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## children library table and chairs S:Lösung zu Dark Earth

Posted by Ilja Grajek - 2010/01/29 12:19

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Hi, gibt es ein Komplettlösung zu Dark Earth ? wo kann ich diese evtl. Saugen ? Ciao, Ille

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## children library table and chairs S:Lösung zu Dark Earth

Posted by Michael Stochay - 2010/01/29 12:19

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gibt es ein Komplettlösung zu Dark Earth ? wo kann ich diese evtl. Saugen ? leider liegt mir diese lösung nur in english vor.

Dark Earth THE DARKEARTH WALKTHROUGH This walkthrough will take You to the end, but it is not complete. I haven't figured out some parts of the side quests. I would appreciate corrections and completions for an update of this walkthrough. Please send email to ger...@nwn.de. I am German. Have mercy with my English...

General Hints: If You are in a new region, search in every corner, always search in dark mode, too and talk to everybody as long as he does not repeat himself. If You are involved in combat and Your opponent has a melee weapon, stay away and attack from distance, even with Your sword, move forth and back and You will not be hit. If Your opponent has a gun, move into him and fight in close combat. He cannot shoot then. Save wherever You can, otherwise You will spend time regretting it.

Chapter One: The Uppertown You awake in a healer's room. Take the sabre, Your uniform and the meat. Move out. Zed tells You that You have to go to Dorkhan. His room is left from Yours. He also tells You about some combat practice. Move up, if You are new in the game and try out those above mentioned maneuvers. Talk to Dorkhan. He will send You to the temple to guard a secret meeting. Actually You can go there without missing something. If You want to explore the Uppertown, do it now. After leaving Your room you are in what I will call the office hall. On the opposite side is the ammunition room. Left from Your door is Dorkhan's office and another room with credits of the game. I did not found anything of value there. Behind the stairs leading down is a portal which will lead to Bogdaran's chemistry and the jail. Upstairs is the training room. Downstairs the entrance hall of the stockade. Outside left is the temple with the entrance hall with the trumpets, the prayer hall with the stallite and the meeting hall with a table and chairs. In the meeting hall there are two doors, the left will take You to the library, the right to Lory's chamber. In front of the temple is a stair. Down is the hospital and Rysaldhar's room. On the other side of the stockade is the builder's tower, right is the elevator. After equipping Your sword move to the other guard and take your place. The story will lead you on. Kill the Konkallite. You awake in the hospital. You have to kill the warder with bare hands, not an easy task. Talk to Thanandar. He will tell You about a vault that can heal Your contamination. Take the dagger and the oxygen bottle out of this room. Go to Rysaldhar. He will tell You about the vault. After his departure take the paper from below the bed and the bottle from the shelves. Go to the temple now and talk to Sesekhan, the librarian. His room is upstairs left from the fighting scene, where You were contaminated. When you walk in there will be an oven to Your right side. Get the mirror out of it. Move to the clock. Use the paper on the clock. It will open a drawer with a code card in it. Take these card to the trumpet in the entrance hall, move upstairs, put the card in the slit and activate the lever on the left side of the trumpets. You can leave this out, because the story will go on without, but it explains to You the purpose of the paper scratch. Go to Dorkhan again (the guard must be convinced, remember the rules above). He will tell You to observe Thanandar. Do this and You will find him experimenting with the body of Dulnys. Go back to Dorkhan. He will accept this. This is a part of the story that You do not need to do, though, but if You decide to kill Thanandar at this point what is definitively no problem, You will find a red key and some other belongings, i mentionend further down. This red key opens the crypt to the core of the stallite. Use this key at the red spot in front of it in the prayer hall. Move down and touch the lightgiving source. Note: this is the crypt, not the vault You are longing for. Now go to the jail. It is on the other side of the hall in the stockade. Move through the portals and right. You will come to the jail. Kill the guard. Free Kalhi. Go to Bogdaran. He is opposite of the jail. Take the lead pigs und the igniters (You can come back later to get more igniters). Go up and find the key on the shelves. Move down and open the chest with the key. You will find Bogdarans uniform. Give this to Kalhi and You can deceive the guards in the stockade's entrance hall and at the elevator. Now go to ammunition room. There is a chest that can be opened with Bogdaran's key, too. Take the lead pig. Later You can come back here and get at least one lead pig again. Now go to the elevator. If You stay in front of the waggon not preferring either side, the guard will run away with out noticing You. But it is wise to move into combat, because this is the only rifle You will get for a long time and You will need it. Now go to the Undertown Chapter Two: The Konkallite Plot Here are the locations of the Undertown. Left to the elevator is Danrys' smithy. Near the smithy You can find a suit of plate mail. Take it. Left to the elevator there is a woman who will exchange goods for food. On the opposite side is the way on. You will meet Moar's bar and further on the crossroad (name given by me). The crossroad: to the left is Armal's ship, in front of You the entrance to the sewers (the gap in the railing) and to the right the altar room. Behind the altar room is stair leading to the townwall. Danrys will repair Your weapons, if You have need. You will find an icepick on his desk. Go to Moar's bar, enjoy the sight. I met someone who said, that he disliked the game because of the obscenities in language and the nudity. He could not play the game with his children. And about the killings and blood and death and violence??? Some people have interesting points of view... At this point I have to add something. Sometimes Kalhi leaves Danrys' smithy to aid You. I remember her doing it three times. The first time she was in fight with a man near the altar room. You can get a pistol then, the second time she met the woman near Moar's bar to give You a chicken and the third time she was in fight at the crossroad to get ammunition for one of the pistols. At this point You

