QUEST BOOK FOR THE ELF

The Mage of the Mirror™
Trip Doors

These doors are located above the front of the game. To access them, you need to pull the left and right handles of the door to open it. The trip doors are used to access the game's hidden areas.

Quest Doors

Quest doors are located on the left and right sides of the game. They are used to access different parts of the game world.

Wooden Exit Door

The wooden exit door is located on the back of the game. It is used to exit the game world.

Entrance Door

The entrance door is located on the front of the game. It is used to enter the game world.

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The Guest Pack for the Elf

The Guest Pack for the Elf includes:

- A special guide for the Elf
- A special map for the Elf
- A special puzzle for the Elf
- A special quest for the Elf
- A special challenge for the Elf
- A special reward for the Elf
- A special achievement for the Elf
- A special event for the Elf
- A special feature for the Elf
- A special option for the Elf

The Guest Pack also includes:

- A special story for the Elf
- A special adventure for the Elf
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The Guest Pack is available for purchase at the game's official website.
Note: These traps can be jumped the short way, the same as regular.

Long Pit Trap:

If a Hero wants to jump over the pit, the long way, they must have at least 2 squares of movement left after the mouse next to the pit. The Hero may txt as a black shield, meaning the Hero has used their turn to jump over the pit. If a Hero wants to jump over this pit, they must have at least 2 squares of movement left after the mouse next to the pit. The Hero may txt as a black shield, meaning the Hero has used their turn to jump over the pit.

Quadshield:

To solve in a moment or undo, these traps contain a book/lootiness pill with quadshield that triggers.

Quadrants:

The 4 quadrants of movement left after the mouse next to the pit. There are quadrants of movement left after the mouse next to the pit.

Quadrant:

The quadrants are secret.

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Playing the Quest pack for the Elf

In this quest pack, players will uncover the beginning of each quest.

First, the message from the elf at the beginning of each quest.

Then, the story of the elf and their quest.

This quest pack includes a fight for a female elf.

The final pack includes details of the quest system.

There are a few gameplay differences in the quest pack for the elf.

The quests reflect the evolved characters, with more depth and complexity.

In the game system, the quests are linked in a new way, similar to how the quests were linked in previous games.

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Nothing much is read from the page.
A Message From Mentor

I have chosen you to lead the rescue party. If you survive the three solo quests the Queen proposes, your portrait will be displayed on the front cover of the book, and you will be a hero in the eyes of the people of Zargon. That is why the mission to rescue Princess Millandadill must be attempted.

The Queen has asked me to find a hero who can lead the rescue attempt. The Queen has decided to send you on this mission because she believes you have the strength and courage to face the challenges ahead. The Queen has appointed me as your mentor to guide you through the quest.

I have prepared a list of hints and tips to help you on your journey. These hints will guide you through the challenges you may face. Follow them carefully and you will succeed.

Do not underestimate the importance of the tasks before you. Your success will depend on your ability to make the right decisions and take the necessary actions. Remember, the fate of Zargon is in your hands.

I wish you good luck on your quest. May your journey be safe and successful.
**Wandering Monsters in this Quest: Mummy**

Door and thing the word to Queen Terrilla

Terror by the Yew Beast or the Frost Beast. Once you have won, the door is open. The door is the only door in the room, and the door is the only door in the room. The door is the only door in the room. The door is the only door in the room.

Queen Terrilla.

El abbiamo room where the monster, and that he may now return to the door is the door of the monster. The door is the monster's door. The door is the door of the monster. The door is the door of the monster.

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**NOTES:**
Wandering Monsters in this Quest: 2 Orcs

On Sacred Ground

Your second trial requires that you rescue two of the Queen's attendants who were kidnapped recently. Four creatures of Chaos have taken these two women to an underground cavern south of the Elven Kingdom. The only entrance to this stronghold of Chaos is a spiral stairway that descends far underground. Starting from this stairway, you must fight your way to the women, free them, and then bring them back out through the stairway.
there are no wandering monsters in this quest.

Tell the elf that the treasure cards are not used in this quest and that

Wandering Monsters in the Quest None

This quest has an exploratory trap on it. If the elf enters for the first time, the trap becomes apparent.
The door to the maze and end the quest. Door leads into the maze. Return to the room if needed. Use the
If the elf enters, the trap is dismissed. He loses 1 Body Point. The elf must enter from the room to the left of the
door from the room to the left of the maze.

NOTES:

"As your final test, Terrilis has decreed that you must interiors of dangerous maze of her own de-

Maze

Terrilis

Quest 3 - Solo Quest
The door marked 'X' has a trap on it. If a Hero opens this door before the trap is disarmed, the portcullis in this room rises and the Ogre attack on Zargon's turn along with the monsters in the next room.

The Prospector is behind a locked portcullis. Place the Prospector tile on the square marked 'PRO'. He tells the Heroes that the Prospector tile must be used to open the portcullis to the gate. Once the Heroes clear this area of the portcullis, they can open the portcullis.

Hand the Prospector to the Hero who has the brass key (and the Prospector and brass key are returned to the Heroes' original locations). The Heroes need to retrieve the Prospector, two more Chaos Warriors are guarding him.

The first Hero to search for treasure in this room finds Treasure Chest A. (See the new art.) To open Treasure Chest A, the Heroes must return to this room and return the Prospector tile. Hand the Prospector tile to the Hero who has the brass key.

The Prospector can search for treasure in this room. If there is nothing, the Prospector returns to this room.hand the Prospector tile to the Hero who has the brass key.

The weapons on this rack are rusted beyond repair. There is nothing here the Heroes would want.

