



DON QUIJOTE – PART I WALKTHROUGH

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GAME SOLUTION POWERED BY



WE WILL, HEREINBELOW, PROVIDE YOU WITH A COMPLETE ILLUSTRATIVE WALKTHROUGH OF THE FIRST PART OF THE TEXT ADVENTURE DON QUIJOTE. SINCE THE GAME IS IN SPANISH LANGUAGE, WE WILL PROVIDE THE SOLUTION IN SPANISH TOGETHER WITH THE TRANSLATION OF THE TEXTS TO ENGLISH, SUCH THAT YOU CAN FULLY UNDERSTAND THIS GAME.

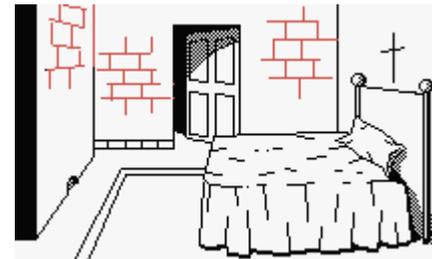
I – SOLUTION

LIBRARY



DESCRIPTION OF THE SCENERY: THE BOOKS COVERED WITH DUST ARE IN A SHELF LOCATED AT THE LEFT. A DOOR OPENS A PATH POINTING TO THE SOUTH. YOU CAN ALSO SEE A BOOK. WHAT TO DO: NOW PROCEED ON READING THE BOOK – “LEER LIBRO” AND THE ADVENTURE WILL BEGIN. THEN, GO SOUTH – “SUR”. YOU WILL REACH A BEDROOM.

BEDROOM



DESCRIPTION OF THE SCENERY: YOUR ROOM IS RIGOROUS LIKE A LA MANCHA NOBLE OF THE 16TH CENTURY DESERVES. STAIRS CONNECT YOUR ROOM TO THE LOWER FLOOR. YOU CAN ALSO GO NORTH.

WHAT TO DO: GO DOWN THE STAIRS – “BAJAR”. YOU WILL REACH A VESTIBULE.

VESTIBULE



DESCRIPTION OF THE SCENERY: NOW, YOU ARE IN THE VESTIBULE. AN AMPLE STAIR FACILITATES YOUR WAY TO THE UPPER FLOOR. YOU CAN GO UP, NORTH, SOUTH AND EAST.
WHAT TO DO: GO SOUTH – “SUR”. YOU WILL GET ACCESS TO THE DINING ROOM.

DINING ROOM



DESCRIPTION OF THE SCENERY: YOU ARE AT THE DINING ROOM OF YOUR HOUSE. PEASANT AND SIMPLE. GOVERNED BY A WOODEN TABLE. THERE IS SOMETHING HANGING ON THE WALL. A DOOR LEADS YOU TO THE NORTH. YOU CAN ALSO OBSERVE THAT THERE IS A HARD CRUST OF BREAD.

WHAT TO DO: EXAMINE THE WALL – “EXAMINAR PARED”. YOU WILL NOTICE THERE ARE A SWORD AND A SHIELD HANGING ON THE WALL. PICK THE SWORD – “COGER ESPADA” – AND THEN PICK THE CRUST OF BREAD – “COGER CURRUSCO”. NOW, GO NORTH – “NORTE” TO RETURN TO THE VESTIBULE. AT THE VESTIBULE, GO NORTH AGAIN – “NORTE” AND YOU WILL ARRIVE AT THE KITCHEN.

KITCHEN



DESCRIPTION OF THE SCENERY: IN THE OLD AND COZY KITCHEN, WITHOUT EVERYTHING THAT COULD REMEMBER THE ODOROUS FOODS, A JOYLESS CUPBOARD REMAINS. THERE IS A DOOR POINTING TO THE SOUTH AND ANOTHER DOOR POINTING TO THE NORTH.

WHAT TO DO: GO NORTH – “NORTE”, AND YOU WILL REACH THE CHEST ROOM.

