THE OFFICIAL

BETRAYED ALLIANCE

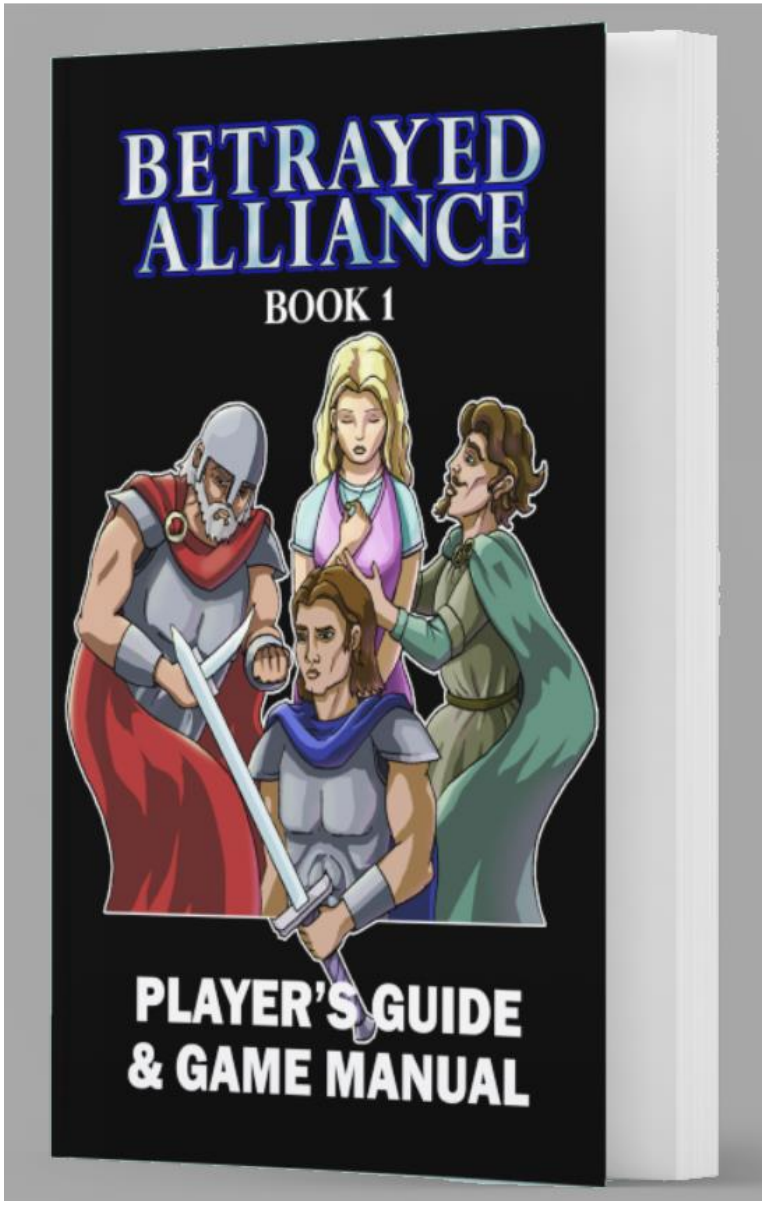
HINT GUIDE AND WALKTHROUGH

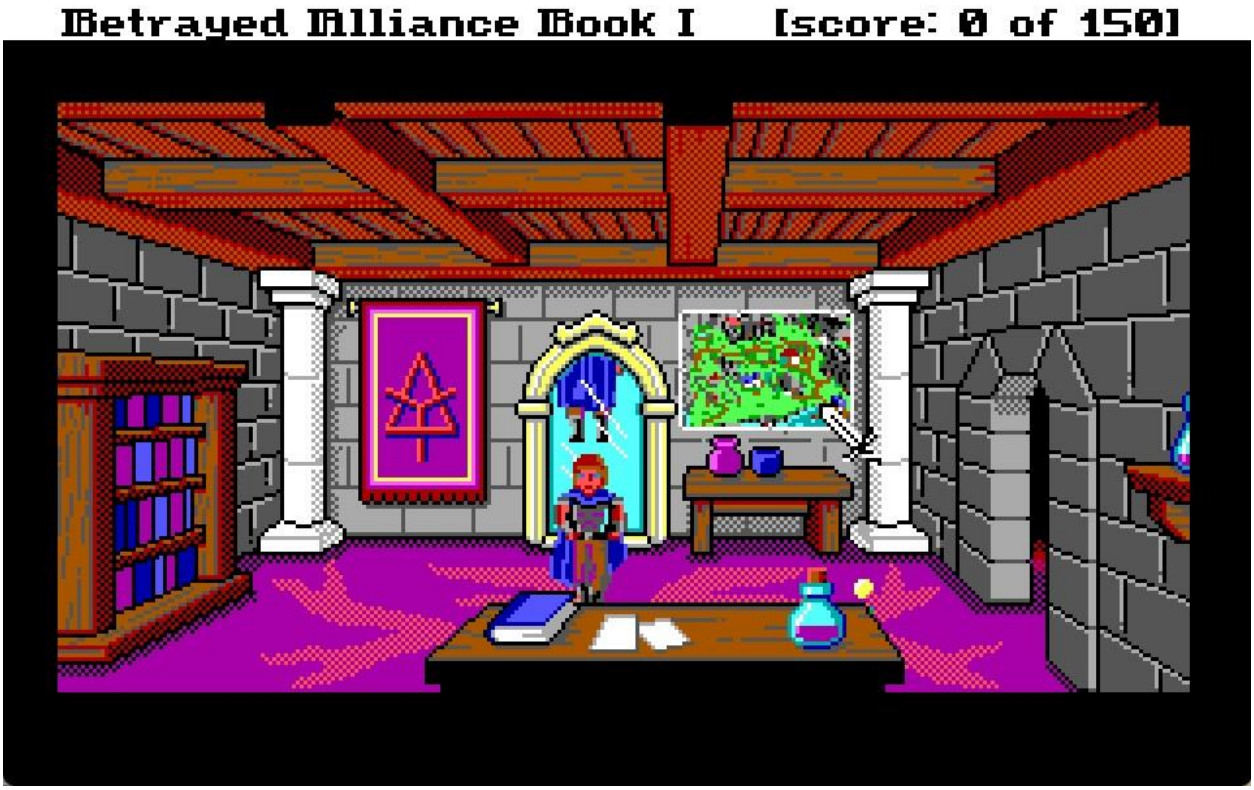
For Version 1.3.1

Updated 4/11/24

Note: The text below comes from the hint guide and walkthrough text found in this Player's Guide. The short story introduction, game map, and manual details are not here provided.

Introduction: Consult this hint guide and walkthrough as you need. It is designed to help those who are stuck with gentle hints first, but also a full walkthrough if necessary. The walkthrough is marked and shaded lighter to avoid accidental spoiling of puzzles. Scan through the pages for the picture of the background you are stuck on to find hints.



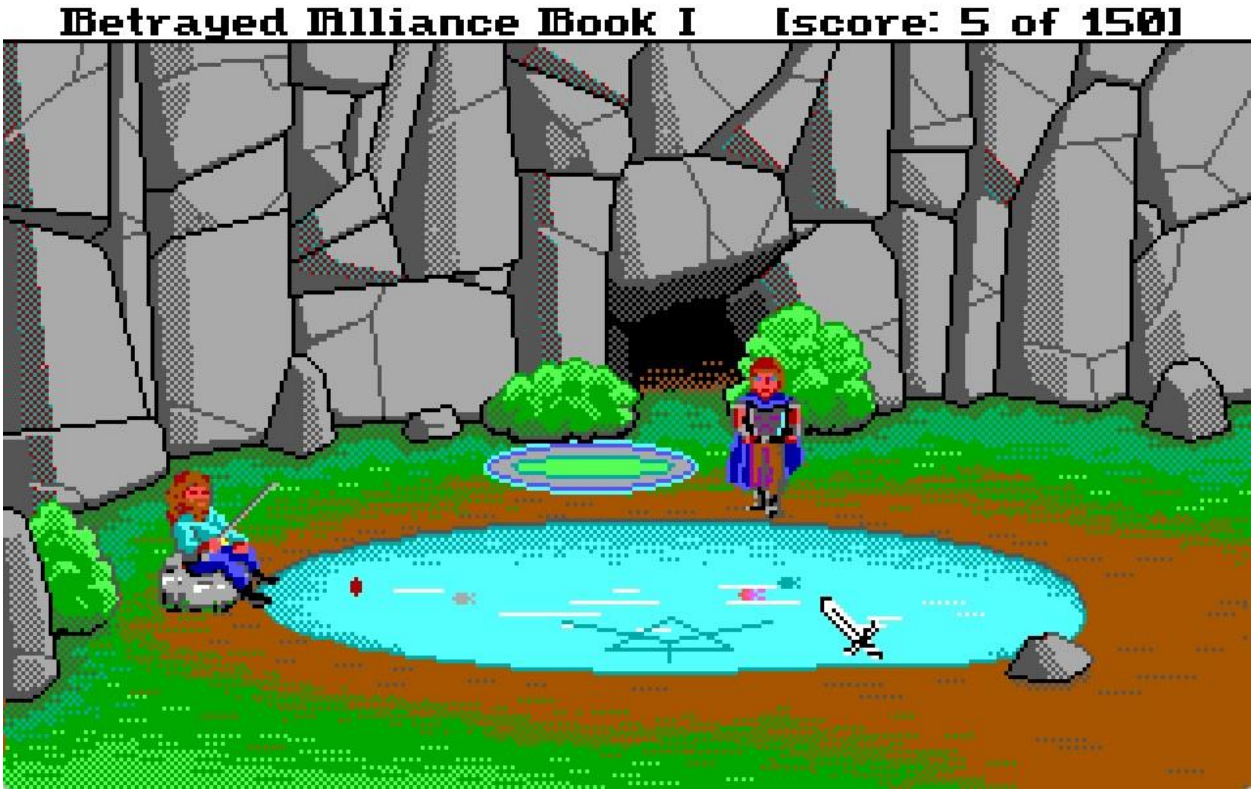


Hint 1: Exiting the Wizard's Room requires a key item prominently displayed in the room. Once you have that item, you will notice something else has changed in the room.

Hint 2: The item required has to do with world navigation. You might have to move around to notice the change in the room.

Hint 3: There are two collectible items in this room.

Walkthrough: Exiting the wizard's room requires you to take the map and then look at the wizard in the mirror. After that, the Wizard will tell you how to use the map to leave. If you look in the closet, you will find the first of five missing library books (*Myths and Legends of Shelah).* You can also pick up the marbles you kick around on the ground. You can obtain 5 puzzle points here.



Hint 1: The man here (Bobby) has a collectible. It is not necessary to complete the game.

Hint 2: You will need to ask Bobby a specific "ask about" question to obtain the item.

Hint 3: Consult the librarian.

Walkthrough: From the pond area to the next puzzle location, there is much to do. The Wizard tells you that Julyn is in the castle, but all roads into the castle are blocked. Talking to the man, Bobby, gives you information about rumors that Julyn is not in the castle, but in a cave to the east. If you ask Bobby about his hair, he will mention a book for you to read, which he gives you. This is your second of the five missing library books (*History of King Herman's Mustache).* You can obtain 1 puzzle point here.

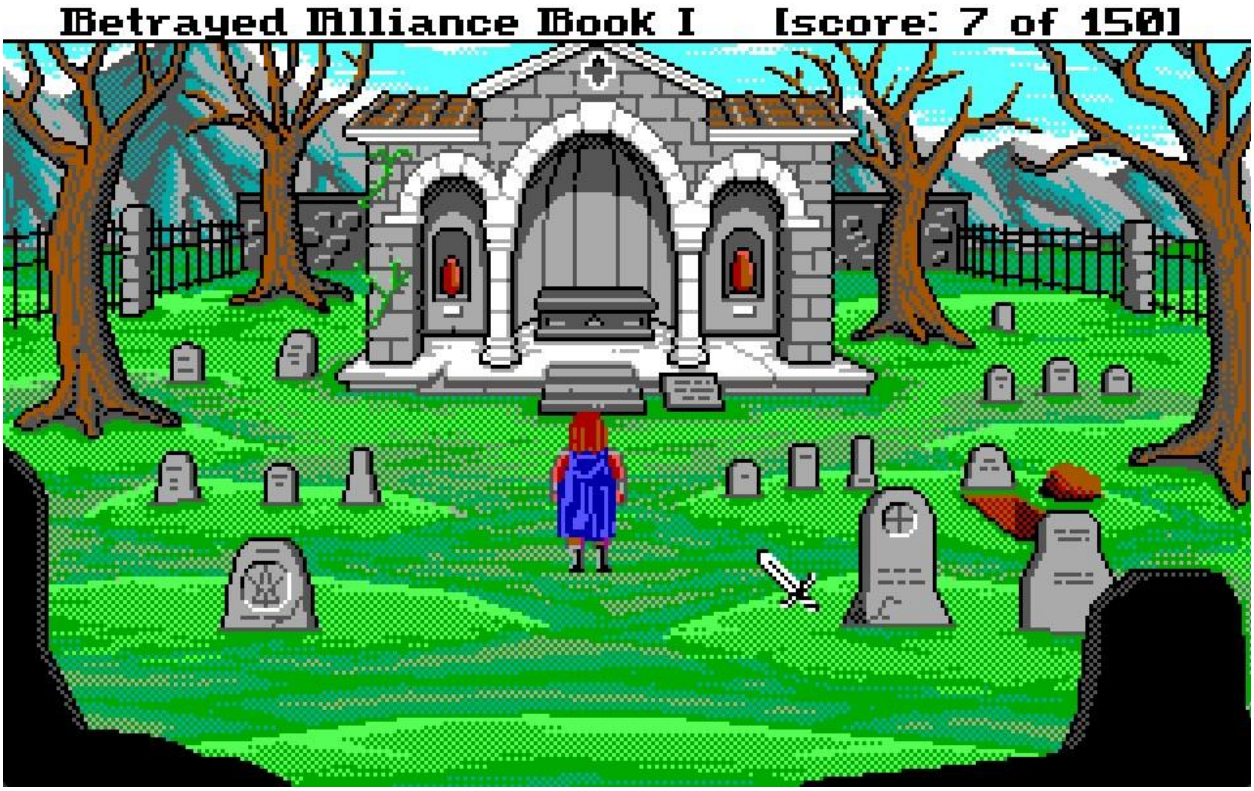


Hint 1: The woman here (Leah) has a collectible. It is not necessary to complete the game.

Hint 2: You will need to ask Leah a specific "ask about" question to obtain the item.

Hint 3: Consult the librarian.

Walkthrough: East of the pond area with Bobby, you will meet Leah and her horse Mircea. She has bits of information, but you can tell she is really into you and wants you to abandon your quest for Julyn and start a new life with her. If you ask Leah about the Carmyle family, she will give you the third of the five missing library books (*The Carmyle Family History).* You can obtain 1 puzzle point here.

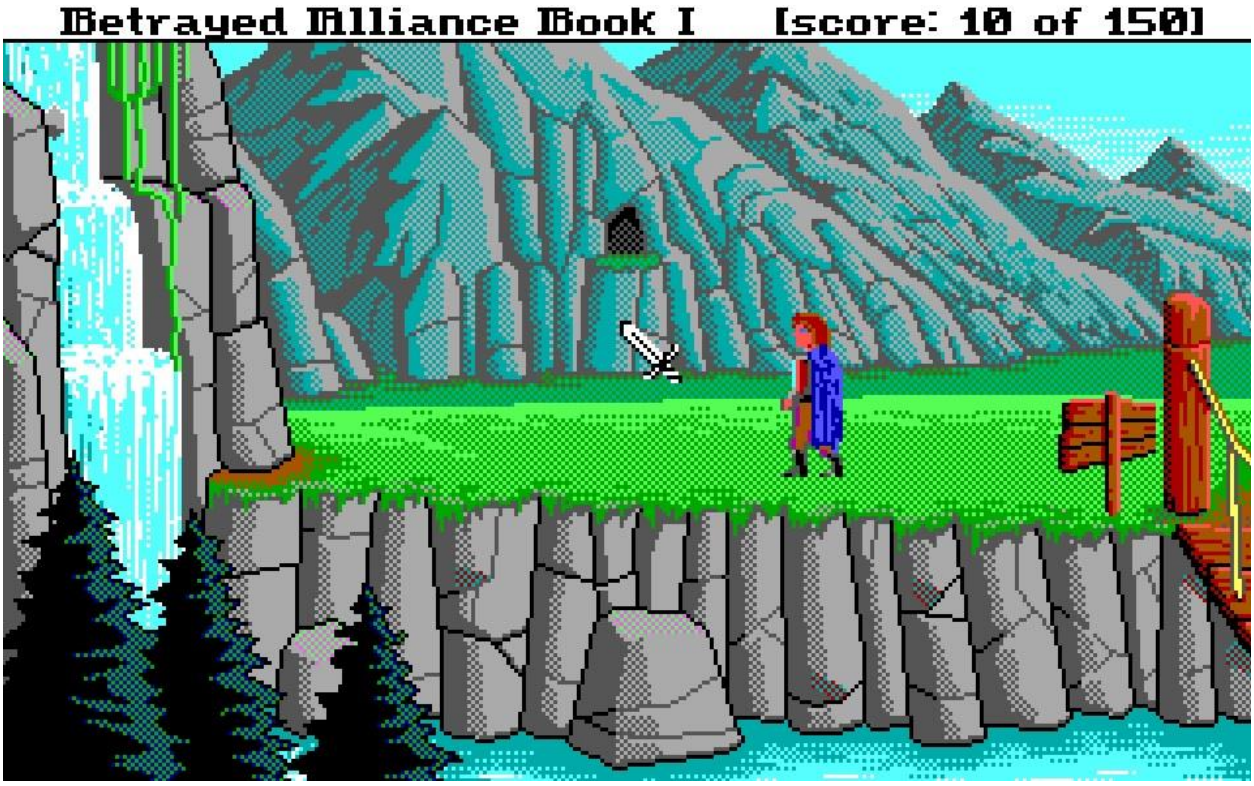


Hint 1: There is a hidden item in this room.

