

## Vagabond Child

- I
1. (1st time) Oh...you scared me! I never thought anyone would find me here.
  2. (return) Oh, it's you. (goto 2a)
  - 2a. (immed.) Why can't you just leave me alone?
- II
3. WORRIED I escaped from the Cliffs weeks ago. (goto III)
  4. NO RESP Hey...I didn't do anything wrong. (goto IV)
  - THREAT
  5. CAUTIOUS What's your problem? Never seen a Vagabond before? Don't trust me? (goto V)
- III
6. WORRIED I'm still very depressed. I need some fun in my life.
  7. NO RESP Yeah, but who cares, right?
  - IMPATIENT
  8. CURIOUS Oh...no... (goto 9)
- IV
9. THREAT You must work for Ca...Ca...Camuki! (flees)
  10. NO RESP (bluffing) I'm just pretending to be an escapee from the Cliffs
  - APOLOG
  11. IMPATIENT Well, my parents will be here soon, so you'd...you'd better leave!
- V
12. APOLOG (goto 10)
  13. NO RESP You're just like all adults...you don't care what I think! (flees)
  14. CAUTIOUS If you don't leave now, you might catch my dread disease.

\*\*\* Personally, if this character is to be a child, I think that his photo should be shown to an unhappy couple at the Cliffs (his parents)...thus allowing them to find him. Doing this should deed should increase the overall player's score. Not doing this (and just doing the tickets) should not prevent solving game. This, of course, would require a short exchange with a worried couple encountered at the Cliff Club. Perhaps the player should notice them as being the only two people actually sobbing...as opposed to just being depressed.

Picture should show Vagabond holding Dizzy Tickets or Bridge to identify his whereabouts.

## PC: Troll Leader

1. (1st time) You have invaded a strictly Troll domain! Turn away now...or suffer the terrifying wrath of the Great Symbol! (Troll Leader holds up symbol on his necklace)
  2. (return) \*\* There is no returning in this scene...turning away is fatal.
- II
3. THREAT You must be very powerful...maybe you are...allied with HIM? (goto III)
  4. NO RESP Do you not fear me? Do you not fear a terrible death? (symbol glows) (goto IV)
  5. CAUTIOUS You are wise not to resist my power. Close your eyes and show me true trust. (symbol glows brighter) (goto V)
- III
6. THREAT Wait!...hehe...ah...spare me and I will give you this great and...er...powerful necklace.
  7. NO RESP (goto 10)
  8. TALK 1 Talk? You want to talk?...hehehe...yessss...let us talk... (PC attacked from behind)
- IV
9. THREAT (goto 3)
  10. NO RESP Hmm...or maybe you are frozen with fear...a weakling... (PC attacked from behind)
  - FRIENDLY Ah...yes...sure...we can be friends...relax...let's shake hands and... (PC attacked from behind)
- V
11. THREAT (goto 3)
  12. NO RESP (goto 10)
  13. EYES CLOSE (V.O.) Ahhh...that's a peaceful sign...you trust me... (PC is killed)

[ATTACK] Argh! You...you will never leave here! (troll wounded/on knees...PC loses)

DOE YES FOR SIMPLY  
HUMANS ARE ENOUGH  
SHUK - HAD - TRUST

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[ATTACK] Argh! You...you will never leave here! (troll wounded/on knees...PC loses)

DOE YES FOR SIMPLY  
HUMANOID ENEMY  
SHUK - HUGO - TRUST

**NPC: Blind Bowman**

I: **First Meeting]** (randomly shooting arrows that trap the Fairy...hears PC enter)

"Another intruder, huh? Either you've all been to the waterfall, or I've gone blind...either way...my arrows will eventually find their mark!"

\* This is a hint that some form of invisibility exists at the waterfall.

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**NPC: Fairy**

I: **First Meeting]** (fluttering in panic and avoiding the bowman's arrows)

"Help me! help me!"

II: **Puzzle 43 - She returns]** (appears when PC creates light in dark area of forest)

"Oh, I've found you! I'm so sorry for having flown off without thanking you for saving my life! Can you forgive me?"

A: **[THREATEN]** So! You're just another meanie! (she flies away)

B: **[HURT]** I know I hurt your feelings...please accept this pouch of Fairy Sleeping Dust as a gift. It may serve useful in your journey. It's very powerful...and will mix well with certain substances. I must be going now...thank you so much for rescuing me. ...and may good fortune come to you. (she flies away)

C: **[NO RESPONSE]** Uh oh...I must have the wrong person... (she flies away)

NPC: Mayor

I: **First Meeting**] (talkative and seems to drift off in thought)  
"Well, well...never seen *your* face before! I'm the Mayor of Shanbar."