CHEST ROOM



DESCRIPTION OF THE SCENERY: THE TENUOUS LIGHT PENETRATING THROUGH THE DOOR ALLOWS YOU TO SEE A CHEST, THE SURFACE OF WHICH COVERED WITH THE DUST OF THE CENTURIES, HIDES REMEMBRANCES OF YOUR ANCESTORS. YOU CAN GO SOUTH.
WHAT TO DO: EXAMINE THE CHEST – “EXAMINAR BAUL”. AMONG SEVERAL ANTIQUITIES, AN ARMOR STANDS OUT. GET THE ARMOR AND PUT IT ON – “COGER ARMADURA”, “PONER ARMADURA”. NOW YOU CAN GO SOUTH – “SUR”. YOU ARE AGAIN AT THE KITCHEN. OPEN THE CUPBOARD – “ABRIR ALACENA”. A MOUSE WILL JUMP AND TRY TO BITE YOU, BUT THANKS TO THE ARMOR, IT HAS JUST BROKEN ITS TEETH. EXAMINE THE CUPBOARD – “EXAMINAR ALACENA”. YOU WILL NOTE THERE IS A KEY. GET IT – “COGER LLAVE”. GO SOUTH AND RETURN TO THE VESTIBULE – “SUR”. FINALLY, GO EAST – “ESTE” AND A GANGWAY WILL APPEAR.

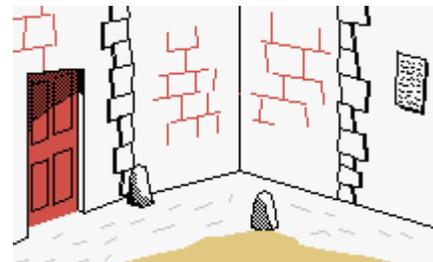
GANGWAY



DESCRIPTION OF THE SCENERY: THE GANGWAY OF YOUR HOUSE ENLIGHTENED BY THE LIGHT OF A CHANDELIER WILL OPEN THE DOORS OF YOUR NEW LIFE. THE GANGWAY IS POINTING TO THE EAST, BUT THERE IS ANOTHER ONE POINTING TO THE WEST.

WHAT TO DO: OPEN THE DOOR AND GO EAST – “ABRIR PUERTA”, “ESTE”. YOU WILL BE OUTSIDE THE HOUSE – ARGAMANSILLA DEL ALBA.

ARGAMANSILLA DEL ALBA



DESCRIPTION OF THE SCENERY: ARGAMANSILLA DEL ALBA. YOUR TOWN. ITS DESERT STREETS AND STONES ARE MUTE BEFORE YOU. WHAT DOES IT TELL THIS PROCLAMATION IN

THE WALL? THERE IS A STREET POINTING TO THE EAST AND ANOTHER ONE POINTING TO THE SOUTH.

WHAT TO DO: READ THE PROCLAMATION – “LEER BANDO”. THE PROCLAMATION READS “IF YOU WANT TO BE ARMED LIKE A KNIGHT, YOU WILL HAVE TO PREPARE YOURSELF IN AN INN, IN THAT PLACE FROM WHERE YOU WILL SEE THE MOON”. NOW, GO EAST – “ESTE”. YOU REACHED AN ARCH.

ARCH



DESCRIPTION OF THE SCENERY: YOU HAVE ARRIVED AT THE ARCH. THE FOREST IS POINTING TO THE EAST, WAITING FOR YOU WITH ITS COZY AND SECRET SHADE. YOU CAN GO WEST.

WHAT TO DO: GO EAST – “ESTE” – TO THE PATHWAY.

PATHWAY



DESCRIPTION OF THE SCENERY: FOREST? JUNGLE? THE BIGGEST SURPRISES CAN WAIT FOR YOU IN THESE PLACES. A PATH POINTS TO THE NORTH AND ANOTHER ONE POINTS TO THE WEST.

WHAT TO DO: TAKE THE NORTH ONE – “NORTE”. YOU ARE INSIDE THE FOREST.

