

THE PROPHECY™



H i n t b o o k

COKTEL VISION
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THE PROPHECY™



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INTRODUCTION

THE PROPHECY HINTBOOK



he Prophecy, by European game designers, Coktel Vision, pulls you into a magical, sometimes frightening, adventure where you'll encounter extremely challenging puzzles, fast-paced timing oriented threats to your life, and a menagerie of bats, rats, gargoyles, humorous sidekicks, and wicked wizards. This is the perfect game to play with the lights out and a candelabra on your desk.

Imagine that you live in an old world kingdom, in a small but cozy cabin. As the day fades into night, a storm rages outside and frightening flashes of lightning cast eerie shadows. Suddenly, the door bursts open and there stands the silhouette of a dark ominous hooded figure.

He speaks, "On this day, evil omens are carried in on the storm. This could be the end of the Kingdom of the Blue Rocks! Only three days remain before the moon will block out the life giving light. This Kingdom may fall to the tyranny of the evil sorcerer, KRAAL.



The Prophecy proclaims that, on the day of the great eclipse, if three grains of sand are placed in the REVUSS hourglass by a brave hero, the enemy will be vanquished."

The Prophecy is different from most Sierra games in that it is played from a first person perspective. That means all the action takes place from your point of view. You are the main character. However, when you interact with other characters in the game you are referred to as Ween, a valiant apprentice magician.



One of the many quaint charms of The Prophecy is that much of the text language is steeped in old world romance type phrases. The game was originally created in French and later translated into English. You may find that some of the words and phrases used in the game text seem very foreign, and they are. We felt that loose translations would add to your game playing enjoyment.

In this hint book every effort has been made to modernize words and phrases to achieve maximum understanding. Several times you will find that the hint book's term for a certain object is not necessarily what the object is called in the game. In this case, you will find the old world game text language in parenthesis. For example: The EVIL POTION is called the (Lucifery). And, the ENERGY-GIVING POTION is called the (Vitalys).

GAME PLAY STRATEGY

Imagine that you are a daring and resourceful young magician. You will need to use certain objects on other objects to create a specific tool. Here are the objects you will use often to create the tools you will need on your Prophecy quest:

The COPPER BALL is the essence of your magic in that it can be transformed into various tools by using it on other objects.

1. The COPPER BALL changes into a CAULDRON when it is used on the RING. When you use the CAULDRON on the RING, it changes back to the COPPER BALL.

2. The COPPER BALL changes into a SWORD when it is used on the NECKLACE. When you use the SWORD on the NECKLACE, it changes back to the COPPER BALL.

3. The COPPER BALL changes into a PIPE when it is used on the TIARA. When you use the PIPE on the TIARA, it changes back to the COPPER BALL.

Important: Throughout this hint book you will be advised to use the COPPER BALL, CAULDRON, RING, SWORD, NECKLACE, PIPE, and TIARA to perform various tasks. Refer to these magic formulas when you see an object printed in capital letters.

FOR EXAMPLE: When you are in the leaking boat it will be necessary to use the PIPE on the bottle and, if necessary, you will need to bail water from the boat with the CAULDRON.

In the episode before you get into the boat, the COPPER BALL should be transformed into a SWORD. When you shove off in the boat and find out it has a leak, you will need the PIPE. However, by the time you transform the SWORD into a PIPE, the boat sinks. This is a good time to remind you to SAVE GAMES OFTEN.

TECHNICAL INFORMATION

You can save up to 15 games at a time in The Prophecy's Save Game directory and write over previous save games with new ones. However, because of the difficulty of the game, you may want to save often and keep your previous save games. The following procedure will enable you to archive your previous save games so you can make new save games in the Save Game directory:

Quit the game and you will be at the PROPHECY directory (e.g. C:\PROPHECY). The save games are in a file named CAT.INF in the PROPHECY directory. You will need to copy and rename this file to another place on your hard drive or to a floppy disk.

To copy and rename the CAT.INF file to your hard drive (e.g. C:) from C:\PROPHECY type COPY CAT. INF C:\CAT1.INF

To copy and rename the file to a floppy disk (e.g. a disk in floppy drive B:) from C:\PROPHECY type COPY CAT.INF B:\CAT1.INF

This renames the CAT.INF file to CAT1.INF. Each time you fill up the Save Game directory in the game, use one of the above commands and rename the files in consecutive order, i.e. CAT1.INF, CAT2.INF, CAT3.INF etc. You may now restart the game and write over previous save games in the Save Game directory with new ones.

The following procedure will enable you to use previous save games you have archived:

Quit the game and you will be at the PROPHECY directory (e.g. C:\PROPHECY). Be sure you have archived the save games currently in the Save Game directory. Determine which file has the previous save games you want to use (e.g. CAT1.INF). You will need to copy this file to the PROPHECY directory and rename it to CAT.INF.

