



CONQUERING THE DALARK CHALLENGE



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THE SAGE MUMBLES

The TEMPLE of the SNOW DRAGON and the DALARK trilogy were conceived as a disk based graphic - text adventure series. A Data Pack version was developed due to popular demand and is just as full featured as the disk based version plus neither version requires the use of a memory expander, but the DDP version is slower due to the media access time involved. The series was designed to start off as a beginner level adventure (TEMPLE) and progress into an intermediate level adventure by the last installment. After " TEMPLE " and " PIT " will come the " SHRINE of TAMCHAL " and " DARK OVERLORD, the final confrontation ". I am sorry for the long delay on the PIT of RESHUS (this has been an eventful year for me) but I am in hopes that you will be very happy with the finished product. " PIT " should be finished very soon, for delivery BEFORE this Christmas.

The TEMPLE of the SNOW DRAGON has been available for over a year now. It was a huge success, both in sales and in the number of favorable comments. Many of the more experienced gamers have solved its mysteries. However, many more of the less experienced are still wandering around the great halls. That is the reason for this article, to give a hand to those who ARE fighting bravely, ARE filled with courage, ARE striving valiantly and most of all... ARE at the point where they feel they ARE stumped. So dig out your copy of TEMPLE (or your backup if you destroyed the original in frustration), dust it off, remove all traces of coffee stains or cigarette ashes and come along with me...

On this page I will try to prod you down the path to victory. The NEXT PAGE contains a map to the TEMPLE at the top and some very specific details on how to solve many of the most challenging puzzles that the game has to offer down at the bottom. This way you can determine yourself just how much help you need in your quest to retrieve a viable egg from the lair of the fierce Snow Dragon. Now... onward with some good hints involving every major obstacle.

THE LOCKED DOORS

There are two doors that are locked within the TEMPLE. One is the western most door of the Priests room and the other is the southern most door of the Oracle room. The key for the door in the Priests room may be found in the lair of the evil wizard Mondrel but may not be retrieved as long as Mondrel is there. The other key can be found in the room with the fallen ceiling which can only be accessed by getting through the first locked door.

THE WIZARD MONDREL

As you enter the evil lair of this fiend you find him floating above the cold stone floor. His arms stretched out toward you as he mumbles some obscure chant. QUICKLY you must try to stop him before he can finish his evil spell. You must attempt to destroy him before you do anything else, or he will finish that spell and seal your doom. You could hurl yourself upon him, but it might be wiser to find something else to throw. Perhaps some object or weapon that you have happened upon in your wanderings.

THE BOTTOMLESS PIT

The bottomless pit is situated between the Omen taking room and the southern Timbered corridor. Traveling west from the Omen taking room will send you plunging forever (well almost forever) into the blackness. The only way to get past this obstacle is to find some method of getting over it. To do so will require some supplies, possibly found in the supply room. Remember, not everything that can be gotten will show up in the contents section of the screen. Some items will be hidden in the room graphics but will still be retrievable.