A: **[THREATEN]** Threatening the Mayor? Big mistake, Stranger!

A1: **THREATEN]** I've had just about enough of you. (leaves)

A2: **NO RESPONSE]** Wonderful...another mindless stiff. (leaves room)

A3: **APOLOGETIC]** Oh, alright. Should control that temper of yours.

B: **[NO RESPONSE]** What's the matter? Last time I saw a blank look like that was... gee...back when ol' Boos Myllyr was around. Wonder what happened to him? Oh, well.

B1: **[BORED]** (goto C3)

B2: **[NO RESPONSE]** (shrugs) No use talking to *you*. (leaves)

B3: **[CURIOUS]** (goto C3)

C: **[CURIOUS]** Yup, I'm the Mayor and the town guardian, so to speak. When the signal is received, it's me that sounds the great bell. What a sound, too. Wish I had a chance to try it, but haven't got a signal yet. Odd.

C1: **[NO RESPONSE]** (goto B)

C2: **[THREATEN]** (goto A)

C3: **[BORED]** Yup, I'm in charge of the town's records, too. (thumbs toward files) Just about everything you need to know about this valley can be found in my files. Well, actually, they're not *my* files...hehehe...they're open to everyone. Help yourself to them, if you like.

*SECRET*  
NPC: Molly Moodock

I: **First Meeting**] (humming a light tune at register)  
"Welcome, dearie. We have plenty of rooms available. just 2 coins per night."

A: **[THREATEN]** Shame on you! If you've had a bad day, don't take it out on me!

A1: **THREATEN]** It may be slow around here...but *your* business I don't need!

A2: **NO RESPONSE]** (goto B)

A3: **APOLOGETIC]** That's nice...been rough out there, has it? (tsk tsk) Well, sign up on the register and get yourself some good sleep.

B: **[NO RESPONSE]** Hmm...I think you really need some rest.

B1: **[NO RESPONSE]** Yessir...you do need some sleep. Go ahead...sign up...it'll do you good.

B2: **[THREATEN]** (goto A)

B3: **[CAUTIOUS]** (goto C)

C: **[CAUTIOUS]** Oh, there's nothing wrong with the rooms. No no. There simply aren't many folks travelling through here.

C1: **[NO RESPONSE]** (goto B)

C2: **[THREATEN]** (goto A)

C3: **[SUSPICIOUS]** Well, just make sure everything is secure before you doze off. Nothing can get past our locks.

### NPC: Lighthouse Keeper (EXT.)

- I-----  
1. (1st time) Who are you? And what bring you here? (goto II)  
2. (return) You again? What is it this time? (goto II)
- II-----  
3. THREAT One of them, are ya? Go back to the rock you crawled out from under and leave me be. (shuts upper door)  
4. NO RESP Just gonna stand there lookin' dumb or what? (goto III)  
5. CAUTIOUS Hey...you knocked on my door, remember? (goto IV)  
[ILL ROCK] Hey! Now that's better than any password! Come on in, stranger. (goto INT.)
- III-----  
6. THREAT (goto 3)  
7. NO RESP It's been an exciting conversation...but I things to do. (closes upper door)  
8. FRIENDLY Nice to meet you, too...but without the password I can't continue this.
- IV-----  
9. THREAT (goto 3)  
10. NO RESP (goto 7)  
11. IMPATIENT I'm getting a little impatient, too, stranger. If you don't know the password, I can't help ya.

### NPC: Lighthouse Keeper (INT.)

- I-----  
1. (1st time) Gosh...I've been waitin' for some of this stuff (Illum. Rock). Haven't been able to get the darned light working without it. Many thanks. (goto II)  
2. (return) Always a pleasure to see an old friend again. Sit back and relax. (goto II)
- II-----  
3. THREAT Whoaa...try some decaff! No need to get nasty with me. (goto V)  
4. NO RESP Not much of a talker, are you? (goto III)  
5. QUERY This isn't the original lighthouse, you know. Nope. The first one was built just north of here on the other side of the river. It's just a pile of rubble now. (goto IV)
- III-----  
6. THREAT (goto 3)  
7. NO RESP (mumbles) One visitor in years and it's a stiff! Well, you're welcome to look around.  
8. CURIOUS (goto 5)
- IV-----  
9. CURIOUS This here structure was built as a warning system. Yep. I'm supposed to signal the townfolk of any dangers  
NO RESP heading their way. Like those filthy vultures! Those buggers will swoop down on any poor soul stupid enough to be out alone. You can see from the roof. Up there is the best view in the valley.  
10. IMPATIENT Well, pardon me. I just thought a little conversation might be nice. Sheesh.
- V-----  
11. FRIENDLY That's better. Under alot of stress, eh?  
12. NO RESP (goto 7)  
13. QUERY (goto 5)

He NEEDS TO REFER TO ILLUMINATE ROCK.  
- explain illuminate hasca its properties when  
exposed to light.

