

DRAGONSPHERE WALKTHROUGH - NOVICE

Gran Callahach (The Castle)

You start out in your bedroom chamber. Your wife (Fiona) will enter the bedroom, and tell you that the Dragonsphere is stirring. Tell her:

Very well. Await me in the Council Chamber

Click anywhere in the screen to get up and get dressed. Look at the **BOOK OF LOVE POEMS** on nightstand next to your bed. Now open the **BOOK**, and read some poems. Look at the **CHEST** in front of your bed. Now head right into Fiona's bedroom. Look at bookcase on the left wall, and take **DIARIES** from the bottom shelf to get some insight into your relationship with her. Return left to your own bedroom and then head down twice, into the Meeting Room.

In the Meeting Room, look at bookshelves in the wall. Look at **BLACK BOOKS** on the bottom shelf, and then take the **BLACK BOOKS**. You hear a noise coming from the east wall. Look at tapestry on the right, and open it to find a secret door. Try to open the door, but it is locked. Look at door to see the crown engraving. This door is important later on in the game. Now walk down into the throne room.

Your brother is here, sitting in your throne. He is quite rude to you, so be firm with him. Tell him:

*When I am dead, you may sit there. Not before.
If I do not defeat the sorcerer it might.
Yes. Peace be with you, MacMorn*

He will now leave. Look at table between the two thrones, and look at the Dragonsphere on the table to get a close up. Now look at Dragonsphere again to learn that it represents the Sorcerer Sanwe. Cracks in the Dragonsphere show that Sanwe is breaking free from his prison. When you are ready, exit the close up.

Walk down to the Council Room. Your mother and your wife are waiting here for you. They wish you well in your quest to defeat the sorcerer Sanwe, and then leave. Take the **SWORD** and the **SHIELDSTONE** that they left on the table for you, and then head back up to the Throne Room. Go through top-right door into the Ballroom, and talk to scullery maid. Look at dining table on the left, and take your **GOBLET** from the dining table. It is quite hard to spot, but it is near the left side of the table. Now look at **BONE** on the floor at the right. Take **BONE**, and then head back down to the Throne Room. Walk right into the Courtyard, and head

up through the Castle gates.

Look at Guard Captain on the left to see that she has a scar. Talk to her, and she will tell you about the people in the market. Look at the Shape-changer, and talk to him. Ask him:

*Why do you crave this boon?
So you're a shapeshifter, eh?
I don't understand - why does this happen?
If other matters allow, I will come to see your plight.*

You learn that shapechangers are feared and hated by other races. He feels like an outcast. Now look at the Soptus Ecliptus (tall pale man) on the right. Talk to him, and ask:

*How can a man alone cross the desert?
Why suggest this now?
Perhaps I could come later, after I have dealt with the Sorcerer?*

He tells you that 'Pe Ka Doli Mekratum Ep Kali Abrastum' means 'If you don't prepare, then you will be late'. That is good advice! You have had your first lesson in his language. Look at faerie on the right, and talk to him. Ask him:

*You don't wish to annoy me?
Why respect the Fair King, and no other?
Why do you seek to annoy Fair Ones?
There is a faerie King?
And where will I find the great Butterfly King?
Ah... so nice to have met you. I must go now.*

Now look at the merchant. Talk to him, and say:

I'll buy some fruit.

Talk to him again, and say:

I have all I need - let's chat

He tells you about the Bird Men. You have done all you can in the market. Walk right to enter the Map Screen.

Soptus Ecliptus

Go to Soptus Ecliptus on the left. You find yourself in the hot desert. Eventually you find a trader. Look at the trader, and talk to him.

He will ask you some questions.

Q: Ka Vinkiotum Tratrashab? (Are you seeking death?)

A: No.

Q: Ka Vinkiotum Soptus? (Are you seeking the Soptus?)

A: Yes

He gives you directions to find the Soptus. You have learned that:

Shab = North

Falla = South

Ecliptus = West

Popo = Again

These directions change for every game, so it is important to pay attention to what he tells you. Tell him:

If you say so.

Now follow the directions that he has given you, and you should find the Soptus. When you reach the oasis, talk to the Shaman, who are sitting next to the pool. Tell them:

I don't speak your language very well.

Now ask them about everything. They will give you a **YELLOW POWER-STONE**, so ask them:

What is it?

I think I might speak to the Caliph now.

Thank you.

Talk to guard outside the tent, and say:

I desire an audience with the Caliph!