FIRST PART OF THE FOREST



DESCRIPTION OF THE SCENERY: SOMETHING UNUSUAL IN THESE PLACES: “AN APPLE”. WHICH KIND OF FOREST IS THIS, WHEREIN SO FLAVORFUL FRUITS COME TOWARD US? THE PATH RIDES FROM NORTH TO SOUTH.

WHAT TO DO: GO NORTH AGAIN – “NORTE”. YOU ARE STILL IN THE FOREST.

SECOND PART OF THE FOREST



DESCRIPTION OF THE SCENERY: YOU CONTINUE TO WALK IN THE FOREST. IN THIS CASE, A PINE. THE GROUND IS FULL OF LITTLE FLOWERS. YOU CAN GO NORTH, SOUTH AND WEST.

WHAT TO DO: GO NORTH FOR THE THIRD TIME – “NORTE”.

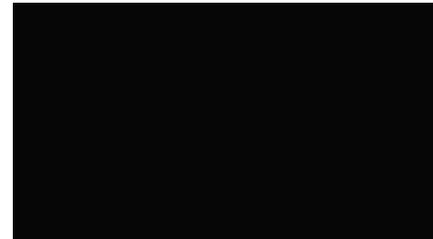
THIRD PART OF THE FOREST



DESCRIPTION OF THE SCENERY: YOU ARE IN A LEAFY FOREST. A DOOR LEADS YOU TO THE EAST. IN ORDER TO PENETRATE THE FOREST, GO SOUTH. YOU CAN ALSO GO WEST.

WHAT TO DO: KNOCK THE DOOR – “LLAMAR PUERTA”. YOU WILL ENTER THE INN RECEPTION.

INN RECEPTION



DESCRIPTION OF THE SCENERY: THE INNKEEPER OPENS THE DOOR AND YOU ENTER. YOU ARE IN THE RECEPTION OF THE INN. HOW MANY PEOPLE WOULD HAVE PASSED BY TONIGHT? THE MAIN DOOR IS POINTING TO THE WEST. ANOTHER EXIT IS POINTING TO THE NORTH.

WHAT TO DO: GO NORTH – “NORTE”, BY ENTERING THE INN.

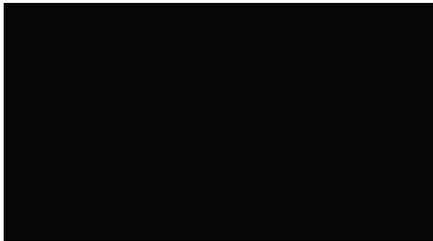
INN



DESCRIPTION OF THE SCENERY: A STAIR GOVERNS THE HOUSE AND A CHANDELIER ON THE WALL ENLIGHTENS THE SAME. YOU CAN GO SOUTH.

WHAT TO DO: EXAMINE THE CHANDELIER AND YOU WILL NOTE ONE OF ITS CANDLES IS LOOSE – “EXAMINAR CANDELABRO”. GET THE CANDLE – “COGER VELA”. NOW, GO UP – “SUBIR”. YOU NOW REACHED THE INN’S FIRST LANDING.

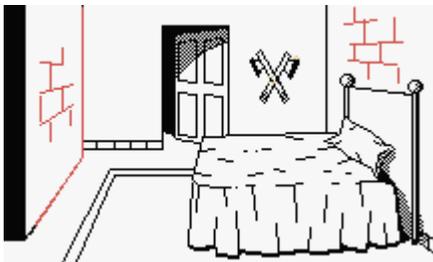
FIRST LANDING



DESCRIPTION OF THE SCENERY: YOU ARE IN THE FIRST LANDING. TWO DOORS, VISIBLE THANKS TO THE LIGHT OF THE TORCH, OPEN THEMSELVES TO THE EAST AND TO THE WEST. YOU BEGIN TO BE HUNGRY.

WHAT TO DO: GO WEST TO THE DORMITORY – “OESTE”.

DORMITORY



DESCRIPTION OF THE SCENERY: THIS IS A BEAUTIFUL DORMITORY. A BED DOMINATES THE ROOM. YOU CAN RETURN EAST. YOU CAN ALSO OBSERVE THERE IS A HAMMER.

