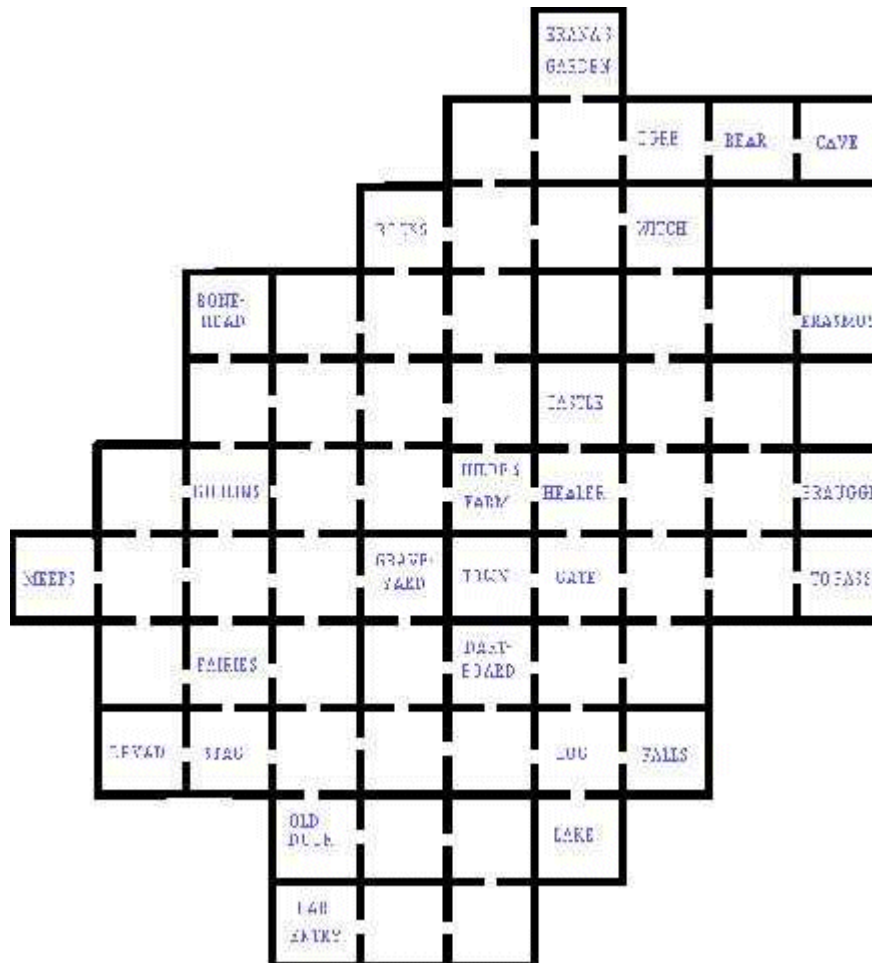


## ***Quest for Glory 4½***



### **Spielburg.**

**Walk West.**

**Walk West.**

**Walk West.**

**Speak to Merv (the trinket vendor.) Use your money pouch with Merv to purchase a meep toy and some sleeping pills. Walk west.**

**Enter the Sheriff's office.**

**Speak with the Butcher about trying to get him freed.  
Leave the Sheriff's office.**

**Enter what used to be The Hero's Tale Inn (the reputable businessman's club.)**

**Talk to Al. Leave the club.**

**Enter the cape shop.**

**Talk to Sam, and then buy the four possible cloaks from Sam. Leave the shop.**

**Walk West.**

**Enter the Adventurer's Guild.**

**Speak with all the adventurers about the town's situation etc. Speak with the tall man about him becoming a nudist then take the clothes he removes. Sign the logbook then read the notices on the bulletin board. If you speak with the tall man's brother he'll offer you a place to sleep at night. Leave the Guild.**

**Walk East.**

**Walk North.**

**Speak to Hilde and volunteer to tend her garden. To do this, go south twice, north, then west and use the hoe on the floor. Return to her and she'll go on a date with you.**

