

ELVIRA – MISTRESS OF THE DARK WALKTHROUGH

Tips :

- Before fighting boss characters, DRAG&DROP the weapon-item you will use (crossbow, salt for example) to ROOM at first, then take it to your INV. That weapon-item will appear at first place in your inventory, you will be able to USE it without browsing, this prevents wasting valuable time before bosses attack you.
- Dungeons map : Always follow the main path. (5 positions in 4 directions) Do not use inner paths. (These paths reside across some doors)

START :

"ALL VISITORS REPORT TO GATEHOUSE"

N , E

You're in Souvenir Shop, TAKE THE LARGE SHIELD and USE it.

S , N

Elvira gives 3 spells and a dagger.

W , N , E , TAKE HAY outside the Stable entrance.

Get into Castle. Enter first room on the left, TAKE THE SPELL BOOK from library.

Enter the Armory and TAKE SINGLE HANDED SWORD and USE it, also TAKE CROSSBOW.

Enter farmost left room, LOOKIN OLD URNS (each) and TAKE GOLD KEY #6 and SALT.
Enter opposite room (chapel) and TAKE SKIN COVERED PRAYER BOOK.

While on first floor, Go DOWN for the Kitchen, and you'll see Elvira in front of a tunnel.

S , TAKE HONEY and TAKE BOTTLES OF WINE.

S , E , DRAG&DROP SPELL BOOK from your inventory to Elvira's desk.

Click on Elvira and click MIX, Choose HERBAL HONEY, DRAG HAY and HONEY from your inventory to the right blank page and click MIX.

You have Herbal Honey Spell in your inventory, USE it.

Go UP to first floor again, enter living room on the right side and TAKE FERNS, FLAME FLOWERS and WOODEN STAKE. Exit this room and go UP, (second floor)

Search all rooms and TAKE CROSSBOW BOLTS (LOOKIN chest of drawers) and TAKE LAUDNUM (from bathroom).

(When you enter a room inside Vampiress sleeping, leave immediately!)

Leave the Castle, leave the Courtyard and enter Backyard.

N , N , N , E , N , N (pass the maze with its sign) N

Kill the guard, N and enter Garden Shed.

TAKE OIL LAMP, PIECE OF ROPE, LARGE HAMMER, CRUCIFIX and SMALL TIN.

Select SMALL TIN in your inventory, LOOKIN and TAKE PACKET OF SEEDS with DRAG&DROP. Select PACKET OF SEEDS in your inventory, LOOKIN and TAKE IRON KEY with DRAG&DROP.

N (to examine dead gardener) and TAKE MAGGOTS from his teeth.

Leave Garden Shed and enter the Maze.

LOOKIN BIRDS NEST and TAKE JEWELLED RING.

LOOKIN BIRDS NEST and TAKE BIRDS EGGS.

TAKE NETTLE, THISTLE, BLOOD LILLIES, BLACK LOTUS, POND LILLIES and POND ALGAE.

- CREATE A SAVEGAME

Leave the Maze and find meadow with falconer. After falcon started flying, select CROSSBOW from your inventory and USE it. Falcon is dead, N to examine dead falcon and TAKE GOLD KEY #5 and BIRDS FEATHER.

Now find the Locked Door, UNLOCK the door with IRON KEY and OPEN Herb Garden. TAKE DEADLY NIGHTSHADE, FIRETHORN, WITCH HAZEL, ROSES, FOUR LEAVED CLOVERS, MONSTERA, HELLABORE, BELLADONNA, BLOODROOT, DANDELIONS, PLANTAIN, BLEEDING HEART and PARSLEY.

Explore all Garden Shed area and TAKE MAIDEN TREE, POPPIES, MUSHROOMS, DOGWOOD, ELDERBERRIES, ABSINTHE, ACONITE, HAWTHORN BERRIES, IVY and MISTLETOE.

At Courtyard, find Foundry Room (across Dungeons entrance) and enter. LOOKIN WOODEN BOX and TAKE CRUCIBLE.

At Courtyard, explore all towers' entrance, find Tower #6 with a well inside. Go DOWN and TAKE MOSS, UP and then leave this tower, get back to Courtyard.

Find the Dungeons entrance. DOUBLECLICK entrance door, Enter the Dungeons. TAKE SPIDERS, EARWIGS, BEETLES and CENTIPEDES.