WHAT TO DO: GET THE HAMMER – “COGER MARTILLO” – AND GO EAST – “ESTE” – TO RETURN TO THE FIRST LANDING. GO DOWN – “BAJAR”. YOU WILL RETURN NOW TO THE INN. GO SOUTH – “SUR” – TO RETURN TO THE INN RECEPTION. GO WEST AND RETURN TO THE THIRD PART OF THE FOREST – “OESTE”. GO SOUTH TWICE – “SUR”, “SUR”. YOU ARE NOW IN THE FIRST PART OF THE FOREST. STRIKE THE TREE – “GOLPEAR ARBOL”. AN APPLE WILL FALL OF THE TREE. PICK THE APPLE – “COGER MANZANA” – AND EAT THE CRUST OF BREAD – “COMER CURRUSCO”. IT IS INDEED DELICIOUS. AT THIS TIME, IT IS IMPORTANT TO REMARK THAT YOU HAVE TO EAT SOMETHING OR YOU CAN DIE AND THE GAME WILL END. GO SOUTH NOW –

“SUR”. PROCEED ON EXAMINING THE GROUND – “EXAMINAR SUELO”. YOU WILL SEE A MUSHROOM. PULL OUT THE MUSHROOM OF THE GROUND – “ARRANCAR NISCALO” – AND PICK IT – “COGER NISCALO”. NOW, GO WEST AND RETURN TO THE ARCH – “OESTE”. GO WEST AGAIN TO ARGAMANSILLA – “OESTE”. GO SOUTH NOW – “SUR”. YOU ARE IN A LABYRINTH OF STREETS.

STREETS OF ARGAMANSILLA



DESCRIPTION OF THE SCENERY: ANOTHER STREET. STREETS AND MORE STREETS. WHERE WILL YOU GO, MAYBE NORTH OR SOUTH? YOU CAN ALSO OBSERVE THERE IS A RAKE.

WHAT TO DO: GO SOUTH – “SUR” – TO THE END OF THE TOWN.

END OF ARGAMANSILLA



DESCRIPTION OF THE SCENERY: IN THE DISTANCE TOWARDS THE SOUTH, YOU CAN SEE THE FIELDS OF LA MANCHA. WILL IT BE THE LAST STREET OF THE TOWN?

WHAT TO DO: GO SOUTH – “SUR” – TO LA MANCHA.

LA MANCHA



DESCRIPTION OF THE SCENERY: YOU HAVE PENETRATED LA MANCHA. THIS ZONE IS EMPTY OF ANY KIND OF VEGETATION. IN ORDER TO ENTER THE TOWN, YOU SEE THE NORTH, ANOTHER EXIT POINTS TO THE WEST.

WHAT TO DO: GO WEST – “OESTE” TO LA MANCHA PATHWAY

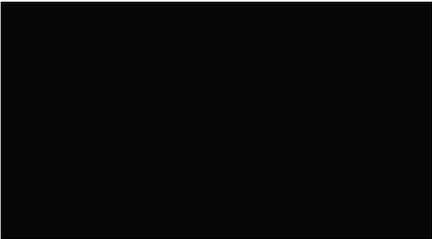
LA MANCHA PATHWAY



DESCRIPTION OF THE SCENERY: YOU ARE STILL IN LA MANCHA. THE DOOR OF A SHOP POINTS TO THE WEST. THERE IS A PATH POINTING FROM EAST TO SOUTH.

WHAT TO DO: GO WEST TO THE SHOP RECEPTION – “OESTE”.

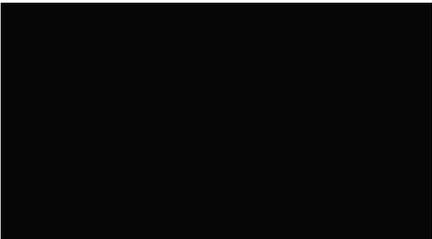
SHOP RECEPTION



DESCRIPTION OF THE SCENERY: A COZY RECEPTION ENLIGHTENED BY A CHANDELIER GUIDES YOU TO SEVERAL STAYS OF THE SHOP. EAST, WEST AND SOUTH ARE POSSIBLE EXITS.