Hint 2: The item is “inside of” something. The item you find here can be used on this screen to reveal something useful.

Hint 3: The grave with the image you have seen before hides something.

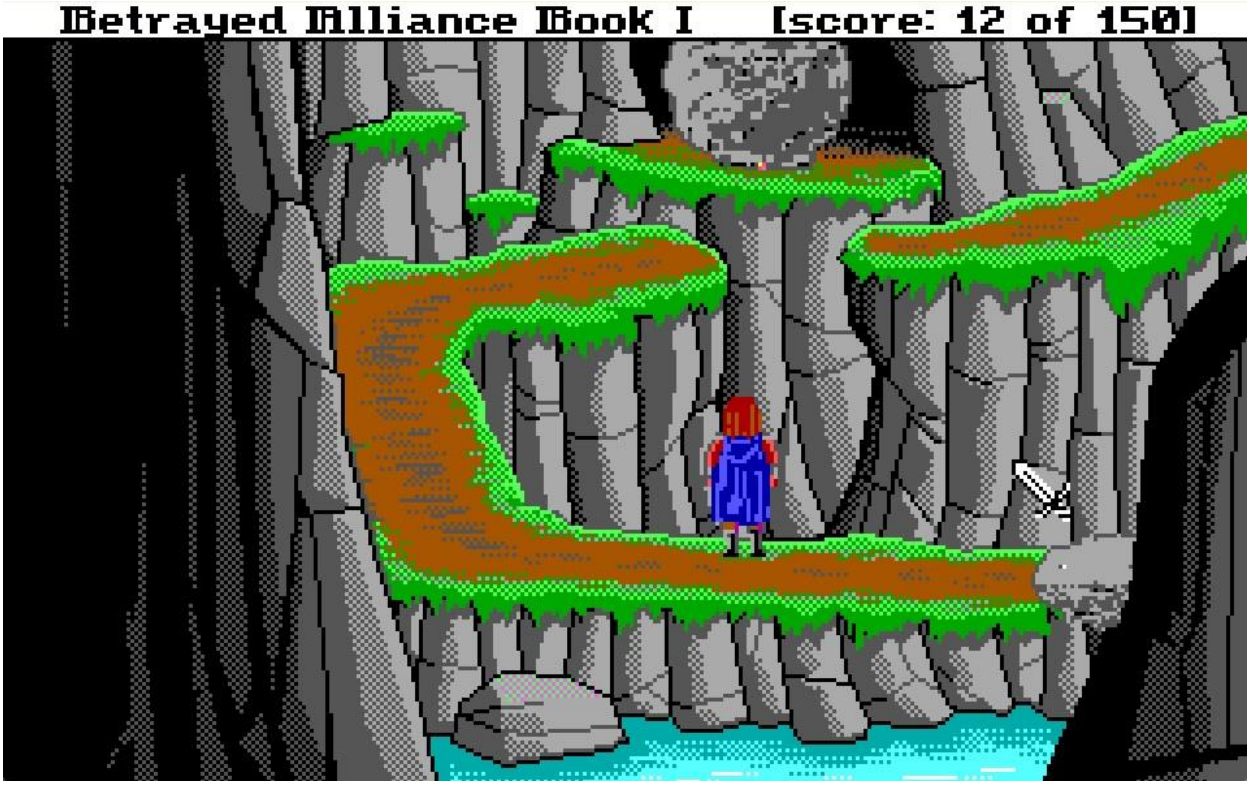
Walkthrough: First, find the graveyard and enter. You will find an empty grave. Look inside to find a shovel. Take it. Using the shovel, dig a hole near the gravestone with the symbol that was also on the tapestry and in the pond area. This will reveal a teleport spot to add to your map. You can obtain 3 puzzle points here.



Hint 1: This is not the furthest west you can go.

Hint 2: You can take an action here that will build a stony bridge.

Walkthrough: To the southwest, you will find a waterfall. Grab the vine and give it a nice test pull. If you attempt to swing with the vine, you will snap it and fall to your watery death. Once you pull the vine and uncover a route, follow the path until you find a boulder. You can obtain 2 puzzle points here.



Hint 1: You will need an inventory item to create a bridge and cross the path.

Hint 2: Your item will need to produce some kind of force to dislodge the obstruction of the boulder.

Hint 3: The force you need is gravity. Think celestial gravity, not earthly.

Walkthrough: The gap in the path is too long to jump over, but it looks like something is holding the boulder in place. “Roll” your marble on the incline to dislodge the mercury marble, allowing the boulder to roll perfectly into place for you to walk across. Take your marbles, and head up. You will then find yourself on a platform in front of a cave previously unavailable for entrance. You can obtain 2 puzzle points here.

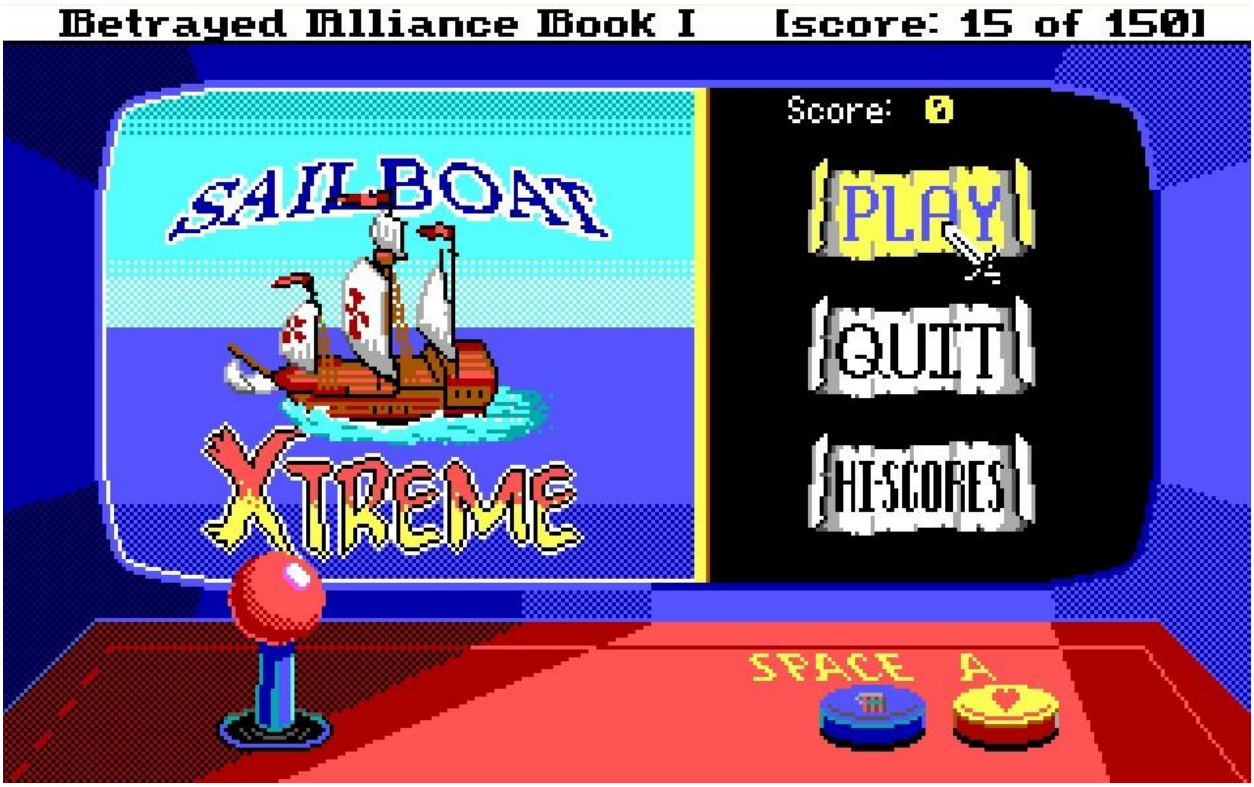


Hint 1: This is more an Easter egg room than anything. While there is nothing necessary for game completion here, there are puzzle points.

Hint 2: There is a registry book with names in it.

Hint 3: There is a pen next to the registry book.

Walkthrough: Inside, you will find the hermit from Quest for Glory and a handful of classic Sierra characters. Sign the guestbook for a puzzle point at the “Famous Adventurer Retirement Center” and talk to the hermit. He reveals a way to find all the missing marbles, but only if you beat his score at Sailboat Xtreme. If you beat Erasmus, he will also give you a titanite flask, which can be used to restore lost health. He will also reveal a hidden ladder you can use to come and go from this place easier. You can obtain 5 puzzle points here.

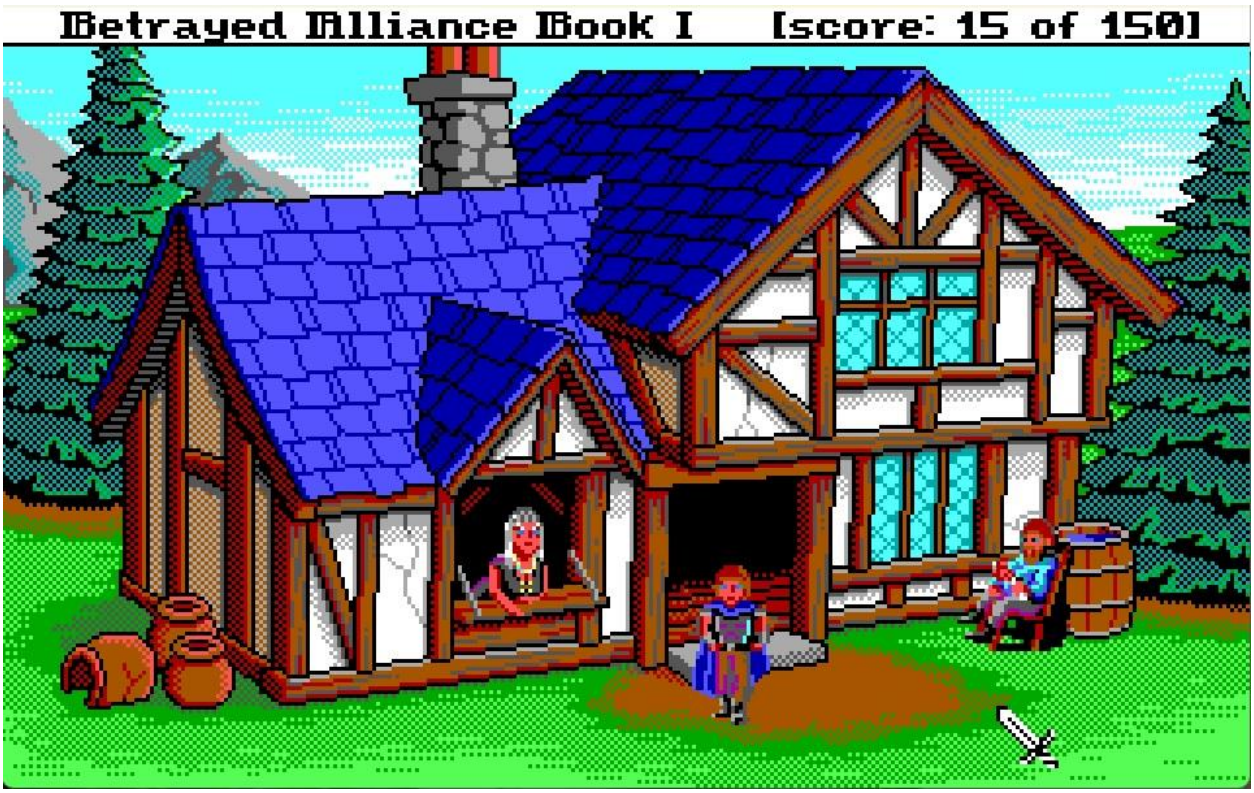


Hint 1: If you find it difficult to climb high on the leaderboard, come back later. You could find an item that could help you cheat the game.

Hint 2: The item that will help you is tied to the library.

Walkthrough: If you run out of gold, you can get an unending supply at the well so long as you have less than 10 coins at the time. The well will provide you with a coin in addition to some refreshing water!

If you have difficulty achieving a top rank on the leaderboard, come back after returning all the missing library books, as you will receive a magnet that will be able to short out the arcade console, giving you an automatic 9,999 score.



Hint 1: There is a collectible on this screen.

Hint 2: Deborah's daughter can help with her mom's anger.

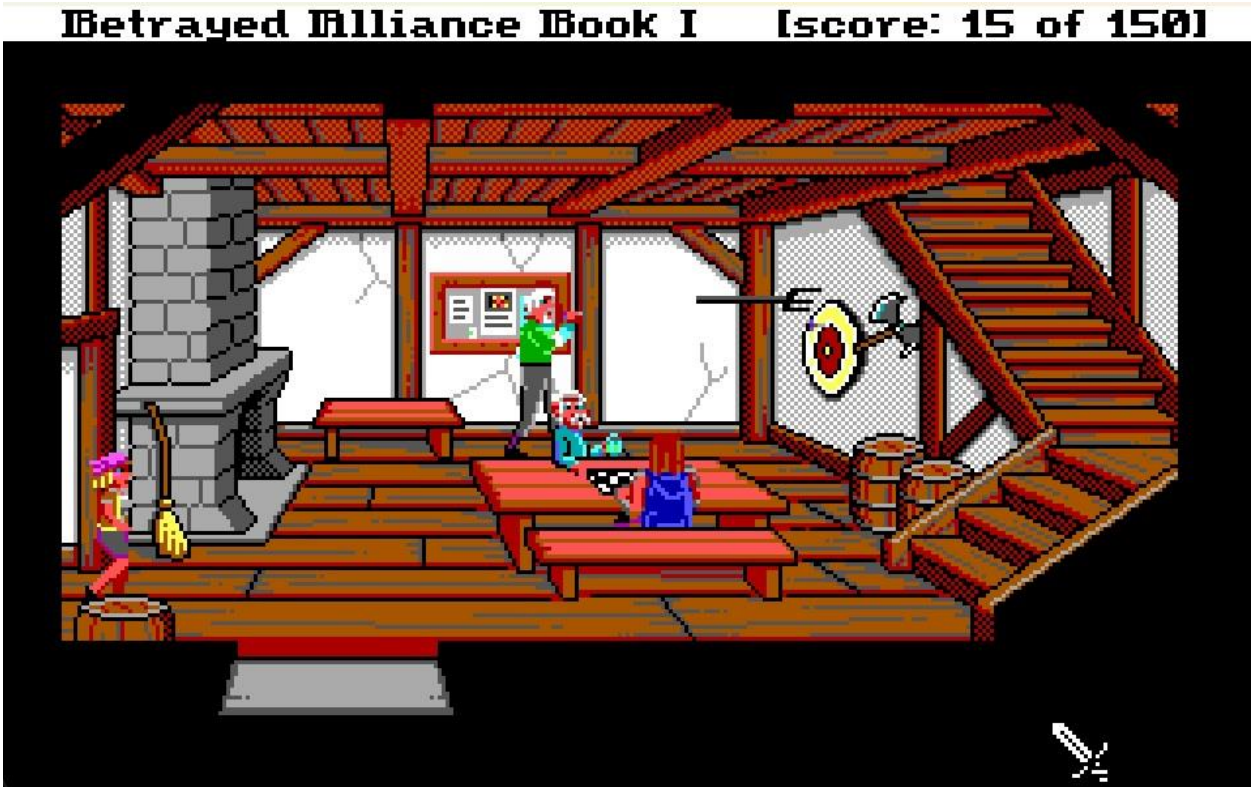
Hint 3: Deborah will require an item to make her happy.

Hint 4: You will need to find out Deborah's husband's name.

Hint 5: The item she needs can be found in the dock/mail house.

Walkthrough: At the tavern, you will find Deborah and Sammy. You will also find some pots. Inside the tipped over pot is "something shiny." Use your marbles like a magnet, and you will attract the Venus satellite for your collection, and a puzzle point.

There are many things you cannot do here yet, including giving a letter to both Deborah and Sammy. Those will become available later. Once you have the letter from Gallagos for Sammy, he'll gift you a breastplate. Nice! After returning Deborah's letter, you can purchase chicken from her! Wow, a chicken breast, and a breastplate? Breast luck ever! If somehow you are out of gold just bring a flower to Deborah, and she will give you the chicken for free! You can obtain 8 puzzle points here.



Hint 1: Talking to Rose can provide you with important information.

Hint 2: Rose can help with healing potions, but she needs something.

