I had). When she was convinced, I noticed voices coming from the manacles, so I kindly asked them to release Nada. She was instantly free and, once changed back into her princess uniform, extremely grateful. I noticed the blue agony moss on the wall of the dungeon and put some in the jar. Remembering something I'd read in the Com-Pendium, I returned with Nada to the ironwood tree and spilled the moss on it, effectively reducing the impassable tree to a slimy puddle. We walked through the door together, arriving in a searing tunnel. Another gem emerged from the hilt of my sword. Nada informed me that we'd left the Region of Earth and entered the Region of Fire.

In the Region of Fire

We passed through the tunnel and emerged into a large cavern dominated by a bubbling lava lake. Following the path to the southeast, we were greeted by a molten dog and man who emerged from the lava lake. Thinking that the hot dog would probably not take kindly to the sight of a bun with mustard on it, I asked Nada to put her hair up in a bun and, once I'd acquired the bun, squirt a healthy serving of mustard (from

my kitchen refrigerator) onto it. The dog, yelping in terror, melted back into the lava. With the dog gone, the fireman was available for discourse. After chatting about fire stuff for awhile, he told me the legend of a man named Mack who had constructed a firecracker that could penetrate walls of fire. Following the path to the northeast, I found a wall of fire that could use penetrating. I also found a piece of charcoal.

Remembering that the only recognizable word on the plaque in the barrow was the word "Mack," I hightailed it back there. It took me awhile but I eventually thought of making a rubbing of the plaque. I flattened the paper I'd been carrying around for so long and attached it to the plaque. Then I rubbed the paper with the charcoal, revealing the recipe for Mack's crackers. I read the recipe and wondered how I'd find firewater and flour. Then I realized that the natural oven beside the lava lake would serve for the baking, the buttercup I still had would do for flour, but what was I going to do about the firewater. I threw the flower into the mortar. Puzzled, I returned to the fireman, hoping for more advice. While we were chatting, he handed me a wineskin with some alcoholic liquid inside. I poured the firewater into the

mortar and ground the contents with the pestle. I then carefully put the mortar into the opening in the natural oven. I waited patiently while the dough baked to a golden brown and then removed the mortar from the opening. It crumbled to dust but I found a small blue firecracker amidst the ashes. The fireman, apparently terrified by the Firecracker of Mack, beat a hasty retreat into the lava below. But just when I'd dispatched the fireman, a menacing firearm rose from the depths. The arm sounded pretty threatening but disappeared as soon as it recognized the firecracker. With the fire creatures dealt with, I returned to the wall of fire. I lit the firecracker in the firewall and threw it in. When it exploded, the firewall was gone and I was able to climb the path toward an opening in the cave ceiling to the north. I tied my rope to the anchor, making a grappling hook, and threw it through the opening, finally climbing out of the realm of Fire to freedom above. Another gem emerged from the hilt of my sword. Nada congratulated me on my prowess and said we'd reached the Region of Water.

The Troll Toll

We walked down the peninsula toward a small bridge. As we neared it, a sign reading "Stop. Pay Troll," came into view. Then

the troll himself came into view. After threatening to eat us and crunch our bones, I agreed to perform some service for free in exchange for our freedom. He told us to find a small key that he'd lost somewhere in his home below the bridge. Before going below, Nada and I walked across the bridge and found a gushing faucet with a hose attached to it. I turned off the faucet and removed the hose. We went back to the bridge and climbed under it, entering the troll's living quarters. Heading west from the living room, we found a laboratory with all sorts of gadgets and machinery. I found the small key at the bottom of a deep well in the lab. It took awhile, but I managed to open the overflow drain at the top of the pool and close the drain at the bottom. Then I put one end of the hose in the sink and turned on the faucet. Eventually, the water level reached the overflow drain and I was able to swim to the bottom to retrieve the key. We brought the key back to the troll and, to our dismay, he would not let us leave. It seemed that he was hungry for company and wanted people to test some ridiculous puzzles he'd concocted. It took a short time but all the three of the puzzles turned out to be a breeze (*See Troll Puzzle solutions.*) When I was finished, the troll rewarded me with a crowbar. Nada and I departed

and another gem emerged from the hilt of the sword.

