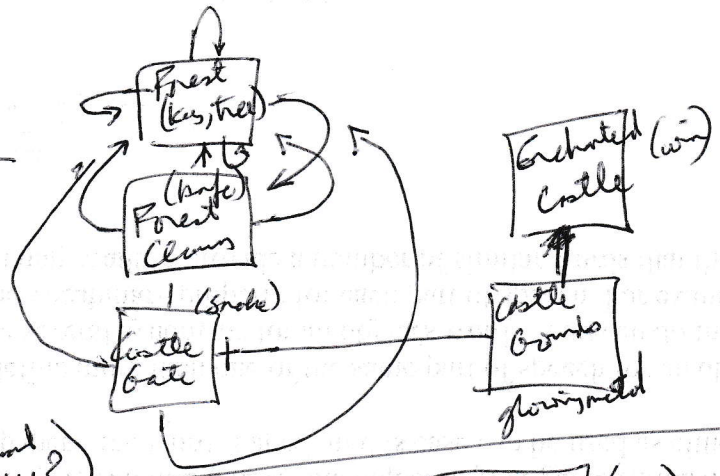


Enchanted Castle

- 70 strength
- 20 knife
- 60 smoke
- 40 metal



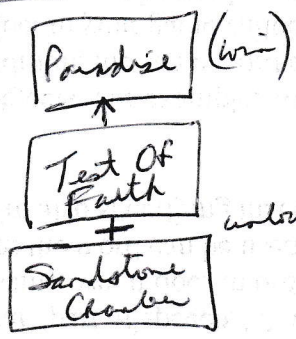
(you can die if you touch beyond key, too often)
 (4 loads of life → die)
 (2 loads of smoke → die)
 (1 smoke + 1 knife → die)

Health command
 (something -1 health?)

Clues for the Holy Grail

- coffee mug (x)
- jeweled chalice (x)
- gold goblet (v)
- wine glass (x)
- wooden cup (✓) (+100)
- tea cup (x)
- silver cup (x)
- platform (-)

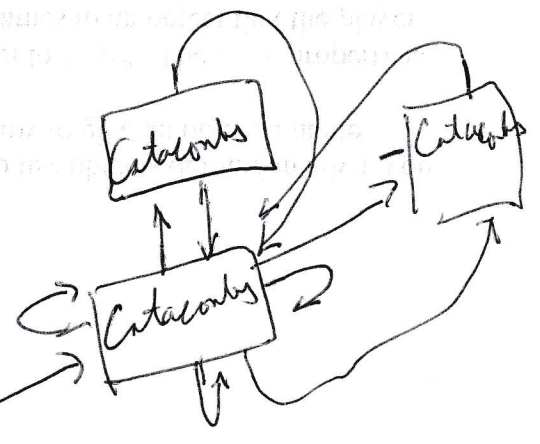
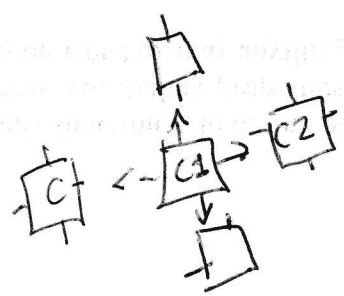
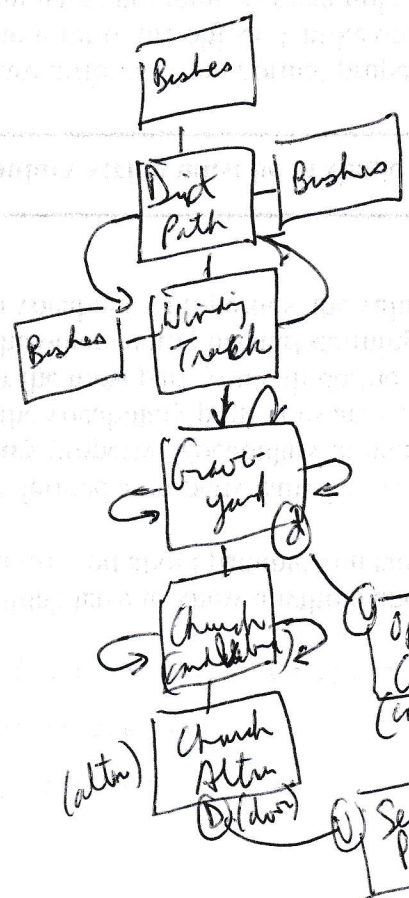
(limited time)

