

GNOME RANGER (Level 9)

PART ONE.

KNOCK ON DOOR

WAIT

IN

WAIT (until The Centaur offers you an envelope)

TAKE ENVELOPE

TAKE SHOVEL

GO TO PUDDLE

TAKE COIN

GO TO BRAMBLES

TAKE HAIR

GO TO MARSH

TAKE ALL

WAIT (until the Eagle picks you up and takes you to her nest)

HIT CHICKS WITH SHOVEL (the eagle is so pleased that she takes you back to the base of the Pinnacle and gives you a little Bell)

GO TO LLAMA

TAKE FLOWER

GO TO COTTAGE

RING BELL

WAIT (until the eagle arrives)

EAGLE, GO NORTH AND TAKE PEG THEN FIND ME AND GIVE PEG TO ME WAIT (until the eagle returns with the peg and gives it to you)

(At this point a dog should arrive from the North)

FOLLOW DOG (until it meets a pack of dogs, who are so grateful that they present you with a Whistle)

GO TO COTTAGE

W

DROP ALL

LIFT ROCK

TAKE BRIDLE

TAKE ALL

GO TO FOREST

E (as far East as you can go!).

WAIT (until a Nymph appears from between the trees)

GIVE FLOWER TO NYMPH

NYMPH, HELLO

NYMPH, FOLLOW ME

GO TO WATERFALL

W

GIVE SHOVEL TO NYMPH

NYMPH, GO EAST AND DIG

WAIT (until the Nymph uncovers a crock of gold)

E

GET GOLD

GIVE GOLD TO LEPRACHAUN (he will be delighted and offer his help)

NYMPH, FOLLOW ME

BLOW WHISTLE

DOGS, FIND UNICORN

FOLLOW DOGS (when Nymph and Unicorn meet, they fall in love and give you a set of Pipes)

GO TO COTTAGE

N

NE

NW

PLAY PIPES (the Unicorn arrives)

UNICORN, BREAK DOOR (NOTE: 'SAVE' game at this point as timing is of the essence!)

S

SNAP FINGERS (the Leprechaun will arrive and, hopefully, will not run south!)

LEPRECHAUN, FOLLOW ME (to keep him by your side!)

WAIT (until the Witch arrives)

LEPRECHAUN, BREAK WAND.

PART TWO.

(The Old Alchemist takes you into his garden)

TAKE THISTLE FLOWER

TAKE ELDER BERRY

TAKE ROWAN BERRY

TAKE MINT LEAF

TAKE COMPOST

TAKE TEA LEAF (the tea leaf withers and dies and the Old Alchemist runs off sobbing!)

GO TO KITCHEN

TAKE BULB

TAKE SEED

W

READ BOOK (keep repeating "READ BOOK" until you have collected all the hints and tips from the many books on the making of potions)

E

PUT ELDER BERRY IN IRON POT

PUT THISTLE FLOWER IN IRON POT

PUT ROWAN BERRY IN IRON POT

PUT MINT LEAF IN IRON POT (you have now made the 'Animate' potion and you take it)

GO TO GARDEN

PLANT SEED

PLANT BULB

TAKE ALL

PUT ANIMATE POTION ON GREENSLAVE

E

DROP COMPOST

W

GREENSLAVE, FOLLOW ME

TREEHOUSE, FOLLOW ME

TAKE THISTLE FLOWER

TAKE ELDER BERRY

TAKE ROWAN BERRY

TAKE MINT LEAF

GO TO KITCHEN.

PUT THISTLE FLOWER IN IRON POT

PUT ELDER BERRY IN IRON POT

PUT MINT LEAF IN IRON POT

PUT ROWAN BERRY IN IRON POT (you have now made a 'Weedkiller' potion and you take it)

PUT WEEDKILLER POTION ON ME

E

N

E

E

PUT WHITE TELELILY ON BEANSTALK

E

PUT BLUE TELELILY IN POND

W

WAIT (until the beanstalk explodes and the wall is demolished)

UP

TREEHOUSE, PUSH ROCK

GREENSLAVE, PUSH ROCK, PUSH ROCK (you may have to repeat these commands until the rock is pushed over)