Hint 3: Rose can help you with her mother.

Walkthrough: It is valuable to talk to the barmaid named Rose. She can tell you why her mother, Deborah, is so horrible to you and refuses to sell to you. It has to do with an undelivered letter from her late husband, Jasper (remembering this name will be important later).

Rose can also make healing potions for you, but only if you have an empty Titanite Flask and bring her a flower, called Heliopsis Splendor, which you will find later. They cost 5 gold.

There are two minigames you can play here.



Hint 1: Throwing the dart takes some practice. Press and hold the left click on the mouse, move the mouse cursor vertically and release the button as your move the cursor to release the dart.

Hint 2: Remember that you must hit the outer ring to start the game. This is called "doubling-in."

Hint 3: Remember that you must also hit the out ring to end the game. This is called "doubling-out."

Walkthrough: You can also challenge the sailor to a game of darts. This is a great way to increase your gold, although you will not really need it. If you win against him three times, he'll get wise and refuse to play with you anymore, but you only need to beat him once to claim the 1 puzzle point. Make sure you read the instructions carefully, however, as the controls take some getting used to and it's easy to forget that you must "double-in" to get yourself started.

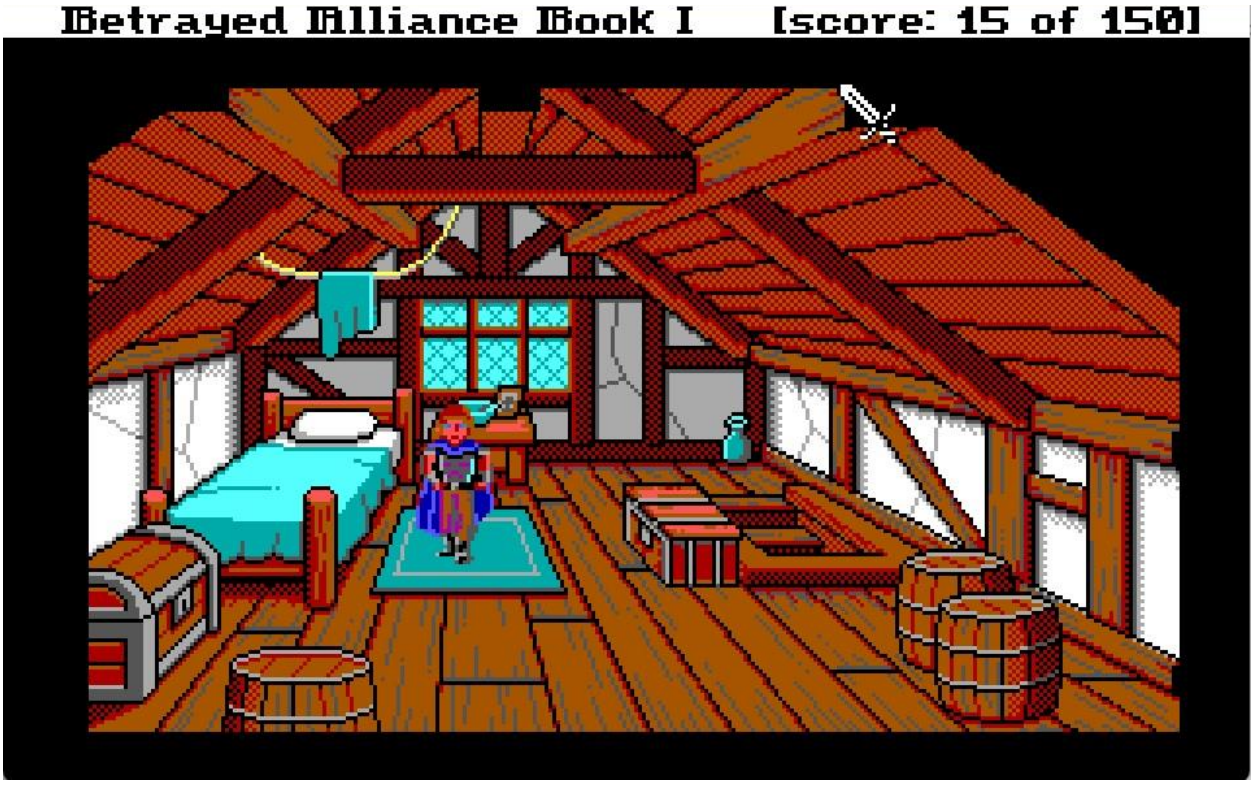


Hint 1: Your move must not allow your opponent to take your G pawn.

Hint 2: You should move your Rook.

Hint 3: Apparently this is part of a correspondence match. Maybe the dock/mail house has something.

Walkthrough: To increase your intelligence, you will want to solve the chess problem the old man is struggling with. For those who just cannot fathom the answer to the chess riddle, place the rook on C5 and watch as the following variations prove this move to be unbeatable. You can obtain 2 puzzle points here.

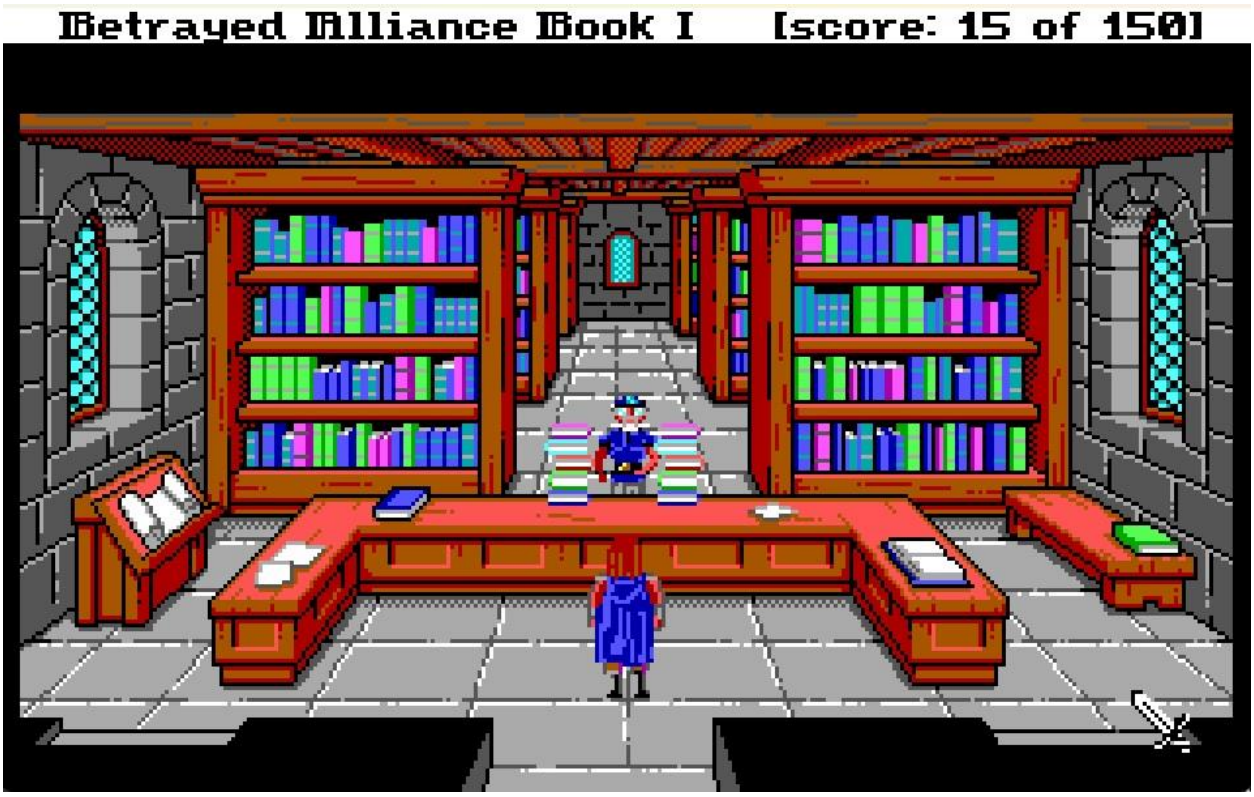


Hint 1: There are two collectibles in this room. There are no necessary items in this room.

Hint 2: Both chests are locked, but there is a key somewhere.

Hint 3: The unlockable chest has a collectible in it, but also a picture. Let the image suggest an idea to you.

Walkthrough: The chest near the stairs houses another missing library book (4th of 5), *New Notions on Lotions and Potions*. To unlock the chest, look under the carpet for a key. In that same chest, you will also be given a hint as to the whereabouts of another planetary marble. The picture is of the Princess and the Pea, so go over to the mattress and look under it to find the Jupiter marble. The chest at the end of the bed cannot be opened. You can obtain 3 puzzle points here.



Hint 1: The open book and the scroll hold hints themselves.

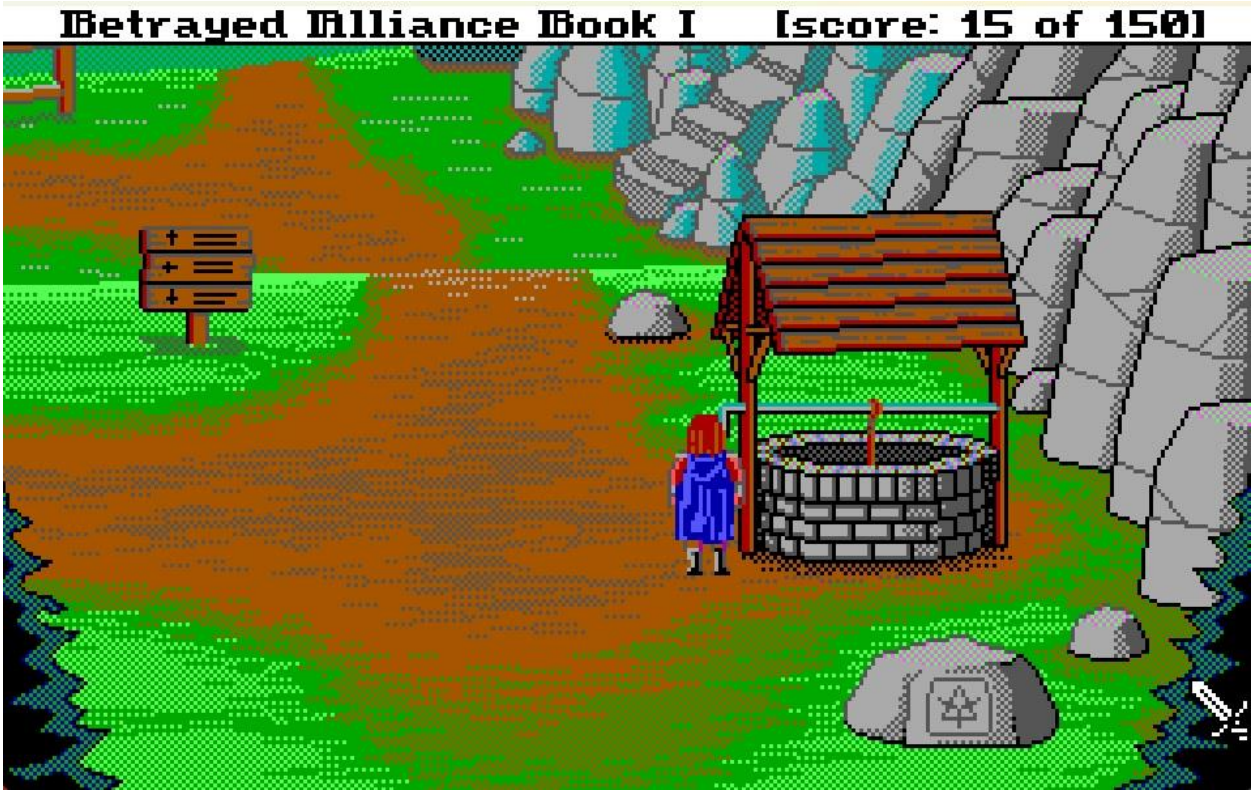
Hint 2: While the librarian has a list of missing books, it never hurts to ask about them, too.

Hint 3: Don't neglect the IQ test. Even if you are low in your Intelligence Stat, you might still get something useful.

Walkthrough: At the library, you can return 4 of the 5 books we have found as well as take the IQ test. You should have around 21 Intelligence at this point, which will earn you a ruler and titanite, which you can later fashion into a healing potion flask.

As your Intelligence stat increases, you will be able to earn gauntlets as the final reward, which will increase your strength and defense.

Eventually, you will be able to return all 5 missing books as well. The reward for that will be a magnet, which you can use to cheat Sailboat Xtreme to get the highest score without needing any pesky arcade game twitch skills. This is an adventure game, after all! You can obtain a whopping 11 puzzle points here!

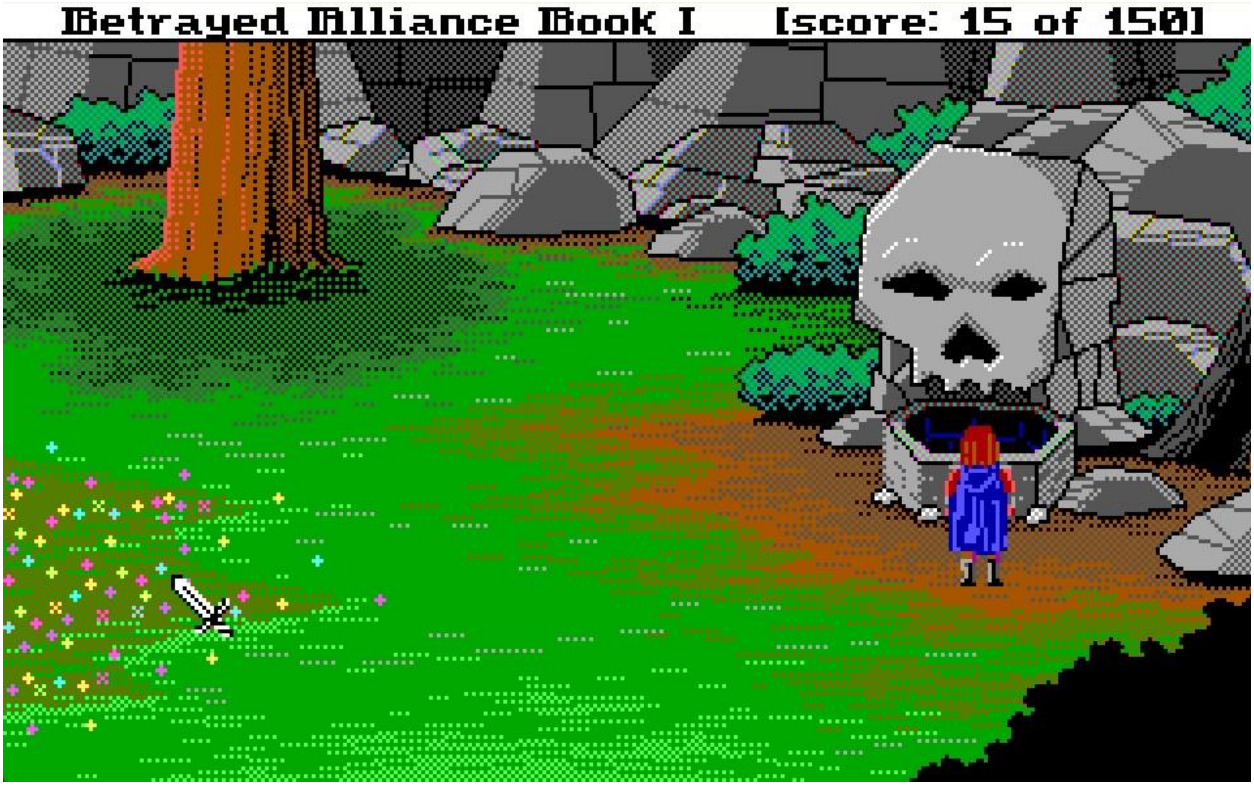


Hint 1: There is a collectible here and something useful you can uncover.

Hint 2: Try putting something into the well.

Hint 3: The rock with the symbol on it hides a secret.

