

Elsegar I walkthrough

(Please note this isn't a guide on how to complete the game in the least amount of moves but how to complete it in the order that was intended.)

Arrival

First get the crowbar. Next Hit door This will cause the door to open. Go south and you'll be in the valley. There should be the "5-Cube" here. Pick it up so that you can carry more stuff in you inventory. Go south, south, and south and you should reach the be in the mine. This the only lit part of the mine and it is here where you should find the lighter. Light it and go south, south, and south. When you come across the ladder climb it and exit the mine by going south.

Welcome to Elsegar

Go south again and examine the sign at the crossroads. Now continue going south till you reach the train station. While you can try going south the board the train, you find you can't because you have no ticket. Examine the flyer here. Go back north till you reach village square and head west to enter Loki's shop. Ask Loki (the tanuki) about Tickets. He'll tell you you need a gold coin to pay for the ticket and suggest you talk to the governor about his bounty bounty.

The Governor

Go back to the village square and go back to the crossroads. Go east till you reach the governor's office. Ask about the bounty. He is so busy in his work that will ignore you and ramble about his own things but will mention a "shadowbeak". Type "Ask Governor about shadowbeak." he will ignore the first time. Do this two more times till he finally tells you its in the labyrinth but the they lost the key to it and the reward is one gold coin.

Let's Go Diving

Go back east till you reach the crossroads. Go back to the village square. Go West until you reach the Vegetable Patch. Go South to the cottage and get the mug. Go Back to Village Square. Examine the well and put the fish into the cup. Go North till you reach the field. Go west two times and north till you reach the white house. Go east and into the lab and read the notepad. Put the fish or the mug into cauldron. Ounce done, drink the elixir and go back to the village square. Enter the well (or go down in the village square) and go down to the bottom. Get the key and get out of the well.

Enter the Labyrinth

Go back to the field and go west to the labyrinth entrance. Use the key you found in the well to open it. I recommend saving you game here because the shadowbeak can kill you and I also recommend using some pen and paper to map out the labyrinth so you don't get completely lost in it. Ounce you find the shadow beak, use the crowbar to attack it, there is a chance that you might hit it and kill it, miss it, or the shadowbeak will kill you. If you do manage to kill it, put the Shadow Residue the monster dropped into the mug and head out of the labyrinth.

The Reward

Go back to the governor and give him the mug. He'll take it and give you a gold coin. Go back to Loki and give him the gold coin for the ticket. Go back to the train station and board the train by going south. You have completed the game!

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Fun Things to Try.

- "Turn on the radio"
- Damaging the radio by attacking it or taking it with you in the well. If you do this, the radio will now longer work
- "Attacking the mug' (Save first because if the mug is damage before you get drink the elixir or get the nightmare fuel, you won't be able to finish the game)
- Attacking any NPC that isn't the Shadowbeak (this will cause the score to go down by one and three if using the crowbar)
- "Elsegar"
- "xyzyzy"
- "mumble"
- "Yell"
- "Dance."