**NPC: Free Spirit**

*FORGETTING SPIRITS*

*3 Returns to life without saying the grace.*

1. (1st time) Do not be frightened. No harm shall come to one who is kind to others, as you have shown. Though I do not know you, I have waited for you to come. I had always known you would someday appear to save the valley. You have displayed kindness with the Mushroom People...as the voices of my ancestors had spoken. Let me embrace you and bless you with a spell. (goto II)

2. (return) I was hoping you would return. Are you ready now? Do you trust me? (goto II)

3. THREAT Why do you threaten me? Could I be mistaken about you? (goto III)

4. NO RESP This spell will return you to me when death is upon you...and I will heal your wounds. I can help but three times...and no more. Come closer so that I may bestow the spell. (goto IV)

5. CAUTIOUS [MOVE IN] You need not be afraid...come closer. (goto V)  
(goto animated scene of embrace)

6. THREAT You have much to learn! Fare for yourself...I will not help one who threatens. (disappears)

7. NO RESP I do not understand what goes through your mind...perhaps you are not ready.

8. APOLOG I accept your apology...it is sometime difficult to trust others during these times. Step closer now.

9. NO RESP (goto 7)

10. THREAT (goto 3)

11. FRIENDLY That is better. Feel at ease and safe here. Come to me now and receive the spell of life's breath.

12. NO RESP (goto 7)

13. CAUTIOUS Paranoia can distort the truth and lead to danger. Return when you are ready.

14. FRIENDLY (goto 11)

[MOVE IN] (goto animated scene of embrace)

**NPC: Mushroom People**

*LEAD YOU TO TREE SPIRIT IF YOU'RE NOT WILLING TO  
LEAVE. DON'T TAKE YOU HOME.*

1. (1st time) Hey! Watch where you're steppin'! (goto II)

2. (immed) Well...if it isn't big foot again! (goto II)

3. THREAT Look out! Run for our lives! (they all scurry off)

4. NO RESP Hmmm...you alright? (group begins whispering) (goto III)

5. CAUTIOUS APOLOG We accept your apology. You can't help being big and clumsy.  
(little representative of group confers with others...whispers heard)

Oh, yes...(turns back to PC) For your mercy...ahem...we'd like to take you to a very important person here in the forest. Follow us, okay? (goto IV)

6. THREAT (goto 3)

7. NO RESP Well...nice meeting you...sort of...be seeing you. (they leave)

8. FRIENDLY (goto 5)

9. THREAT (goto 3)

10. NO RESP Yoo hoo...anyone home up there? Oh well...goodbye. (they start moving)

11. FRIENDLY Good...it's not far from here. Watch your steps and stay right behind us. (they start moving)

*OK  
KEEP  
THIS*

**PC: Blacksmith**

First Meeting] (hammering object over coals)

"Greetings. Nice sword you got there...looks like it could use a little work, though," (winks)

"Greetings. Doesn't look like you need a blacksmith. What happened? You get robbed by that highwayman?" (continues work)  
(if previously ejected) "I hope your attitude has changed."

A: [THREATEN] (readies hammer and long object) You looking for trouble?

A1: [THREATEN] Not too smart are ya? (advances toward PC...blackout...PC awakes in street)

A2: [NO RESPONSE] Be on your way, before I start hammering you.

A3: [APOLOGETIC] That's better. (goto B)

B: [NO RESPONSE] You have something for me to do? Speak up...I'm a busy man.

B1: [THREATEN] (goto A)

B2: [CURIOUS] This here is just a garden hoe. I'd much rather work on something more challenging.

B3: [NO RESPONSE] What's your problem? The vultures pick your brains? (goes back to work)

C: [CAUTIOUS] No need to fear me, I'm just a simple blacksmith.

C1: [THREATEN] (goto A)

C2: [CURIOUS] (goto B2)

C3: [NO RESPONSE] (goto B3)

When CONFONT

Who does he give sword to?

grant give check - Talking to vehicle

sub  
to  
sub  
check  
to visit

**PC: Ben Fyshyn**

First Meeting] (constantly fiddling with a piece of rope)

"Hi! You must be looking for a nice boat, eh? I just happen to have one ready. Only 2 coins, too."

A: [THREATEN] Whoa...hey...I can't go any cheaper. No sense harming me.