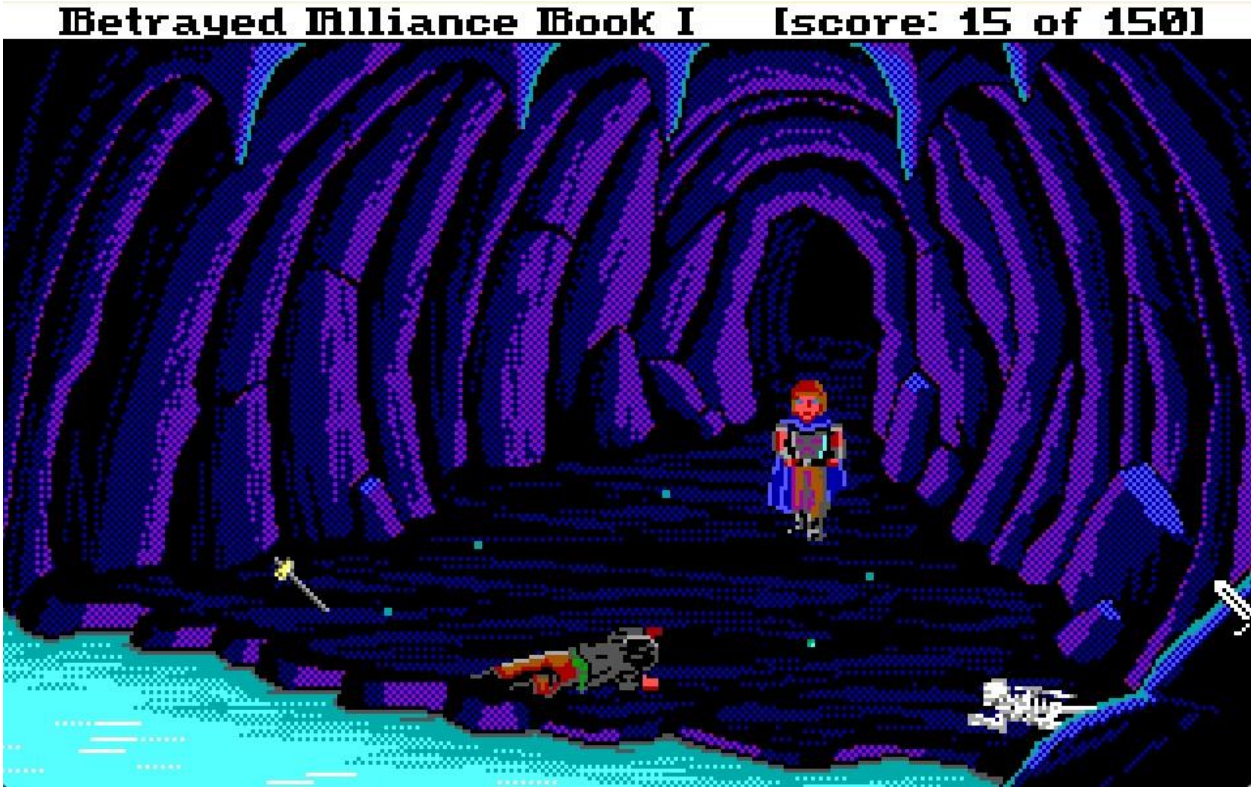
Walkthrough: East of the library, you will find a well. Use the well to find a gold coin on the first attempt (and any attempt when you have less than 10 gold). After this, you can put your Sun marble into the well to attract a Neptune marble. You will also notice on this screen that one of the rocks has an engraving of a familiar symbol. Push the rock to reveal another teleport location to add to your map. You can obtain 3 puzzle points here.



Hint 1: There is an item on this screen.

Hint 2: The item's color contrasts with the rest of the background.

Walkthrough: At this point, it is time to head to our next destination, the Whispering Caverns, where rumor suggests Julyn has been seen. Head north until you see a well with a skull-shaped rock carved over it. Here you can collect the flower Heliopsis Splendor. Its main use is to give to Rose in the tavern so that she has an ingredient for healing potions and can start selling them to you. However, you can also give these flowers to many other characters for puzzle points. These characters include: Bobby, Leah, Colin, Deborah, Henry, Hans, and on the grave of Sarah. Each of these will net you 1 puzzle point, except Rose, for whom you will get 2. Simply enter the well to progress the story.

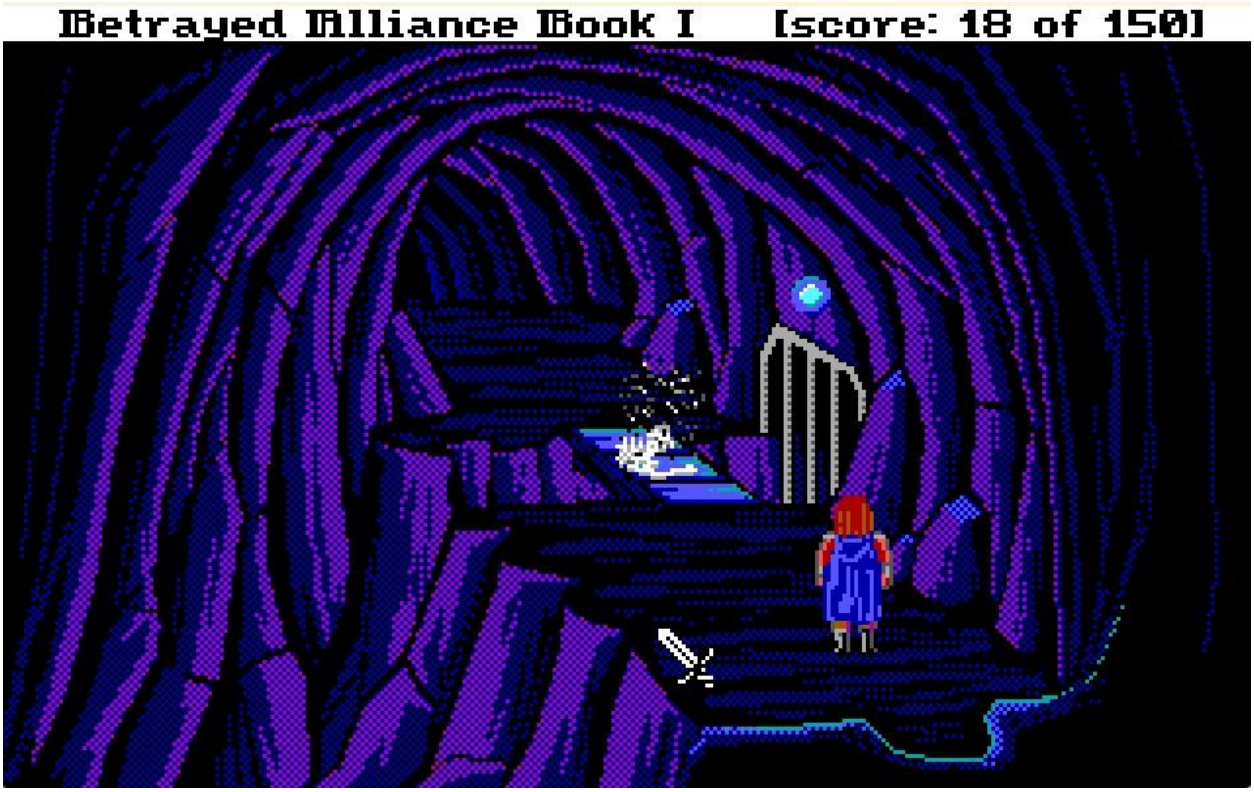


Hint 1: “looking” at things is good, but somethings “search” is better.

Hint 2: There is a collectable here.

Hint 3: Something on the ground is different than the rest.

Walkthrough: Search the body to find a block and dart-gun. Trying to take the sword will result in a ghost appearing. Talking to the ghost guarding the sword will give you information about a relic and the dead Carmyle descendant, who apparently had also been searching for Julyn. There is also a marble on the ground. To find it, you can place your marbles on the ground to attract it, or if you can see the marble, you can take it if you are close enough. Importantly, if you run out of darts, you will find a box with a 10-dart restock conveniently floating down the river. You can obtain 3 puzzle points here.



Hint 1: You need an item to bypass the flies here.

Hint 2: The item you need is found in this cavern, but not in this room.

Walkthrough: To make your way past the swarm of flesh-eating flies, you will need the blow-dart gun, which you can get south of this room. To use the blow dart gun right click over the switch which will open a floodgate washing away the bones on the bridge. Watch your step and follow the path. You can obtain 2 puzzle points here.



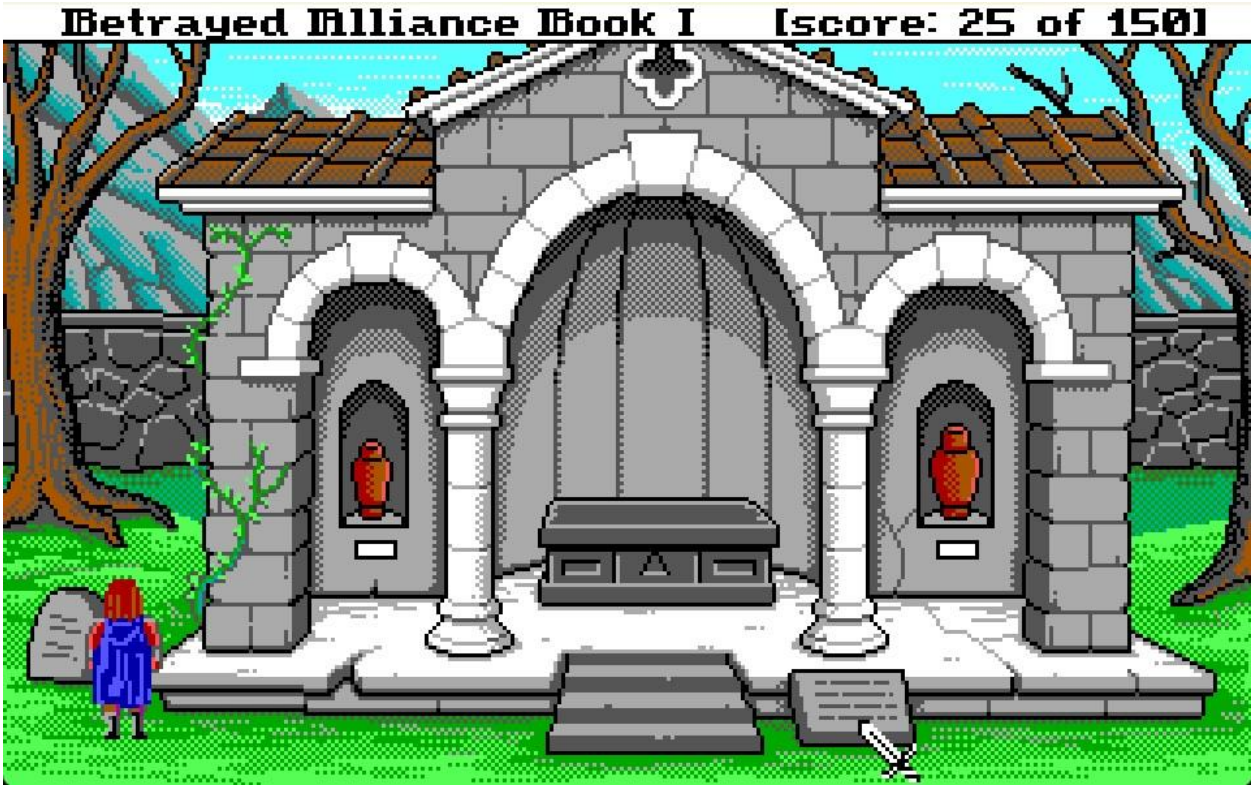
Hint 1: The floor is wet, so do not run!

Hint 2: The ghost possessing the sword has information on a curse that can help bypass this apparition.

Hint 3: While this puzzle can be completed with a single dart, it is easier with two.

Hint 4: Start with the bottom switch.

Walkthrough: This spirit is cursed and unable to step over water. You will have to use your dart-gun to trigger floodgates in a pattern that will allow you to pass safely past him. This can be completed with a single dart if you are quick enough to walk northwest and shoot the western switch before the ghost can reach that area as well. However, it is easier to right-click over the trigger for the bottom/southern switch, walk into the west area, and then activate the western switch. You should be able to leave safely from there. An important note, however, is that you also cannot walk over the waterflows, so make sure you are on the right side of them! You can obtain 5 puzzle points here.



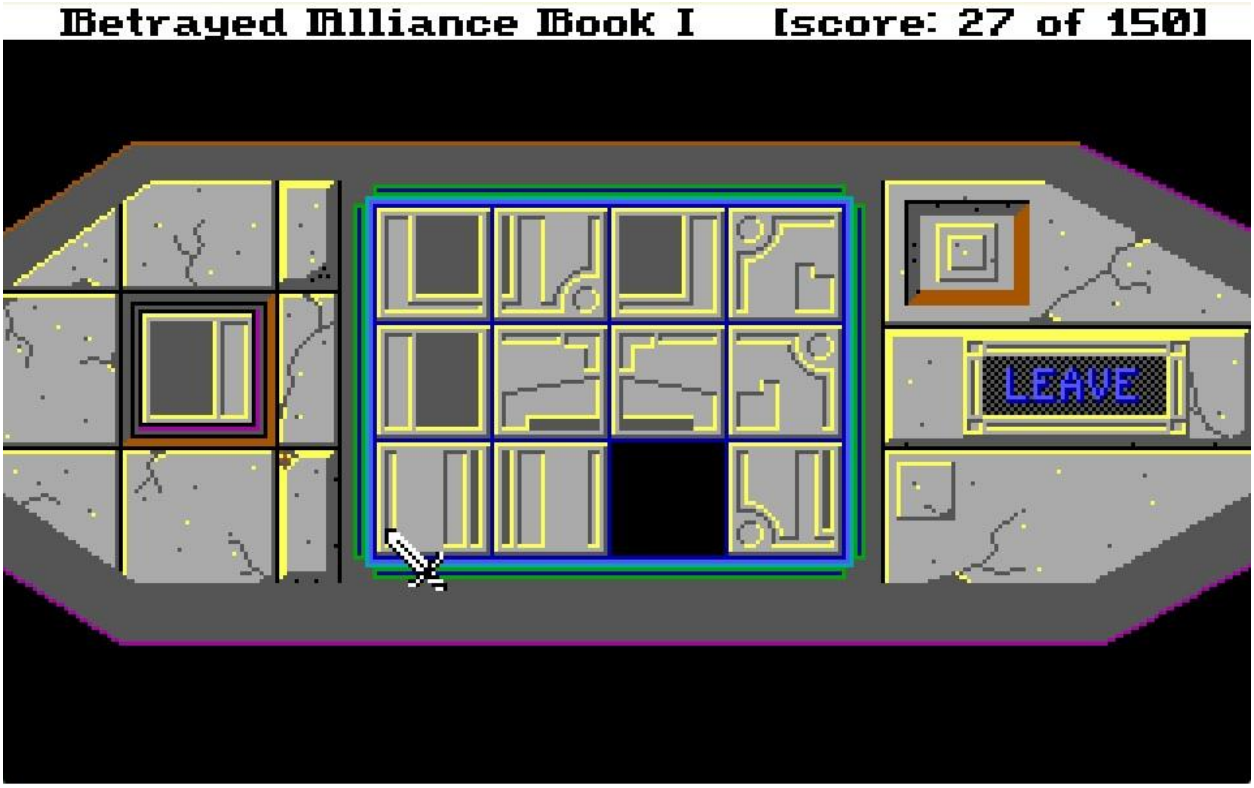
Hint 1: You will need an item to pry the concrete slab from the sarcophagus.

Hint 2: The item you need is in the graveyard, but not in this room.

Hint 3: Once the slab is removed, you will need another item to progress.

Hint 4: The item you need is far away from this location, underground.

Walkthrough: Travel via teleportation map or go by foot to the graveyard and north to the mausoleum. Here, you can use the shovel to pry the concrete slab off the coffin. This will reveal a puzzle board for which you need a block. In the Whispering Caverns, you obtained a block and a picture. The block is just the thing you need here. Approach the coffin and try your hand at the sliding puzzle. You can obtain 2 puzzle points here.



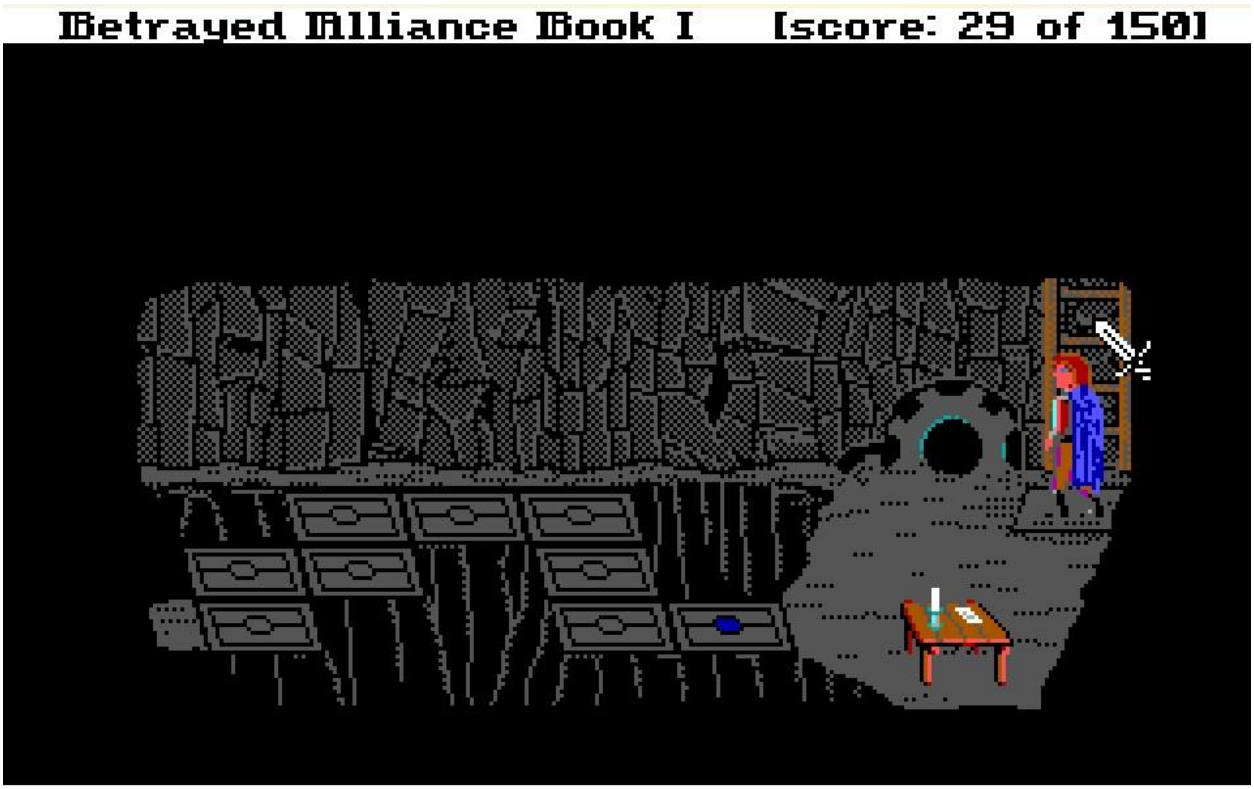
Hint 1: You've seen the image you are constructing before.