**Enter the Sheriff's house.**

**Search the drawer to find a skeleton key. Leave.**

**Walk East.**

**Enter the Butcher's shop.**

**Speak with the Butcher's wife and tell her you'll try to get her husband freed. Leave the shop.**

**Enter the alley.**

**Talk to Kaspar. Leave the alleyway.**

**Enter Coyote Ugly.**

**Talk to the barmaid about drinks then Dragon's Breath to receive a mug of it. If you ask for a date she says she will if you get the Butcher freed. Buy a keg from her. You can now put the sleeping pills in the keg. Leave the bar.**

**Go West.**

**If you're a thief, pay the man then enter the toilet. Read the walls until you learn the thieves' password. You can go into the bank here and earn interest on any money you [deposit](#). You can also take out a loan (be sure to repay it.)**

**Walk East.**

**Walk East.**

**Walk South.**

**Walk South.**

**Walk North.**

**Knock on the door to be allowed entry.**

**Talk to the healer about finding her pterosaur. Buy a healing potion from her. Leave the house.**

**Forest locations.**

**<p>go west.="**

**Go North. </p>go>**

**Go North.**

**Go North.**

**Go East.**

**Go North.**

**Wear the psychedelic cloak. Use the Dragon's Breath on the hippies' water bong. Take the bong. Go south.**

**Go East.**

**Speak to the Ogre's lawyer. Enter the cave.**

**Go East past the false bear.**

**Speak to the caveman about finding a guard for his cave and getting to Pterosaur. Leave this room.**

**Go West.**

**Go West.**

**Go West.**

**Go South.**

**Go South.**

**Go West.**

**Go West.**

**Go West.**

**Go North.**

**Speak to Bonehead the skull. When finished talking, pick him up. Go south.**

**Go South.**

**Go West.**

**Go South.**

**Go West.**

**Give the meep a healing potion. Go down the tunnel.**

**Go East.**

**Go East.**

**Use the wind-up meep toy on the beaudine to kill it. Go down the hole.**

**Go West.**

**Go West.**

**The meep will reward you with a flute you can use to summon the meeps. Go east.**

**Go South.**

**Go East.**

**Speak to the giant about the fairies. Go south.**

**Go south.**

**Go east.**

**Go east.**

**Go south.**

**Go north.**

**Talk to the guard, Cletus about Bill's bar Laundromat and grill. Put on your confederate flag cloak and go north.**

**Speak to Bill about the bar and take up his offer when he asks you if you want a job. Enter the door to the north.**

**Click on the clothes to wash them. You'll find a note.  
Play cards for money if you like. Go south.**

**Show Bill the note to receive a lasso.**

**Go south.**

**Go south.**

**Go east.**

**Go north.**

**Go west.**

**Go north.**

**Go East.**

**Go East.**

**Go East.**

**Speak to Brauggi the giant. Give him the clothes you got in the Adventurer's Guild.**

**Go 2 west, 3 north, 2 east.**

**Go up hill to Erasmus' house.**

**Talk to Gargoyle ==> Ask about unemployment ==> Say "Yes", volunteering to help him find a job.**

**Go back south.**

**Go 2 west, 1 north.**

**Enter the tree-house.**

**Talk to witch.**

**Leave tree-house.**

**Go 2 west, 1 north, 1 east, 1 north.**

**Talk to hippies. Put on Rainbow-colored cape. Talk to hippies.**

**Pour dragon's breath into their bong.**

**Take bong.**

**Go 1 south, 1 east.**

**Talk to lawyer. Click gold pouch on the lawyer.**

**Go into cave.**

**Go north, past the inflatable bear.**

**Talk to Caveman.**

**Give Caveman Gargoyle business-card.**

**Free red bird in cage on right side of screen.**

**Leave (You will take the inflatable bear on the way out.)**

**Leave cave.**

**Go 2 west, 4 south. (You will go to the garden north of town)**

**Click on the hoe. (You will hoe the garden, or at least the path.)**

**Go 3 west, 2 north. (To Baba Yoga's hut.)**

**Talk to bone-head.**

**Take bone-head.**

**Go 3 south, 2 west.</p>**

**Talk to meep.**

**Give healing potion to meep.**

**Talk to meep again.**

**Crawl down hole.**

**Follow tunnel 2 screens east to other side.**

**Click meep toy on big monster.**

**Climb back down hole, follow tunnel back to meep.**

**Meep will drop a whistle. Pick up the whistle.**

**Go 2 east, 2 south.**

**There will be a deer there. It will growl at you.**

**Click the inflatable bear on the deer. (It will scare the deer away.)**

**Go 1 west.**

**Walk to druid-tree (She will talk to you.)**

**Answer "yes" to both questions (She will ask you to kill the hippies.)**

**We already did that, so click bong on the tree.**

**She will drop some Orchard Weed killer on the ground.  
Take it.**

