

The Official Walkthrough for

YON ASTOUNDING CASTLE!

of some sort

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Welcome!

Tired of working temporary hours licking stamps at the post office? Then this game is just for you! Enter the world of Yon Astounding Castle! of some sort, acquire treasure, and defeat the evil wizard. You bet your pantaloons there's plenty of adventure to be had in our latest game by Tiberius Thingamus!

Stuck during some part while playing Yon Astounding Castle! of some sort? Don't have the Book of Wisdom, or not finding it helpful? This document should help.

If you are stumped by a dungeon obstacle, consult one of the following sections below for puzzle solutions.

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| | |
|-----------------------------------|----|
| The Drawbridge..... | 3 |
| The Yawning Chasm..... | 3 |
| The Giant Slug..... | 3 |
| The Trapdoor..... | 4 |
| The Lake..... | 4 |
| The Hungry Monster..... | 4 |
| The Lava Boss..... | 5 |
| The Old Man..... | 5 |
| The Snakery..... | 6 |
| The Takery's Iron Door..... | 6 |
| The Dungeon Cellery..... | 7 |
| Goblin Bob..... | 7 |
| The Dwarfish Yeoman..... | 8 |
| The Wooden Nickel..... | 8 |
| Gnomish Gnaming Riddles..... | 8 |
| The Labyrinth..... | 9 |
| The Guardian Ogre..... | 9 |
| Malwegor, the Blizzard King!..... | 10 |
| Silver Key Locations..... | 10 |
| Treasure Locations..... | 11 |

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If you have not received your complimentary adventure poster in your game box, please contact the author about the opportunity to claim one as your own. Supply is limited! Hurry to receive your FREE and astounding poster of some sort.

The Drawbridge.

Your first obstacle in is getting into Astounding Castle. To do so, you need cross the moat without getting eaten by the moat monster. You'll have to lower the drawbridge.

SOLUTION.

First, you'll want to climb the tree. Head east onto the castle wall, then into the northern tower. Here you'll see a drawbridge operating contraption.

If you open the drawbridge operating contraption, the drawbridge will lower. You can return to Outside Yon Castle and enter by going east. If you are successful, you will find yourself in the Castle Courtyard.

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The Yawning Chasm.

If you go east as far as you can from the Castle Courtyard, you will notice that a chasm prevents your progress. Crossing it requires pulling on the knobs on the wall, but this has no effect unless you are strong enough. The only way to be strong enough is to don the magic belt.

SOLUTION.

Go south from the Courtyard into the Hovel. In the hovel, climb the chimney and pull on or get the sooty string (note that you now have the grimy key), then go back down. Unlock the dirty table with the grimy key, open it, and take the wheel cronkle. Go north twice, into the Place with a Rack.

Look at the rack (the room will now be called the Beltery). Get the magic belt and put it on the belt resizing device. Put the cronkle on the device and pull the lever three times. Then pick up the belt and wear it.

Now you can go back to the Yawning Chasm and open the wall. You will open up a drawerbridge, which you can use to cross the chasm by moving east.

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The Giant Slug.

After crossing the drawerbridge, your way down a staircase is blocked by a giant slug. There is no way around the slug, and you can't fight it, but with the right knowledge you can defeat it.

SOLUTION.

Look at the slug and then try talking to it. Have you encountered any strange words lately?

Go into the library and read the spell scroll on the table. You can cast a KLARTHAPHMO spell on the slug by typing KLARTHAPHMO. The way past the slug will then be clear.

* * * * *

The Trapdoor.

If you made it past the giant slug and travelled east from the Fountain, you have discovered a trapdoor in the Cow Feeder. It requires two silver key(s) to unlock.

SOLUTION.

Please refer to the Silver Key(s) section of this document.

Once you have two, unlock the trapdoor. You may then proceed downward.

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The Lake.

If you went west from the Flakery, you noticed a lake blocks your way north. You may have tried swimming across, but with no success. You need a boat.

SOLUTION.

You can find a bottled boat if you look at the Fountain. Pick it up. You may try to break it, but to no avail. You need the proper tool to open it.

If you have made your way past the trapdoor in the Cow Feeder, you have found an Intricate Object. In order to find things on the Intricate Object, you must look at its parts in depth. Look at the appendages, the doodads, and then the novelties to discover a bottle opener. Take it and open the bottled boat.

Once you have the magic boat, you can cross the lake at your leisure. It is recommended that you do not drop the magic boat. If you do, however, you can still cross the lake if you make Fred a kayak.

* * * * *

The Hungry Monster.

If you went west from the Room of the Intricate Object, you have been stopped by the Hungry Monster, Brog. Brog wants some food from you.

SOLUTION.

You can give a number of different foods to Brog. If you still have a nut from the tree outside the castle, you can give that to Brog. You can also give him the cheese from the library. Or a cake from the cakery (of which there are an infinite amount). You can also pick a fruit off the Intricate Object and give it to Brog.