Pewter

Returning to the fork and heading northeast, we arrived at an impressive tunnel. Nada warned me that we were in the vicinity of Com-Pewter's lair, the home of the most evil machine in all of Xanth but this didn't frighten me a bit. We entered Pewter's lair and were instantly embroiled in a guessing game arbitrated by a demented machine. With my trusty Com-Pendium at my side, it was easy to deduce the words SPEARS, DATES, PECANS, STEER, and LAMIA. The second round was a little more difficult but I easily supplied the words MOOSE, COBRA, FLEAS, and PANTIES, but the last question was a stumper. It seemed like I should be able to transform GLEANS to TANGLES with a letter 'T' but I didn't have one. Suddenly it dawned on me that perhaps the golf tee would suffice. I inserted it in the cylinder and closed the door. It worked, but then Pewter put words in my mouth and forced me to resign the Game against my will.

I was whisked back to Grundy and I was mad as hell. Grundy was coughing a lot and I thought he might be a bit ill. I explained the situation and was relieved to find that Pewter had broken the Game rules and I would be per-

mitted back into the Game for now. Pewter was silent and I was suddenly at a loss. It was then that I noticed the virus I was carrying, obviously contracted from Grundy. Computers are vulnerable to viruses, I thought to myself, as I opened the cylinder and placed the virus inside. I closed the door and the evil machine ground to a halt. I had vanquished yet another dread foe. Nada and I headed out of the lair to the northeast.

Beauty and the Beast

We arrived at a run-down shack with a broken cart out front. We knocked and heard a quiet voice within, so we entered. Inside was an old woman named Ma Anathe. I spoke to her at length, learning the sad story of her transformation from a beautiful newlywed to a hag by a beauty reversal potion. She still had some of the potion left but wouldn't give me any. She kept saying that the evil sorceress who made her ugly had said she'd need a sign from the mountain to reverse the spell. It was all pretty confusing so I swiped the windsock from her wall and left her tiresome company.

We then headed southeast and came to the hut of a family of ogres. The ogress was out front and told us about the beauty spell that had been cast upon her,

making her hideously beautiful to ogre men. For this reason, they lived away from their kind. It was very sad and Nada was tearing up. Heading northeast from the hut we encountered the ogress's son, pointing stupidly at a ball suspended high upon a natural air vent. I slammed the windsock down on the vent and the ball fell to the ground. The kid seemed eager to repay me and wouldn't stop following us around until he had. I figured he might help me fix the broken cart which I'd tried unsuccessfully to repair myself, so we returned to Ma's and, sure enough, he helped me fix the cart, which I casually rolled out of the way, uncovering a sail that I immediately claimed for Texas.

The Sign from the Mountain

Nada and I decided to tackle the Mountain since finding Ma's sign seemed like the only logical thing to try. Heading northeast, we came to the trailhead of a long winding road. I snagged a windbag lying by the side of the road and climbed the long road up the mountain's side. We arrived at a jetty inside a huge dark cavern. A boat lay still beside it, tied to a mooring by a secure line. Just to see what would happen, I opened the windbag, which immediately flew from my hands and filled the cave with wind. I attached the sail to the boat and untied

the line. Nada and I climbed in just in time to speed across the lake. We arrived upon the opposite shore only to find a guard calling himself the Guardian insisting that I answer the Ten Riddles of The Mountain. It turned out that the quiz was a breeze. All the answers had syllables meaning air or wind. As fast as he could ask them, I responded with ERROR, AIREDALE, WINDOW, AIR CONDITIONING, ERRAND, WINDBAG, AIRPLANE, AIRBAG, WINDMILL, and BREEZE. The guard motioned for us to move on.

