

ENCHANTIA!!!!

Yell for help, pick up key, open shackles with key. Walk to right of screen, look at wall, push/pull brick, pick up paper clip. Open door with paper clip. As you exit cell pick up fish bowl. You can pick up gems for extra points but avoid being hit by armor. Take gold from table, go through door.

OCEAN:

Put the fish bowl on head. Push/pull bars to release fish. Pick up what fish drops. It is a clam. Look at mud puddle, pick up worm. Give worm to fish in exchange for air. Give clam to turtle, jump on turtle's back. Pick up spear. When sharks get close enough use the fight icon on spear. Jump over clam.

Use insert, spear on plug.

CAVES:

Go to big stone, pick up moss. Push button. Pick up as many rocks as you can. Go to the far left side of screen, go through cave at the bottom screen. When you've collected all the rocks you can carry go to cave past the mudmen, give rocks to man. Keep collecting rocks until he gives you a spool of thread. From the mudmen go to the far left of screen then go up. At the second level above the mudmen to the far right are the falling rocks. Enter cave beside rocks. Pick up coin. Go to cave at the bottom of screen. Pick up monitor, leave cave. Go up to top left cave. Go left, then up. Pick up board, use board on rock by using attach/use icon. Throw monitor, take magnet, jump down. Attach magnet to thread, leave cave. Go right, enter cave beside falling rocks. Go right. Look in all holes till they are empty. Go to the first hole on right, take branch. Go left till you come to cave on bottom of screen, look in hole. Insert magnet in hole. Go left, up, left, down, right. Attach steel thread to loop hole, take mud. Attach branch to moss then add mud. Go to cave at top then go up. Toss coin, take helmet. Go down, left, up, right to falling rocks. Wear helmet. Jump in bucket, wear mud pack.

MEADOW:

Go north, take sword, fight sword, take money, go to town. Go left to fortune teller. Give money, watch pictures. Go to mage, give money. To get there go right to the fountain then go up.

MOUNTAINS:

Go right, avoid being hit by falling rocks. Push rock, jump over rock. Watch out for a falling rock here. Pick up gloves. Push buttons 4-2-3-1-3. Take rope. Go to man, wear gloves. Wait till rocks stop falling. Enter first crevice, take rock. Walk to where the rocks fall on your head, wear rock, throw rock. Walk to and throw rope. Jump on rope. Watch out for falling rock here. Walk to and, look at wall. Say "OPEN SESAME", enter cave and say hi.

BACK IN TOWN:

Go to mage, give money, go back to fortune teller's hut but go past bug.

JUNK TOWN:

Go left, take hair. Go right, down. Say hi, go right. Insert hair in nose. Go to pile of junk. Pick up stamp and pen. Go to sock pile, take sock. Go downstairs, get remote from pile. Go up, go right use sock on gold. Go to robot "ROCK 'EM, SOCK 'EM, ROBOT" Use fight icon on sock, enter ship. Now this part is going to take some maneuvering. Pick up board on right. Walk all the way to the edge of water to where the hole is in ship. Then start inching your way down with boards till you form a 'T' across to the other side. Pick up gold piece. Exit ship, go left pick up tape. Go back to band. Insert tape in machine. Push/pull remote control. Go left pick up letter, put stamp on letter and mail it. Go left pick up silver board. Give man tape. Enter cave yell help. Pick up canister. Go back to band. Go to door, insert card. Move back and forth cloud till you can pick up bag. Go back to socks exit through door.

DUNGEON:

Throw canister, push/pull gold piece, push button, throw bag, then throw silver board. Take fan, open door with paper clip. Go back to town. Go to Ben's, buy dress, wear dress.

ICELAND

Pick up snowball and throw it at snowman. Go up, pick up deodorant and wear it. Go north, again, pick up board. Go left to rock, then down. Throw board, take fish, go right give fish to man take pole. Go down say hi. Use fight icon on pole, pick up ash. Go north, again, then left. Cross over on walrus's back. Yell help. Jump in boat, throw ashes. You have to be standing in the right place to get all 4 icicles to show up. Push the largest to the smallest, enter castle.

INSIDE ICE CASTLE:

Pick up broom. The dice are used to open different doors in the walls. Throw dice, use fight icon on broom to get icicle. Go back throw dice again. When you are finished going through the rooms you should have the following items. Gun, fight icon to get it. Icicle, bullhorn, car jack, cube, and magnifying glass. Insert gun in holster. Go to bowl at right and pick up items. Go to window pick up whistle. Attach whistle to bullhorn then use it on window. Use white triangle on first hole, use icicle on second and the cube on the third. Use magnifying glass on laser. Insert car jack.

THRONE ROOM:

Jump over fireballs twice.

ICE ROOM:

Wear lotion. Keep going through rooms till you find matches and till you end up in the room with the green monster. Walk to left till monster falls asleep. Use fight icon on match box, take fire extinguisher. Go back to mage.

GRAVEYARD:

Take and use fight icon on bone. When vampire attacks you run behind pile of dirt at the head of the open grave. He will fall into the grave. Pick up all items which should be a shovel, symbols, silver plate. Use fight icon on shovel, pick up garlic and cross. Push/pull tombstone, eat garlic, take vacuum cleaner. Use fight icon on cross and symbols. Enter gate. I haven't been able to figure out how to get the flower or the necklace. Go up push/pull gate.

WITCH'S CASTLE:

Go left and get ring. Go right push/pull book. Use fight icon on vacuum. Push/pull extinguisher. Use fight icon on fan. Use ring on witch.