EXAMINE FERN

TAKE FERN SHOOT

GO TO GARDEN

TAKE THISTLE FLOWER

TAKE ROWAN BERRY

TAKE MINT LEAF

TAKE ELDER BERRY

GO TO KITCHEN

PUT THISTLE FLOWER IN IRON POT

PUT ELDER BERRY IN IRON POT

PUT MINT LEAF IN IRON POT

PUT ROWAN BERRY IN IRON POT (you make some MORE 'Weedkiller'
potion and you take it).
GO TO TREEHOUSE
TREEHOUSE, GO WEST
TAKE COMPOST
GO TO CAVE
DROP COMPOST
GO TO TREEHOUSE
TREEHOUSE, FOLLOW ME (make your way to the Cave WITHOUT
stepping on to the road until the last moment when the Treehouse can safely
stand on the compost)
PUT WEEDKILLER POTION ON ME
TREEHOUSE, HOLD CAVE OPEN THEN HOLD CAVE OPEN
W
W
EXAMINE STINKWORT PLANT
TAKE STINKWORT SHOOT (At this point you get thrown out of the cave
without the Stinkwort Shoot!)
TREEHOUSE, HOLD CAVE OPEN
GREENSLAVE, FIND STINKWORT SHOOT AND TAKE IT THEN
FIND ME AND STINKWORT SHOOT TO ME (you may have to repeat the
last two commands until Greenslave returns with the shoot!)
GO TO GARDEN (take whatever herbs are there)
GO TO KITCHEN
PUT FERN SHOOT INTO IRON POT
PUT MINT LEAF INTO IRON POT
PUT STINKWORT SHOOT INTO IRON POT
PUT ELDER BERRY INTO IRON POT (you have now made the 'Antidote'
potion and you take it).
GO TO CAVE
DRINK ANTIDOTE POTION
E
E
E
EXAMINE AIRPLANT
W
TREEHOUSE, GO EAST AND TAKE AIR FLOWER
WAIT
E
TREEHOUSE, GIVE AIR FLOWER TO ME
GO TO GARDEN (take whatever herbs are there)
GO TO KITCHEN
PUT MINT LEAF IN IRON POT
PUT ROWAN BERRY IN IRON POT
PUT ELDER BERRY IN IRON POT
PUT AIR FLOWER IN IRON POT (you have now made the 'Fertilizer' potion
and you take it)
GO TO GARDEN
PUT FERTILIZER POTION ON TEA BUSH
TAKE TEA LEAF (take whatever herbs are there)
GO TO KITCHEN
PUT TEA LEAF IN IRON POT
PUT ROWAN BERRY IN IRON POT
PUT MINT LEAF IN IRON POT
PUT THISTLE FLOWER IN IRON POT (you have now made the herb
tea.....the Old Alchemist returns just in time for a nice
cuppa!!).

PART THREE.
EXAMINE GATE
SW
W
IN
W
W
W

UNLOCK DOOR
W
TAKE ICECHILD
PUT ICECHILD INTO SACK
E
S
S
S (the Icepeople are grateful for the return of their child)
ICEJESTER, FOLLOW ME
ICEPEOPLE, FOLLOW ME
GO TO ICEFALL
WAIT (until everyone is assembled)
(SAVE game here)
ICEJESTER, PUSH ICEFALL THEN WAIT THEN PUSH ICEFALL THEN
WAIT THEN PUSH ICEFALL
ICEPEOPLE, PUSH ICEFALL THEN PUSH ICEFALL THEN PUSH
ICEFALL THEN PUSH ICEFALL
DROP SACK
S
WAIT (until the level of the river drops)
E
TAKE RUBY
W
N
PUT RUBY IN SACK (SAVE game again).
ICEJESTER, PUSH ICEFALL THEN WAIT THEN PUSH ICEFALL THEN
WAIT THEN PUSH ICEFALL
ICEPEOPLE, PUSH ICEFALL THEN PUSH ICEFALL THEN PUSH
ICEHALL THEN PUSH ICEFALL
S
WAIT (until the water level drops some more)
E
TAKE KEY LOG
W
N (you should now hear cheering because you have unblocked the river
and the war is over!).
TAKE SACK
GO TO PENGUIN
TAKE EGG
PENGUIN, FOLLOW ME
GO TO WEST BANK OF LAKE
PENGUIN, WAIT
SW
S (you are now drifting on an icefloe, and when you pass the Penguin
she will jump on with you!)
PENGUIN, GO EAST (this command may have to be repeated until she takes
you to the Iceberg)
TAKE SAPPHIRE
STAND ON ICEFLOE
PADDLE (or "PUSH") ICEFLOE WEST (the Penguins will now help you to
reach the Mountain Peak).
W
SW
W
NW
NW
TAKE ALL
SE
SE
E
NE
E
GO TO GATE
GO TO ICEWARRIOR
ICEWARRIOR, FOLLOW ME
GO TO TREETRUNK

ICEWARRIOR, STAND ON TREETRUNK
ICEWARRIOR, WAIT THEN WAIT THEN WAIT THEN WAIT THEN
WAIT THEN PUSH TREETRUNK
NE
S
GIVE DIAMOND TO GNOME
TAKE DIAMOND
TAKE EMERALD
WAIT (until the treetrunk and Icewarrior come into sight)
TAKE TREETRUNK
STAND ON TREETRUNK
PUSH TREETRUNK
WAIT (until you drift to the West side of the Lake)
JUMP OFF TREETRUNK
GO TO GATE
PUT DIAMOND IN GATE
PUT SAPPHIRE IN GATE
PUT EMERALD IN GATE
PUT RUBY IN GATE (it should now open for you!!)
N.....you gleefully leave the strange Wilderness and find
yourself very near home.....in no time at all you are safely back at
Gnettlefield Farm!!
