

Double Trouble

From DinkSolutions

You start either as Dink 'the original' Smallwood or Dink Logan. Smallwood has an axe and fireball magic, but Logan has his claws and his healing powers. Both seem fine to me.

After the introductory sequence, go up a few screens, till you can go left or right. There are some goodies to the left, pick them all up and you can go right. Then go down. From here on it's pretty straightforward. If you get to a part with lots of slayers, then there will only be one potion left ahead, just so that you know. If Dink (either one) says he notice another presence in the room, that means the boss is coming. He's kinda though, so if you think you're not strong enough, go back, and get some goodies or level up.

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