If the CAT1.INF file is on you hard drive (e.g. C:)

from C:\PROPHECY type COPY C:\CAT1.INF CAT.INF

If the CAT1.INF file is on a floppy disk (e.g. a disk in floppy drive B:)

from C:\PROPHECY type COPY B:\CAT1.INF CAT.INF

You may now restart the game and the Save Game directory will display the previous save games.

Since technique, timing, and magic are so important to the completion of The Prophecy, it is a good idea to save your game when you've completed a particularly difficult puzzle.





HINTS

INSIDE THE CABIN

The opening sequence to the game was fascinating, even mystical. I got the feeling of being in a medieval land of wizardry and magic. Now I'm inside a small cabin and I haven't got a clue of what to do.

The Prophecy will take you on a very magical quest. You must depend on your uniquely human ability to leap beyond logic. Release your spirit of imagination and let's begin this mission of good conquering evil.

You first should click on the crystal ball on the table. It will arise into a human figure and then be transformed into a COPPER BALL. Take it swiftly. The COPPER BALL will be with you and save you in your many perilous missions to come.

Over by the fireplace take the tongs into your inventory. Go over to the cupboard and open it by clicking on it. Take the lard, put it in inventory, then click on the cupboard again and take the knife. Leave the room to the left.

OUTSIDE ON THE PORCH

I'm outside on the porch and these two buffoons Ubi and Orbi, kick up quite a dance. Are they important? Should I give them something?

You are so right. They are buffoons, but they are nice and friendly. Laugh with them, then take the straw and use the tongs on the handrail to take the wood. Use the knife or tongs on the reed, it turns into a flute, take it.

Special note: You will often use objects in your inventory on each other to create new objects.

Use the knife from your inventory on the reed in your inventory. Now you have a flute. Take the flute into your inventory and exit on the right. Once you're back inside the cabin, exit to the next room on the right.

INSIDE THE LAB

There are creepy things in here. How can I get out of here quick?

Have you forgotten the Prophecy so soon? Stand tall in the face of fear. Go over and take the tablet. Then, pick up the key and use it on the skull, look through the pieces of the skull and take the RING. Use the sleeping draught on the seeds and take the drug.

I've got the sleeping drug, but I don't know what to do with it. Should I take it and pretend this is all a dream?

That would not be honorable for an adventurer. Proceed in this manner: Click on the picture and use it on the hook. Click on the niche, a fierce creature will appear. Use the drug on the niche. Click on the niche and take the mold. Exit to the right.

BACK AT THE CABIN

Sheesh, I haven't gotten very far and I only have three days. Will I make it?

Do not fear, you have friends that will help you. Remember the flute you made from the reed? Call Urm by using the flute on Ween on the icon bar.



When Urm appears, he will fly around a while. When he settles down, give him the strawberries. Urm will go crazy, knocking over things and breaking them. However, he does leave some jam, so take some. Hang on, don't leave the cabin yet.

Put the straw and the wood in the hearth. Call Urm (with the flute on Ween) and give him the jam. Use Urm on the hearth. Create a CAULDRON and use it on the hearth. Place the gold on the CAULDRON on the hearth. Take the CAULDRON with the melted gold and use it on the mold. Exit on the right.

BACK AT THE LAB

I made it back to the LAB, but I'm stumped. What should I do?

Use the golden key you made on the padlock, take the half-statue, and exit using the trap door.

AT THE PRECIPICE

This is a creepy place. What the heck is a tibia? And what am I supposed to do in this room?

Remember your crusader's mission. No matter what you face in your quest, let your courage abound, strike forth fearlessly. Take the tibia bone into inventory. Use the torch on the hearth and use the lard on the CAULDRON, and then place the CAULDRON on the hearth. Take the CAULDRON and the planks. Exit to the left.

I've tried everything in this room. Am I in the right place?

Close your eyes for a moment and imagine yourself as a wizard in a world where magic is your weapon. Now, use the CAULDRON on the bowl and take the rope (put it in inventory). Use the RING on the CAULDRON, thus changing it into the COPPER BALL, and use it on the orbit (the eye socket of the skull). Take the stone. Now retrieve the tibia from inventory and use it on the opening in the mouth. Use the bowl on the tibia. Move the lever and take the COPPER BALL. Exit to the right.

That skull and lard routine was bizarre. What should I do now on the precipice?

Use the ropes on the planks and then use all of it on the precipice. Now you can exit.

AT THE STELE

I'm dumbfounded. There seems to be nothing logical in solving this puzzle. What is a Stele?

A Stele is a stone carving like the one in front of you in the center of the screen. Do not become discouraged with the challenging puzzles. You are on your way to completing a master-level game. Now, use the torch on the torch carrier. Click on the skull on the left and take the stone. Take the tibia to the foot on the left-hand side of the statue and use it on the spear. Use the spear with the tibia on the curtain, and on the blackberries. Call Urm (don't forget to use the flute) and give him the blackberries. Use Urm on the hole above the door. Use the key in the lock and exit.

