

**HERO OF THE
GOLDEN
TALISMAN**

ESCAPE KIT

HERO OF THE GOLDEN TALISMAN - ESCAPE KIT

At the start of the game you are in section (A1), which is situated at the top left hand corner of the caverns. Below is a layout plan for the caverns:-

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

(The shaded boxes contain dark rooms)

THE FOLLOWING OBJECTS ARE LOCATED AS FOLLOWS:

Candles – (A1), (C3), (E5), (H4), (G6), (F6), (B8), (B7), (H8).

Air – (B2), (A2), (D1), (E3), (D3), (F2), (C6), (B5), (D7), (F7).

Rope – (C3), (G4), (B7), (F8).

Scrolls – (A2), (D3), (H4), (G3), (F4), (H8).

Pieces of the Talisman – (D2), (E5), (H2), (B5), (H7).

Silver gates – (C1), (G5), (H5), (D6), (H8).

Other objects – (B2), (D3), (H4), (H5), (A7), (H7).

Coloured keys are located as follows:

Red key (A1), Green key (B1), Yellow key (B2), Skeleton key (White) (C1), Blue key (C4), Red key (B4), Yellow key (A4), Blue key (C5), Green key (C5), Green key (G5), Red key (F1), Blue key (G2), Skeleton key (White) (F6), Yellow key (E6), Red key (D6), Blue key (D6), Red key (D7), Yellow Key (A8).

THE COLOURED KEYS OPEN THE GATES OF THE SAME COLOUR, SKELETON KEYS ARE OPTIONAL AND OPEN ANY DOOR (EXCEPT SILVER).

EAT FRUIT WHEREVER YOU FIND IT, IT GIVES YOU STRENGTH.

THE GAME

You start at section (A1).

Collect the candle and the red key.

Open the red gate, enter section (B1) (Darkroom).

Use the candle to light (B1), enter (B2).

Collect the air and flag (spell), return to (B1).

Use the flag in the left box (for correct spell) which

will increase your fire-power to enable you . . . to destroy the red dragon.

Collect the green key, return to (B2).

Collect the yellow key, open the yellow gate, enter (C2) (Darkroom).

Jump in the dark onto rope, climb down into (C3).

Collect the candle and rope, enter (B3), climb rope.

At the top, jump onto the ledge, then, jump up and left to fix your rope to the roof (rope must be in left box).

Go through (A3) to (A2).

Collect the air and scroll. Travel (C2), (A3), (B3), (C3).

Use the candle you have to light up (C2) (Candle in the left box).

Use the flag (spell) which will increase your fire-power to enable you . . . to destroy the red dragon.

Use the green key to open the green gate, enter (D2).

Use the scroll to destroy the force wall.

COLLECT THE FIRST PIECE OF THE TALISMAN.

Travel back to (B1) through (C2) and (B2).

Open the silver gate to (C1).

N.B. THE SILVER GATE WILL NOT OPEN IF YOU HAVE NOT COLLECTED THE FIRST PIECE OF THE TALISMAN

Collect the skeleton key (White), enter (D1).

Collect the air, travel (E1), (E2), (E3), collect the air.

Enter (D3), collect the scroll, air, and the cross.

Swim (D4) to (C4), collect the blue key.

Enter (B4) to open blue gate, use the cross (left hand box) to destroy the gray dragon. Collect the red key, enter (A4), collect the yellow key (drop the flag), travel (B4), (C4), (D4), (E4), (E5), open the yellow and red gates. Return to (E4), collect the green key.

Return to (E5), pick up the candle, open the green gate. Pick up **ANOTHER** candle and enter (D5) (Darkroom).

Use one candle to light (D5), go to (C5) (Darkroom) use the other candle to light (C5). Collect the blue key, return to (D5).

Travel to (C5), open the blue gate, use the cross to destroy the gray dragon, enter (D5) travel to (C5), collect the green key, return to (D5), open the green gate, enter (E5).

COLLECT THE SECOND PIECE OF THE TALISMAN

Travel to (F5), use the scroll to destroy the force wall and open the silver gate to (G5)

N.B. THE SILVER GATE WILL NOT OPEN UNLESS YOU HAVE BOTH SECTIONS OF THE TALISMAN

Collect the green key, go to (G4), pick up the rope, go to (H4).

Collect the candle and scroll (drop the cross)

Enter (H3) (Darkroom), use the candle, return to (H4).

Pick up the bucket, return to (H3).

Use the bucket (spell) to destroy the green dragon, hang up your rope.

Collect the candle, go to (G3) (Darkroom) use the candle.

Open the green gate, collect the scroll, use the bucket (spell) to destroy the green dragon.

Go to (F4), collect the scroll, go to (F2).

Destroy the force walls with the scrolls and collect the air.

Go to (F1), collect the red key, travel (G1), (G2).

Collect the blue key.

Go to (H2), open the blue and red gates

COLLECT THE THIRD PIECE OF THE TALISMAN

Go to (H5) open the silver gate, collect the diamond

Travel (H6), (G6), collect the candle, go to (F6).

Collect the white skeleton key and use the diamond (spell in left box) to destroy the brown dragon.

Collect the candle (drop the bucket) use the diamond to destroy the second brown dragon.

Enter (E6) (Darkroom), use the candle, go to (D6) (Darkroom), light with the other candle.

Return to (E6) collect the yellow key.

Return to (D6) collect red and blue keys (drop diamond).

Return to (E6) collect the green key, enter (C6), collect air. Travel (B6), (B5) collect air, go to (A5) open the yellow and green gates.

Enter (B5), open the blue and red gates, swim the maze in a clockwise direction and **COLLECT THE FOURTH PIECE OF THE TALISMAN**

Travel as you came to (C6), then to (D6), open the silver gate and enter (D7) collect the red key and air. Travel (E7), (E8), (D8), open the red gate, open the green gate (using the skeleton key).

N.B. IF YOU DO NOT HAVE THE SKELETON KEY, VISIT (C7) FOR GREEN KEY

Travel (C8), B8). Try to run under the red dragon **OR** if you have enough energy left, destroy the dragon.

Collect the candle.

Go to (B7), collect another candle, and rope — hang the rope.

Collect the blue key. Travel (B8), (A8) (Darkroom) use the candle.

Go to (A7) (Darkroom) use the other candle.

Collect the bell (spell), return to (A8). Collect the yellow key.

Go to (B8), destroy the red dragon with the bell (Spell in left box).

Travel (C8), (D8) and open the blue and yellow gates. Enter (E8), destroy the other red dragon, go to (F7), collect air.

Go to (F8), collect rope, travel (G8), (G7), (H8), collect the scroll. Travel (G8), (G7), (H7) and hang the rope. Destroy the force wall with the scroll.

**COLLECT THE CLOAK OF INVISIBILITY
AND WEAR TO PASS THE WIZARD
UNHARMED, TO COLLECT THE FIFTH
AND FINAL PIECE OF THE TALISMAN!**

Go to (H8) collect the candle and set about destroying the wizard. The wizard is strong and so are his spells — every hit you receive will result in a great loss of energy.

**ONCE THE WIZARD IS DESTROYED YOU
CAN PASS THROUGH THE SILVER GATE
TO FREEDOM.**