And then enter Torture Room, TAKE OLD IRON RING from ground.

And TAKE TORTURERS BONES.

Explore your inventory, DRAG&DROP CANVAS BAG to the room first. Click ROOM and DRAG&DROP CANVAS BAG to INV again. TAKE FIRE TONGS to your inventory. And DRAG&DROP FIRE TONGS to your CANVAS BAG. (Leave GOLD KEY #2 there, for now) S and you leave Torture Room. Leave Dungeons.

- CREATE A SAVEGAME

Enter the Castle again. Go UP. Enter Vampiress Room. When Vampiress is zoomed, browse your inventory, click on HAMMER and USE. Vampiress dies. LOOKIN chest of drawers. TAKE BIBBLE. Click BIBBLE in your inventory, LOOKIN, and TAKE PRAYER SCROLL. Also TAKE VAMPIRE DUST from bed.

Go DOWN and you're at first floor again. Enter farthest right room. (chapel)

Go N and DRAG&DROP JEWELLED RING into the Cross. After a short animation, go N again. Go DOWN from new passage, TAKE GOLD CROWN, go N, click PRAYER SCROLL and USE it. DRAG&DROP GOLD CROWN on Knight's head, TAKE DOUBLE HANDED ORNATE CRUSADERS SWORD and USE it.

- CREATE A SAVEGAME

Go DOWN to Kitchen. Go E and you'll notice Fat Cook is sitting there.

Immediately select SALT from your inventory and THROW it. Watch Fat Cook melts and Elvira comes back.

MIX as many Spells as possible, including Glowing Pride (THISTLE, DANDELIONS, FLAME FLOWERS)

LOOKIN your CANVAS BAG and TAKE FIRE TONGS to your inventory, click on oven and TAKE BURNING COAL. Go S, Elvira is waiting in front of tunnel now, click on GLOWING PRIDE SPELL and USE it. DRAG&DROP OIL LAMP to ROOM. Now click on tunnel and Elvira will TAKE GOLD KEY #3.

Now leave the Castle, Go to Dungeons, Enter Torture Room again. Make sure that CANVAS BAG and FIRE TONGS are in your inventory, separately. TAKE GOLD KEY #2. DRAG&DROP GOLD KEY #2 to your CANVAS BAG and then DRAG&DROP FIRE TONGS to its place, over burning coal. Leave Torture Room. After leaving Torture Room, it's safe to LOOKIN CANVAS BAG and DRAG&DROP GOLD KEY #2 to inventory again.

Now enter Foundry Room. DRAG&DROP CRUCIFIX into CRUCIBLE. DRAG&DROP CRUCIBLE to fireplace and TAKE CRUCIBLE again. DRAG&DROP CROSSBOW BOLTS into CRUCIBLE. Finally, LOOKIN CRUCIBLE and TAKE SILVER TIPPED CROSSBOW BOLTS to your inventory.

- CREATE A SAVEGAME

Enter the Stable when you got hays outside before, immediately click on CROSSBOW and USE it, while Werewolf is standing away. Werewolf is dead. N , W and TAKE OLD IRON RING. A key behind is revealed, so TAKE GOLD KEY #1. Also TAKE HORSE HAIR here.

Now from Courtyard level, enter the towers, go UP one level and explore all areas between towers (NSWE directions). Kill two guards with your CROSSBOW in this area.

Go to Tower #7 and go UP. A cannon is ready there. DRAG&DROP BURNING COAL on CANNON. Tower #8 is destroyed now. DOWN and go to Tower #1. Go UP. Go N. DRAG&DROP PIECE OF ROPE to end of artillery.

Now to DOWN using rope, N , N , N , N , N. Dead knight is there, LOOKIN GRIPPED HAND and TAKE GOLD KEY #4. UP, UP to breathe. S, N and UP to reach top of this tower again.

Go to Tower #3. DOWN , DOWN and you're at Catacombs. At one of tomb entrance, TAKE DRAGONS BLOOD.

Go to the room with empty crypt and a crypt with a small key inside. (enter this room before facing creature with a stone in his hand) DRAG&DROP TORTURERS BONES inside empty coffin on the left. LOOKIN CRYPT on the right and TAKE SMALL KEY. Leave this room and find the creature with the runic stone. Kill him and RUNE is in your inventory. Now leave the Catacombs.