When you have fed Brog enough, he will go away. He will come back after a number of turns, though. Once you get the sleeping powder you can pass Brog by putting him to sleep.

If you have the elven longbow & the magic arrow, and are wearing the magic cap, you can get rid of the Hungry Monster permanently by shooting him. You can also kill it by giving it the weird fungus.

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Lava Boss.

If you moved the movable on the Intricate Object, you can now cross the ring of lava to its central platform. However, when you try to take the sleeping powder from the plinth, the Lava Boss attacks. You must throw something.

SOLUTION.

You can throw anything at the Lava Boss to escape him, and may return to retrieve the object after you have finished. To get rid of him permanently so you can get the bag of sleeping powder, you need the magic crystal.

If you have passed the Hungry Monster, you may have explored and found the Alchemist's Storage. The desk here is locked with 1 silver key. If you don't have any silver keys, refer to the silver key chart. Inside is a magic crystal that will defeat the Lava Boss when thrown at him.

You are now free to take the sleeping powder.

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The Old Man.

In the Quakery, you will find an Old Man known as Hamish. He looks a bit shaky. If you talk to him, he will plead for oatmeal.

SOLUTION.

You can make oatmeal by picking up oat flakes from the Flakery and carrying them into the Quakery. If you give the oatmeal to Hamish, you

will be halfway there—he can't eat it properly without a napkin to help clean up any mess.

You can find a napkin in one of the tunnels after passing the Hungry Monster.

If you have given oatmeal and a napkin to the Old Man, he will give you the magic spectacles. These spectacles will allow you to see things on the Intricate Object that were not previously visible.

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The Snakery.

Past the Old Man in the Quakery and around the corner from the Rakery, a bunch of snakes will block your path. They can be made passable in two ways.

SOLUTION #1.

The first solution is to get the sleeping powder as described in the solution to the Lava Boss. You can use the sleeping powder to “sleep snakes” and pass by them without harm.

SOLUTION #2.

If you haven't unlocked the desk in the Alchemist's Storage, you can cross the snakes by opening the Dungeon Cellery (see “The Dungeon Cellery” for solution). When Thrug trounces the goblin, the goblin will drop a snake charming flute.

You can type “charm snakes with flute” or “play flute” to get past the snakes.

If using this method, make sure you still go back and get the sleeping powder or the game might become unwinnable later.

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The Takery's Iron Door.

Once you pass the snakes, you will discover the takery. Inside the takery trunkle is any & all treasure which the goblin might have taken from you. Your further progress is blocked by an iron door. Look at the iron door and you will see a small hole which you can use to get around the locked state of the door in one of two ways.

SOLUTION #1.

You need to resize the obese snake with the belt resizing machine, but can't get it past the smiling flower. Take the obese snake from the

snakery over to the Alchymist's Storage and put it in the magic cupboard. Go back to the Hovel, where you will find the snake in the magic cupboard. Take the snake to the Beltery, put it on the device, and pull the lever. You can travel back to the Takery, ignoring the flower which will send you on your way down the stairs.

Put the diminutive snake in the small hole in the Takery. It will give you the key from the other side, which you can use to unlock the door.

SOLUTION #2.

If you picked up the teleporter from the Intricate Object, make sure the teleporter is on. Put it in the small hole and teleport. Pick up the key and unlock the door.

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The Dungeon Cellery.

Past the Hungry Monster, you will come upon the Outside of a Dungeon Cellery. Inside, you can see the eyes of an orc. Talking to the orc reveals that it wants nothing more than to trounce the goblin. The door is locked by 3 silver key(s) and a tungsten lock.

SOLUTION.

Turn Fred into a tungsten key to unlock the one-of-a-kind tungsten lock. See the Silver Key(s) section to discover how you can get the other three keys that unlock this door.



(ABOVE: Fred as the mythical tungsten key.)

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Goblin Bob.

The goblin is an obnoxious sucker that compulsively steals your treasure and hides it in the takery trunkle. You can undo to get around having one treasure item stolen, but you will be cursed. This curse will prevent you from using undo for the rest of the adventure. You can put Goblin Bob to sleep once you have the sleeping powder, but to get rid of him permanently you need to trounce him.

SOLUTION.

You can't trounce the goblin yourself, so you'll need some help. If you have freed Thrug the Orc, your problems are over. Just walk around until you run into the goblin and you will defeat it. Remember to look after you defeat the goblin and take the trouncery.

If you haven't unlocked the desk in the Alchymist's Storage, you will also get the snake charming flute here.

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The Dwarfish Yeoman.

A dwarfish yeoman demands that you pay a toll before continuing. You'll find him to be quite talkative... type "ask dwarf about what" to find subjects that you can ask the dwarf about. There are two ways past the dwarf.

SOLUTION #1.

Ask the dwarf about the toll twice and you will find that you can bribe your way past the dwarf if you have three treasure items. Simply type "bribe dwarf" or "give treasure to dwarf" to initiate the bribe, then enter the names of treasure items as prompted. When you have decided on three items, the dwarf will run off with his newfound wealth (and doubtlessly enter a new life sorting scrolls at a post office somewhere).