Wow! This is a master-level game. Tell me more, it is now a matter of honor to finish this game. What should I do now? Should I ask Petroy?

Yes and no. Petroy can help you with many things, but most of them have to do with the interpretation of the mysterious language transitions you will encounter on your quest. Let's try this: Click on the SWORD and then on the hook. Take the SWORD and click the SWORD on the statue, then click on the trap door. Use the COPPER BALL on the RING (within your inventory), it will change into a CAULDRON.

Okay, I have the CAULDRON. Should I use it on something?

Yes, it is a most appropriate container. Now, use the CAULDRON on the acid three times. When this is done, click on the mechanism. Click on the sun, the moon, and the crown. Click on the SWORD, the moon and the crown. Take the elixir and the effigy from the hiding place (you will use them soon) and exit.

I'm still in the room with the engraving, or the Stele. I must be missing something. What have I overlooked?

Yes, I can imagine your anxiety, especially when the Great Eclipse is only 3 days away. Click on Borgol and use the CAULDRON on the niche holding the Stele. Use the sun stone on the niche. Use the moon stone on the niche. Use the effigy on the niche and exit.

AT THE BRIDGE

Okay, what gives? I've gotten to the bridge and yesterday I performed several tasks. Today I have a whole new set of duties, or so it seems. Is this a mistake in the game?

Oh no, this is not a mistake, this is a bonus. Actually there are 2 different solutions to this scene. Be forewarned! You can take the easy way out, or you can utilize your game prowess and solve the puzzle with honor. Or, of course, you can try both.

The Bridge, Solution 1 - Click on the bridge, then use the feather on the chest. Take the venom and the pollen. Prepare the venom, pollen, and elixir potion in the CAULDRON. Use the CAULDRON on the monster.

The Bridge, Solution 2 - Click on the bridge, then use the feather on the chest. Take the venom and the pollen. Prepare the venom and pollen growth potion in the CAULDRON. Use the CAULDRON on the leaves to the right of the chest and take the strawberries. Call Urm (using the flute), and give him the strawberries. Use the gold on the half-statulette, then use the half-statulette on the water.



WHEN YOU ARE UNDERWATER

I find myself unexpectedly underwater. Will I have to hold my breath very long?

That depends on how quickly you can solve this episode. Now, take a deep breath and begin. Click twice on the staircase to the right of the bars. Click on the insect and use it on the large piece of seaweed to the left.

The insect made the seaweed happy. Now what should I do?

Use the glass on the dead fish. Take the steel bar. Click on the staircase to make the crack appear. Now, use the bar on the small hole to make it bigger.

I know I have to use the staircase, but I can't get by. I spoke with Petroy, but he didn't have a clue of what to do. Should I use a Joker to help me?

No, do not use a Joker. You only have 3 and you may need them later. I know Petroy tries to be helpful, but don't forget that his expertise is translating foreign languages.

Click on the staircase and on the large piece of seaweed to the left. Click on the fish bone and take the harpoon point. Use the harpoon point on the steel bar.

I tried using the harpoon point on the bars, but it didn't have enough strength to open a passageway. I need help. I can't hold my breath much longer!

Relax and hurry up (huh?). I will quickly lead you through your predicament. Click on the large piece of seaweed to the left. Now, use the harpoon on the fish, then use the harpoon/fish on the steel spikes near the staircase. Exit.

BACK AT THE BRIDGE

This bridge is turning into an expanse over troubled waters. What should I do?

When crossing a bridge of fear, always put one foot in front of the other. Take the SWORD from the figure on the left and use it on the rock. The rock will cover the hole. Then, use the CAULDRON on the hole that is just above the hole you covered with the rock. Take the strawberries. Use the flute to call Urm, he'll eat the strawberries and drop off a pile of gold. Click on the hole on the lower right (off the path), you'll meet Orivor. Use Orivor on the pile of gold. Exit to the upper right.

AT THE TEMPLE ENTRANCE

NOTE: Refer to the beginning of this book to remember your wizard-like abilities to change objects.

I've arrived at the entrance to a temple. How should I proceed?

Say a prayer while you're there, you might need it. This game gets progressively tougher as you go. Isn't it a blast? Use the venom on the snake. Use the torch on the brambles. Use the TIARA on the COPPER BALL, it will change into a PIPE. Use the PIPE on the wasp trap and use the wasp trap on the wasps. Exit straight ahead.



AT THE DRAGON

I'm having a problem with this dragon on the bridge. I've clicked on the parchment and transformed myself into many peculiar things and still I cannot get past the dragon. I can't fight it, trick it, or sneak by it. What should I do?

Sometimes you have to take inventory of your inventory. Look and see what you have, remember the objects, and then go back to trying to solve the puzzle. When you click on the parchment at the bottom five times, you turn into a worm and the dragon turns into a wasp. (Are you catching on?) Use the wasp trap on the wasp. Go to the right, near the tree, and pick up the cherries. Call Urm and give him the cherries. Use Urm's powers on the wasp trap and exit.