Hint 2: This puzzle can be skipped.

Hint 3: The way to skip the puzzle is hinted at on a gravestone nearby.

Walkthrough: You can view the hand-drawn outline of what you're trying to assemble by looking in your menubar. Click on Notes, then Images. There's no special trick to this. You'll just have to muddle through it. It's not incredibly difficult, but if you can't beat it, pass the mouse to somebody else and tell them, "It's impossible!" That'll give them the motivation to prove you wrong and advance your game!

If you have no friends available (or otherwise), there are two other options for you. First, if you switch the difficulty to novice, you will see a button light up. Press it to skip the puzzle. You can also achieve this on veteran mode by taking the advice of a gravestone nearby, which instructs you to press an unmovable block piece 13 times. If you do this, the same button will light up, allowing the puzzle to be skipped, but was it really "skipped" if you puzzled through a riddle written on a cryptic gravestone? I think not! You can obtain 3 puzzle points here.

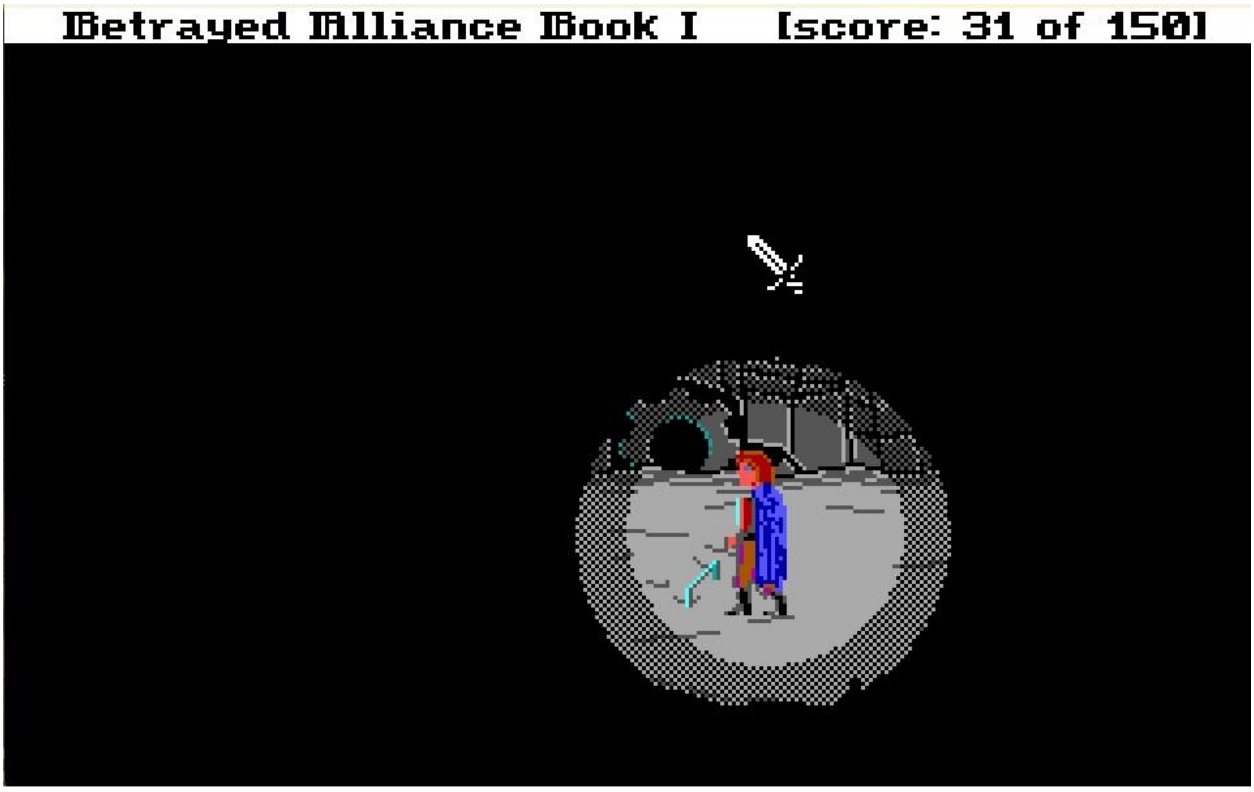


Hint 1: If you are in complete darkness, try “look”

Hint 2: If you have reopened the entrance, try placing something over the pressure plate to get out (veteran difficulty only).

Walkthrough: After descending the ladder, you trigger a trapdoor, which closes you in, blocking the sunlight. Type “look,” and you will be able to locate a candle. Type “take candle,” and you will light it with your STUPID kit. Now you have limited visibility. There is a note on the table that indicates that whatever was stored here has since been removed. It also gives a cryptic hint to be careful of the ground, but perhaps to overlook it for puzzle purposes. As you progress through the cave, you will find a bridge with tiles that change colors, and you set them as you step on them. These are only a distraction to the player, and are best ignored, as the note indicated.

If you’re on veteran difficulty, you might inadvertently step on the same pressure plate that closes the entrance that you did when you first entered. To bypass this headache, simply move the table over the pressure plate and climb the ladder this way. You can obtain 2 puzzle points here.



Hint 1: Find the three torn pages.

Hint 2: The first page is visible, the second and third are hidden.

Hint 3: The combination can be discerned using the torn pages.

Hint 4: If you have reopened the entrance, try placing something over the pressure plate to get out (veteran difficulty only).

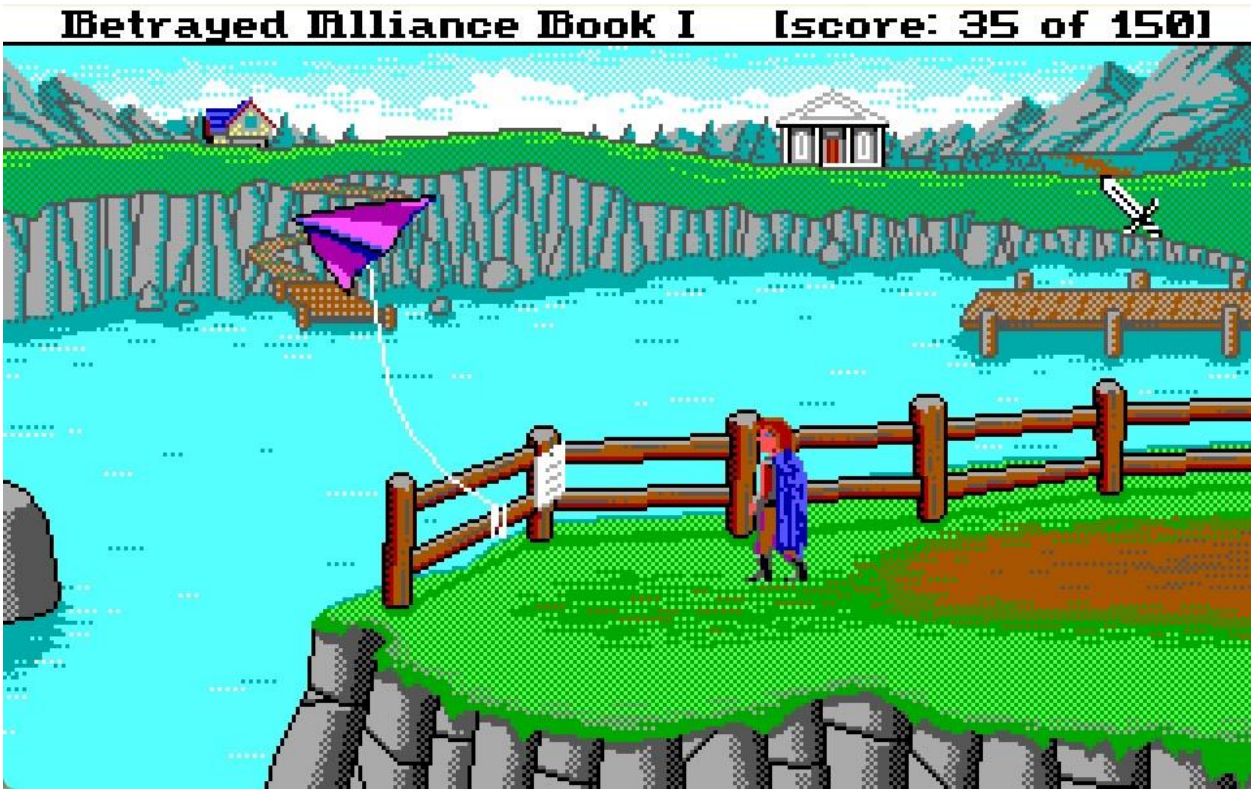
Walkthrough: Once you enter the second underground room, you may notice that it is almost completely empty. All except for a table with a note, a sarcophagus, and a cabinet. The table houses a note, for which there are two other pieces. Another can be found in the open sarcophagus. The final piece of note is in the cabinet. Attempting to open the cabinet, however, breaks off the bar, and you put it in your inventory for future use. When the cabinet falls, you will see a dial on the wall, which can be used to open the crypt. The back of the cabinet has a hole, in which you will find a letter with a picture. This tells you of a secret passage to the castle and draws the map for you on a piece of paper. Now that you know the princess isn't in the

Whispering Caverns, you know that the Great Wizard must have been right all along. Julyn is in the castle, Lt. Gyre took her, and now you have a way in!

More important for your current concerns, however, is that you find another piece of paper in the cabinet as well. All three together should allow you to discover the combination for the dial, with the floor panels in the other room being a red herring. Having read the notes, we can know the order of the dial will be yellow, yellow, blue, yellow, yellow, red, red, red, red. The correct combination will turn the gears and open the crypt.

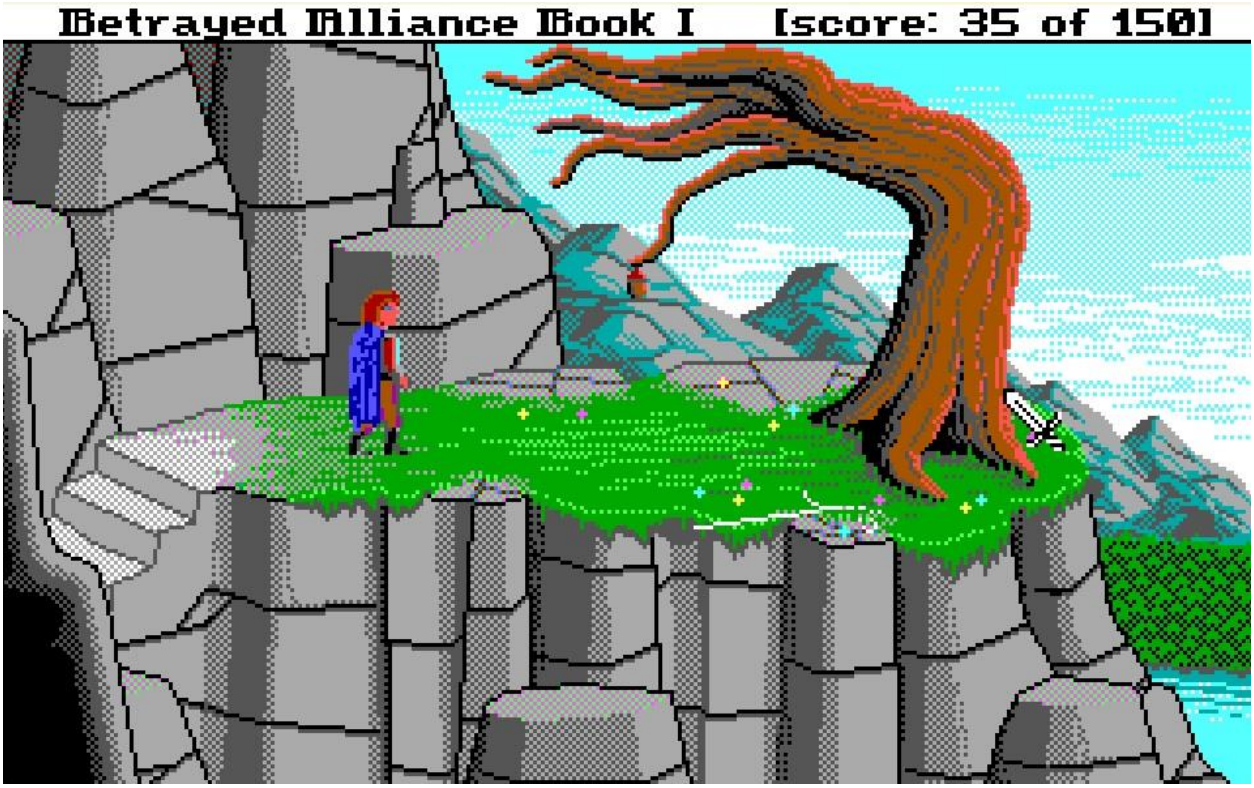
You may also notice that some of the ground here has been disturbed. With the shovel, you can dig out an object, finding a book (*The Secret of the Relic*).

On the way out of the underground catacomb, be sure to move the table over the switch on the ground; otherwise, you will trigger the trapdoor again and will have to navigate back to the safe and reenter the sequence (this will only happen on veteran mode). You can obtain 4 puzzle points here.



Hint 1: There's a key puzzle item here.

Walkthrough: Heading south after going as far east as possible will lead you to the eastern bridge connecting Shelah and Ishvi. This bridge is guarded and uncrossable. However, west of the bridge, you will find a kite tied to a fence. Take it and wonder why or where you'll need a kite. You can obtain 1 puzzle point here.



Hint 1: There's a key puzzle item here.

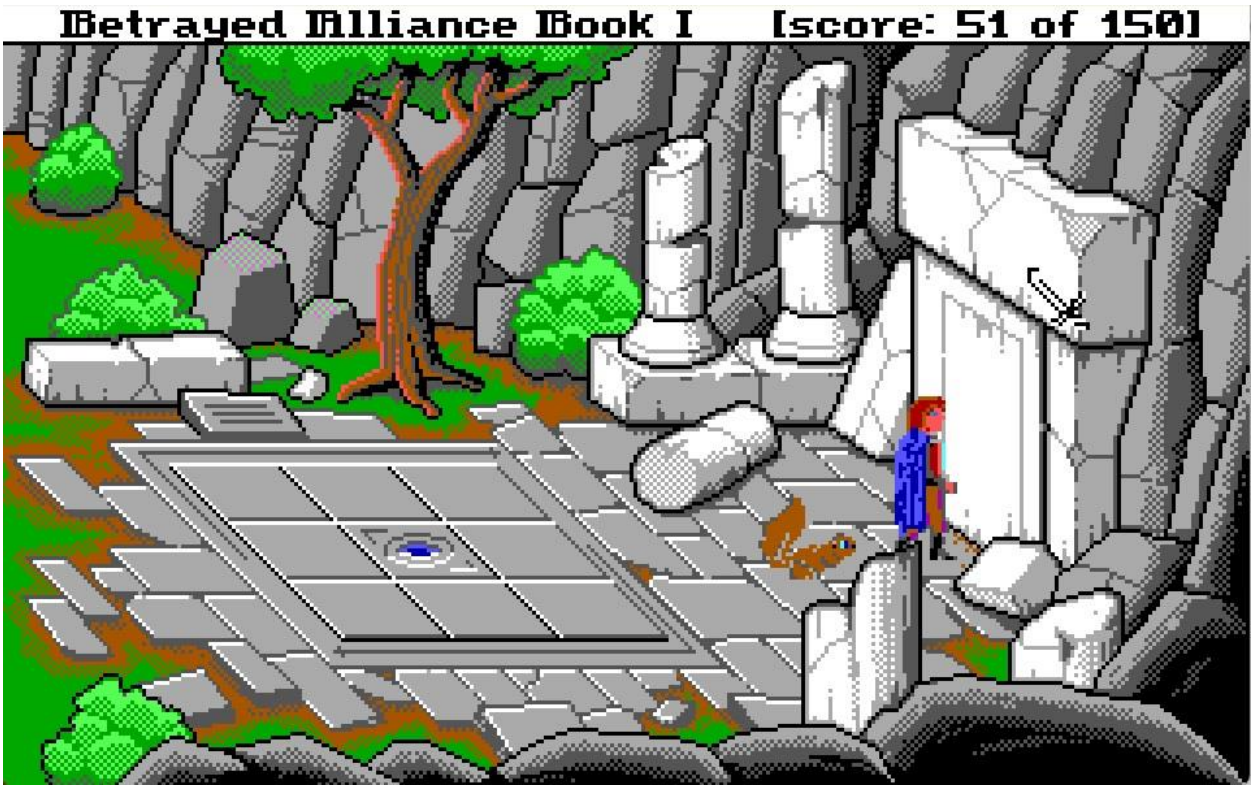
Hint 2: The wind here is an important puzzle consideration.