THE HIDDEN ROOM

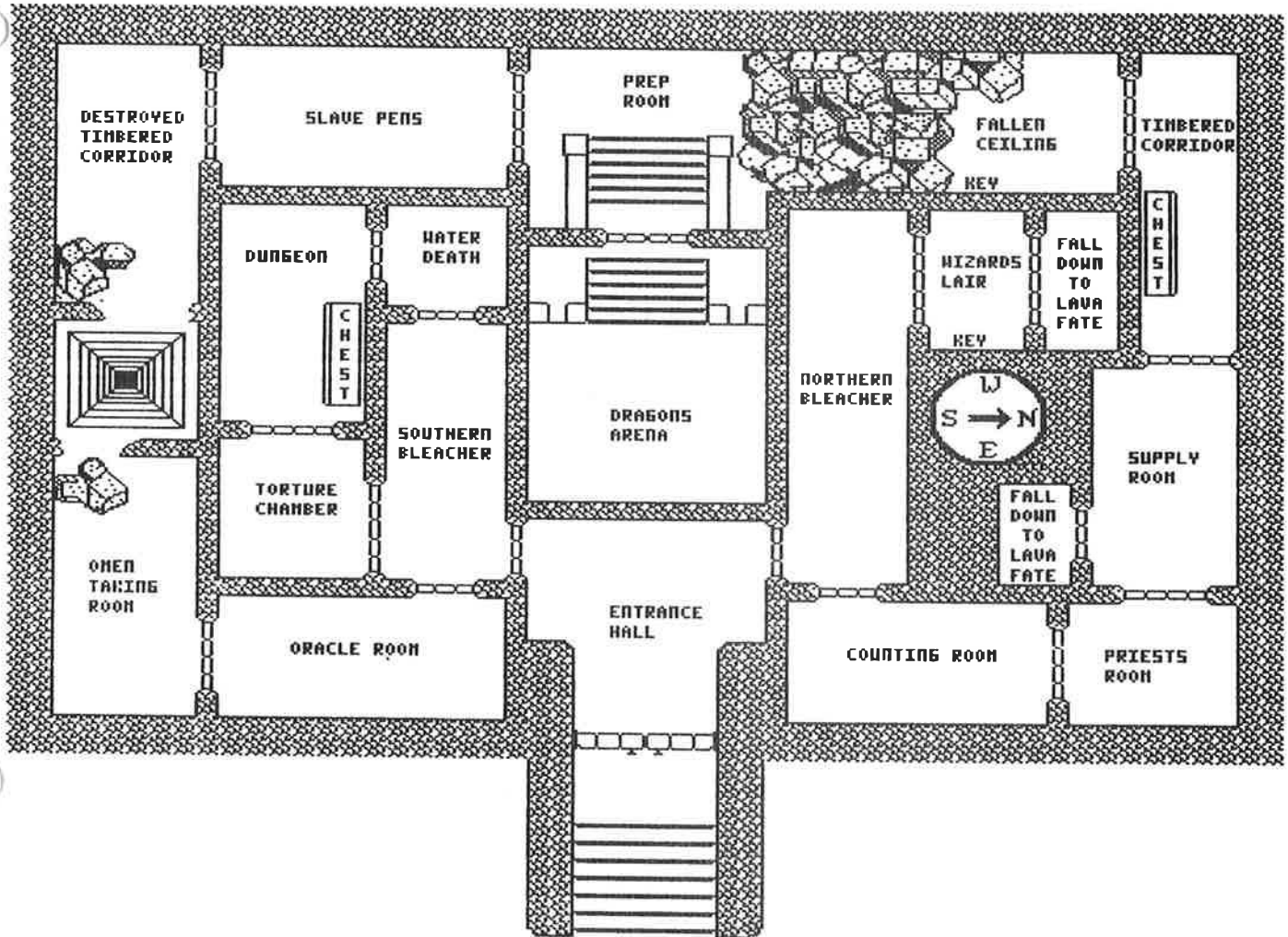
There is a grill in the center of the Dragons arena. Below this is a shallow pit where the waste of the arena can be swept and contained. There is a secret entrance to this room in one of the rooms adjoining the arena. The only way in, is to pull yourself together and do something that by now you must consider to be the stupidest thing that you could do, think about it...

THE DRAGONS EGG

You must return with a viable egg of the Snow Dragon to have the materials necessary to construct a shield that you will need to fight the Dark Overlord. But what exactly does a dragons egg look like? Is it a beautiful golden sphere, or a small white oval shape, or is it a rather non-descript looking object? That is the true secret that must be uncovered within the TEMPLE. At first, only I knew what it looked like. Now a few more have hit upon it... but for the most part, we are not telling...

GOOD LUCK ! !

DON'T FORGET that we will be happy to send out hints and try to help you out of your current problems for just an SASE and detailed letter about where you are and what has you stumped.



THE WIZARD MONDREL

To get that nefarious fiend Mondrel out of your way so that you can get the silver key that is in his lair you must throw the axe at him. This must be done as soon as you enter his room. As you come in he is already casting a spell that will turn you to stone. If you dally or try to do anything else first, you've been had. As soon as you do this Mondrel will disappear, never to bother you again... in this game anyway. Do not be surprised if he turns up yet again in another of the DALARK trilogy.

THE HIDDEN ROOM

The hidden or under room is situated directly under the Dragons arena. It is a stench filled place that is hard to get to, unless you know the secret. Throughout the TEMPLE you have no doubt noticed that certain rooms have set into the wall a golden ring. You may have even pulled on these to see what would happen. In the preparation room (the room just before the Dragons arena with the golden staircase) has one of these rings. Pulling on it will open a secret stairway leading down and to the east, leaving you in the darkened foul smelling sewage pit.

THE BOTTOMLESS PIT

The bottomless pit is indeed one of the more formidable tests within the TEMPLE. To get past this obstacle you must find a way to get over it. In the supply room, on the shelves you will find (in the graphics) a coil of rope. Typing in "Get Rope" will let you claim this handy helper. Now go back to the pit and type in "Use Rope" or "Throw Rope" and see what happens. Do not worry about the return trip because you can use it again whenever you need it.

THE DRAGONS EGG

Ah... the dragons egg. Such a noble quest for such an unknown object. But just what is it called? What does it look like? Surely you would not really want me to divulge this information publicly! Well I will not do so, but if you are indeed at this point and give up... send me a SASE and a note requesting same and I will return the answer. But I will give you one more clue that has not been revealed before. If the dragon has been laying eggs and raising young there should be several "eggs" or the remains of "eggs" lying around. What do you think? Give it some thought and see what you come up with.