I've entered what looks like a lobby of elevators. How do I get aboard?

An elevator would indeed be a challenge in the days of the Prophecy. But, these doors don't go to the top floor. Click on Borgol and take note of what he tells you. Then, go to the door on the left and click on the mechanism. Click on the symbols in this order: BOW, GOAT, CAULDRON, and ROAST. Click on the skull and exit through the door.

I'm in front of another door, but this door's mechanism is different than the first door. It looks like a code and I can't crack it, got a tip?

Hmmmm, the first door's mechanism had to do with hunting and cooking, so now that you ate, that must be the clue. Click on the mechanism, take the vial into inventory and you will see a grouping of dots on a panel. Since you just ate, the numbers you click on must add up to the number eight. Click on the code in this order, 1 & 3 & 4, it equals eight. Click on the skull lever to open the door.

AT THE GUARDIAN

Is that old hag the Guardian? She keeps asking me to help her. What can I do?

Never judge a person's worth by their appearance. I will tell you how you can transform her into a beautiful woman. And she will help you on your quest. First, click on the Guardian, take note of what she says. Then take the Gargoyle on the lower left and use it on the ledge next to the other Gargoyle. Take the coin and the hammer, put them in your inventory.

Something tells me there's a lot more to do in this room. I've found various items, but I don't know how they all go together. Can you help me?

But of course, and something tells me you'll slap your forehead and say something like, "Gosh, I would've never thought of that." First, use the pile of wood on the hearth. Then, use the vial in the enclave where the coin was. Click on the fountain.

Yikes, I'm looking down the mouth of a pretty gruesome statue. Why?

Should I say it? Why not. Never kick a gift horse in the mouth. Take the lichen from the mouth (yes, I've often felt like that's what's in my mouth in the morning). Use the lichen on the hearth. Click on the teeth in this order, 12-4-6-3. Now you can take the leaves.

Find the hammer and use it on the statue's arm. Amphora (a kind of combustible liquid) falls out. Use it on the hearth. Take the rag off the statue's head and use it in

the fountain water. Take the wet rag and use it on the head and then use it on the eye. Now, use the venom on the right eye, a snake will appear. Use the pollen on the left eye, a flower will appear. Use the flower on the hearth.

Use the PIPE on the snake, it becomes a coil. Use the coil on the Gargoyles. Click on the stone wall behind the Guardian and then use the leaves on the hearth. Use the wet rag on the coil. In the lower left hand corner, a magnifying glass appeared earlier in this scene. Take it and use it on the beam of light that shines in through the wall behind the Guardian.

Once the fire gets cooking, a potion will be distilled through the coil and be transferred into the vial. Take this potion and use it on the Guardian, take note of her words of wisdom. Tidy up the place and click on the coil, it will turn into a PIPE. Use the PIPE on the TIARA. Use the COPPER BALL on the small statue at the back of the room. Take the COPPER BALL and exit through the wall.

AT THE SANCTUARY

I'm sandwiched between two statues and there is an altar like structure in front of me. Now should I go and pray for help?

No need to waste valuable prayers. I will help you with this episode. First, take the NECKLACE on the chalice, and then take the glove from the left statue. Click on the chest to your left.

Yech! This chest is crawling with spiders. What should I do?

Spiders are your friends, but if you are a bit squeamish, use the glove on the spiders, then dig around in the chest and find the heart. Use the heart on the right hand statue heart site. It's weird to see, he will slide backward and reveal a passageway. But hey, slow down. Don't go through the passageway until you've solved all the puzzles in the Sanctuary.

Take the chalice and use it on the scales. Then, click on the left hand statue's nose. Go to the back of the room and, on the lower left hand side, you will find the tapestry. Click on it and take the mirrors that were hidden behind the tapestry. On the lower right hand side of the altar is a vase, click on it and take the key. Now, exit through the passageway.

Click on the passageway, you will see 2 doors. Before you use the key on the door, place the mirrors on the opening, this will protect you from the force field. Now, use the key on one of the door locks and go through the door. The door you choose will affect the next sequence of events.



AT THE STATUE AND THE WELL

If you entered through the door on the left.

I'm by the statue and I've gathered up some objects and placed them in my inventory. Now what should I do?

First, make sure you've saved your game because following the right sequence is important in this episode. Use the PIPE or the SWORD on the opening in the hand of the statue, lightning will strike the metal and fall to the earth. Take the lightning and use it on the hole in the pulley of the Well, it acts like a crank.

I cranked up the Well rope and still no response. What should I do at the Well?

Well, hmmm, that's a deep thought. Take the net you'll find between the sleeping statue and the column and put it in inventory. Take the hooping from the barrel and place it in inventory. Exit to the right. Hold it. Don't forget the SWORD, you may need it later.

This is like a scene out of a surfer beach movie. Is it time for "Surf's up!"?

