

Endless, Nameless by Adam Cadre (2012)

- A walkthrough for Nameless Quest v2.0.12

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[1] New to interactive fiction: how to move in this game

Type „verbs“ to see how your character can interact with the given scenery. Try some, it's fun! ^_^ An example: “take darts” or “throw darts”.

„Look“ around if you want to see where you are. Like in most text adventures it might be a good idea to „examine“ (or „x“) some objects and structures closer, to get additional hints on what to do with them.

You can also examine yourself!

You will also need „i“ for „inventory“ to check what your character is carrying. Also not self explanatory might be the “z” or “wait” command.

You can use it in dialogues if you just want to wait for your counterpart to continue talking or if there is any other reason that you want time to pass in the game.

If you have enough of the tavern then you could go outside (“out” works for leaving any building) and start exploring the map. If you are unsure which cardinal directions you can go to type “exits”.

[2] General questions while exploring the map for the first time

- There are a lot of locked doors. What's up with that?
Try to “knock”. If it doesn't work then nobody is home.

- Oh my god... I died!!
If that's the case then head to [5] in this walkthrough where death is covered.

- Do I need to eat or sleep regularly for my character to survive?
No don't worry, there is no hunger or weariness system implemented in this game.

- Should I draw a map so I don't get lost?
The map is rather small so there will probably be no need for it. You should get the hang of navigating around there in no time!

- I can't carry any more items!
You can put most of the smaller items into the pocket of your cloak.

- I think I missed an item at a place. I think I can't go back??
Sometimes you have only one chance to get an item. For emergencies note that you can “undo” your last actions in most cases (but not all!). You can also “save” your adventure and “restore” if something went wrong. Note that you only have 1 slot for saving so don't overwrite it carelessly.
If you think you have explored everything and still can't progress in the game then maybe a “restart” is the only choice (or follow this walkthrough closely ;D).

[3] The tavern

As you may have already noticed this walkthrough is structured through questions and answers, a bit like a hint system. I tried to maintain this style for the whole walkthrough and I hope that this way it will be of help but not spoil too much too quickly. Here we go!

- I want to keep the darts when I leave the tavern!
You have to get creative with that! :)

- Does playing darts do anything?
Yes it does, it increases your dexterity.

- I still want to keep the darts!
Try to have a drink.

- How many?
Two.

- And then?
Do something outrageous.

- Like?
Climbing the table.

- I STILL don't get to keep the darts. >:(
Hide them in your cloak. Look at your inventory after you got thrown out.
They should now be there.

[4] The feat of strength

Reading what the old man said in the beginning then the goal for this game is set: You are to slay a dragon! But before that there are three tests. We'll cover them one by one. The feat of strength is the first one.

- Where to find this test?
Have you been to the weapon shop yet?

- There is a really heavy dart there and I can barely lift it. Can I increase my strength somehow?
No, you can't.

- This is not fair! The merchant is clearly cheating!
Then cheat a little bit, too! ;-)

- Can I sneak behind the counter?
No.

- Can I use magic for this test?

Yes, as long as he doesn't see you using it! >:)

I suppose you've already been to the cottage of the sorceress? Make yourself familiar with your spellbook. If it is empty then you forgot to take the ampules out of the mailbox in front of the cottage (which is very bad since you can't get back to the house without it.)

- Shoot! He notices when I switch the purple dart with the one from the tavern.

What if it was purple, too?

- He saw me holding my wand/trying to cheat and now he won't let me back in!

It's no use, you have to restore or restart the game. Try putting the wand into your cloak next time (and everything else that looks suspicious). You can use the command "Put all into pocket" if you want everything hidden. Check your inventory to see if it worked, the items should be listed differently. Save before entering the shop!

- He doesn't look away from me for one second.

Wait ("Z") until a customer comes in. Timing is very important here.

- I'm always one turn too late!

Pick up the heavy dart BEFORE the customer enters.

- I won the sword and the shield!!

Aaaand you got kicked out again. Are you sure that you don't need anything else from the shop? Because surely he won't let you back in anymore.

- Need anything like what?

I don't know, how about a nice and shiny scabbard for your newly acquired sword? ^_^

- Gaaah now I need to do the whole sequence again?

Yes you need to - but before you do that: why not try something stupid or risky.

- Like what?

I don't know, confront the dragon head-on or... jump into the chasm at the bridge.

- This will be my death it says.
Continue jumping. You will need to restart anyway, remember?

- I'm not convinced but ok...

[5] Death

- I died. But what is this place? And what is it good for?
Outside your bedroom you will find other adventurers like you. They can give you important hints. Careful though, some of the hints might be outdated.

- My items from the adventure are all gone!!
Don't worry about that at the moment.

- Ok... anything important to do here at the moment?
Not really.

- Enough with the alter egos, how do I get out?
Have you played the game with the others in the game room yet?

- I did but I still have no clue.
Examine the table.

- ??
Climb onto it.

- I'm back at the tavern!?! It started at the beginning again?
Yes, every time you step through the portal on the table you will find yourself at the tavern again.