Go to Destroyed Tower #8. Go DOWN. Elvira's chest is there. Go N. Insert all six gold keys in this order:

DRAG&DROP : Primus, Secundus, Tertius, Quartus, Quintus, Sextus
Chest is now open, TAKE ORNATE DAGGER and OLD SCROLL.

Go to Tower #3 again and enter Catacombs. Go to Stone Hole (Y intersection)

DRAG&DROP RUNE into altar at Y intersection. A secret passage is now open.

- CREATE A SAVEGAME

Go DOWN and you will face Emelda. After a short animation, click on DOUBLE HANDED ORNATE CRUSADERS SWORD and USE it. Sword is in pentacle and Emelda's power weakens. When Emelda comes closer, click on OLD SCROLL and USE it and then finally click on ORNATE DAGGER and USE it. Emelda dies.

Congratulations!

DEFENSIVE SPELLS (ADDED TO PLAYER'S STATS)

	STR	RES	DEX	LIF
MUSHROOM TENDERNESS	+20			
MONSTERA PIE	+5		-5	
PROPITIOUS SURPRISE			+10	
LUCKY SURPRISE			+10	
KNIGHTYME PLEASURE		+15		
MANTICORE FLIP		+40		
MAIDEN'S TURNOVER		+10		
ICE SPONGE	+30		+20	
FIRE SPONGE	+30		+20	
PAINFREE	+30		+20	
WOODEN HEART	+10		+5	+20
ICED MAGICKE	+10		+5	
CLOTTED SURPRISE	+5		+1	

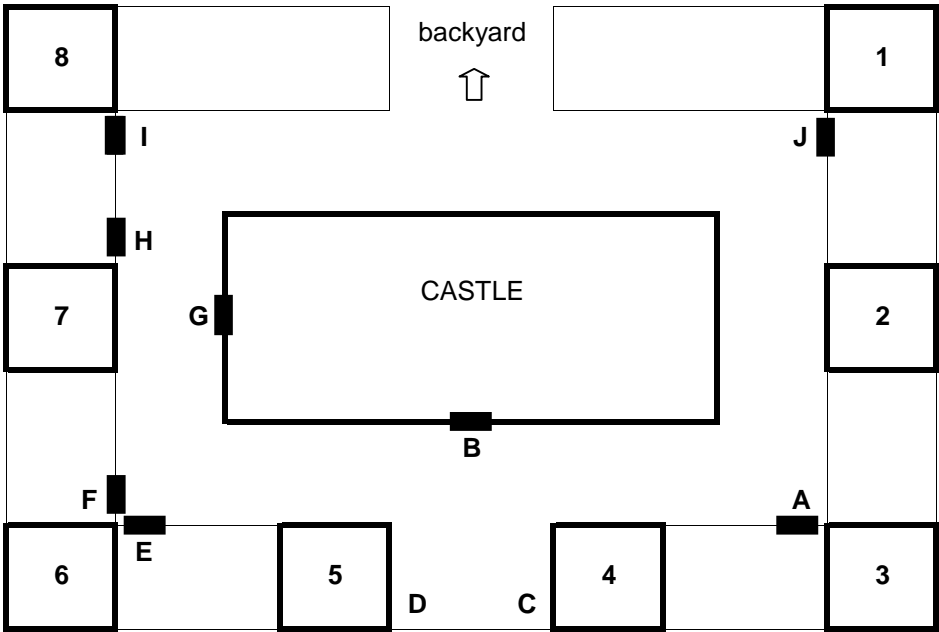
OFFENSIVE SPELLS (REDUCED FROM ENEMIES' STATS)

	STR	RES	DEX	LIF
DEMONS BREW	8	8	8	8
CAT AND DOG BROTH	8	8	8	8
THORNY SPLINTER	8	8	8	8
SIZZLING EGGES	8	8	8	8
SPAGETTY CONFUSION	8	8	8	8
MIND LOCKE	8	8	8	8
BRAIN ACHE	8	8	8	8
PALMLIGHT	8	8	8	8
FINGERLIGHT	8	8	8	8