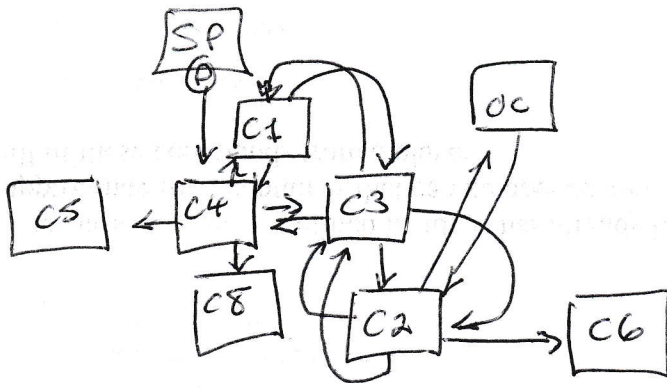


unlock door (with the wooden cup)

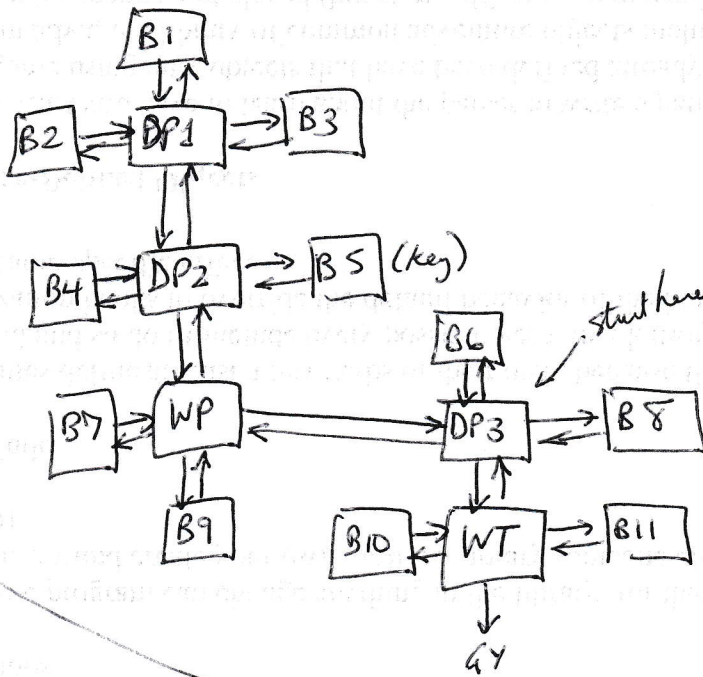
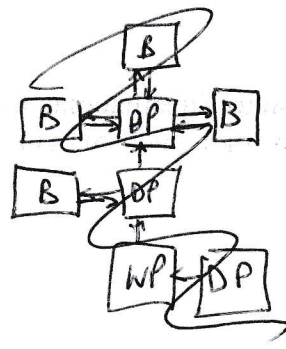
Graveyard Escape