You are now allowed inside the tent. Talk to Caliph about everything, and agree to play his game. Now this bit is quite annoying. You have to play his Desert Sands game, and win 3 prizes from him. The idea is to predict which colour of jewel will appear next. The jewels are completely random, so click on whichever colour you like. You need to win 3 games in order to gain one prize, which means that you have to win 9 games in total. Keep playing until you have won all 3 prizes, and then tell him:

I would like to, but I must go now.

He will give you the prizes that you have earned - some sticky **DATES**, a **GOLD STATUE**, and a **RUBY RING**. Talk to him again, and say:

I thank you, great Caliph, for what ever help you can give.

He tells you that the Shaman will take you to the Spirit Plane - if you can convince them. Now walk right twice to return to the map screen. Watch the cut scene as the Dragonsphere begins to crack.

Brynn-Fann

Go to Brynn-Fann, and look at the faerie. He is very cheeky, but you must still be polite to him. Talk to the faerie, and say:

And a good day to you, my fine faerie.

I seek the Butterfly King.

Thank you. May your children be a blessing to you.

He will give up trying to taunt you, and uncover the entrance to the Faerie Maze. Walk left, and enter the maze. This maze is trickier than it first appears. There are some coloured sprites here, and they will not let you past. Try to find a sprite called Ralph, and then talk to him when he is coloured red. When you find Red Ralph, ask him:

Is it safe for me to cross?

He will say that it is not safe, and then all the sprites will fly away. Now continue left into the woods. The Butterfly King is here, standing on top of a giant mushroom. Talk to him, and he will thoroughly confuse you. After a short conversation, answer his questions as so:

Anyone.

I don't know.

Trouble.

The Butterfly King.

I won't like it.

Thank you, King of the Faeries, for thy kindness.

He has given you a **RED POWERSTONE**, and then asks some more questions to test your knowledge of the faeries. You should have got the answers from the faerie back at the market place. Tell him:

They like to test their limits.

The Fair

Because he ravages and destroys the land.

*I came seeking knowledge that might help me against Sanwe.
I have come to seek your wisdom.
And what say the oracles?*

The Butterfly King will give you a **BIRD FIGARINE** as a gift. Now walk left, and look at the ring of toads. For a bit of fun, take the crown in centre of the toad ring (hee hee). Now look at **CRYSTAL FLOWER** in the patch of flowers. Take **CRYSTAL FLOWER**, and then return all the way right to the map screen. Watch another scene with the Dragonsphere.

Slathan Ni Patan

Go to Slathan Ni Patan on the right. You will be greeted by 2 guards who don't trust you. Tell them:

*I am the King. Step aside and let me pass.
Then escort me, at my command.
Why do you call them dirty shifters?
Then escort me, at my command.
They are my subjects, and deserve respect!
Despite your feelings, I must enter this land.
Is there anything I could give you to let me go in?*

Now give your **SIGNET RING** to the guards, and say:

It wasn't a bribe.

The guards will let you past now. Head right, and look at pool with the tentacles. You need to find a way past this monster. Throw your **SHIELD-STONE** at pool monster to trap it, and then take the tentacles from the ground. Walk right, to the path. Look at Shifter sitting on the rock. Talk to him, and say:

*I seek the wisdom of the Shifters.
What is it that you guard?
I am King Callosh
Change must come slowly, but it will come.*

He gives you a **POLYSTONE** that will mimic the shape of any item you own. You automatically enter Cave of Shifting Dreams. You get a **DOLL**, and then you leave.

Talk to Shifter again and ask him about Other Races. Keep talking to him, and make sure you ask about faeries, Soptus Ecliptus, bird-men, and your own race - The Fair. Thank him for his help, and then return left to the guards. Talk to guards, and say:

It's me. Give me back the item I gave you.

You will get your **SIGNET RING** back, so head left to the map screen. There is another scene with the Dragonsphere.

High Tower

Go to the High Tower at bottom of the screen. You automatically climb through the shield. Start to walk left, but you will see someone hiding behind a rock. Say:

Come out, you there - hiding like a thief is hardly becoming.

Llanie de Summers will introduce herself, and tell you that her father is on your council. Now say:

*A bit far from home, aren't you, milady De Summers
I dare not endanger one so lovely, despite her pure intentions.
My heart is touched by your concern, Duchess. But I must say no.*

She gives you a Good Luck **AMULET**, and tells you that the amulet's power can only be used after the wearer is pronounced dead. Tell her:

In darkness, it's beauty will remind me of your own. Goodbye Llanie.