A1: [SUSPICIOUS] (goto C)

A2: [APOLOGETIC] No problem. With all the weirdness in this valley, I understand.

A3: [INTERESTED] Great. You'll find it tied to the pier. That'll be 2 coins, please.

B: [NO RESPONSE] Undecided? Don't blame you. But I'm the only boat rental in the valley.

B1: [SUSPICIOUS] (goto C)

B2: [THREATEN] (goto A)

B3: [INTERESTED] (goto A3)

C: [SUSPICIOUS] Okay, okay...maybe the boat is not *completely* ready. But that's why it's so cheap. I'm sure you can get the thing running again. No problem.

C1: [INTERESTED] (goto A3)

C2: [THREATEN] (goto A)

C3: [NO RESPONSE] (goto B)

He only gives you the boat if you show or play for him  
Anyway, with the nice woman in it.

### PC: Witch Itah

#### First Meeting (

"My my... a lost adventurer, perhaps? I'm very busy right now, but come in if you wish."

A: [THREATEN] Dare threaten me?! (turns PC into bog slug)

B: [NO RESPONSE] Hmm... not very talkative are you? Just as well... I'm quite busy. (goes about her business)

B1: [BORED] Why don't you take a walk through the bogs? That'll get rid of your boredom! Hoo hee hee.

B2: [SMILE] I haven't seen a smile around here in years, how very nice. Someone special used to make me smile alot. (sigh) But I haven't seen or heard from him in years.

B3: [SUSPICIOUS] (goto C)

C: [CAUTIOUS] It's wise to be wary in these parts. Even the simple task of travel demands pause for thought.

C1: [THREATEN] (goto A)

C2: [CONFUSED] I was referring to the bogs. Very dangerous, they are. One wrong step and you're sunk. hoo hee hee

C3: [BORED] (slightly angered) You can rest a spell here if you like, but just don't bother me anymore. (back to work)

### NPC: Boos Myllyr

I: First Meeting] (inebriated as usual and highly immobile)

"Welcjp, Stanger....er....wilcoom Strangler....oops...(hic)...aw, shucks....Howdy! Shum grog?" (holds up mug)

Drinking this potent grog will cause you to lose consciousness and 1 day of time.

A: [THREATEN] Hey...I've been doing my job...I haven't said nothin to nobody! Don't hurt me!

A1: [DISBELIEF] It's true! No one has passed through the gate! No one! I swear! (faints)

A2: [CONFUSED] I'm confused, too. Things here one day...gone the next. Very confusing.

A3: [APOLOGETIC] Whew! I guess I'm a little jumpy lately. I guess you're okay.

B: [NO RESPONSE] I don't blame you for not speaking. It's dangerous. (whispers) The walls have ears and eyes!

B1: [PITY] Yes, pity this whole cursed valley. What's left of it. Soon what remains will disappear, too.

B2: [BORED] Bored? You wouldn't be if you had access to the...(eyes darting)...never mind. Nothing.

B3: [INTERESTED] (goto C)

C: [INTERESTED] Finally someone real to talk to! So much around here isn't real, you know.

C1: [DISBELIEF] Don't believe me? Well, it isn't the grog that makes me see double.

C2: [BORED] Well, you're not exactly a weekend in Dizzy World! (ignores PC)

C3: [THREATEN] You're are one of them! Hey...I meant nothing by that...honest. Just joking! (cowers in fear)

\*Player Character has option to "TOAST" which cause Boos to take another drink. After \_\_ drinks, Boos will pass out, allowing Player access to keys. Player must not "DRINK" the grog.

\*\* Although most of the above sentences are written clearly, Boos should slur his words and stumble (verbally) often.

if DRINKS + he's OUT

if YOU MISS THIS

he's UP + he's OUT + more DRINKS

Ang -> he's dead



NPC: Molly Moodock

I: **First Meeting**] (humming a light tune at register)

"Welcome, dearie. We have plenty of rooms available. Just 2 coins per night."

A: **[THREATEN]** Shame on you! If you've had a bad day, don't take it out on me!

A1: **THREATEN]** It may be slow around here...but *your* business I don't need!

A2: **NO RESPONSE]** (goto B)

A3: **APOLOGETIC]** That's nice...been rough out there, has it? (tsk tsk) Well, sign up on the register and get yourself some good sleep.

B: **[NO RESPONSE]** Hmm...I think you really need some rest.

B1: **[NO RESPONSE]** Yessir...you do need some sleep. Go ahead...sign up...it'll do you good.

B2: **[THREATEN]** (goto A)

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C: **[CAUTIOUS]** Oh, there's nothing wrong with the rooms. No no. There simply aren't many folks travelling through here.