We walked over to the spiral staircase evidently leading up to the top of the mountain and began our ascent. It wasn't long, however, before we came upon a barrier with a large sign on it stating "Mountain Closed." This wasn't exactly the kind of sign I was expecting but I took it anyway, hoping it would satisfy Ma. We climbed back down the staircase and headed southwest and got in our sailboat. We tacked back toward the south, arriving at the jetty. After walking all the way back to Ma's, I gave her the sign and she immediately reverted to her kinder, gentler state. As a reward, she gave me the potion which was just the thing I was after to solve the ogress's problem. I went back to her hut and handed her the potion. She drank it and,

as far as I could tell, nothing happened. But she was soon overjoyed. It had done the trick. She thanked me by directing me toward the Gap Chasm where I'd been directed by Nada. We headed away from the hut on a south-eastern path and I noticed a fifth gem emerging from the sword hilt.

Jenny and Sammy Join the Cause

The edge of the Gap was soon in sight and Nada and I broke into a run. We were delayed by lengthy pointless conversations with a deerfly, a copperhead and a yak, but we soon reached the Chasm edge. I tried to talk Nada into exploring the Gap Chasm with me but she adamantly refused. In the midst of our argument, Kim, Jenny, Sammy and Cyrus appeared and a long conversation ensued. Jenny, in an effort to moderate the debate about whether to enter the Chasm asked Sammy what the fastest way across it was. Sammy darted down into the Chasm and out of sight, forcing Kim and I to switch Companions for the time being. I was a little annoyed at Nada for not supporting my decision. The other party headed off toward the sea while Jenny and I tripped and stumbled our way to the Chasm floor.

Stanley and Fracto

When we reached the bottom

of the Chasm, Stanley Steamer could be seen not far off making a slow but methodical approach toward us. Jenny told me how vain Cumulo Fracto Nimbus was and I thought I might be able to get Fracto to rain on Stanley's parade by taunting him. I hurled a few insults his way and, when his rage reached its peak, he let loose with a terrible storm and Stanley's abilities as a steamer were temporarily diminished. While Stanley was still in shock, Che Centaur rescued the three of us and set us softly down in front of Humfrey's castle.

Humfrey's Castle

Jenny asked Sammy what the fastest way into the castle was and he repeatedly pawed at the same place at the bottom of one of the castle walls. After some investigation, I located a loose brick directly above the area he'd been alerting us to. I pressed the loose brick which slid away revealing a switch. I flipped the switch and the gate slowly rose. So did the drawbridge. Oh well. Humfrey likes to make it difficult to gain entrance to his castle. Heading north, we entered through the gate and into the courtyard. I was able to quickly draw the bridge on the moat in three segments and, once complete, crossed the moat to the castle entryway. The door looked like it hadn't been opened in centuries but I

knocked anyway. Someone eventually came and eyed us through a small doorway inset in the door. I tried to engage this unseen person with conversation but was unsuccessful. After I bugged him a second time and asked how to get into the castle, he answered, "For one to gain final entrance to this castle he must only listen to me." I was expecting him to say something else but he didn't and I fell to studying these words. Could it be a coincidence that the first three words of his sentence were homonyms for numbers? Perhaps the numbers four, one, and two would have some significance later on.

We returned to the courtyard and headed northeast. A serpent's tail occupied the moat in that area and we continued west to locate the rest of the creature. With Jenny's help, it became obvious that this monster was serving time in payment for the answer to a question and was doing fine until a certain small black insect moved in and wouldn't keep quiet. I slammed the open jar down on the cricket, effectively silencing him. The monster fell instantly to sleep. When we wandered back east toward the monster's tail, we noticed that his coils had rearranged themselves and would now serve well as stepping stones to the opposite side

of the moat. We crossed the moat to the northwest and picked up a fallen lok pic. I then slipped the crowbar under the grate and pried it open. Jenny and I climbed down into the castle sewer, holding our breaths. We followed the sewer west and arrived atop a small round platform. Beside the platform was an array of five switches. I whipped out my 4-1-2 combination and flipped the appropriate switches. The platform shuddered and started to rise, carrying Jenny, Sammy and I into Humfrey's castle.

Interview with the Magician

Humfrey immediately entered the room and welcomed us. He answered some questions about the Game and my sword and made it clear that the existence of magic in Xanth lay in my hands. If Kim were to reach the Prize before me, Xanth would be no more. He gave Jenny and me strange hypnogourds and we sat down at a table beside Nada and Kim and, staring through the peepholes in our gourds, entered the mysterious world known as the Gourd.