Walk left, past the waterfall, and take **GOLD NUGGOT** from the ground. Now head right a little bit, and enter cave that is hidden behind waterfall, and talk to the hermit about everything. When you have finished talking, leave the cave.

Walk right again, and climb up the mountainside. When you are halfway up, look at nest on your left. Take **FEATHERS** from the rock next to you. Use your **SWORD** to carve up your **BIRD FIGURINE**, and then use **BIRD FIGURINE**, to make noise. A Shak will come to the nest. Tell him:

*I am one who comes to slay the Sorcerer Sanwe.
I was hoping the mighty Shak would have some advice.*

The Shak tells you that Powerstones are the key to defeating Sanwe. Now ask him:

Have you any advice about how to get it?

Unfortunately, he has no more advice for you. Climb up mountainside again, until you reach the ledge. You bump into Llanie de Summers here.

A beast will come up behind you, while you are talking to Llanie. Use your **SWORD** to attack it. Llanie jumps onto the beast, to save you. However, both she, and the beast, falls from the ledge. Poor Llanie sacrificed herself to save you! Continue left, and look at the Shak. Talk to Shak, and ask:

*What have I done to be the enemy of the Shak?
Very well. Perhaps later I can prove my worth to you.
I know that the Powerstones are the way to defeat Sanwe.*

The Shak tells you about another stone that Sanwe guards. Now look carefully at the waterfall, and notice a patch of mud next to it. Take some **MUD**, and then walk right again. Climb up the mountainside, and follow path round the back of the tower. You find yourself at a door. Try to enter the door, and some magic vines will ask you questions:

Q1: What colour are the Sorcerer's eyes?

A: *Red.*

Q2: Where does the Sorcerer carry a scar?

A: *His leg.*

Q3: What human food does the Sorcerer prize above all others?

A: *Beef stew.*

You have answered all questions correctly, so the vines decide that you are a friend of the Sorcerer.

High Tower - In The Tower

Enter through door, into the Sorcerer's hall. Look at eyeball on the right wall, and throw some **MUD** at the eyeball to close it. Head right, into Sanwe's lab. Look at stone pedestal, and take **MUSIC BOX** from pedestal. Look at dresser on the right, and take **BLUE VORTEX STONE** from the dresser. Continue right, and you will be greeted by a coil of rope! The rope will not let you past. Look at your **BLUE VORTEX STONE**, and use it to take magic from the rope. It is now harmless, so take the **ROPE**. Look at lab table in middle of the room. Remember the hermit telling you how to make acid. Take empty **FLASK** from the left edge of the lab table, and put it on metal plate, in between the green flasks. Now open the petcocks (valves) above green flasks. This fills your empty **FLASK** with acid. Take the **FLASK OF ACID**.

Look at freezer on the right, and look at window in the freezer. Now look carefully at rat cage in bottom right of the screen. Open rat cage, and a rat escapes. However, there is still a rat in here. Take **DEAD RAT**, and

put it in the freezer. Now take contents of freezer (click on freezer window) to get a **RATSICLE** (hmm, tasty).

Walk left 3 screens, and then up one screen, to find yourself in a cell. Take **TORCH** from the wall, and then walk back down. Look at buttons on the left wall, and push lower button. You have found a secret lift - how clever of you! On the lower level, head up through the door, and you automatically put your torch on the wall. Oh look, there is the **POWERSTONE**. Walk towards the pedestal...and...you are killed. You should have known it would not be so easy. There must be another way to get that **POWERSTONE**.

Walk down one screen, and push button on left wall. Head up, into the cell, and look at trapdoor in the floor on the left. Look at your **FLASK OF ACID**, and pour contents of the flask onto the trapdoor. This burns a hole in the floor, and you can see the **POWERSTONE** below. Look at your **ROPE**, and tie **ROPE** to manacles on the left wall. Climb down the **ROPE** and grab the **POWERSTONE**. Success! Now return to screen with the lift

Push top button, and watch the rat run through the door. Oh dear, I guess you shouldn't go through that door yet. Remember your homemade **RATSICLE**? Put **RATSICLE** on the red doorframe to cool down **TELEPORT DOOR**. Now look at your **TENTACLE PARTS** (from the pool monster on Slatan Ni Patan), and put them on **TELEPORT DOOR** to remove it from the doorframe.

Head up, into the machine room. Notice how the machine is producing water - water that could cool things down. Put **TELEPORT DOOR** in window on the left, to teleport the water onto the red-hot grate from the rat-room. Now return to the lift room.