Hint 3: You will need to combine two items here.

Hint 4: Check item descriptions to determine which might be eager to be combined.

Walkthrough: Up the mountain stairwell, you'll find a curious looking tree with a lone acorn hanging on a branch. This place is very windy, and as such, it is a great place for the kite to be used. However, if you want to try to use the kite to fly over the laser, you will need a bar of some kind to act as a handle for your makeshift hang glider. Luckily, you found such an item in the crypt.

By using the STUPID kit, you can combine the bar with the kite. You'll fly on the wind and be carried clear over the laser at the scientist's home. You can obtain 1 puzzle point here.



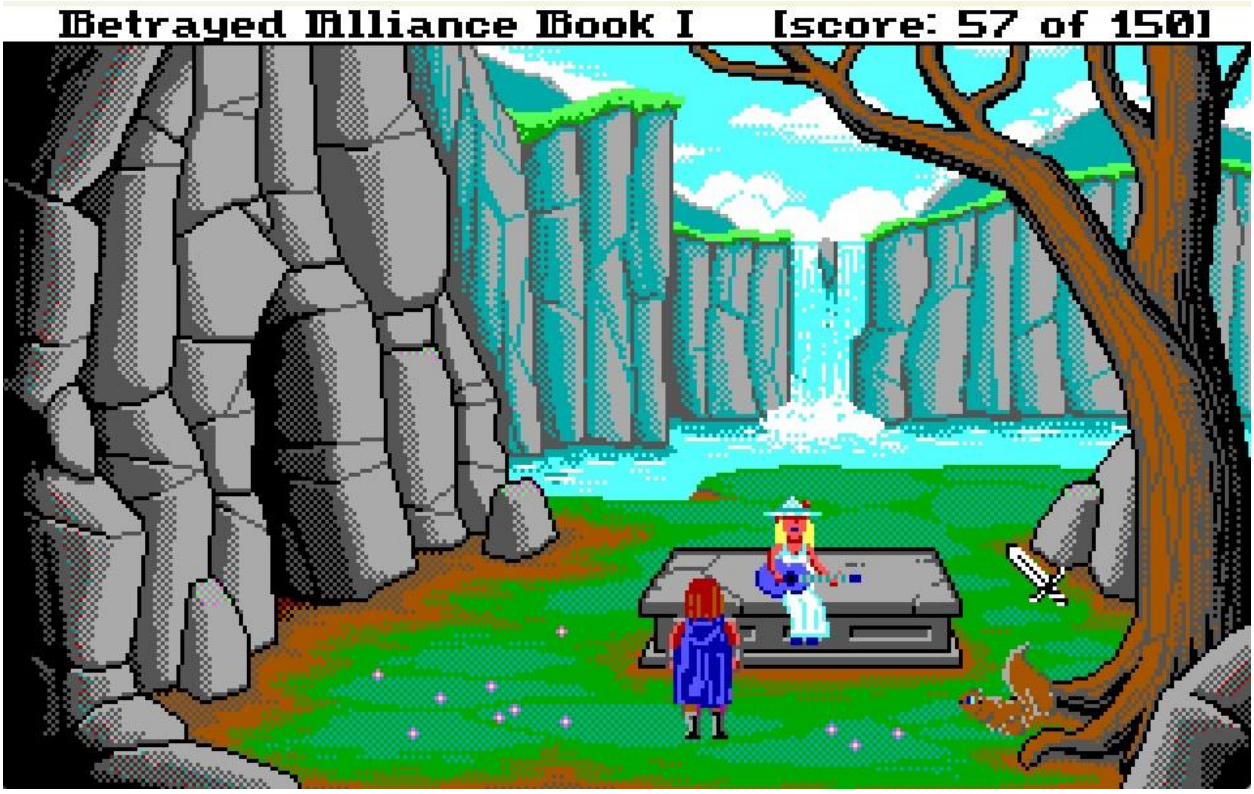
Hint 1: You will not have the requisite information for this puzzle if you haven't yet been in the Whispering Caverns.

Hint 2: The squirrel looks a little peckish.

Hint 3: The inscription indicates this puzzle requires two moving in unison.

Hint 4: The stone floor indicates the required movements.

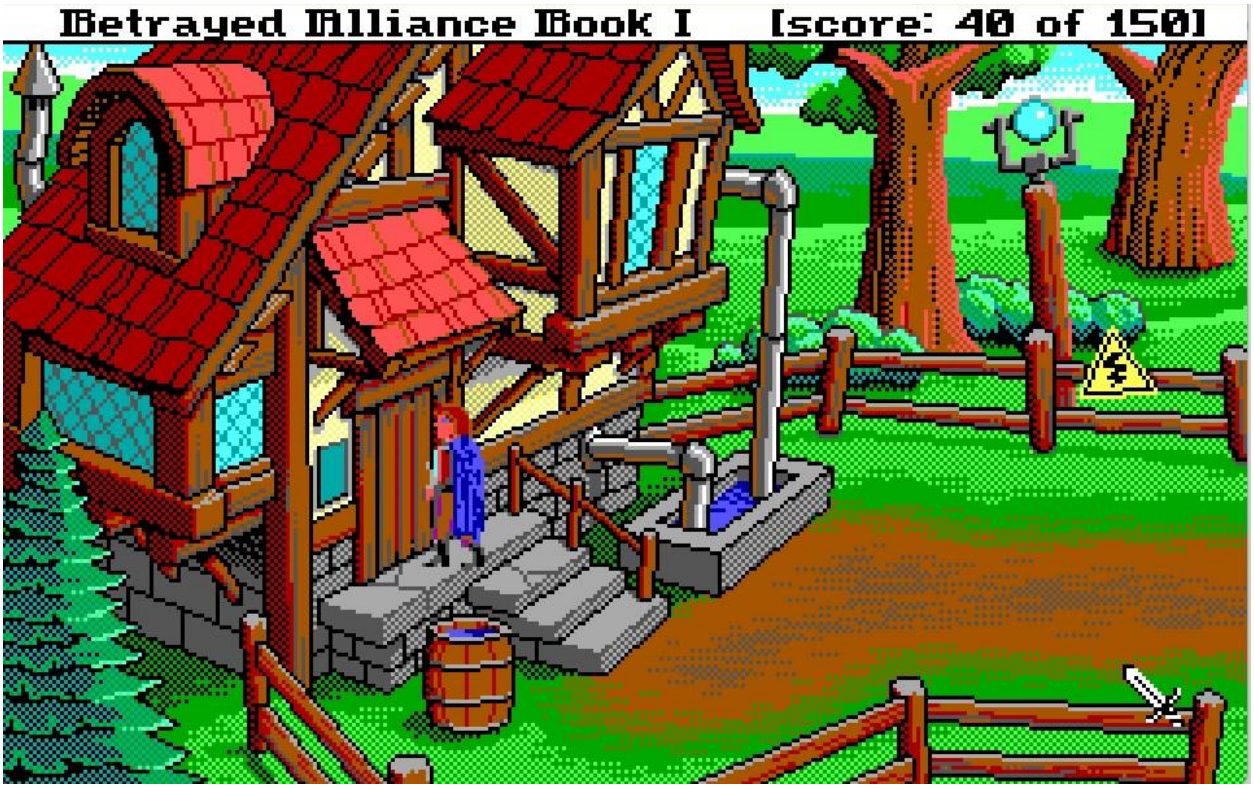
Walkthrough: In the ruin, you'll come across a strange nine-tile-puzzle and a squirrel that follows you. You can give the squirrel the acorn, and it will activate the tiles, which now play musical notes. You learned a code word from the two sword-fighting soldiers. They discuss a quirk of General Gyre that is important for this puzzle. Apparently, he says "copy cat," to a squirrel. Assuming you've given the acorn to the squirrel, you can now say the code-phrase yourself. Type in "copy cat" and the squirrel will hop into position and mirror your movements. There is a hint built into the architecture of the puzzle (notice the arrows on the outside platform). Follow the pattern (while the squirrel follows the other pattern), and the door will open into a tunnel. You can obtain 4 puzzle points here.



Hint 1: The woman sings about something she wants you to show her.

Hint 2: The item you need to show her is nearby.

Walkthrough: This will lead to a small tunnel. You will see an engraving on a rock G+S (Gyre + Sarah). Coming to the end of the tunnel, you will find a woman dressed in white, singing and strumming a guitar. She speaks in lyrics and riddles. She tells you that she was Gyre's wife and that she wants to save him from his evil path, but he cannot hear her because his hatred has deafened him to her counsel. She wants you to help save him from his destructive fate, and she hints that there is a buried ring in the tunnel. When you show it to her, she will disappear, revealing a note that describes why Gyre is trying to sabotage you. You can obtain 4 puzzle points here.

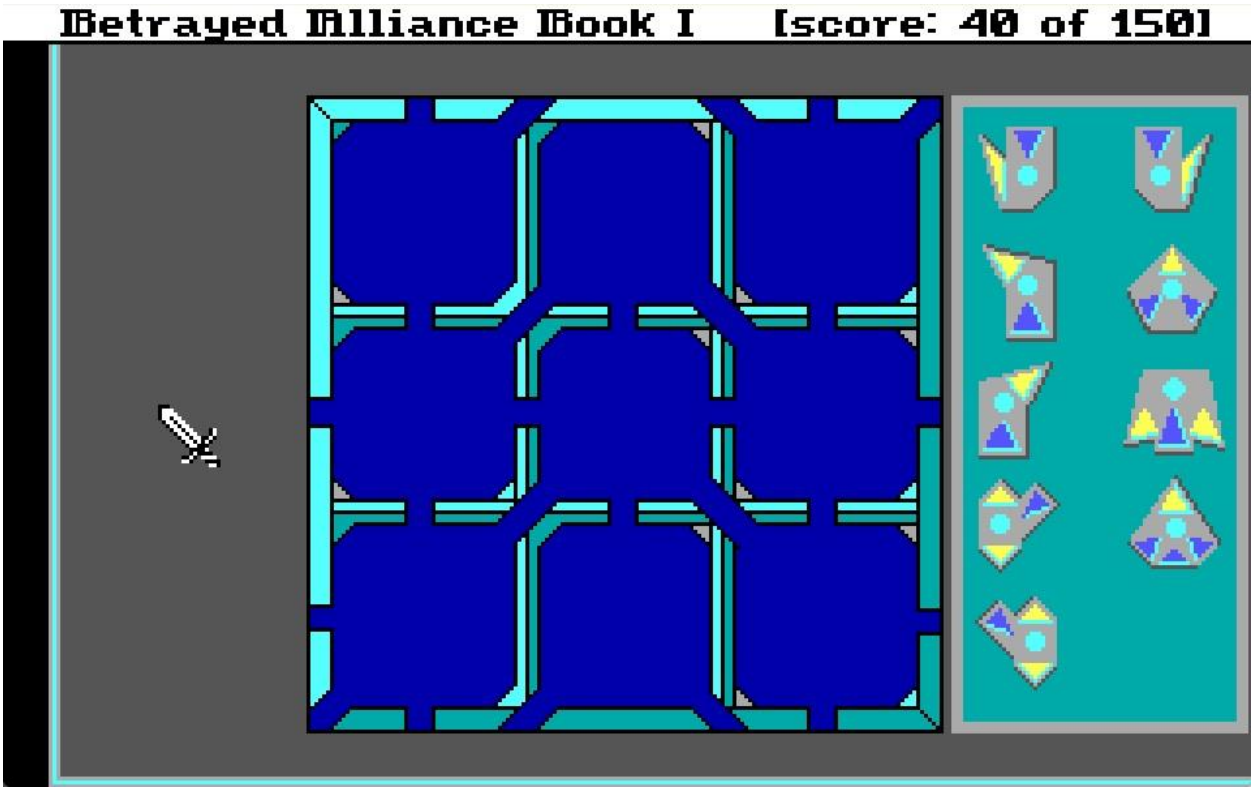


Hint 1: How unfair that the bird can bypass the laser. If only you could mimic its path somehow.

Hint 2: The solution to this puzzle is not on this screen.

Hint 3: You will need to combine two items together in another location.

Walkthrough: The scientist's house here is guarded by a very dangerous laser. Like the bird that flies in, you will also need to fly over the laser. On the windy screen with the unusual looking tree, combine the kite you found in the overworld and the metal bar you found in the catacomb to create a makeshift hang glider. You'll fly on the wind and be carried clear over the laser at the scientist's home. You can obtain 3 puzzle points here.



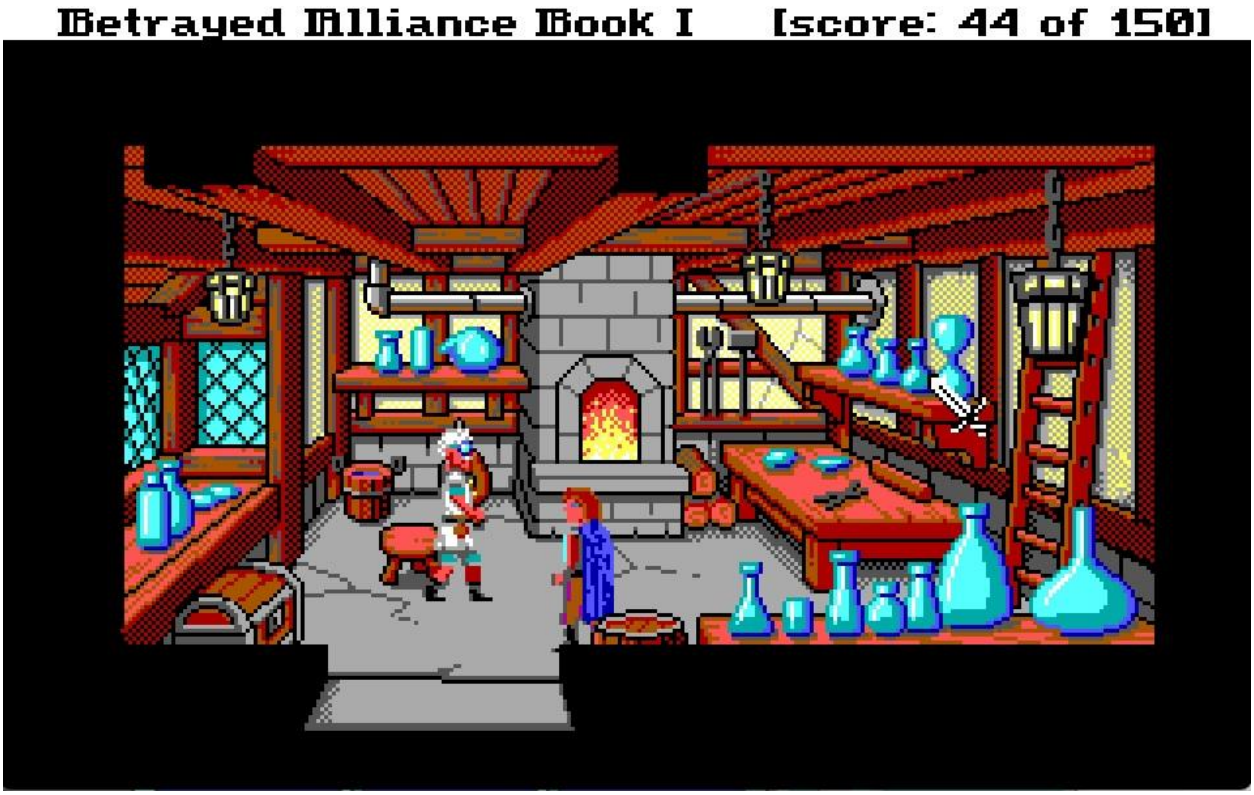
Hint 1: Match the input and output arrows.

Hint 2: Make sure there are no puzzle-board obstructions between the arrows.

Hint 3: The three middle pieces are wider and are unique pieces.

Hint 4: The side pieces are all mirrors of each other.

Walkthrough: The yellow arrows send the energy out, and the blue arrows receive the energy. Your task is to complete the circuit. The middle piece is the one with three blue triangles. The middle-top has a blue arrow in the middle and two yellow arrows facing down and away from the center. From there, the side pieces are all mirrored pieces of one another. Once done, the lasers will shut off, and the scientist will open the door for you. You can obtain 4 puzzle points here.



Hint 1: There is an important item you need here.

Hint 2: The path to getting that item is through dialog.