The Gourd

We stood before a distant house in a grove of leafless trees. The wind whistled through the branches, threateningly. We approached the house to the northeast only to find a zombie

guarding the front steps. I also spied a cane on the front porch that I couldn't reach. I decided to walk around to the back of the house and selected a path to the northwest. Two large storm cellar doors were closed and locked over the entrance to the cellar. I tried to pick the lock with the lok pic and, sure enough, it worked and the opened lock fell to the ground. Then I opened the cellar doors and entered the blackness within.

I fumbled around in the cellar for awhile, find all sorts of disgusting things, but eventually happened upon a skeleton key and a piece of twine that I thought might come in handy. I unlocked the cellar door with the skeleton key and opened it. Finally, Jenny and I climbed the stairs up to the first floor landing. I saw that cane again through the first floor window but still couldn't figure out a way to get it. We climbed the stairs only to find they were a trap, folding up as we neared the top, and sending us sliding back to the bottom. After doing this a few times, I noticed that a lever on the balustrade always flipped away when the trap was sprung, so I tied the lever to a knob at the bottom of the staircase, hoping it would hold. It worked, and Jenny and I climbed the stairs to the second floor landing.

When we reached the landing, we saw Nada Naga crouched in the attic door above us. She threatened us both in an extremely un-princessly manner and slammed the trapdoor shut. On the wall beside us was a big red button and a sign stating, "Press Button to Open Trap Door." How could this be so easy? I pressed the button and a different trap door, one embedded in the floor beneath our feet, swished open, sending Jenny, Sammy and I tumbling into a strange library back on the first floor. The library was not a very hospitable place and there were no evident exits from it. I did find a bottle of Pain-B-Gone and I stole it. I read a lot of very uninteresting books and discovered by accident that one of the books on the mantle above the fireplace was the key to a turntable exit from the room. We found ourselves back at the first floor landing.

Surprising myself with my own ingenuity, I used the Pain-B-Gone on the troublesome window pane and it relented, disappearing into thin air. I grabbed the cane and twirled it around for a moment. Then I rushed back up the stairs in pursuit of Kim and Nada. After all, the future of Xanth was at stake. Out of breath, I reach the second floor landing again and managed to pull the ceiling door down

with the cane. We then climbed the stairs, finally reaching the elusive attic. With only seconds to spare, I noticed a sixth huge gem emerging from the hilt of my sword. I guessed that the time for true heroism and wisdom was upon me. Now, what to do?

Showdown

Kim was precariously perched on Nada's Naga body and her hand was desperately close to reaching the goblet perched high above them on the wall opposite Jenny, Sammy and I. I begged her to stop and listen to me but she didn't trust me and thought I was only out to defeat her. I was, after all, out to defeat her, but for noble reasons that she couldn't have been aware of. I stood frozen, unsure of what to do. There wasn't time to run across the room and challenge that wily Naga. Whatever I was going to do, the moment was

upon me. I instinctively raised my sword, bejeweled with testaments to my achievements and trials in Xanth. It was then that I realized I must part with this ancient relic, that it was the only thing that could keep the Prize from Kim's ever-nearing hand. I hurled the sword with all my might at the Prize. It hurtled across the room and struck the Prize dead on, sending both objects through the ornate window and into oblivion. Xanth faded...

The End

I awoke on the floor of my bedroom, a little disheveled but unharmed. I guessed that the Game was over for good and that, although I'd never really be certain, I'd prevented magic from passing out of Xanth. I heard the distant ringing of the kitchen telephone and I walked off to answer it...

SCORING

If you finished the game with less than 1,000 points, then you must have missed something somewhere! Here's the complete list in case you want to go back for another try.