When you are in the lift-room, walk right. The iron grate is no longer a problem, since the water has cooled it. Continue right, through dragon-bone door. Now you come face to face with Sanwe himself. Unfortunately, he wakes up, and puts you in a holding spell. Sanwe tells you that the Circle of Spheres is the source of his power, and that no sword can breach it. He also reveals that you that you are not really the king. Finally, he takes your **POWERSTONES**, one by one. As soon as you get the chance, look at your **POLYSTONE** (from the shifter on Slathan ni Patan), and make it mimic the **BLUE POWERSTONE**. Sanwe will fall for your trick, and take **POLYSTONE**, leaving you with a **BLUE POWERSTONE**. Throw the **BLUE POWERSTONE** at Circle of Spheres on the right. Yippee! You have defeated the evil Sorcerer Sanwe!

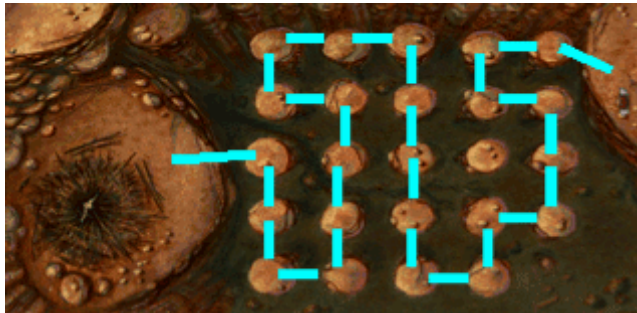
Gran Callahach (The Castle)

Watch a cut-scene back at the palace. It seems that a shape-changer was sent to defeat Sanwe, in place of Callash. Now it is time to revive the real Callash and tell him what has been going on. Unfortunately, the Queen Mother does not want to revive him. She wants her other son, MacMorn, to take the throne. Poor Fiona is thrown into the dungeon. Aren't they a nasty pair?

High Tower

Back at the High Tower, you now know that you are not really the king. You are a shape-changer with the king's memories. You decide to find the real king, and rescue him. Look at scrolls on the back wall, and take small **MAP** from above the bookshelf. Look at **MAP** to see the diagram and the cryptic message. Now look at **BLACK SPHERE** on the ground, and take the **BLACK SPHERE**. Look at chest on the right, and take **CRYSTAL BALL** and **SPIRIT BUNDLE** from the chest. Look at **SPIRIT BUNDLE** to see that it is made from bone and feathers. Now head left, and leave the tower. The magical door vanishes behind you.

Walk left, and return to the ledge. Head left again, and talk to the Shak (he has moved to the upper ledge). He will tell you that since you are not the real king, you may pass, and claim your reward. Walk left, and look at the pillars. You have to cross these pillars to reach a giant nest on the other side. Look at your **MAP** again, to find the way across. You start at the top right. I also show here, how to cross the pillars.



Hurrah, you made it across safely! Now look at the nest. Take **BELT** from the nest, and put it on. Shak appears, and tells you how the **BELT** will allow you to fall great distances without harm. Now jump down the mountain. Don't worry; the belt will keep you safe.

Remember Llanie and the beast fell from the mountain, earlier. Head right, past the waterfall, and look at the beast's body. But where is Llanie? Enter

cave that is hidden behind the waterfall, and talk to the hermit. Ask him:

*Yes, I-how did you know who I am?
Tell me more!
How can I help Llanie?*

Llanie is here, and she needs your help. She is very close to death. The hermit tells you that the **DOLL** you are carrying is an Atlan - a healing device. Look at the **DOLL**, and use it to heal Llanie. Unfortunately, she is too weak, and you must strengthen her with magic and love.

This bit is rather complicated. You must create a new **SPIRIT BUNDLE**, especially for Llanie. Remember that the Spirit Bundle is made from bone and feathers. Look at **FEATHERS** that you got from the mountain-side, and put them with your **BONE** to combine them. This creates a **PARTIAL BUNDLE**. If you don't have a **BONE**, leave the cave and go to Soptus Ecliptus. You can get another **BONE** from the desert, near where the trader was sitting. Now let's help Llanie. Look at your **VORTEX STONE**, and use it to put magic into the **PARTIAL BUNDLE** to create a **NEW BUNDLE**. Now put this **NEW BUNDLE** on Llanie. Talk to Llanie, and create a poem for her. Remember the love poems you read in your bedroom, right at the start. That gives you an idea as to how love poems are written, but this poem has to be original. Now build up your words to make a poem for her:

