

ANCIENT RUINS



Ancient Ruins III

Tips & Tricks

- First you have to find a new mace to enter the magical tower.
- You can break the seals that protect the entry to Crephistor's staff when you have found the six runes.
- The rune stones and many other things have been made invisible by magicians to hide them. Find and drink a potion that makes them visible.
- Three hints will explain which one is the right potion. You will be sorry if you taste the wrong one...
- The magic of the tower is instable. One act can have various effects. If you are at a loss take a look in other rooms. Maybe there something has changed.
- When you take the staff out of its holder the magic of the tower gets out of control. The way back will be a different one.
- There is a special room full of surprises waiting for you if you have gathered enough experience points.
- You can overthrow a column firstly invisible to get a bridge over the ditch at the bottom of the tower.
- When your energy is getting low look for healing potion again. They sometimes appear somewhere.