**Go 2 east, 1 south, 2 east, 1 south, 2 west (This will take you to the brigand's fortress.);**



**Talk to bouncer next to door.**

**Put on the confederate-flag cape.**

**Enter the fortress.**

**Talk to bartender. Ask about Bill's Laundromat Bar and Grill ==> Ask about Work ==>; Say yes.**

**Go through the door in the north east corner.**

**Click on big tub or laundry. (Your character will do laundry.)**

**You find a note (it is added to your inventory.) Look at the note.**

**Go back south.**

**Talk to Bill.**

**Give note to bill. (He will give you his prized lasso.)**

**Leave Bar and Grill, south.**

**Go 1 south, 2 east, 1 north, 2 west, 3 north, 1 east (To graveyard.)**

**Pry open grate to catacombs.**

**Go 1 north.**

**Talk to Larry.**

**Give "bones" to Larry.**

**Go 2 south (Back to grave yard.)**

**Go 2 south, 2 east, 3 north (back to town entrance), 1 east, 4 north (back to tree-house)**

**Enter tree house.**

**Witch will thank you for returning Larry, give you elixer of undead-turning.**

**Go 4 south, 2 west (back into town.)**

**Bella (Italian girl you saw in the Mafia Den) will be waiting there. She will tell you she wants to meet in archery range south of town, and leave.**

**Night-time.**

**At night, go 1 north from town-square to where the Starbuck's is.**

**Go in (it is open at night.)**

**Talk to Bagi, the vampire ==> Ask about vampires ==> Ask about true-love (He will give you a poem.)**

**Leave Starbucks.**

**Go 1 south (to town square)**

**Climb gate.**

**Go 2 south, 1 west, 1 north (To archery range.)**

**Bella has been killed. Give her the elixer of undead-turning. She will come back to life and threaten you.**

**After she leaves put on Skull-cape.**

**Go 1 south, 2 west, 2 north. (Bella will be there)**

**She won't kill you because you have the cape on. Give her Bagi's love poem. (She will leave back to town).**

**Go 1 west, 1 south (To fairy ring).**

**Talk to faires, talk to giant.**

**Go 1 south, 4 west, 2 north (town entrance),**

**Climb wall into town**

**Use skeleton key to get into Inn**

**Interact on the painting on the left. It will open, click on the safe. It will open. Take the evidence.**

**Leave the inn.**

**Go 1 north. Enter starbuck's.**

**Talk to Bella and Bagi (they tell you they are leaving.)**

**Leave starbuck's.**

**Go 1 south (to town square.)**

**Climb the town wall again.**

**Go 4 east (To where you started), then 1 more east, out of town.**

**On snowy path, go 1 north.**

**Enter church.**

**Talk to ghost. (She may ask you to come closer, go closer.)**

**Take shovel. Click shovel on third row of pews. (You will dig up her bones.)**

**Leave church.**

**Go 2 east. Enter whore house.**

**Talk to people. If you want a whore, click the money-bag on the woman behind the counter and pick one, but it is not required to finish the game.**

**Click on the bulletin-board next to door (You will get a card for the male ballet)**

**Leave whore house.**

**Go 3 west, 1 south (back to where you started), 3 west, 2 south, 4 west, 1 north (To fairy Ring)**

**Give giant the ballet-card.**

**Day-time.**

**Go 4 north, 4 east, 3 north, 1 east, 1 north (Back to Erana's peace).**

**Click shovel on ground (You will dig a grave).Put bones into hole (You will take the index finger-bone on the right hand like the ghost asked you to.)**