*Thou Art A Rose - But No!
For No Rose As Fair Did Ever Grow.*

Now look at your **DOLL** (Atlan) again, and use it to heal Llanie. She wakes up, and you explain about being a shape-changer. The hermit now reveals himself to be Ner-Tom the wizard. He was forced by the Queen Mother to cast the spell on you, and he was afraid for his life. You learn that the King is hidden in the catacombs beneath the castle, and his soul is on the Spirit Plane. Llanie tells you about the secret name for Beast of Darkness, and she gives you a parchment with the name written on it. This name will scare creatures of the dark. Now leave this cave, and return to the map screen.

Soptus Ecliptus

Head for Soptus Ecliptus on the left. Look at pile of bones on the same screen where the trader was, and take a bone. Walk left, and talk to the guard. Tell him:

I wish to continue our game of Desert Sands.

You will be allowed to enter the tent. Now talk to Caliph, and tell him:

Well... not exactly. It's hard to explain.

Yes, let's play

He has some more prizes for you to win, in the dreaded Desert Sands game. Keep playing until you have won both prizes, and then finish by saying:

I would like to, but I must go now.

He gives you a jar of **FLIES**, and a flagon containing some **SOPORIFIC**. He convinces you to drink some Soptus Soporific with him, but it proves fatal for you. Quickly look at your **DOLL** (Atlan), and use it to heal yourself. Now leave the tent, and head right twice to the map screen.

Brynn-Fann

Go back to Brynn-Fann, and walk left into the maze. It is still clear of the sprites, so continue left to the ring of toads. Look at **CROWN** that the toads are guarding. For a bit of fun, try to pick up the **CROWN**. Hmm, maybe the toads are hungry. Open your jar of **FLIES** to distract the toads, and now take the **CROWN**. Return right to the map screen.

Slathan Ni Patan

Go to Slathan Ni Patan. The guards are very suspicious of you, so tell them:

I'm not even a shifter! I just came to look.

Why? What's going on?

Take it easy. You've got the wrong guy.

What if I promise to go only as far as you can see?

Y'know, I've got a little gift for you fellow.

Now give them your flagon of **SOPERIFIC**. They are still suspicious, and they make you drink first, so that they know it is not poisoned. Now quickly look at your **DOLL** (Atlan), and use it to heal yourself. The guards will fall unconscious.

Walk right, and enter Cave of Shifting Dreams to see another vision. After you leave the cave, take lower-right path, and look at the green shifting monster. Talk to monster, and use your **DOLL** (Atlan) to heal it. The monster will now let you past.

Head up into the village, and talk to the woman shifter. She recognises

you as Pid, and explains how the Queen Mother kidnapped you a few months ago. The woman has your **SHIFTER RING**, and she returns it to you. You can now return to the Shaman, and start your Spirit Quest to retrieve the King's soul. Leave the village, and return to the map screen.

Soptus Ecliptus

Head for Soptus Ecliptus, and walk left. Look at Shaman sitting next to the pool. Talk to the Shaman, and ask about everything. Now say:

*Can you tell me a little about the Spirit Plane?
I will give you the bundle.*

You are now taken to the Spirit Plane. Ask them:

Please tell me something about the trials of the Spirit Plane.

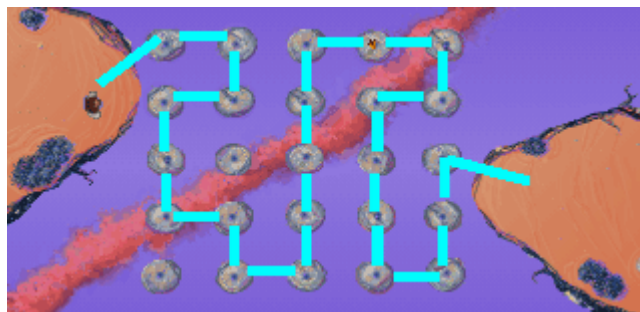
Keep asking this, until the Shaman tell you:

We know no more to tell you.

Now say:

I'll try to accomplish my quest now.

Now walk right. Does this look familiar to you at all? It is the same as the pillars that you crossed earlier. Look at your map again to find the way across. This time, you start at the top left. I have shown here how to cross the discs.