- +10 take candle
- unlock door - candle





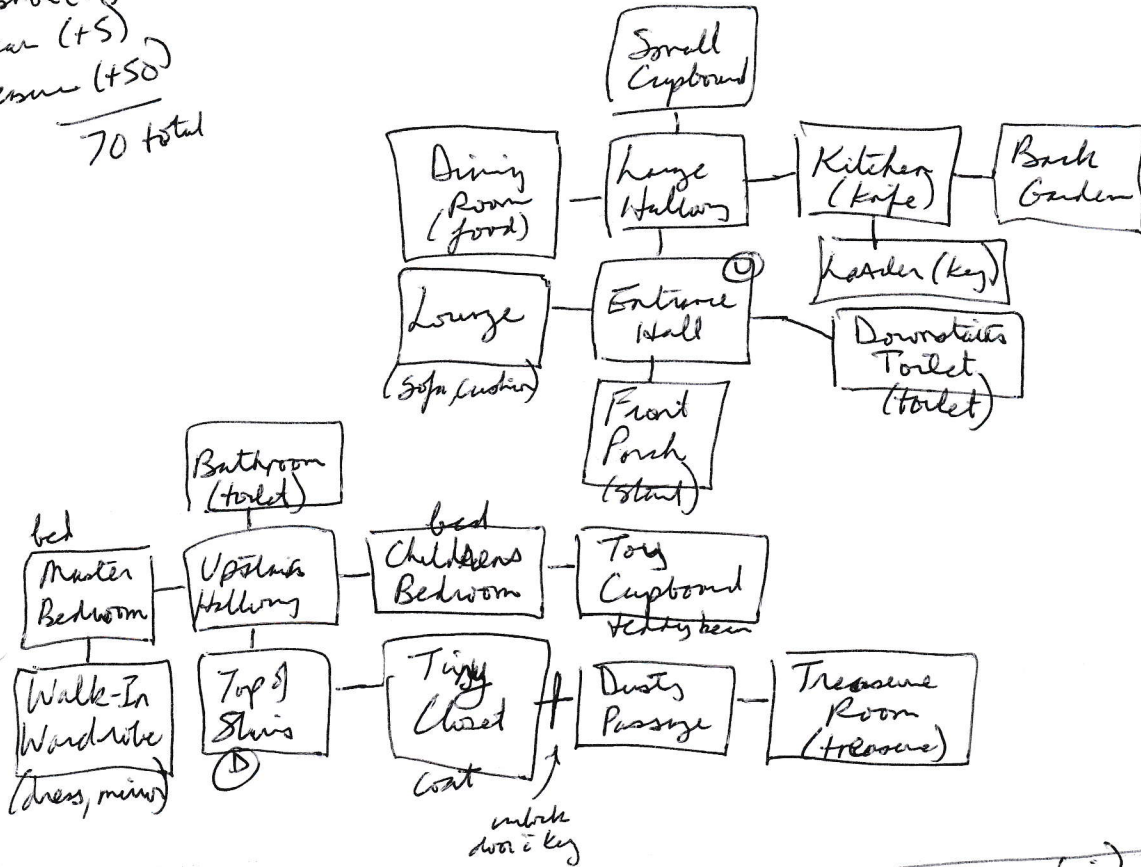
(need my score + reach OC)
 (need both skeleton key + condalabra)



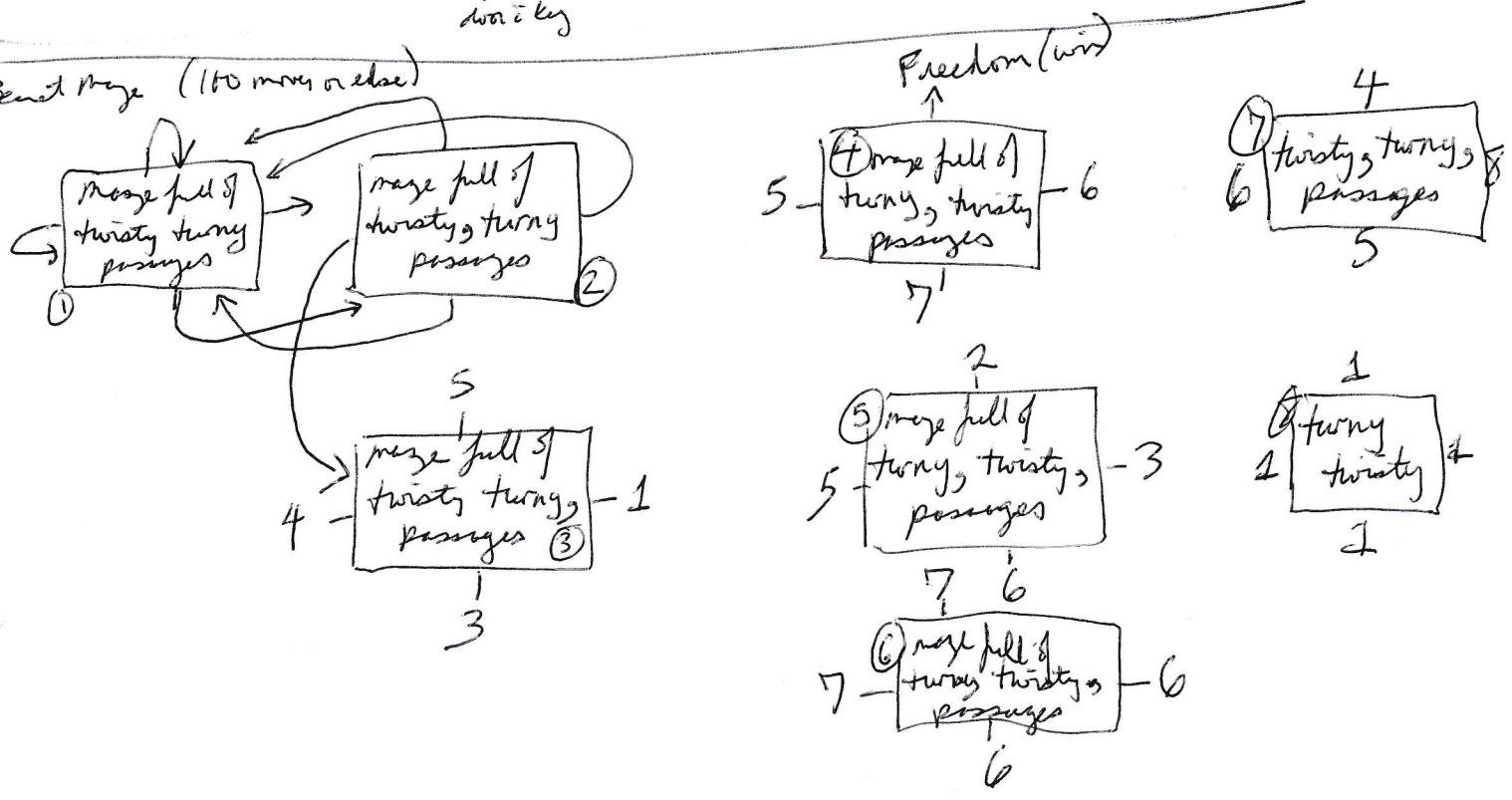
House - find treasure, socks, teddy + cushion!