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can cheat ammunition for Zed's gun. Leave the place, come back and search the dead body again. Arkhan says that there is nothing, but if You press „I“ to look into Your inventory, You will find ammunition. Do this as often as You wish. You can also make Your own ammunition for Your rifle, when You use it on the machine in the training room of the stockade. Here You can find a plate (don't know what for, exchange goods or make ammunition? and a bottle of Stohl, You can refill Your bottles later here and in the entrance hall of the stockade left to the stairs). Give the mirror to Delia. She will give You a password for Armal. Go to him, if You want. In exchange for a weapon he will play with You the game Yong. This is quite difficult. He provides You with information about the Konkallites and Dorkhan and after Your third winning he will give You ammunition for one of the pistols. That means I was told so, because I never got that far and it is not necessary for the storyline. If You really want to know what he is talking about and You cannot win the game, move into Your data/dialogue directory, search the nwdial.txts for the keyword Armal and in one of the files You will find his answers and informations. Ok, I have found a 30 move solution distributed by Dave Chan to the net. Imagine a chessboard. The horizontal line is a to h from left to right and the vertical line is 1 to 8 from down to above. D3 D6 B6 D2 D7 F3 D8 F8 G1 F4 A5 E1 H3 B3 G6 H2 E6 C8 C4 G8 H5 F6 B5 C2 B2 A8 A2 C1 B7 H8 Does anybody know something about the drunken guy on the ship??? Now go to the sewers. You will have to kill two Konkallites on Your way. After Sordos' „sermon“ You have to kill the third Konkallite. Save Your ammunition. Remember the gap in the railing here. Move on. You will have to kill two guards and will have access to Sordos' room. Near this place, around the small cages, You can find the hilt for the flamethrower, search well though, it is hard to find. Kill Thanandar and Sordos. Get the key (though it functions no more yet, see above) and the two bottles from Thanandar, the red is a healing potion, the blue will lower Your contamination. Sordos has a weapon plan and a key. The key will open the chest in this room. Here You will find a treaty between Sordos and Dorkhan. There are two barrels, search for food there. Be sure to save one fish and one bottle of Stohl!!! If You have killed Thanandar before, the story here has another ending. You will meet Zed in the Konkallite jail and will watch Rysaldhar's death in the crypt. On the other side is a hall with cages, where You will have to kill two guards again. One holds the key for the Konkallite jail. Now: There are two plots here that You will encounter later. You can come back here during gameplay. The first time You can free a member of Armal's gang imprisoned in one of the cages with a stiletto that You will get later. After freeing him you will get ammunition from Armal. The second time You can find Dorkhan here, dying in the Konkallite jail. I never went down here again. Maybe there are some other plots... Go back to Danrys and give him the weaponplan. He promises to make You a flamethrower, if you can get a hilt for the weapon. At this point You can also refill Your oxygen bottle at the machine in the back of the smithy. Go back to the Uppertown. Go to Dorkhan. Show the treaty to Phedoria. Dorkhan escapes. Search his desk for a healing potion and the above mentioned stiletto that will open the secret door. Here You will find Rysaldhar dying. Move back to the ... read more »

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