You have come to a snake pit, so walk across the pit. Hmm, this could be tricky. Remember that you have your **SHIFTER RING** now. Look at the **SHIFTER RING**, and shift into a snake. You can now cross the pit in safety, and continue right.

Look at the giant Roc Bird, and look at **SOUL EGG** in the nest. You want that **SOUL EGG**, but the bird will not let you take it. You need to find a way to distract the bird. Notice that it is eating magic grapes that keep growing back. Look at your **VORTEX STONE**, and use it to take magic from the grapes. The poor Roc Bird is hungry, now that you have stopped his supply of grapes, so give him your sticky **DATES**. The **DATES** will stick in Roc Bird's mouth. Quickly take the **SOUL EGG** from the nest, and then put your **BLACK SPHERE** into the nest as a replacement. The bird won't notice any difference. You have what you came for, so head left, back to the Shaman. Talk to Shaman, and tell them:

I wish to return now.

You will all return to the desert now. Head right, and return to the map screen.

Gran Callahach (The Castle)

Return to Gran Callahach (the castle) at top of screen, and the Guard Captain will challenge you. Ask her:

*Why arrest me? I've done only good for Gran Callahach!
It's true that I'm a shapechanger, but...
But I certainly didn't kill the King!
That's my mission, now: to find him and save him!
Don't you see? Your lord, the Queen Mother is evil!
Is there something I could give you to let me go?*

She gives you a chance to prove your worth. Remember the scar on her face? Look at your **DOLL** (Atlan), and use it to heal her. She is touched that you have healed her like this, and asks why you did it. Tell her:

To prove that shapechangers can be good.

She trusts you now, and tells you about the catacombs that are hidden in the well. She asks you one last favour - to return her scar. After you have done this, talk to her again, and ask:

Can I count on your help after I rescue the King?

She tells you that if the king himself gives her an order, and she believes he is not a shapechanger, then she will obey that order. That is the best she can promise. Now jump down the well - your magic **BELT** will keep you safe. Look carefully for the **RARE COIN** that is hidden in the mud, and take **RARE COIN**. Now look at the river. You need to find a way across

the river. Look at your **SHIFTER RING**, and use it to shift into a seal. Swim left to Fiona's cell, and tell her:

It's Pid Shuffle - the shape changer.

Now ask her about everything. After a while, a guard will come, and Fiona will tell you to flee. You automatically swim back upstream. Head for the glowing green light, and look at it to discover that it is a magical ward, and it is hiding something. Look at your **CRYSTAL BALL**, and use it to invoke power. The ward illusion is now shattered, so take the **EMERALD** that is revealed. Now head down through the trap door, and notice how the stairs unfold as you climb down. For some fun, walk left to the next room. You soon get the point why this is not such a good idea (hee hee). You need something to hold the stairs down. Remember the gold **STATUE** that you won from Caliph. Put gold **STATUE** on the stairway to keep the stairs unfolded. The **STATUE** will keep the stairs unfolded, so walk left, into the next room.

Slowly creep forward. When you see the Darkness Beast moving, you must stop. Llanie gave you a magic **PARCHMENT** to scare the Dark Beast. Look at **PARCHMENT**, and speak words on the parchment. This will scare the beast, so it will not hurt you.

Continue left, into the cave, and look at the King. If only you could free him. Now look at your **SHIFTER RING**, and shift into a bear. In bear-form, push King to release him from the pedestal. He seems a little disoriented. Give him the **SOUL EGG** to restore his soul, and tell him:

I plan to bring you into the castle.

Go through door in the wall, and then climb up the stairs. Try to open door at top of stairs, to find it locked. Look carefully on the wall for a wall switch. Push wall switch, then wear your **KEY-CROWN** to unlock the door. You may have to push switch and wear crown again, before it will work. Enter the door, and come face to face with MacMorn, and the Queen Mother.

MacMorn will challenge you to a duel. Look at your **SWORD**, and use it to attack him. You are not a very good swordsman, and he will laugh at you. Now look at Llanie's **AMULET**. Remember that the power of the amulet is not activated until the wearer is pronounced dead. As MacMorn taunts you, he claims that you are 'already dead'. This taunt is enough to activate the **AMULET'S** power. Look at the **AMULET**, and invoke it. The power from the **AMULET** kills MacMorn. Unfortunately, the Queen Mother has sent all of the King's guards away. The guards that remains are loyal to her, and you are defenceless. Just at the right moment, Llanie appears. She has brought re-enforcements with her, and the kingdom is saved.

Now sit back and enjoy the ending.

Walkthrough written by Frodo