I don't think surfboards were invented in the days of old. Plus, I haven't seen many river surfers. So, click on the grill, and then use the net on the river. Nice catch. Use the fish on the trap and take the crab.

Oh, I get it. Now I use the grill to cook the fish, right?

Come on! The Kingdom of the Blue Rocks is depending on you. Use the grating on the barrel hooping, this will make a strainer (a sieve). Use the sieve on the river, collect the nuggets, and exit to the left.

Mission accomplished, except I'm back by the chest and pedestal. How can I get out of here?

You are doing just fine. Use the crab on the chest, it will clip the chains. Use the COPPER BALL on the NECKLACE, it turns into a SWORD. Use the SWORD on the chest, and then use the key on the lock on the pedestal of the sleeping statue. Use the nugget, then the lightning and the sun, on the pedestal.

AT THE GARDEN

If you entered through the door on the right.

I thought I'd take a short cut and use the right door.

There are no shortcuts on the road to success. Use the bag from the back left-hand corner on the snake which is center screen to the right. Click on the bond and close the bag. Take the bag with the snake in it and use it on the mongoose.

Use the SWORD on the larch tree. (Aren't you glad you didn't forget to retrieve the SWORD from the statue?) Take the root from the bottom left-hand corner of the screen. Use the root on the resin that seeped out when you struck the larch tree with the SWORD.

Use the root on the resin and then use the resin on the monsters, they all stick together. Make a PIPE and use it on the water. Use the pearls and the digitalis on the bowl. Use the femur, from the foot of the tree on the right, on the basin. After the mixture has been formed, use it on the queen. Go amidst your inventory and transform the PIPE into a SWORD, use it on the rope. Exit to the right.

Well, this is delightful. I'm back at the beach with the staircase. What should I do?

Use the bowl on the resin and the resin on the flower. Use the horn on the wood that is on the lower right of your screen. Use the tropical creeper, from the rocky peaks, on the horn and the wood to make a pickaxe and dig it.

Hey, I can dig it as much as the next person, but where should I get into it and dig it?

While you're playing your axe (using the pickaxe), try the area on the bottom left of your screen where you see a dark stain under a rock. (NOTE: This spot is not marked. Just dig all around the area until you find a spring of water.)

Use the bowl on the spring, take the water, and use it on the mushrooms. A stone will appear beneath them.

This nasty bird keeps flying around trying to catch this insect by the flower. How do I get rid of it?

Take the stone and use it on the bird. This takes some doing because the bird doesn't stay in one place. Here's an inside tip: Move your cursor around just below the bird until the word 'bird' appears, then bean it with the stone. Wasn't that fun? Now, click on the eye of the skull, a worm appears and you get a great close-up of it. Use the worm on the mushrooms and exit by way of the staircase.

AT THE BEACH BY THE BOAT

What to do? I have nothing in my inventory. Those two clowns Orbi and Ubi were carrying my haversack and it got stolen. I feel helpless. Help!

Never have a kid do a man's job. Let's get busy. Click on the monster, he whines about being hungry for gold. What does that tell you? You need to take the strawberries, whereupon a flute appears, so you can use it on Ween, and Urm will appear. Use the strawberries on Urm and he'll drop off a pile of gold. Use the gold on the monster and take your haversack.

Whew, I got my stuff back, but I don't know what to do with it. This really takes the wind out of my sails.

Let's see what we can do to get you sailing away. Take the oar and use it on the notch at the back of the boat. Take the net and use it on the sea, nice catch. Now that you have your haversack back, transform the COPPER BALL into a SWORD and use it on the fish, eggs will spill out.

Yeck! Saving this Kingdom is full of surprises. What should I do with the fish eggs? Should I keep them and serve them as caviar?

Don't use them as caviar unless you have crackers and a nice Chianti to go with them. Take the eggs and use them on the spider, it will spin you a web (sail). Take the sail into inventory.

Use the SWORD on the bamboo, it becomes a mast, use it on the boat. Retrieve the sail and use it on the mast. Use the hammer on the boat ribs, and then use them on the boat. Click on the coconut tree and when the coconuts fall, pick them up and use them on the lobster pots. Take the lobster trap and use it on the boat ribs (arch).