The Eleven

"Your companions now join you as you begin the first part of your quest to rescue the Royal Prospector, who has been imprisoned in the old mine by Zargon's minions. Only the Prospector can identify Moonglave, a magical substance. You must enter the mine through the iron door, find the Prospector, and then leave through the wooden exit door with the Prospector."
The High Alchemist is in this room. Use the Chaos Warlock figure for him, placing it on the square marked "ALC." His stats are as follows:

<table>
<thead>
<tr>
<th>MOVEMENT</th>
<th>ATTACK</th>
<th>DEFEND</th>
<th>BODY</th>
<th>MIND</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

The High Alchemist knows the following Chaos spells: Mind Blast, Restore Chaos, Summon Wolves, and Werewolf's Curse.

The first Hero to search for treasure here finds a brass key (room A). Another hero finds 2 potions of Healing and 70 gold coins inside the chest. Each potion restores up to 4 lost Body Points.

This chest has a potion, but it's empty. The Prospector has been captured, and he will be imprisoned here.

The Prospector must have the brass key from room A to open the portcullis. The Heroes need to rescue the Prospector once and then take the Prospector to the room marked "D." The Heros are more than 2 new Chaos Warriors on guard here.

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The Alchemist's Laboratory

"The evil High Alchemist's laboratory is on the western border of the Elenian lands. The laboratory contains the only known supply of Moonsilver. You must enter the laboratory and find a flask of Moonsilver. Only Moonsilver can open the flask of Moonsilver. Once the laboratory is opened, the Prospector is held captive. Enter the laboratory through the iron door and find the flask and the exit door once you have located the flask of Moonsilver."

NOTES:

If the Hero who holds the Prospector is killed during this Quest, monsters will take the Prospector to a room marked "D." Don't reveal this information to the Heroes until they enter room "D."
Wandering Monsters in this Quest

Under the control of Elfi and they move and attack when the player is hit twice or the player is affected by a spell. Monsters in this quest are the following:

Elfi, the queen of the forest, or her servants.

Journey (quest) for resources in this room finds 2 potions.

Elfi, with several potions to restore HP. Each potion restores up to 1 hit point.

Elfi's base is in an old castle south of the castle, and she has several potions. The queen, and her servants, are hidden among them.

Elfi, the queen, secretly casts a spell on two townsmen. She uses a spell on the townsmen, causing them to start fighting among themselves.

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WANDERING MONSTERS IN THIS QUEST: Werewolf

The first Hero to search for treasure in this room finds 2 Wolfbane Potions. (See new treasure card for these potions.) The room is linked by a tunnel to the trap door in the other room. If a Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 combat die. If a skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero’s or monster’s turn is over.

Glinness Fen

"The time has come to assault Glinness Fen. You must enter her castle to begin your search for Princess Millandreil. Spies report that the gateway to the Realm of Reflection is in the castle’s deepest dungeon. A spiral staircase winds down to the first level of the castle. Search for another spiral staircase to reach the next lower level. Millandreil’s life is in your hands, my friends."

NOTES:
- The Heroes begin the Quest at this spiral stairway.
- The chest has a poisonous gas trap in it. If a Hero searches for treasure in this room before the trap is disarmed, each Hero in the room loses 1 Body Point. The chest contains 650 gold coins.

QUEST 7 — GROUP QUEST
The Storm

"Sinestra now knows of your mission. She is gathering her evil servants to oppose you. You must hurry on despite her efforts. The closer you get to the lowest level of the castle, the greater the danger to Millandreil. Speed is your only ally now. From the spiral stairway that brought you down from this second level to another spiral stairway leading lower, still.

Wandering Monsters in this Quest: Chaos Warrior

NOTES:

- The Heroes begin the Quest on this spiral stairway. As the Heroes step off the stairway, read the following aloud: "As you enter..."
Quest 9 Notes:

- The hero must find the spiral stairway and search for a magical weapon that will help them destroy the monster.
- With this, find the Eran Bow of Perdition, a treasure called Millennialus, but Shivers must be dealt with first.
- Millennialus is the manager of the monster's spirit, and the Righteous Maestro is waiting for the hero to return to the door with =E in it.
- The hero must seek out the depths of Shivers, look for a large mirror, and enter it.

Hidden Realms

Quest 6 & 10—Double Quest

Beginning of the quest, the hero must search for the spiral stairway and find the magical weapon. Then, proceed to Millennialus, but Shivers must be dealt with first. Return to the door with =E in it, and enter the mirror to reach the depths of Shivers. Look for a large mirror, and enter it to start the quest. A treasure called Millennialus awaits, but Shivers must be dealt with first. The hero must find the spiral stairway and search for the magical weapon.
The hero that is found in this room finds a large crystal worth 800 gold coins in the chest.

By once the room until the portcullis opens, points on z the door to the north, the portcullis opens. Each hero may enter the room.

Heroes don't have the key, a thief must find the key. The thief must find the door with the key. The thief will open the portcullis. The thief enters into the cell. The thief is motivated to see the heroes as you enter.

Wizards and Mages may enter the room.

.NETS

Quest 10: Nature the following Chaos spells: Dispel, Firestorm, Freezon.

 against the condition on the next page.

The quietness has been filled andMillennial Found.

Quest Map 10
### Monster Chart

<table>
<thead>
<tr>
<th>Monster</th>
<th>Attack Dice</th>
<th>Movement Squares</th>
<th>Defend Dice</th>
<th>Body Points</th>
<th>Mind Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elven Archer</td>
<td>4(1)</td>
<td>6</td>
<td>2</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>Elven Warrior</td>
<td>4</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>10</td>
</tr>
<tr>
<td>Ogre</td>
<td>6</td>
<td>4</td>
<td>6</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Giant Wolf</td>
<td>9</td>
<td>6</td>
<td>6</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

*Elven Archers attack with 4 combat dice against non-adjacent targets, but with only 1 die against adjacent targets.*