food (+5) (not eat food)
 key (+5)
 cushion (+5)
 bear (+5)
 treasure (+50)

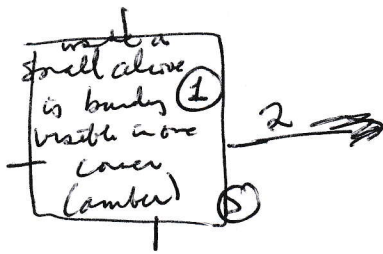
 70 total



Secret Maze (100 mms or else)

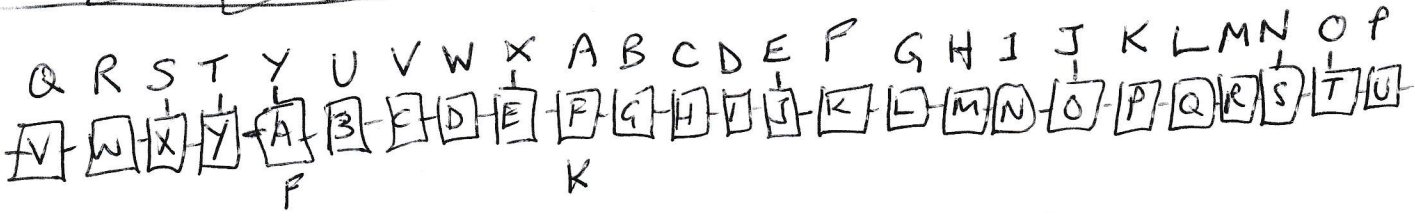


Secret Maze II (collect 25 items in 75 moves)



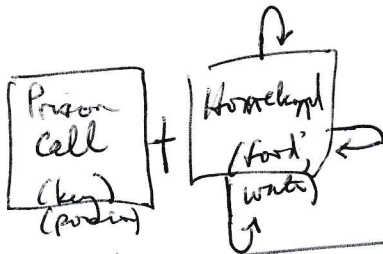
② walking down a narrow corridor, there are doors in all directions and water steps lead up and down (busselt)
 N: , S: , E: , W: , U: D:

e. (take treasures in alphabetical order)



Prison

take key, unlock door with key, get door, e.
 take food, take water.



Shack (get into it!)