C1: **[NO RESPONSE]** (goto B)

C2: **[THREATEN]** (goto A)

C3: **[SUSPICIOUS]** Well, just make sure everything is secure before you doze off. Nothing can get past our locks.

\*\* Molly's ending comment: "Say...after you've had some rest, you might want to go across the way and visit my husband. He'll be home by then and would certainly enjoy the company. He used to be quite the adventurer. Nite nite!"

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NPC: Moadikum Moodock

**First Meeting**] (wide-eyed ...surprised...pauses before speaking)

"Oh...sorry...don't get many visitors these days. You must be the newcomer my wife spoke about. Come in, come in!"

A: **[THREATEN]** Well! I think you over-stayed your welcome, Traveller! (PC now outside)

B: **[NO RESPONSE]** Awful quiet, aren't you? Reminds me of an old partner of mine, Canuk.

B1: **THREATEN]** (goto A)

B2: **INTERESTED]** (goto C)

B3: **BORED]** (goto D)

C: **[INTERESTED]** That interests you, eh? Why? I don't think I have much to say to you...I must be going. (ends talk)

D: **[BORED]** If you're bored, then you must just be beginning your adventure! It's always that way at first. But it gets more exciting, you bet your knapsack! Why, take a look around this room...it's filled with memories of exciting times!

\* **BORED** will always inspire Moadikum to talk about aspects of his past adventures and info related to the business with the Illumynite batteries, etc.

PC: Dwarven Leader

I: [First Meeting] (constantly directing other dwarven miners in their duties...busy guy)  
(turns and is surprised by PC's presence)

"Ho! Now where'd you come from? Kinda busy around here, so what are your needs?"

Return Visit] "Back again, eh? Humpf! Well, get to the point."

A: [THREATEN] (all dwarves stop and face PC) Either you're kidding or crazy. Threatening me is like threatening all of us.

A1: [THREATEN] I guess crazy's the word....goodnight! (PC awakens on road at location D)

A2: [NO RESPONSE] (goto B)

A3: [APOLOGETIC] Humpf! Forget it. We're all on edge lately.

B: [NO RESPONSE] You're like a miner's helmet without Illumynite! You all right?

B1: [CURIOUS] (goto C)

B2: [BORED] You're not exactly a laugh a minute.

B3: [THREATEN] (goto A)

C: [CURIOUS] Why this is where all the Illumynite in the valley comes from. Hard work, but worth it.

C1: [BORED] Bored? Well, then...why don't you go for a ride through the mines? (snicker..does not mention helmet)

C2: [THREATEN] (goto A)

C3: [INTERESTED] If you want, just grab a helmet and take a tour of the mines. I got work to do. Be careful in there...  
one wrong turn and you're vulture pickings!

\*Showing Dwarven Leader the blessed SWORD will inspire him to refer you to the General.

PC: Dwarven General

I: [First Meeting] (standing strong...watching his marching troops...his ego is apparent)  
(to the troops) "Keep in step, you vulture droppings!"

(notices PC) "And what in.... well!...excellent sword you have there! You have a reason for being here?"

A: [THREATEN] Hahahaha! Good one! Threatening a general while his whole army is marching around him! Hahahaha!  
Now I like that kind of humor.

A1: [THREATEN] That's the spirit! Why when the true battle comes, my troops and good soldiers like you will teach  
those rejects from hell a thing or two, won't we? Yessir! (goto \*speech)

A2: [NO RESPONSE] (goto B)

A3: [APOLOGETIC] What!? Are you saying you were serious!? Guards! (PC awakens on road at location D)

B: [NO RESPONSE] You a battle casualty or something? Speak up!

B1: [THREATEN] (goto A)

B2: [NO RESPONSE] (rolls eyes) Oh, brother! (ignores PC)

B3: [APOLOGETIC] (goto C)

C: [PASSIVE] This is no place for the dainty! Be on your way.

C1: [THREATEN] (goto A)

C2: [NO RESPONSE] (goto B)

C3: [APOLOGETIC] Be off with you! We need soldiers here, not ballet dancers!

\*SPEECH: Just look at my soldiers! (points) Look at that precision. A fine company of fighting Dwarves, they are!  
None better. Soon, we'll be ready to charge through the tunnels already prepared and smite the evil that dares to  
threaten our peaceful valley. I look forward to that time. And soon it shall be! Soon, indeed!

((During this speech, the Marching Cadence continues, and the player must memorize it!))

1st visit  
get the sword  
Dwarf leader  
goto B  
goto C  
goto A  
You want  
to be the  
king of  
the  
mountain  
do  
the  
job

1st visit  
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king of  
the  
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