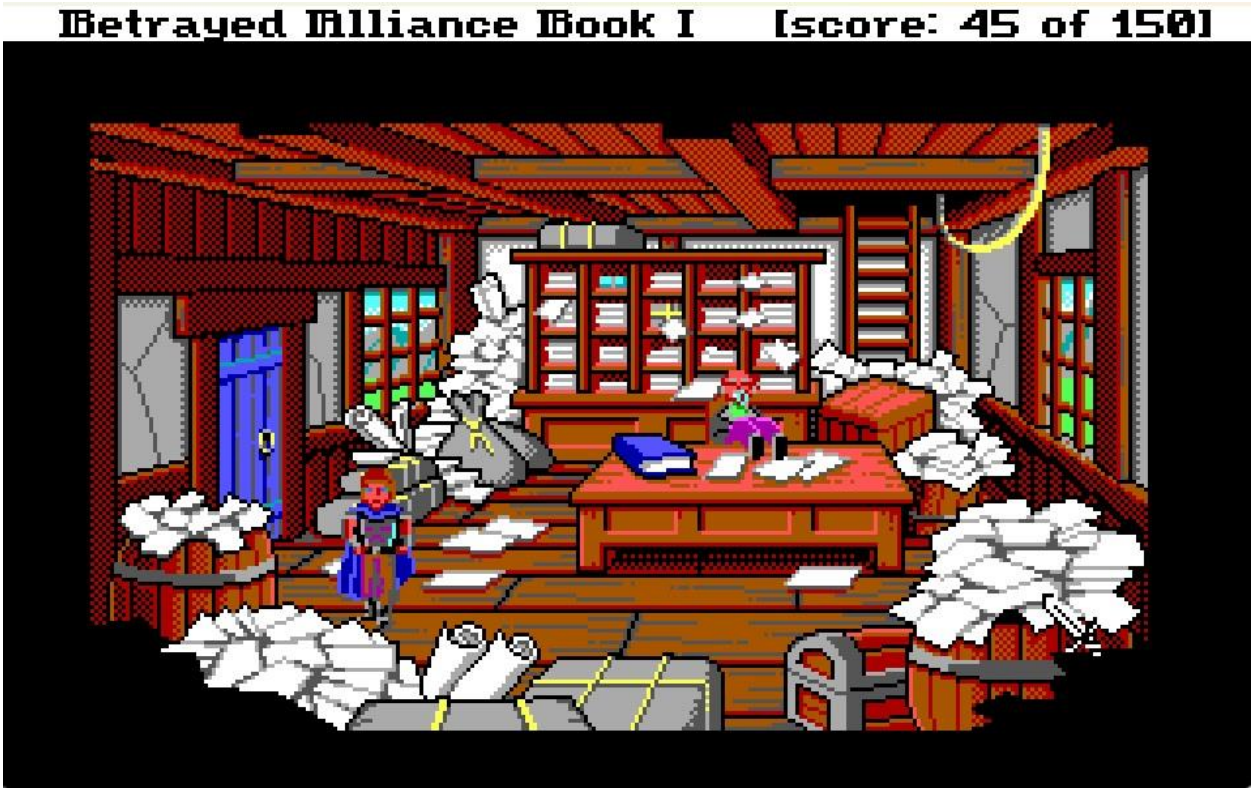
Hint 3: The man (Colin) seems interested in lenses and goggles.

Hint 4: There is another non-necessary item here.

Hint 5: Colin is quite skilled in crafting flasks.

○

Walkthrough: The scientist here is busy working, but if you talk to him, you'll find he's also eager for you to try out a prototype of his new goggles. "Ask about goggles," and he'll give you a pair. Their function is that they can find any word (or words), basically anywhere you would need to find them. How fortuitous! That's exactly what we need to help us back at the dock! You can also give him the titanite mineral, and he'll make a healing potion flask for you. You can obtain 4 puzzle points here.



Hint 1: You will not find anything here without use of a certain device from your inventory.

Hint 2: If you have the item you need, but don't know what to search for, go back and talk to Rose.

Hint 3: There is a collectable here, and another item that will lead you to a different collectible.

Hint 4: You may need to learn more about Sammy to find the item he needs.

Walkthrough: To the south, you will find a dock house. Outside, there is a barrel with cryptic markings. Up, Up, Right, Up, Left. We'll just have to keep that in mind for later, as it doesn't help us much now.

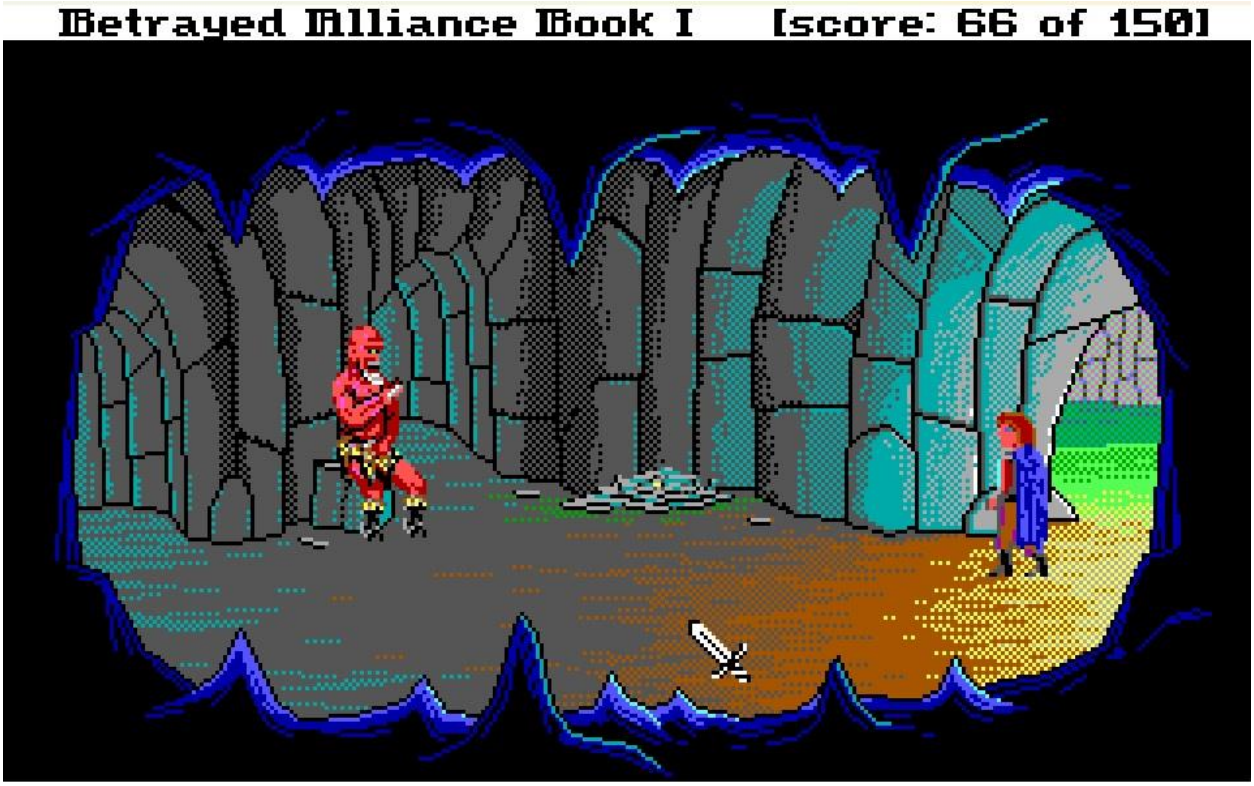
Inside, you will meet a nameless bureaucrat who tells you nothing helpful. It would be nice to find the lost letters from Jasper to Deborah, but with no help from the dock man, you'll have to try out the new goggles you got from Colin, the scientist. One

thing that can be done here is that if you drop your marble on the ground, it will attract a nearby and unseen marble to add to your collection.

When you have the goggles, type “put on goggles,” and you will be prompted to locate a specific word. Type in the name of Deborah’s husband, “Jasper,” and after a quick search, you will find the letter!

If you talk to Sammy much, you’ll also learn that his friend Gallagos promised to write, but Sammy never received any letters. Go ahead and search for “Gallagos,” and you will find a letter for Sammy.

You can also search for Colin’s package and return it to him for some puzzle points. You can obtain 5 puzzle points here.



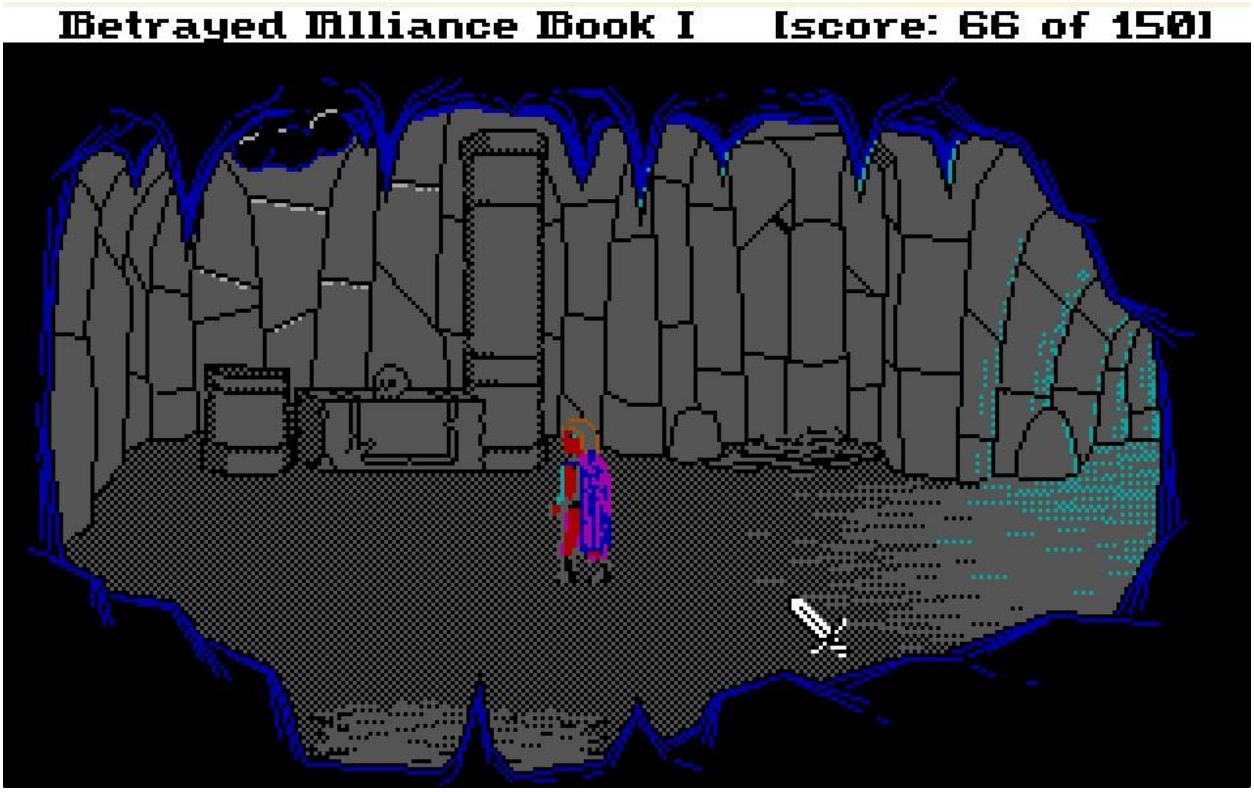
Hint 1: Best not to try to beat the troll in combat.

Hint 2: Sammy and Bobby hint the best way to bypass this creature.

Hint 3: This guy is sensitive to strong aromas.

Walkthrough: If you've talked with Sammy, he'll tell you there is a cave that leads in and out of the castle tower. When you go too far into the cave, the troll attacks you. He is fearsome, and it is not recommended that you try to defeat him head on. The troll hates the smell of cooked meat. Sammy will tell you that Deborah's meat is the best, but she unfortunately won't sell it to you, unless you help her, that is.

When you have the chicken secured, the troll will smell your delicious aroma and will be quite disgusted. However, he's not going to let you pass into the cave that easily. He wants to make some sport of you first. He will give you a riddle. No problem, just make sure you have a ruler. You can obtain 5 puzzle points here.



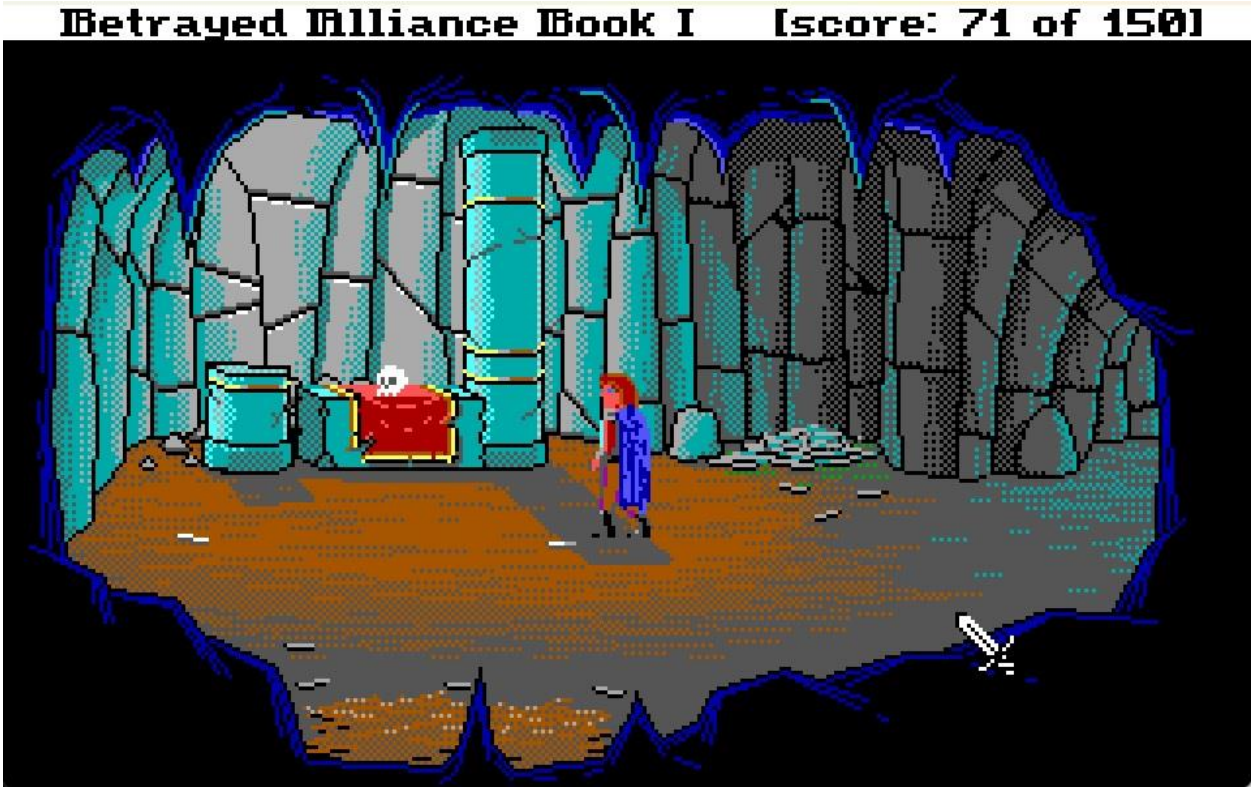
Hint 1: In the other room you could find something in the bones.

Hint 2: There is an item hidden similarly in this room.

Hint 3: Once the item is secured, you can use it in this room.

Hint 4: To use the item, you have something in your STUPID kit.

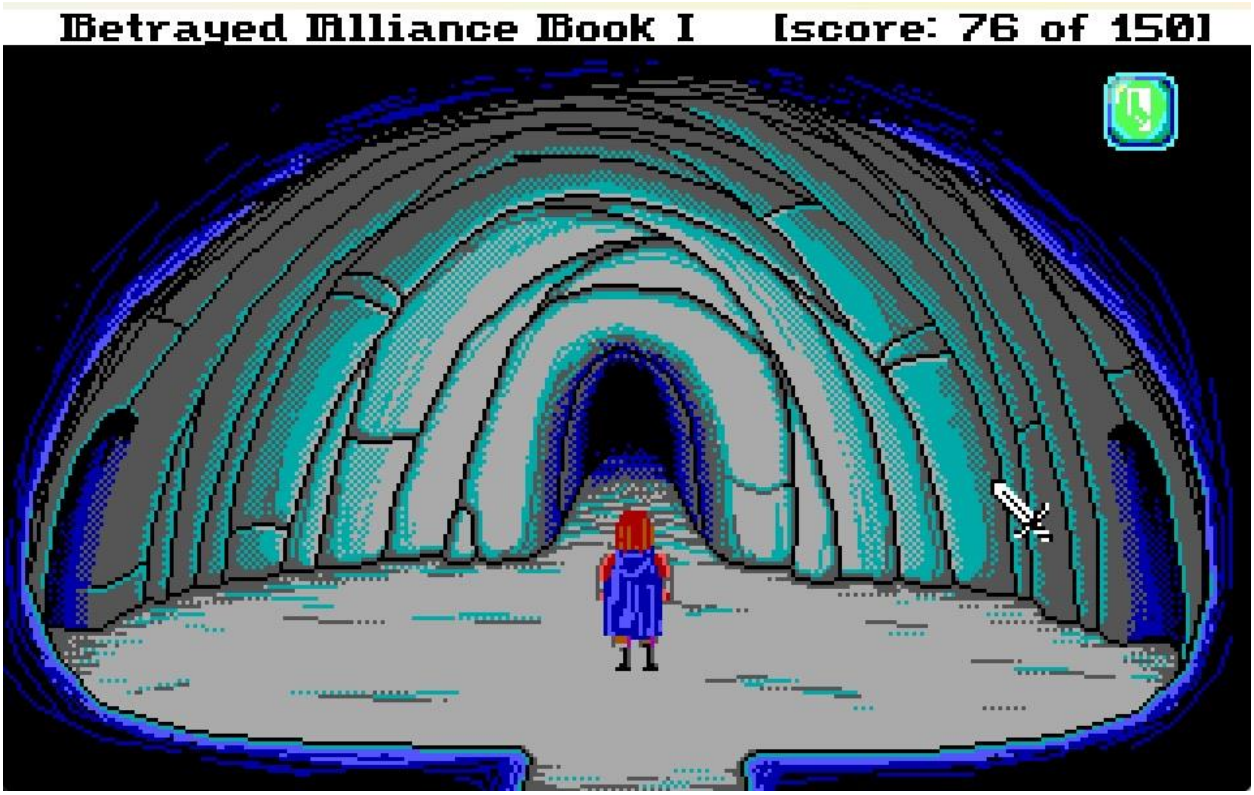
Walkthrough: The darkness does pose an immediate problem to your measuring since it's too dark to see! The other problem is that the pillar is really high! Luckily for us, there is one solution to two problems. You could find a coin in the bones in the last room, but this pile has something even more useful – explosives! Trying to blow up the troll is an immediately appealing idea, but you should opt for a solution that doesn't involve such obvious danger to yourself. You can use the explosives to blow up some rocks above and get some sunlight into the room. If you need help lighting them, just remember you have flint in your STUPID kit. You can obtain 2 puzzle points here.