KNIGHTS' TOTAL LIFE STATS

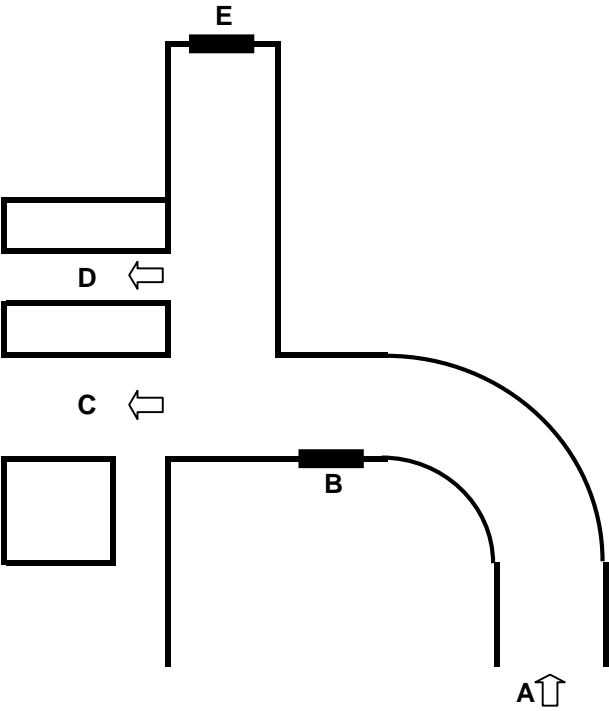
	STR	RES	DEX	LIF
GREEN KNIGHT	30	30	50	15
BLUE KNIGHT	35	30	55	21
BROWN KNIGHT	40	35	60	27
ORANGE KNIGHT	50	50	50	33
PURPLE KNIGHT & GATEKEEPER	60	50	45	39

COURTYARD & BACKYARD MAP

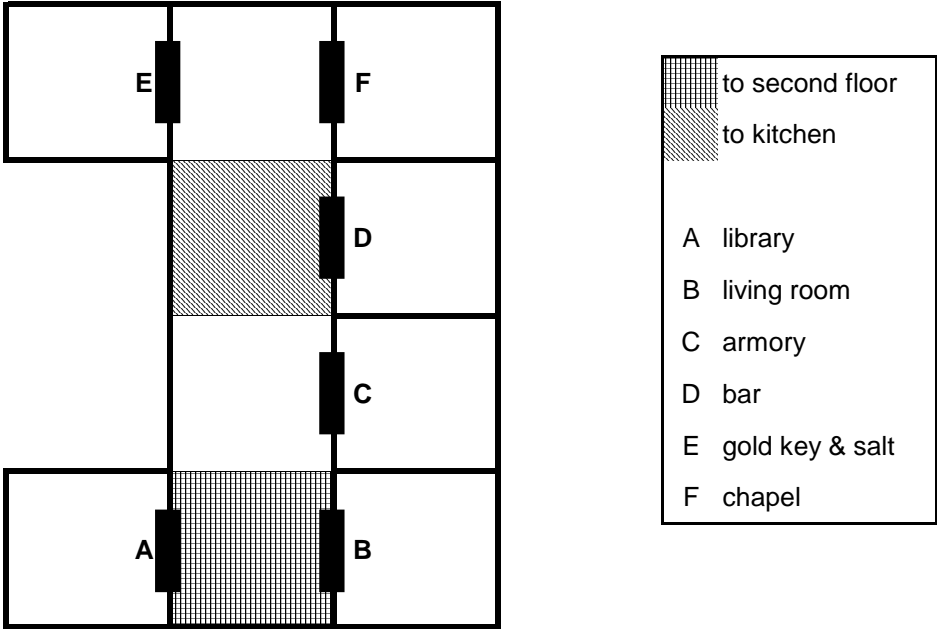


A	catacombs	E	well	I	tower #8
B	castle entrance	F	stable	J	tower #1
C	souvenir shop	G	dungeons		
D	gate keeper	H	foundry		