WHAT TO DO: GO WEST AGAIN – “OESTE” TO ENTER THE SHOP.

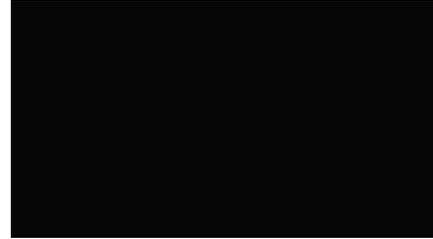
SHOP



DESCRIPTION OF THE SCENERY: THE LIGHT OF THE TORCH ALLOWS YOU TO SEE TWO DOORS, ONE POINTING TO THE NORTH AND THE OTHER POINTING TO THE SOUTH.

WHAT TO DO: FIX THE LOCK OF THE DOOR BY TYPING “ARREGLAR CERRADURA”. YOU MANAGED TO OPEN THE DOOR. NOW, GO SOUTH – “SUR”. YOU ARE IN THE COURTYARD.

COURTYARD



DESCRIPTION OF THE SCENERY: IT GROWS NIGHT. YOU HAVE EXITED TO THE COURTYARD. FROM HERE, DESPITE OF THE MOON, YOU CAN'T SEE MUCH MORE. THERE IS A DOOR POINTING TO THE NORTH. YOU CAN ALSO SEE THERE IS A CHICKEN.

WHAT TO DO: YOU HAVE TO PREPARE YOURSELF – “VELAR ARMAS”. YOU ARE NOW A COMPLETE KNIGHT. TIME TO LEAVE THE HAMMER, THE KEY AND THE CANDLE – “DEJAR MARTILLO”, “DEJAR LLAVE”, “DEJAR VELA”.

AND GO NORTH – “NORTE” – BACK TO THE SHOP AND THREE TIMES EAST – “ESTE”, “ESTE”, “ESTE”. YOU WILL RETURN TO LA MANCHA. MAKE YOUR WAY BACK FOLLOWING THESE DIRECTIONS: NORTH, NORTH, NORTH – “NORTE”, “NORTE”, “NORTE”. YOU ARE BACK TO THE STREETS OF ARGAMANSILLA.

HERE, LEAVE THE MUSHROOM AND THE SWORD – “DEJAR NISCALO”, “DEJAR ESPADA”. GO WEST TO THE GANGWAY – “OESTE”.

GO WEST AGAIN TO THE VESTIBULE – “OESTE”. EXAMINE THE STEPS – “EXAMINAR ESCALONES”. THE FOURTH ONE IS LOOSE. TAKE IT – “COGER ESCALON”. NOW THE STAIRS HAVE ONE STEP LESS. GO EAST, EAST AND SOUTH TO RETURN TO THE STREETS – “ESTE”, “ESTE”, “SUR”.

ONCE AGAIN, YOU WILL HAVE TO EAT OR YOU ARE PROBABLY GOING TO DIE AND THE GAME WILL FINISH UNTIL YOU REACH THE END. SO, EAT THE APPLE YOU ARE CARRYING – “COMER MANZANA”.

GO SOUTH AND WEST TO REACH THE CLIFF – “SUR”, “OESTE”.

CLIFF



DESCRIPTION OF THE SCENERY: A SMALL CLIFF IS IN FRONT OF YOU. I THINK THE BEST IS TO GO TO THE EAST. THE CLIFF POINTS TO THE WEST.

WHAT TO DO: LEAVE THE STEP – “DEJAR ESCALON”. YOU LEFT THE STEP AND IT FALLS BETWEEN ONE SIDE AND THE OTHER OF THE CLIFF, CREATING A BRIDGE. NOW, GO WEST – “OESTE”.