SOLUTION #2.

See the Wooden Nickel section of this document to discover how you can obtain the wooden nickel. Give the wooden nickel to the dwarf and he will let you by.

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The Wooden Nickel.

A wooden nickel hangs out of reach in the Archerarium.

SOLUTION.

If you have trounced the goblin, give the trouncery to the dwarfish yeoman and he will give you his magic cap. Wear the cap, get the magic arrow, and turn Fred into a longbow. Once you have all of those things, you can "shoot the nickel" to knock it to the ground.

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Gnomish Gnaming Riddles.

Your way through the nostril of Skull Gate is blocked by a riddling gnome. You must answer his riddles to proceed.

SOLUTION #1.

Answer the riddles as follows: language, footsteps, Yorick. You will defeat the gnome— make sure you pick up the gold brick to add it to your treasure sack.

SOLUTION #2.

For any riddle, answer KLARTHAPHMO to destroy the giant slug and the gnome. You will not get a gold brick using this solution, however.

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The Labyrinth.

You are in a maze of twisty, little passages. You can use “intuit maze” to see a map of the section of maze where you are currently, but can only see where straight passages lead, not twisty ones.

SOLUTION.

For the quickest way through the maze, enter from Skull Gate and then go south, west, west, north, west. There are some things hidden in the maze which might reward your exploration, however.

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The Guardian Ogre.

Deep within the labyrinth, a terrifying ogre guards a golden door. The only key is on his belt. The ogre looks angry, carries a massive club, and could be hungry enough to eat you.

SOLUTION #1.

You can fight the ogre if you have the sleeping powder and can shoot accurately with the elven longbow. When you encounter the ogre, shoot it, then put it to sleep, shoot it again, put it to sleep again, and shoot it one last time.

If you do not do it correctly the first time, don't worry. You can put the ogre to sleep and run, then return to the scene of the battle. You only have to hit the ogre a total of three times (rather than three times in a single encounter) in order to slay it.

SOLUTION #2.

If you have the sleeping powder and the weird fungus, put the ogre to sleep, drop the fungus, and run away. The ogre will eat the fungus— you can return at your leisure without any fear of its presence.

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Malwegor, the Blizzard King!

If you have gotten past everything else, you have finally encountered the evil wizard, who boasts & taunts you. He is impervious to your bowshots and cannot be put to sleep. How can you avoid being frozen for millenia by his terrible ice magic?

SOLUTION.

You may have noticed that the game includes a MELT command that has been useless. If you have tried melting something, you have seen that you need a melting wand. If you made Fred into a melting wand, you have seen that he only wants to melt ice wizards.

If you are holding Fred the melting wand, melt the wizard.

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CAUTION:
BEYOND THIS POINT ARE MAJOR SPOILERS.

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Silver Key(s).

There are 5 silver key(s) total throughout Yon Astounding Castle! of some sort. They may be found at the following locations:

Castle Courtyard: Look at the greenery.

Flakery: Look at the pile.

Intricate Object: Look at the glongenfrilschafible.

Intricate Object: While wearing the magic spectacles, look at the crests.

Passageway o' Paintings: Examine the placard.

Pointless Parlour: Put the wakened weasel into the hole.

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LAST WARNING:
DO NOT READ PAST THIS POINT IF YOU WANT TO FIGURE OUT ON YOUR OWN HOW TO FIND ALL OF THE TREASURES IN THIS GAME.

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Treasures.

There are ten (10) total treasures to be found throughout Yon Astounding Castle! of some sort. With each treasure, you improve your overall wealth and place in the world as indicated by your score. They are essential if you're ever to stand a chance at living a life outside the post office. The treasures are as follows...

* Yon gem of some sort!

Received after giving a nut to the weird squirrel in the Castle Courtyard.

* The intercontinental title!

Found on the rack in the Beltery.

* A shiny orb!

Obtained after casting KLARTHAPHMO on the giant slug. It can only be picked up while wearing the magic oven mitt.

* The Fabergé muffin!

Found by opening the oven in the Bakery. Can only be picked up while wearing the magical oven mitt.

* The golden bell!

Worn on the neck of the bovine in the Cow Feeder. You can take it if you put grass in the hopper to put the cow to sleep.

* The antique stamp collection!

Obtained by examining the wall in the Dungeon Cellery and moving the loose stone.

* The gold brick!

Won after successfully answering the gnomish gnoming riddles.

* The dwarfish crown!

Found in the labyrinth after shooting the stone circle with the elven longbow. You must put the grease from the Dungeon Cellery on the statue in order to take it.

* The chalice!

Found in the game's secret room. The location of the secret room can be discovered by giving the cheese to Quincy Mousington in the labyrinth.

* The royal scepter!

Taken after defeating the evil wizard. Taking this item will end the game in victory.