

About playing Tale of Hero in general

Left mouse button- executes context actions like communicating with NPC, collecting objects, pulling a lever etc. and exploring objects, if nothing of the things mentioned above can be done with them.

Right mouse button- is used for exploring an object in a scene, including characters or objects Olaf would otherwise take. In inventory, it is used for exploring inventory objects, opening books, maps etc.

In scenes, it makes no difference whether you examine objects with the right or the left mouse button - the result is either the same, or Olaf gives a more detailed comment of the object if you use the right button.

The important information hidden in object comments in scenes will be given if you use either left or right button. Therefore you don't have to explore everything with both buttons.

Do not forget to examine inventory objects as well - comments for them sometimes contain an important hint or information for advancing in the game, sometimes you obtain another object in this way (e.g. opening the bag etc.)

Pay attention to everything that is happening in a scene. Some hotspots sometimes show only while there is a distinctive change on the screen (e.g. light in a dark corner in which hotspot is situated).

CHAPTER 1

Olaf falls into a cave of a monster he was hired to take care of. His two companions leave him and the only way out of the cave is blocked by a big boulder.

* examine boulder.- Olaf notices that the ground beneath him is jagged.

*take the rope

*take the leather on the ground.

*go right and you will find out what you are against. It will be a tough adversary. Go up to the statue and collect the squash there

* take one stone from the pile of stones by the lamp

* take the ladle from the scaffolding

*go back to the main cave, explore the table and take fork from it. You can try to collect the stone bowl as well, but it is very heavy and the noise will almost wake the monster.

*explore the small cage and when Olaf takes a closer look, take the leather in the detail

* uncork the jar with the fork- the fork will twist, but the cork is out. Inside the jar is wine.

* you can't take it in the leaking ladle, that's why you use knife for the squash, to scoop out a provisional jar.

*use ladle to pour wine into the squash jar

*notice a strong bar in the cage construction and the structure that holds it. Cut off all four holds, Olaf automatically binds them together and you get a strong rope.

*collect loose bar.

* go back to the small cage and soften turf under the boulder with wine. The boulder will incline and admit a strange dark cloud which will fly past you into the big cave (the den).

*roll away the boulder completely with the bar - escape route is free! Now is the time to deal with the work you were hired to do.

*go back to the statue, a strange creature made of dark smoke will appear - the one you let in earlier. Talk to him.

*go to the small cave and notice the leather on the ceiling Smokey talked about- if you don't see it, that means you haven't rolled the boulder away completely and there is not enough light in the cave.

*in one of the conversation topics, Smokey carries on in such a way it activates the defense crystal magic above Nog's bed which is supposed to keep Smokey away.

*talk about it with Smokey and you will find out about the nightmares he used for sucking optimism out of Nog's consciousness which the smart dolsimian then caught in the lamps set around the cave.

*after the crystals light up, notice the ladder next to Nog's bed which could not be seen in the dark. Try to take the ladder, but as soon as you come near Nog you will almost wake him up - he is a darn light sleeper.

*talk about it with Smokey. He will explain he could make Nog sleep harder for a brief period of time; if you manage to extinguish or at least turn down the crystal, he'll help you.

*about the nightmares and the lamps which catch them you already know. Notice that the nightmares don't fly just around the lamps but around the crystal as well, when its on. Cover two lamps you can reach with leather, to turn down their light.

*the last light which sculpture holds in its hand is out of your reach and that's why you have to risk a bit of noise-throw a stone at it to break it and the lamp will stop shining.

*now, when the lamps are turned down, most of the nightmares will move to the crystal. Hundreds of dark wings will dim its light.

*tell Smokey about it

*take the ladder

*put the ladder to the leather on the ceiling in the small cave and climb to it.

*tie a string to the twisted fork and stick it in the leather- the trap is set, it is enough to pull the string and the leather will tear completely.

The rest will play automatically

Alternative solution

- the bent boulder can also be rolled away with the rope
- the cork can also be removed with a knife
- if you have uncorked the jar with a knife, you don't have a twisted fork in the end. Try poking a crack in the rock by the leather in the ceiling where something is glittering- you will find only dirt, but the fork will bend