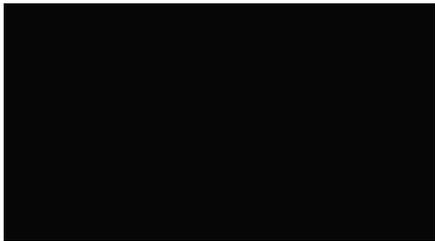
END OF THE CLIFF



DESCRIPTION OF THE SCENERY: BRILLIANT. YOU HAVE PASSED THE CLIFF. THIS PLACE HAS NO GOOD APPEARANCE. THE BEST YOU CAN DO IS TO GO EAST. YOU CAN ALSO OBSERVE THERE IS A ROUGH STONE.

WHAT TO DO: GET THE ROUGH STONE – "COGER PEDRUSCO". NOW, GO EAST – "ESTE". YOU WILL RETURN TO THE CLIFF. GO EAST AGAIN – "ESTE". NOW YOU ARE AT THE END OF ARGAMANSILLA. GO NORTH TWICE – "NORTE", "NORTE" AND YOU WILL REACH ARGAMANSILLA DEL ALBA. GET THE MUSHROOM YOU HAVE LEFT BEFORE – "COGER NISCALO". NOW, GO EAST TWICE – "ESTE", "ESTE" AND NORTH THREE TIMES – "NORTE", "NORTE", "NORTE". IN THE THIRD PART OF THE FOREST, GO WEST – "OESTE" TO A BLOCKED PATH.

BLOCKED PATH



DESCRIPTION OF THE SCENERY: YOU ARE IN A PATH BLOCKED BY AN ENORMOUS STONE WALL. YOU CAN GO EAST AND SOUTH.

WHAT TO DO: LEAVE THE ROUGH STONE AND MOUNT UP TO IT – "DEJAR PEDRUSCO", "SUBIR PEDRUSCO". NOW, CLIMB THE WALL – "ESCALAR MURO". YOU GOT TO THE OTHER SIDE OF THE WALL.

OTHER SIDE OF THE WALL

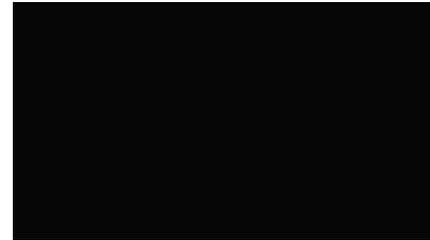


DESCRIPTION OF THE SCENERY: YOU HAVE PASSED TO THE OTHER SIDE OF THE WALL. THE PATH ENDS IN THE SOUTH. IF YOU WANT TO GO BACK, YOU HAVE TO GO EAST. YOU CAN ALSO OBSERVE THERE IS A BOTTLE.

WHAT TO DO: GET THE BOTTLE – "COGER BOTELLA". GO EAST TWICE – "ESTE", "ESTE".

YOU ARE AGAIN IN THE THIRD PART OF THE FOREST. KNOCK THE DOOR – "LLAMAR PUERTA". YOU WILL ENTER THE INN RECEPTION. GO NORTH – "NORTE". GO UP AND EAST – "SUBIR", "ESTE" – TO ENTER THE WAREHOUSE.

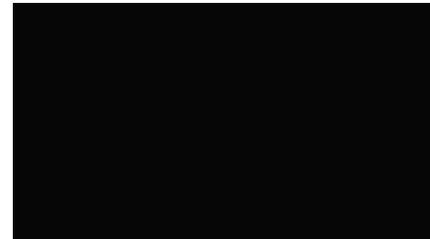
INN WAREHOUSE



DESCRIPTION OF THE SCENERY: YOU ARE IN THE WAREHOUSE OF THE INN. IN ONE OF THE CORNERS, YOU CAN SEE SOME GIANT WINESKINS. THE EXIST POINTS TO THE WEST.