Hint 1: The sunlight is helpful for more than just being able see.

Hint 2: The pillars aren't the only thing you can measure here.

Walkthrough: Great, now there's light, but you still have the problem of trying to measure the tall pillar. You can measure the short one (15 mustaches tall), but now what? The sunlight has added an extra element. There are now shadows for each pillar on the ground. Measure the short shadow (10 mustaches long). Now we have a metric for shadow/pillar length. Measure the long shadow (34 mustaches) and use your 7th grade math skills to determine that the tall pillar must be 51 mustaches tall (your math teacher would be proud of you!). Talk to the troll and recite your answer, and you're back on track! You can obtain 3 puzzle points here.

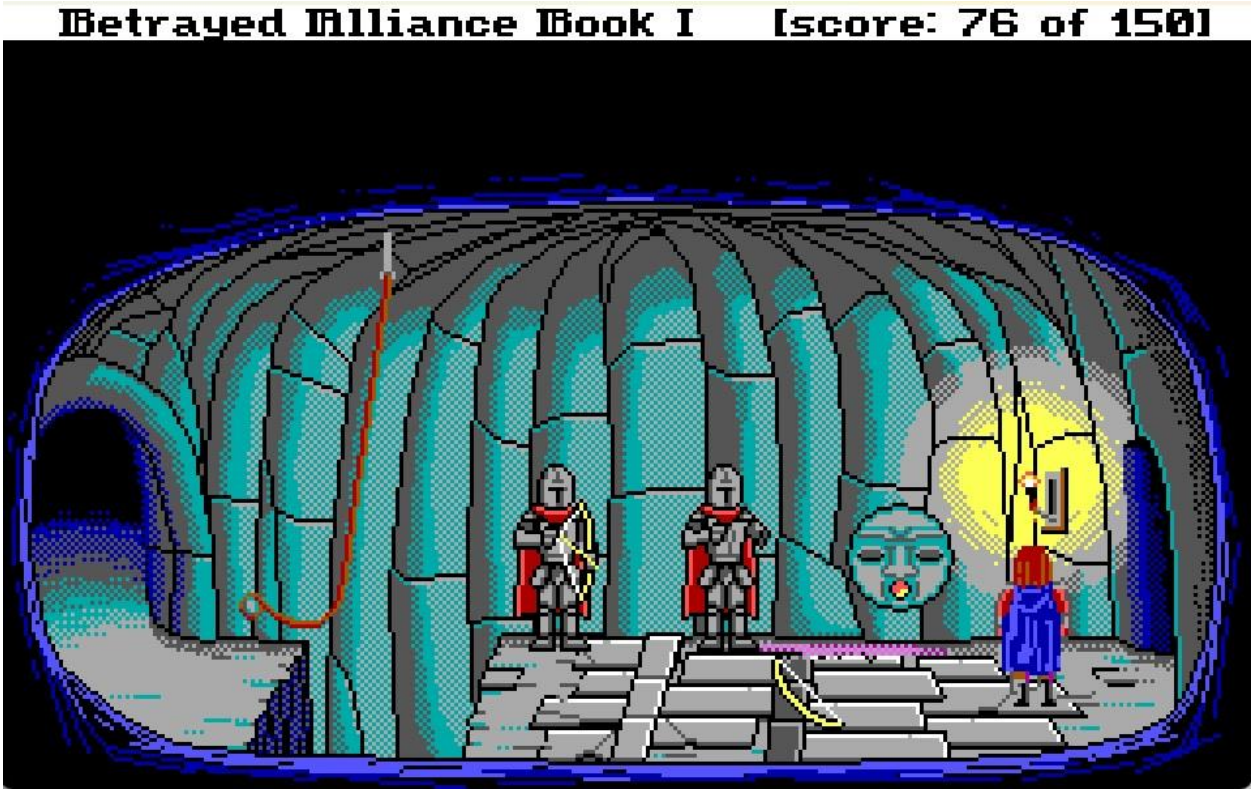


Hint 1: If you don't remember the way, you can check your notes.

Hint 2: There is a collectible here.

Hint 3: The collectible path was written on something somewhere in the overworld.

Walkthrough: This is one of those mazes where every room looks the same, and it's easy to get lost. Luckily for us, we found the map underneath Longeau Carmyle's empty grave. If you have it, you can check your note in the menubar. You'll find it under your Notes, then Images tab.
\Remember the cryptic carving on that barrel in front of the dock house? Up, Up, Right, Up, Left? Good, because if you do, you can come across a treasure chest with a helmet, and some puzzle points, too! You can obtain 3 puzzle points here.



Hint 1: The arrow trap needs something heavy to trigger it (no, not your character's body!)

Hint 2: The second arrow trap can be triggered the same way as the first.

Hint 3: The face furnace reacts to light. Try obstructing it.

Hint 4: To obstruct the furnace, look at the floor.

Hint 5: The rope is too far away to grab or cut, but you will need to cut it.

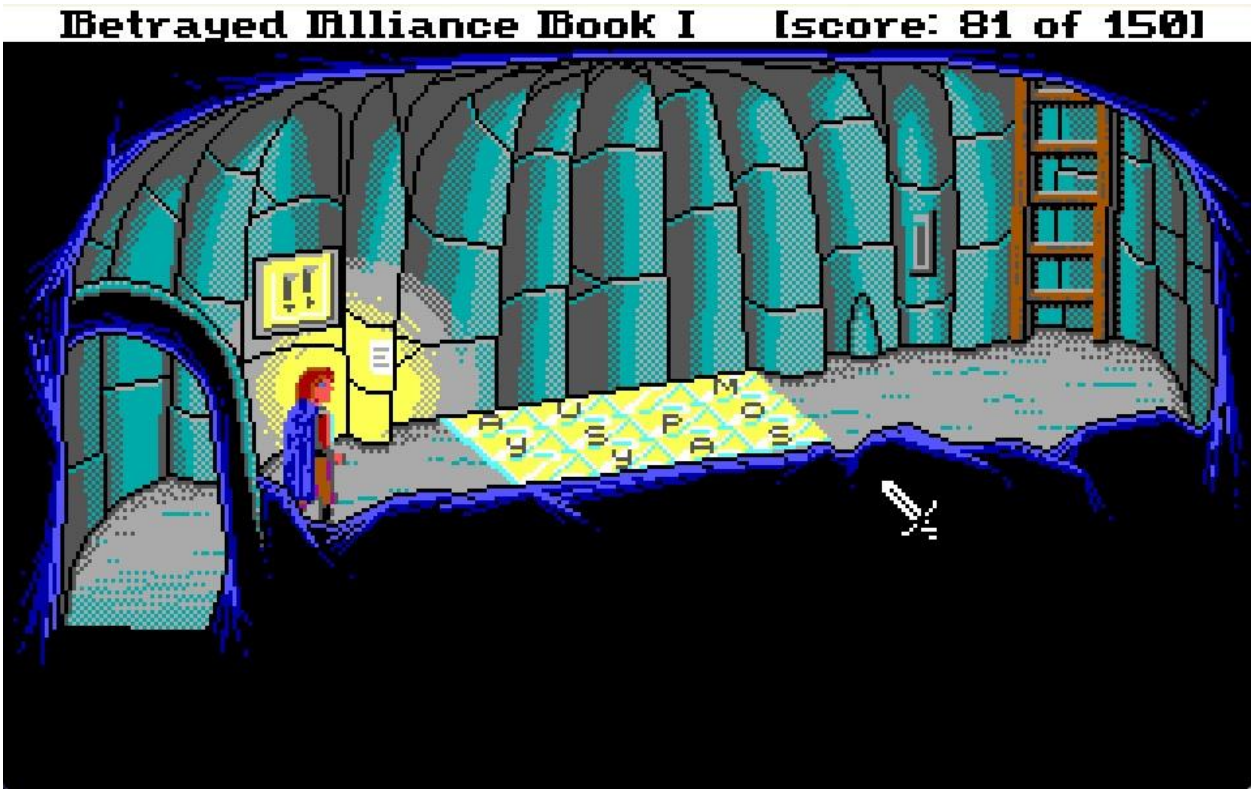
Walkthrough: Congratulations! You've conquered the maze and have now found something that looks like it's out of an Indiana Jones movie. This part of the cave requires a linear strategy, so be careful, as everything wants to kill you!

You will need the torch in order to light the top half of the cave, but before you take it, you will need to block the furnace-face on the wall. If you try to pass the furnace with the torch, its eyes will open when you come near, and it will spew fire at you when you pass. So, you need to first move the statue in front of the furnace-face, but

doing that will get too close to the trip plate for the second arrow trap. So, here's the order you will need to follow:

First, pick up the golden bow on the ground. Second, use it to "trip" or "disarm" the "trap" or "plate." You can then take the arrow shot from the guard statue and add it to your inventory. Next, move the first statue in front of the furnace. Now you can take the torch. Now there's just the matter of the pit. Shoot your arrow at the rope, cutting it, and swing across!

Great work! Now we are ready to sell the rights to Lucas Film, and they can make the movie a reality! You can obtain 5 puzzle points here.



Hint 1: The phrase you want to spell is mentioned in the note on the wall.

Hint 2: Sammy can give you helpful hints for solving this without too much headache.

Hint 3: If all else fails, try using an item.

Hint 4: Perhaps the item you need has something to do with finding words.

Walkthrough: There is a paper on the wall with a hint. It even tells you the exact words you need to spell out if you are keenly aware. The phrase is "you may pass." However, this puzzle can be difficult unless you have talked to Sammy, who gives you the hint that makes it easier.

Here's what he has to say if you ask him about it: "*It's actually quite simple. Follow this order: First row, move one; second row, two; third row, three. Then first column, move one; second column, two; third, three; and fourth, four*." That will spell out the phrase "you may pass!"

If that still seems like too much work for you, we understand! If you want the absolute easiest way to do this, use your word-finding goggles! What phrase do you want to find? “You may pass,” of course! Let technology do the heavy lifting! You can obtain 3 puzzle points here.

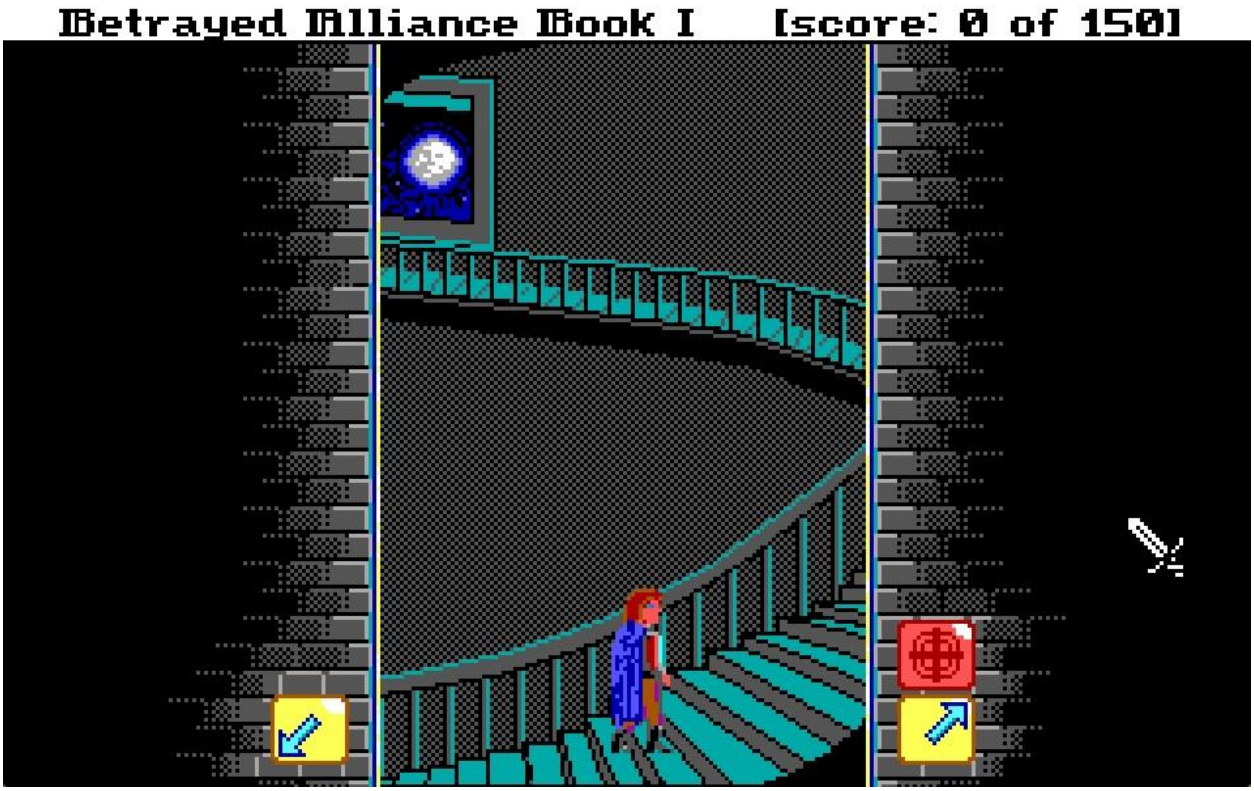


Hint 1: There are two things to find in this room.

Hint 2: If you don't know where they are, just wait a little and see.

Walkthrough: After ascending the ladder, you have successfully infiltrated the castle, or at least the storage room of one of the towers. Hidden on the ground, just under the trapdoor, you'll see something glimmering from time to time in the moonlight. If you walk into the glimmer, you'll get a message saying you've walked into something. "Look at the floor," and you'll find some greaves. They will help with your defense and agility (you now have 4/4 armor pieces!), although if we play things right, you shouldn't really need them.

You may also notice a glimmer coming from the shelves. You should check it out, as you will find five nice darts for your dart-gun. Finally, another chance to shoot things! Yeehaw, let's do America proud! You can obtain 3 puzzle points here.



Hint 1: Make sure you check the shelves in the storage room.

Hint 2: If you have darts, use your mouse to aim and shoot. If you don't have darts, see Hint 1.

Hint 3: There is no shame in save-scumming. I'll keep it between us!

Walkthrough: Three soldiers will assault you on your way to the prison. Use your darts to take them out at a distance. The second soldier runs quite quickly, so make sure you shoot a decent amount ahead of him. The third (and last) soldier is dressed in full plate armor. Your darts are useless against him.

While this can be quite intimidating, it turns out it's played for a bit of levity, as his armor is too heavy and he can't even lift his sword to attack you. Because of this, you will even notice that each attack is set to 100% accuracy. It'd be a shame if you couldn't hit a stationary target, wouldn't it? You can obtain 5 puzzle points here.



Hint 1: You don't need anything from your inventory here.

Hint 2: You need something approximating a rope.

Hint 3: You may have to tie a few knots (but the game will do it for you).

Walkthrough: Now we've made it to the final room. You will find 5 prisoners and an oubliette, which, when opened, reveals Julyn is in fact being held prisoner. With no rope available, you'll have to come up with some other way to hoist her out of the hole. Gyre has been blindfolding the prisoners to keep Julyn's presence unknown. Take all six blindfolds (there is one on the ground too) to form a rope to lower down to her.

Lt. Gyre comes in just after you release Julyn. He counts down in three seconds, giving you a chance to surrender. You are allowed to fight him, but for maximum points, drop Sarah's ring onto the ground, and Julyn will dump him in the oubliette when he goes to take it. You can obtain the huge amount of 18 puzzle points here.

That’s it folks! If you’ve done everything and collected everything you should now have 150/150 puzzle points!

You should have:

- 2/2 Titanite Flasks
- 4/4 Armor pieces
- 5/5 Missing Books
- 8/8 Marbles

I hope you look forward to Book 2 of Betrayed Alliance, which has a playable demo!

Check out my website and sign up for updates!