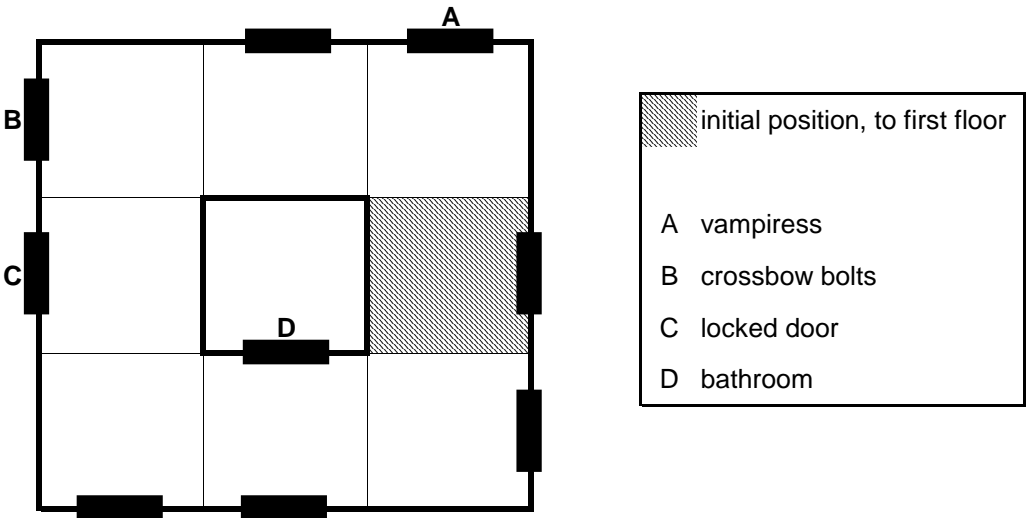
A	backyard entrance
B	herb garden
C	falconer
D	maze
E	garden shed