WHAT TO DO: FIGHT WITH THE WINESKINS – "LUCHAR CON ODRÉS". YOUR BOTTLE WILL BE FILLED. NOW, FOLLOW THIS SEQUENCE: WEST, DOWN, SOUTH, WEST, THREE TIMES SOUTH AND TWICE WEST – "OESTE", "BAJAR", "SUR", "OESTE", "SUR", "SUR", "SUR", "OESTE", "OESTE". YOU ARE AT ARGAMANSILLA DEL ALBA ONCE AGAIN. TIME TO EAT THE MUSHROOM – "COMER NISCALO" – OR YOU CAN DIE. GET THE SWORD YOU HAVE LEFT HERE BEFORE – "COGER ESPADA". GO SOUTH THREE TIMES – "SUR", "SUR", "SUR". YOU HAVE REACHED LA MANCHA AGAIN. GO WEST AND SOUTH – "OESTE", "SUR" – TO THE FIELDS OF LA MANCHA.

FIELDS OF LA MANCHA



SCENERY: YOU CONTINUE IN LA MANCHA. SOME SHEEPS ARE LOCATED TOWARDS THE EAST. IF YOU WANT TO RETURN TO WHERE YOU CAME FROM, GO NORTH.

WHAT TO DO: FIGHT WITH THE SHEEPS – "LUCHAR CON OVEJAS". THE SHEEPS SEPARATE THEMSELVES. THE PASSAGE IS NOW UNBLOCKED. NOW, GO EAST – "ESTE".

END



SCENERY: YOU HAVE FINISHED THE FIRST PART OF DON QUIJOTE. THE PASSWORD IS "**EL**

BALSAMO DE FIERABRAS". PUSH A KEY.

WHAT TO DO: PUSH A KEY TO START THE GAME AGAIN. LOAD THE SECOND PART OF THE GAME AND INSERT THE ABOVE PASSWORD TO START IT.

II – QUICK REFERENCE GUIDE

LEER LIBRO	COGER MANZANA	COGER PEDRUSCO
SUR	COMER CURRUSCO	ESTE
BAJAR	SUR	ESTE
SUR	EXAMINAR SUELO	NORTE
EXAMINAR PARED	ARRANCAR NISCALO	NORTE
COGER ESPADA	COGER NISCALO	COGER NISCALO
COGER CURRUSCO	OESTE	ESTE
NORTE	OESTE	ESTE
NORTE	SUR	NORTE
NORTE	SUR	NORTE
EXAMINAR BAUL	SUR	NORTE
COGER ARMADURA	OESTE	OESTE
PONER ARMADURA	OESTE	DEJAR PEDRUSCO
SUR	OESTE	SUBIR PEDRUSCO
ABRIR ALACENA	ARREGLAR CERRADURA	ESCALAR MURO
EXAMINAR ALACENA	SUR	COGER BOTELLA
COGER LLAVE	VELAR ARMAS	ESTE
SUR	DEJAR MARTILLO	ESTE
ESTE	DEJAR LLAVE	LLAMAR PUERTA
ABRIR PUERTA	DEJAR VELA	NORTE
ESTE	NORTE	SUBIR
LEER BANDO	ESTE	ESTE
ESTE	ESTE	LUCHAR CON ODRES
ESTE	ESTE	OESTE
NORTE	NORTE	BAJAR
NORTE	NORTE	SUR
NORTE	NORTE	OESTE
LLAMAR PUERTA	DEJAR NISCALO	SUR
NORTE	DEJAR ESPADA	SUR
EXAMINAR CANDELABRO	OESTE	SUR
COGER VELA	OESTE	OESTE
SUBIR	EXAMINAR ESCALONES	OESTE
OESTE	COGER ESCALON	COMER NISCALO
COGER MARTILLO	ESTE	COGER ESPADA
ESTE	ESTE	SUR
BAJAR	SUR	SUR
SUR	COMER MANZANA	SUR
OESTE	SUR	OESTE
SUR	OESTE	SUR
SUR	DEJAR ESCALON	LUCHAR CON OVEJAS
GOLPEAR ARBOL	OESTE	ESTE

III – GREETINGS

THANKS TO THE WEBSITE THE TIPSHOP – <http://www.the-tipshop.co.uk>

THANKS TO BENOIT DELVAUX FOR HOSTING OUR SITE.

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