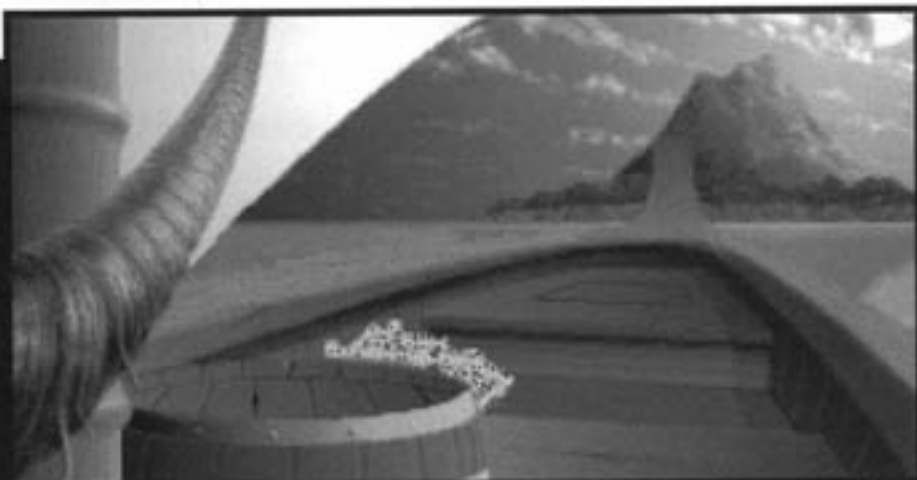
Strategy tip: Before you leave the boat-beach scene, turn the SWORD into a PIPE and be sure to save your game before you go on.

Wouldn't you know it? Just when I was about to relax on a cruise, the boat springs a leak. I'm going down for the 3rd time, can you throw me a life preserver?

"I'll never wear a life jacket again, Chiefy. I'd just be bait for the sharks." This is a tricky episode and timing is the key factor. Hopefully, you paid attention to the strategy tip and have a PIPE in your inventory BEFORE you attempt this scene.

Once the boat springs a leak, you really have to work fast. (Believe me, I played this sequence so many times it's embarrassing. But, I did solve it.) Here's what to do:

When you first set sail, use the hammer on the padlock. Click on the hold and, when the hold opens, take the tar. Quickly use the PIPE on the bottle and take the cork. Hurry now, use the tar on the cork. Put the tarred cork in the hole and use the hammer on it. If necessary, transform the PIPE into the CAULDRON and bail the water out of the boat.



AT THE BEACH ON VOLCANO ISLAND

Nice beach, but the sky seems overcast, it's not a very good day to catch rays. What should I do?

Take the key and use it on the lock, enter the cabin to the right. Inside the cabin you'll see an old man. He can help you enormously, but he needs a few things first. Take the shovel and go back outside.

I get it, use the shovel on the beach and take the three grains of sand and save The Kingdom of the Blue Rocks, right?

Not just yet, can you dig it? Take the shovel and use it on the sand until you've dug eight holes. Strategy tip: Scan back and forth across the sand for places to dig. Use the tip of the shovel to locate the word 'sand' and dig (use the shovel) on that area. When you click on the oyster, use the SWORD and a pearl will appear, take it and the: eye, fish bones, diamond, jewels, and sandal.



Wow! This stuff is getting cumbersome. What should I do with it all?

Consider the adage, "You must give to receive". Find the door and enter the cabin on the right. Call up Urm (with the flute) and give him the strawberries. While you're in a generous mood, give the old man the coin, gold, eye, fish bones, diamond, sandal, jewels, pearl, and the ingot (that Urm dropped). Take the SWORD and use it on the planks of the wall, exit through the swinging door.

AT THE GARDEN

I've entered a garden and there is one mean teeth-gnashing plant. Should I take my SWORD and kill it?

Yes and no. Take the SWORD, but don't use it on the plant. You can't kill it and each time you strike it the heads multiply. Use the SWORD on the branches to the right of the plant and then use it again on the curved branch on the left. Click on the bushes to find the gold.

I've looked everywhere for the 'Bushes' marker. Nothing seems to work. How do I find the gold?

There are several instances during the course of The Prophecy where you must find objects that are not marked. You can try using the SWORD on various areas of the screen, scanning back and forth with the cursor.

If you still can't find the proper area of the screen to use the SWORD (the area is very small), I'll try to give you as close a location as I can. The area is within the bushes on the lower left-hand side of the screen. You'll see a row of bushes spreading from the center of the screen up to the tree. Just off center of the screen, on the lower left, are little white berries on the bushes. Click the SWORD in that vicinity until the grass is chopped away and the gold is revealed.

That was a good hint, I've got the gold. What do I do now?

Thank you. Click on one of the holes by the base of the tree on the left and a little creature called Orivor will appear. Take the gold and use it on Orivor, he will give you a rope. Use the rope on the curved branch, it turns into a bow.

I thought I had this figured out, use the bow on the plant. But, when I shot the beastly plant, it ate my arrows.

It's a very hungry plant and it's about feeding time. Use the bow on the walnut in the tree on the left.

I missed and scared some birds out of the tree and the plant ate them. I feel terrible, what should I do?

It is unfortunate that some things must suffer to satisfy other things. Near the base of the plant are the feathers of the birds. You can make their deaths honorable by changing the SWORD into a PIPE, taking the feathers with the PIPE, and using them on the pile of arrows on the left. Now you will be able to take better aim at the walnut in the tree, so use the bow on the walnut. Change the PIPE into a SWORD and use it on the walnut.

AT THE OLD MAN'S CAVE AND THE STATUE ENTRANCE

I guess I'm in the old man's cave. Where is he?