Number of Points	Achievement
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Mundania

5	Reading Pia's letter
15	Accepting Edsel's dare
2	Picking up Edsel's package
9	Turning the computer on
9	Entering Xanth

Isthmus Village

5	Picking a buttercup
3	Emptying the buttercup
8	Catching a firefly
5	Offering to help the headman
8	Getting the hook from under the pier
10	Extracting the log from the logjam
9	Getting the log planed
15	Putting the board atop the rock
8	Putting the rock atop the board
7	Picking up the pail
12	Passing the eye screen
3	Taking the tee
2	Taking the egg
8	Receiving the recipe from Nuff
25	Successfully preparing the solution
1	Taking the first lamp cover
1	Taking the second lamp cover
15	Dousing the first censor
15	Dousing the second censor

Number of Points	Achievement
<i>The Void</i>	
5	Entering the Void
10	Making the door permanent
3	Opening the door
2	Leaving the Void
<i>Earth</i>	
10	Resisting Metria's temptations
10	Resisting Metria disguised as Nada
3	Taking the mortar
2	Taking the pestle
5	Stepping on the first platform
8	Taking the jar
7	Getting the agony moss with the jar
8	Melting the ironwood tree
12	Rescuing Nada from the Dungeon
5	Looking into the mirror
5	Entering the tunnel
<i>Fire</i>	
15	Showing the prepared bun to the dog
5	Taking the piece of coal
10	Listening to the Legend of Mack
10	Putting the paper on the plaque
10	Making a rubbing of the plaque
5	Reading the rubbing
10	Making the fire cracker
10	Showing the cracker to the fireman
3	Showing the cracker to the firearm
3	Lighting the firecracker
2	Throwing the firecracker at the wall
10	Cracking the wall of fire
5	Throwing the hook through the opening
2	Climbing the rope out of the cave

**Number
of Points****Achievement**

Water

- | | |
|----|--------------------------------------|
| 5 | Agreeing to perform the troll's task |
| 5 | Taking the hose from the fork |
| 10 | Attaching the hose to the sink |
| 20 | Filling the pool with water |
| 10 | Getting the key from the pool bottom |
| 5 | Giving the key to the troll |
| 5 | Solving the pentominoes puzzle |
| 5 | Solving the matchsticks puzzle |
| 5 | Solving the sliding blocks puzzle |
| 5 | Arriving at the Lair Entrance |

Com-pewter

- | | |
|----|----------------------------------|
| 27 | Correctly placing all nine tiles |
| 10 | Placing the T in the cylinder |
| 10 | Defeating Pewter |
| 3 | Leaving Pewter's lair |

Air

- | | |
|----|--|
| 5 | Meeting Ma Anathe |
| 7 | Taking the windsock from Ma's house |
| 10 | Meeting the ogress |
| 12 | Covering the vent with the sock |
| 7 | Taking the windbag |
| 12 | Fixing Ma's cart |
| 10 | Pushing the fixed cart |
| 5 | Taking the sail |
| 5 | Putting the sail on the boat |
| 5 | Removing the line from the mooring |
| 13 | Opening the windbag in the cave |
| 7 | Answering all of the guard's questions |
| 8 | Taking the sign |
| 20 | Giving the sign to Ma |
| 20 | Giving the potion to the ogress |
| 4 | Arriving in the desert |

Number of Points	Achievement
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Gap Chasm

10	Reaching the edge of the Gap
5	Entering the Gap
30	Taunting Fracto five times
10	Making Fracto cover Stanley with snow
15	Leaving the Gap

Humfrey's Castle

8	Pressing the loose brick
5	Opening the castle gate
12	Drawing the complete drawbridge
10	Capturing the cricket with the jar
10	Crossing the moat
10	Opening the grate with the crowbar
5	Entering the sewer
5	Entering the elevator
15	Setting the elevator's combination
15	Receiving Humfrey's advice
15	Entering the Gourd

Gourd

5	Heading northwest past the zombie
10	Picking the cellar door lock
5	Entering the cellar
10	Taking the cellar key
10	Taking the cellar rope
10	Unlocking the cellar door
15	Attaching the rope to the stairs
5	Taking the Pain-B-Gone
15	Escaping from the library
10	Removing the window pane
10	Taking the cane
15	Opening the attic door
5	Entering the attic
25	Throwing the sword at the Prize

1000	TOTAL POINTS
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