

# Quest (The)

From DinkSolutions

(Highlight puzzle answers to read)

After you're done wandering and talking to people, enter a cave west of the screen with the savebot. You'll meet the "Guard of Logic" who will ask you some questions.

- 1st question answer:
- 2nd question answer:
- 3rd question answer:

After you answer them correctly, continue north. Another guard who asks lethal questions, the Guard of History.

- 1st question answer:
- 2nd question answer:
- 3rd question answer:

Continuing north, talk with the last guard, the Guard of Sweden. There will be no answers to his ultimately difficult questions in this walkthrough.

After answering correctly, pick up the red heart. Head out and talk with the farmer in the westmost house of the village. On to Bandalla you go! There are two secrets in this area that are fairly easy to find.

- 1st secret:
- 2nd secret:

Once you've spoken with the mayor who's standing next to the well, head east, and talk with the guard. He wants you to bring him ten badgers. Where to get badgers in this dmod? Hmm.

Answer:

Head east, save the game and find another puzzle. You have to find the red knight amongst a bunch of blue ones. This can get difficult and annoying if you have to try many times, but luckily the answers aren't random. If you have to try again just remember what the answer was the last time and go eat a banana while they walk around.

- 1st answer:
- 2nd answer:
- 3rd answer:

Going east, you find the second puzzle on the way to the dreaded castle of Dome. Memory. There are 4 rows of barrels from top to bottom and 5 rows from left to right. Each time you answer wrong, you lose a chunk of your life.

Pairs:


Going north, you meet the farmer again and he gets you in a fiery cave. Here you meet another guard, the Guard of Riddles.

- 1st question answer:
- 2nd question answer:

3rd question answer:

After that, talk to the boatman and he will take you to a very vile and twisted place. There will be more puzzles, of course. You have to change the colour of some hearts in a 3x3 grid. (Generally these kind of puzzles are faster solved with pure luck than actually thinking about them, though it might take a while if you get a streak of bad luck.)

1st answer:

2nd answer:

3rd answer:

That was the last puzzle on the way to the castle of Dome... Yay. Shortly after entering, you meet a wizard who challenges you into a game of insult mom-calling!

1st answer:

2nd answer:

3rd answer:

Going north, you find a savebot, a healing well and some goodies. On the next screen... The first actual fights in the dmod (excluding one of the secret areas). The pillbug and the slimes should die easily, the magician is more troublesome, though there's no specific tactic to beating him. Just hit and evade fast instead of letting him run around freely and cast a lot of spells.

Once you go another screen north, that's it. Enjoy the ending.

Retrieved from 'http://dinksols.duckdns.org/solutions/index.php?title=Quest\_(The)&oldid=783'

Category: Walkthroughs

- 
- This page was last modified on 5 December 2012, at 16:03.
  - This page has been accessed 3,590 times.
  - Content is available under Creative Commons Attribution Share Alike.