Take the cane and use it on the glass eye. When he appears, click on the old man. Collect the strawberries on the right, use the flute to call Urm, give him the strawberries, and give the gold to the old man.

That old geezer told me he would help me if I gave him gold, but when I did, he vanished. I'm stuck.

Use the cane again and click on the glass eye. Take the red currants on the left, call Urm and use them on him. Use Urm to turn the old man to stone by clicking on the old man, he will open the door. You see, the valiant-hearted will always triumph.

I left the cave and I've wandered around outside, but I can't find anything to use or anywhere to go. What should I do?

Go back inside the cave. There are several matters to finish in there. Take the feather (it's on the right side by the worm), and use it on the chest. Take the two vials in the chest and put them in your inventory. It is time to use your apprentice wizardry skills again. In the CAULDRON (you have to create the CAULDRON from objects in your inventory), prepare a growth potion by combining the pollen and the venom in the CAULDRON. Use the potion on the mushrooms. Collect the truffles and prepare the growth potion again. Use the potion on the grass at the back and to the right of the ruby, collect the camomile.

Well, so much for getting out of this cave. The mushrooms grew so big, I can't get out the door. Should I cut them down with the SWORD?

Prepare an evil drink (Lucifery) with the truffles and the venom in the CAULDRON. Use the potion on the ruby, it becomes a fire. Use the CAULDRON on the water. Put the camomile (chamomile) in the CAULDRON and use the CAULDRON on the hearth. Take the CAULDRON and use it on the worm. The worm will get very hungry and eat the giant mushrooms. Exit through the left door.

I'm back outside the cave and still nothing works. What am I doing wrong?

You've done nothing wrong, and I feel that you will fulfill the Prophecy. Use the SWORD on the bush, a door will be revealed. Take the pollen and use it on the quartz, a flower will bloom. Click on the flower and take the pistil from the flower's center.

Prepare the energy-giving truffles and pollen potion (Vitalys) in the CAULDRON and use it on Borgol. Click on the ant on the leaf at the top right of the screen. Take the flower pistil and use it on the ant. The ant thanks you with magic.

As if things weren't tough enough, now I'm the size of an ant.

A big body does not a big man make. Look around in the grass and take the two grains of sand (one on the right side and one on the left). Then, take the axe (axle), beneath it you will find the third grain of sand. Hurry and take it, the ant's magic quickly wears off.

I've got the three grains of sand. How do I put them in the Revuss, the hourglass of time?

Be patient. You will soon come upon your greatest challenges thus far. For now, prepare the energy-giving truffles and pollen potion in the CAULDRON and use it on the statue. Lower the lever behind the statue and exit through the cave door on the right.

Is it deja vu, or have I been here before?

You've been here before and you need to take care of a few minor details. Click on the mechanism, it opens. Use the axe on the orifice and lower the lever, now you can take the key and exit to the left. Use the key on the lock.

This is a trick. I opened the door, but bars are still blocking the way. Should I have used the key elsewhere?

You're doing just fine. Prepare the 'Change' potion using the truffles, pollen, and venom in the CAULDRON. Take the potion and use it on the grill, snake will appear. Take the venom and use it on the snake.

Prepare the evil potion (Lucifery) by using the venom and truffles in the CAULDRON, use it on the ruby. Exit back into the cave and use the CAULDRON to fetch water from the fountain. Use it on the flames and exit through the open door.

AT THE VOLCANO ENTRANCE

I'm in an underground cavern with several ominous looking statues and pillars, and there's a river of molten lava in front of me. Am I going to get burned?

One must often dive boldly into the deep dark bowels of the earth to find the glorious light of day. Take the bowl on the lower right and put it in your inventory. Click on the ornament on the statue, a jewel appears. Take the SWORD and use it on the ornament, it falls. Now, use the SWORD on the ornament hole 4 times, collect the fallen jewels. Prepare the evil drink (Lucifery) in the CAULDRON using the venom and the truffles, then use it on the ruby and take the jewel.

I'm perplexed. I have these jewels, but what do I do with them?

Click on the hideaway positioned on the far right pillar closest to you, a kind of bug will appear. Click 4 more times on the pillar hideaway, this really bugs the bug and he will give you glue. Use the bowl on the glue.



I'm only an apprentice wizard. What can I possibly do with these objects in my inventory?

You won't be an apprentice wizard for long. The next spells you must perform will truly test your magic skills. There are four steps you will have to repeat several times. Refer to them as often as you need to. You will find Kraal when you are finished.

REFER TO THE STEPS FOR THE NEXT 5 HINTS

Step 1: In the CAULDRON, prepare the truffles and pollen energy-giving drink and use it on the jewel.

Step 2: Create the SWORD and use it on the crack in the rocks on the bottom left. A firefly will fly toward the lava light coming from the crack.

Step 3: Take glue and use it on the firefly.

Step 4: Take the firefly/glue and use it on the dark niches of the pillars according to the following hints.

