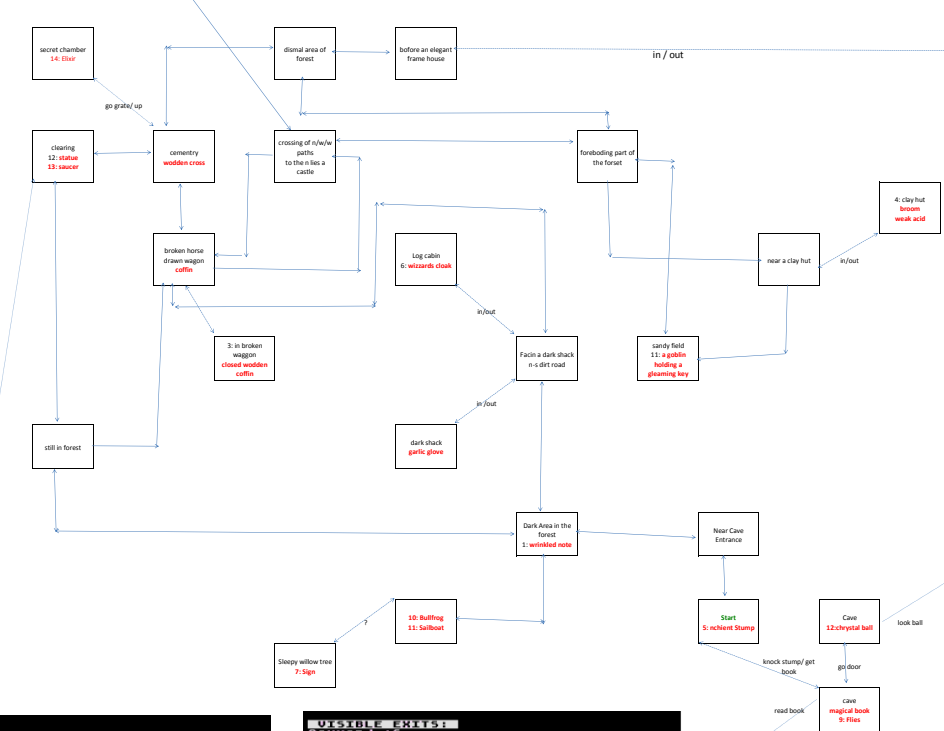
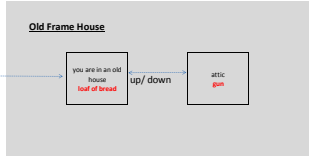
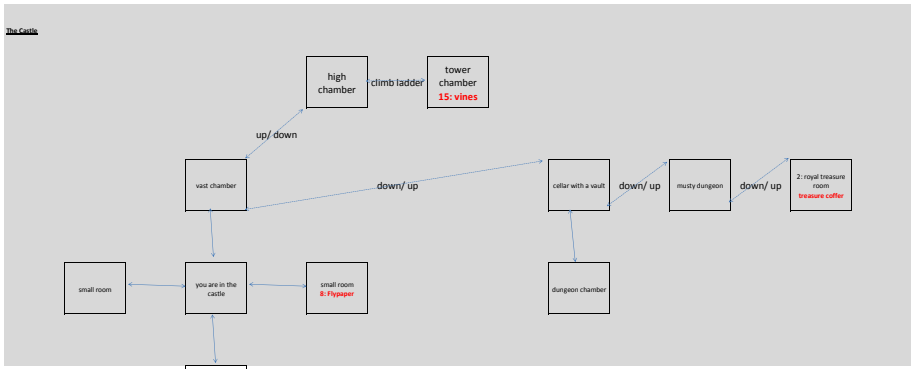


- 1: The note says "sabrine dies at dawn"
- 2: open coffer, inside you see a shiny ring, wait until a vampire appears. "show cross" the vampire disappears and you can get the shiny ring!
- 3: Open coffin and you will find three mice and a silver bullet :-). Use the mice to get rid of the cat in the "clay hut". Once you got the bullet, load gun and leave the wagon. You now can shoot the werewolf in front (and only there) of the wagon.
- 4: drop mice and the cat will disappear, you can get the acid
- 5: You need the acid from #4 here. Open bottle, pour acid. You now can read the writing which says "knock here"
- 6: Log Cabin. Pull Horns. The wall spins and you are in an secret anex, where you will find a wizard's cloak. Get cloak and "examine cloak", you will see a lock pick. "Get pick".
- 7: Read sign, it says: zln the wizzard lives in an old cabin. the sun rises at 5. You can not climb the tree, occasionally a bird grabs you and brings you in a differnet part of the fordest. sometimes you end on the tree.
- 8: Flypaper
- 9: Flies. "catch flies"
- 10: "drop flies". The frog tells you then what to say to the goblin. it is: "ljnid". The goblin drops the key and disappears. Get key
- 11: look above (#10)
- 12: "wear cloak", "show ring". The statue explodes. a allien appears and vanishes with the shiny ring. The atatue is gone....Now wander around, until you see a shooting star. Go back to the clearing and you face a flying saucher
- 13: "enter saucer". The saucer will disapear and you hold a black box in your hands.
- 14: you need the key from #10 . Open grate and "go grate", you are now in the secret chamber. "get elixir"
- 15: type "move vines" and you see a sorgophargus

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You are in a cave. On a stalagmite
rests a crystal ball.
Command :GET BALL
Sorry - you can't.
A witch's cackle cuts through the
still air of the night.
Command :LOOK BALL
As you gaze into the crystal ball you
see a small orange flame burning with
an unnatural brilliance. As you peer
deeper into the fire, you see yourself
standing somewhere in the woods, near a
statue. A figure clad in a wizard's
cloak approaches the statue. On his hand
he wears a shiny gold ring which glows
with a soft, white flame. With a wave
of his hand, everything around the
statue goes ablaze with bright green
fire. You feel a jolt of thunder and
return to your senses, stepping
away from the crystal ball.
Command :

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Command :5
You hear a wolf howl in the distance.
You are facing an ancient stump covered
with faint writing. a path leads n.
Command :KNOCK STUMP
Poof!
You are in a small dark cave. There is
a door mounted on the northern wall.
There is a magic book.
Command :READ BOOK
All the pages have been ripped out but
one. It reads "Magic Elixirs-most
types deal with the removal of spells
cast on people. To use an elixir,
simply move the container to energize
the ingredients and pour contents on
the subject. To complete the spell,
clap your hands.
A few bats hovered over you for a
while, but flew away.
Command :█

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