**Go 1 south, 1 west, 4 south, 1 east, 1 north (To entrance of castle.)**

**Climb the gates into castle.**

**Go 1 north (around the fountain.)**

**Guards will throw you into jail.**

**In jail, click the meep whistle on you. Meep will pop up and dig a hole for you.**

**Climb down hole. It will lead you to castle hall.**

**Go up the stairs.**

**You will hear people coming. In the top part of the screen there is a window-enclave. You can hide around a corner (make it so you can't see your character.)**

**Baron and Sir Richard will enter and talk. Wait until they are done.**

**Grab guard's clothing on desk.**

**Click on desk by window and cupboard.**

**Click on window.**

**You will end up back out in the forest, to the west of the castle.**

**Go 2 south, 3 east (back to where you started the game.)  
Go 1 east.**

**You are back on the snowy trail. Go 1 north, 2 east (back outside whore house), 1 south.**

**You will be on a zig-zaggy path. Go to the very edge.  
Click the lasso on the tree on other side.**

**This will cause the lasso to hang from the tree. Click on the hanging lasso.**

**You will swing to the other side.**

**Put on the guard's clothing by clicking them on you.**

**Go 1 east. Walk past the guards (They will leave.) Put on your own clothing again.**

**Go north.**

**You will be by a cave with an ice-demon. Put on the frost ring. Walk towards frozen girl (The demon will sweep air towards you, then leave).**

**Click on girl to thaw her out.**

**Talk to Elsa Von Spielberg. She will tell you about secret entrance to castle and rhyme.**

**Go east 2, back to the tree with the lasso.**

**Sir Richard will be there, with your lasso.**

**Click on the tree. It will fall, killing him and causing a bridge to the other side. Walk back north.**

**You will be by the whore house. Go 3 west, 1 south (back to where you started the game), then 4 west (back into town square.)**

**Go 1 north, 1 west, and back into alley.**

**Talk to Kaspar. You will tell him about how he can have his shop back.**

**He will give you a map. <p>In inventory, look at the map.**

**Go 1 south, 1 west. Talk to Hilde.**

**If you want you can ask her for a date. If so:**

**You can go 1 south, 1 east, 1 north, 1 west (to the garden) and have a date with her. It is not required to win the game.**

**Else, go 1 south (outside of town), 4 east (back to snowy path), 1 north (to church), 1 east, 1 south, 1 east (to beach).**

**At beach, knock on door. Ask Viking about boat => ask to borrow boat.**

**Talk to boat. Ask for voyage. Ask to take test. Answers are "Left" "Back Side" "Opposite the wind" "No" "Fresh Fruit"**

**After that, boat will let you take it. Click on boat. Go 3 south, 5 east. This will put you on an island.**

**On island, go 1 north.**

**Take the bag on the ground. Click the bag on the ground on the sand. It will fill it with sand.**

**Go into cave.**

**Go east deeper into cave.**

**Don't walk on the sun-beams, go east.**

**Click the square on the wall (it will open the panel). Click on the gears, it will disable the skeleton.**

**Take the skeleton's sword. Go east.**

**Click the skeleton's giant sword over the canyon. It will create a bridge. Go 1 north.**

**Use the bag of sand on the amulet. This will let you take the amulet.**

**Go back the way you came. There will be pirates at the cave's entrance.**

**Click the sleeping pills / ale on them.**

**They will get drunk and pass out. You can loot them if you want.**

**Leave the cave, Go back to the boat.**

**Go 5 west, back to shore.**

**Walk back to snowy path (4 west, 1 south)**

**Go back to erasmus's castle (From where you started, 2 west, 3 north, 2 east).**

**Go back up to where gargoyle was.**

**Click the amulet you stole on you. He will put it on.**

**Open the castle door. Go into castle.**

**There is a big red box that says "Break glass in case of emergency"**

**Click on the red box. It will take the emergency wand.**

**Leave castle.**

**Go down path.**

**Go 2 west, 4 south, 1 west, 1 south (To where that weird single log is).**

**Use the wand on the log. The log will open.**

**Click on log to go down.**

**Go north in tunnel. A plant will appear. Click the weed-killer spray bottle on plant.**

**Go 1 north. Click on door.**

**Baron will be waiting for you. Give him the map.**

**Watch the ending.**

**Follow Baroness out of castle.**