* Take the firefly/glue and use it on the hideaway in the pillar positioned on the right in the foreground. Take the twig and use it on the opening of the statue's PIPE. Take the jewel that falls out and repeat the four steps.

* Take the firefly/glue and use it on the hideaway in the pillar positioned on the right in the background. Use the COPPER BALL on the hole and then retake the COPPER BALL. Take the jewel and repeat the four steps.

* Take the firefly/glue and use it on the hideaway in the pillar positioned on the left in the background. Take the cracked jewel and put glue on it. Use the cracked jewel on the broken jewel. Repeat the four steps.

* Take the firefly/glue and use it on the hideaway in the pillar positioned on the left in the middle. Take the fallen jewel by the drawbridge. Repeat the four steps.

* Take the firefly/glue and use it on the hideaway in the pillar positioned on the left in the foreground.

All the hideaways in all the pillars should now be flashing.

Wow, that was some magic lesson! I guess, like all professions, wizardry takes concentration. Something tells me that I still have to cross over that river of lava. The drawbridge is consistently uncooperative. How do I get it to come down so I can cross over?

Imagine that the drawbridge is the door to a bank vault, you need the right combination to get it open. Click on the hideaway on the back left pillar and click on the lever once.

* Click on the hideaway on the left middle pillar and click on the lever 2 times.

* Click on the hideaway on the front left pillar and click on the lever 3 times.

* Click on the hideaway on the front right pillar and click on the lever 4 times.

* Click on the hideaway on the back right pillar and click on the lever 5 times.

I followed the combination and these massive blocks in the floor moved up and down while letters on the wall across the lava flow lit up. What's up, or should I ask what's going down?

If all of the floor blocks raised up and then dropped back into the floor, you'll have to follow the pillar hideaway combination again. When all the blocks are raised, quickly take the bow out of inventory and use it on the letters K-R-A-A-L.

Just when I thought I was going to fulfill the Prophecy, that creep Kraal tossed me in prison. Will I get a fair trial?

Some days nothing goes right, but now you are a wizard and I'm sure you can escape from this old dungeon. Look at your cellmate...on the other hand, let's go on.

Take the heart from the bones and put it in your inventory. Take the nail from the left wall by clicking on it several times to loosen it up. Click on the lock and put the nail in the 6th hole (clockwise) of the left lock, now click on the needle.

Take the pin you'll find under the raised bar. Put the pin in the 7th hole of the right hand lock (9 o'clock). Put the nail in the 3rd hole of the left hand lock (3 o'clock). Click on the two needles.

I'm free from prison! I think it's time to track down that nasty Kraal and take care of business. Where do I find him?

This is very exciting. Not only are you about to fulfill the Prophecy, you will soon lay claim to having won a master-level game. It will be a glorious day. Take careful heed of the next few hints.

I'm in front of what looks like some kind of weird contraption or machine. How do I make it work?

Before we begin, make sure you have a Save Game that can bring you back to this episode of the game. The following final task takes quick reaction time and you may have to do it several times before you get it just right.

On the machine there are 3 levers, Click each lever 4 times from right to left. That moves each of the levers all the way down and then back up, and it slows down the

knife that cuts the rope. If the knife cuts the rope, the Revuss runs out of sand and you will not fulfill the Prophecy.

In the cave, on the left you will see a hideaway. Just below the hideaway is a carving of letters in stone. Click on the carvings and press the letters D-J-E-L. Click above the statue in the hideaway and put the heart in the orifice, then take the knife he is holding and put it in your inventory.

Take the bamboo on the lower right of the machine, put it in inventory. Take the knife and use it on the bamboo, it makes a flute. Swiftly put the flute away and take the knife and use it on the flute. Use the flute to call Urm.

Urm flew by and had some peculiar story about why he couldn't help me. I can't find strawberries anywhere. Now what do I do?

Urm's right, he can't use his magic to help you. But, since you've been such a decent person throughout the game, Urm has left you a stone on the lower left side of the statue.

Take the stone into your inventory. Click on the carving you found once before and scan the letters until you find an opening between two letters. Place the stone in the opening of the carving, it will turn into the letter 'A'. Click on the letters A-Z-E-U-L-I-S-S-E, and the niche on the right will open up.

Take the statue from the niche on the right and use it on the niche on the left above the carving, a woman will appear. She will help you by giving you the 3 grains of sand. Take the 3 grains of sand and use them on the Revuss.

CONGRATULATIONS!

You have vanquished Kraal and saved the
Kingdom of the Blue Rocks.

ABOUT COKTEL VISION

Coktel Vision began publishing computer entertainment software in 1984. They are a European based company and in the past their software has been distributed throughout Europe.

Presently Coktel Vision publishes educational software and CD-ROM software along with their amusing, intriguing, and exciting adventure games. They are now marketed and distributed in North America by Sierra On-Line.

Sierra On-Line chose Coktel Vision with the goal that, as the world becomes a global village, Sierra will be prepared to present computer entertainment and education to the whole world.