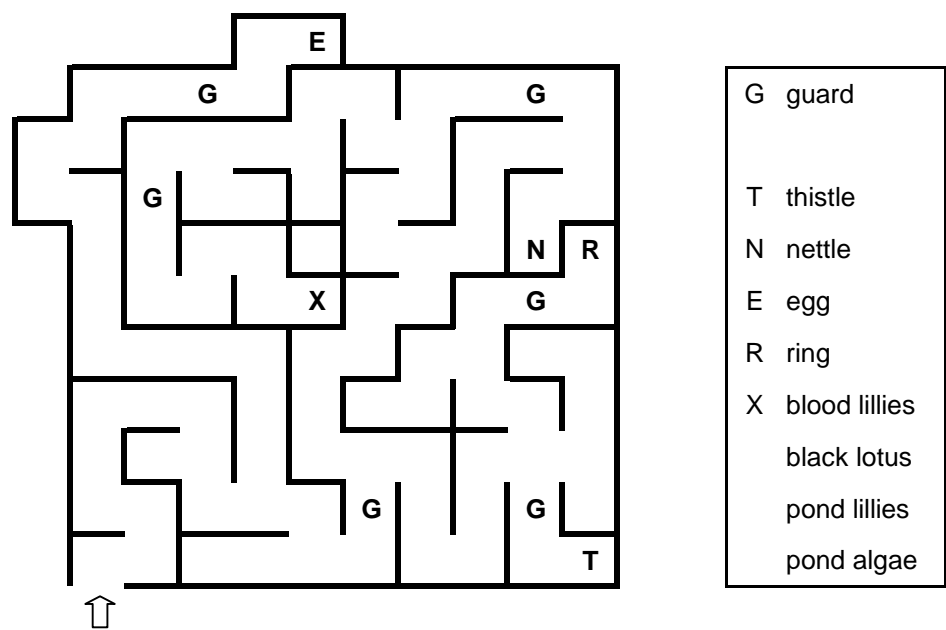
CASTLE - FIRST FLOOR



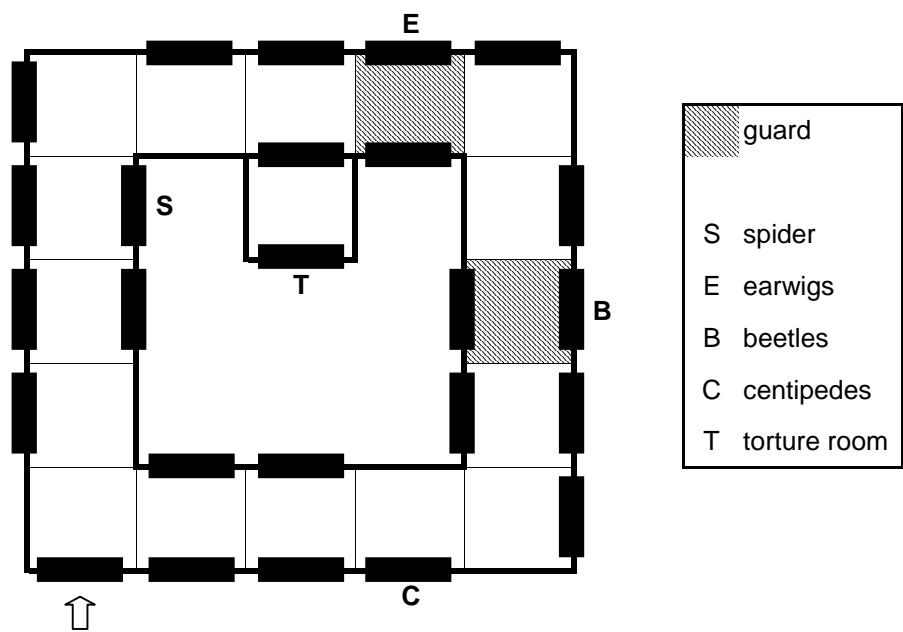
CASTLE - SECOND FLOOR



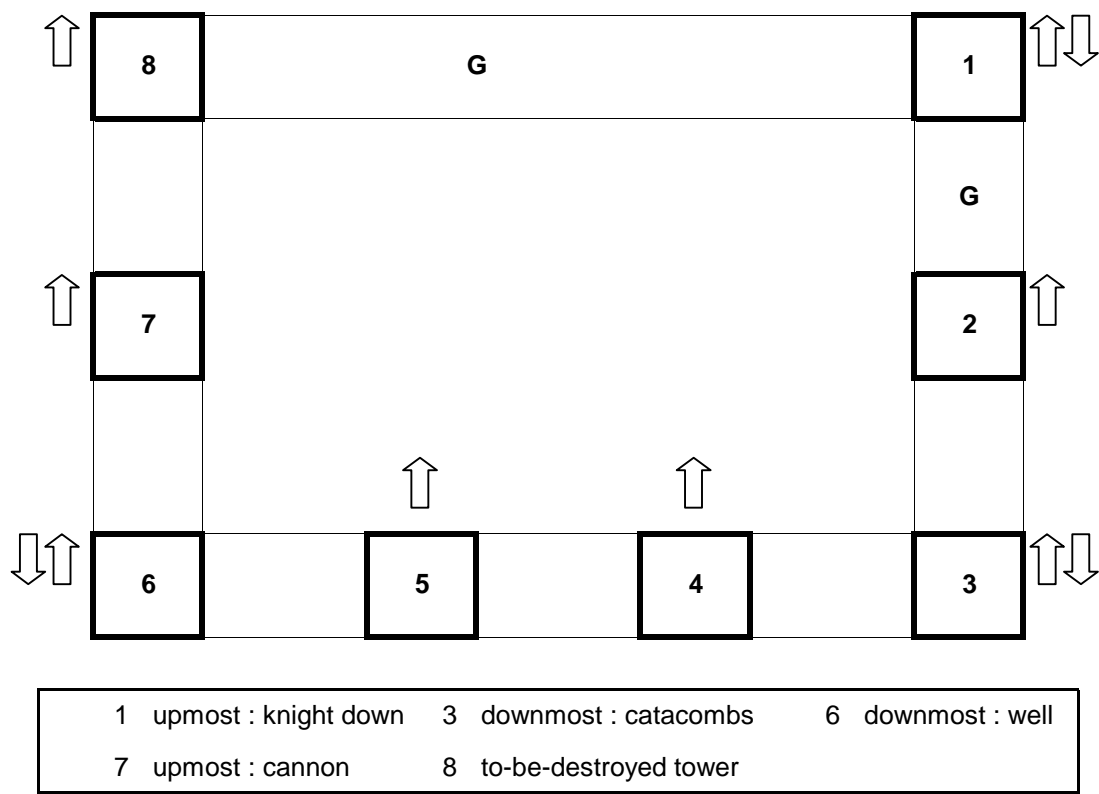
MAZE MAP



DUNGEONS MAP



TOWERS MAP



CATACOMBS MAP