- Aaaaargh!
Don't worry, you'll get the hang of it.

- I found an item in the world with the alter egos and it's gone now!
You cannot take items from the interworld to the adventure world. But don't worry, you will still have it when you enter the interworld the next time.

[6] Feat of strength (continued)

- Where were we? Oh, the test of strength!

Yes. If you haven't done so before be sure to follow all the advice that I gave on the tavern and play darts until "this game has nothing to teach you anymore". From what I know dexterity is not unimportant and there is no other way to raise it anymore after this.

- Anything else I should know about the test so I don't screw up again?

From the tavern go right to the sorceress and then save before the merchant. Don't do anything else yet. And DON'T forget your newly bought belt on the counter like I did! xD

- Alright, I got the sword and the shield AND the belt.

Very good. Test of strength done.

[7] Winning affections of the sorceress

- Which test is next?

The sorceress. The one with the machine can't be solved yet.

- Anything to do in between?

You can ignore the fisherman for now. But if you want to buy a fish from him, buy the UNCOOKED one as it is cheaper. Don't spend the rest of your money on anything. Not on the machine and certainly not on the troll. You will need every single coin. Now then: Have you visited the Jeweler, yet? (the small shop at the eastern end of the village)

- The door of the Jeweler is locked?

Nothing that a bit of magic can't fix.

- One of my ampules?

No, actually you heard someone cast the right spell earlier. And it is a very easy one so you don't ever need an ampule for it.

- I can't remember.

The sorceress used it: MALSXLOSI

- There is another sorcerer in here!! And he freezes me!
Better leave with the rock BEFORE he comes back then. :-)

- Do I really need to carry that rock around?
Yes. Take it.

- Ok then. Now how am I supposed to reach the sorceress?
Have you tried walking through the maze yet? (SAVE BEFORE YOU DO!)

- Yes, I did and I die every time, thank you. Can I even beat it?
Short or long answer?

- Short!
No.

- Great.
You will have to find a way around it. Or as one of the alter ego suggests: under or above it!

- So which one is it?
Above. Have you noticed the big birds? The rocs?

- Can I catch one?
Pretty close. But you will have to get it's attention first.

- How?
The answer is fish.

- The fisherman sells some?
A big bird needs a bigger fish.

- I can't find a bigger one. :(
This one is really tricky. Have you searched the map everywhere?

- Yes. :((
Examine the fishing shop.

- And?
Cut the rope.

- That thing almost hit me!!
Sorry.

- It's out of wood. -_-
Yes it is.

- ???
Maybe something useful in your inventory?

- No?
Read the spellbook again.

- Magic?
Ovidio. Buy an (uncooked!) mackerel from the fisherman then return to the wooden marlin and take it if you haven't already. And SAVE!

- My hands are already too full!
Put "all" in your pocket, "wear" the shield (instead of holding it) and put the sword into the belt (now you need the belt!!).

- It worked but the roc didn't take me where I wanted?
You can only travel a short distance with it. So get closer to your target.

- Where should I go exactly?
Place yourself in front of the labyrinth. Use the "down" exit immediately after he has carried you up into the air.

- I'm in front of the cottage now!!
Very good.

- The door is locked. -_-
The door will only open magically. You've done that before. And it will only open to the sorceress' voice.

- I don't get it.
Sonori and Malsxlosi should do the trick. Save again before entering if you want.

- What talking options should I pick?
Ask what you want to know. If the topic comes up ask her about the Warden.

- I've gotten new ampules!!
Yessss. Now you are ready for the last test.

[8] Outwitting a fiendishly complex machine

- Where is the machine again?
To the south.

- Alright what should I do there?
Again: don't spend coins on it, yet. Instead "examine" the gauge and "read" the instructions.

- There is no fuel!
Indeed! This is a really tricky one again. Hint: The fuel is nearby.

- My alter egos keep telling me about the dwarves.
Forget about the dwarves haha.

- Where is the fuel then?
It's the troll. Kill him and a liquid will pour out of the creature.

- I still can't get the liquid.
Catch it somehow.

- No clue. Solution, please!
Alright. Drop your shield.

-Ok?
Examine the troll. He is quite small.

-And?
Take the troll and put him into the shield. Now kill him! (Do not use the machine, yet!)

- Wait up, I can't get the fuel into the cave in time.
Try it again: "Take shield" and then "east" works. Don't do anything else in between. (I thought this was bugged at first but in the end it worked.)

- Why mustn't I use the machine now? I have the fuel?
You can put it into the funnel. But SAVE before you put a coin in it or you will be screwed. See for yourself! ;-)

- Uuuuh so I guess my ears are not very good. Can I guess my way through it?
No. Believe me. No.

- Any other hints?
Magic. :)

- No idea.
You can combine small ampules (it is the bubbly and the rainbow one). Save before loading any of them into the wand though. Now squeeze the wand and read the spellbook. A new spell!

- I think we are on the right way but it's a level 4 spell?
You will die unless you are a level 2 sorcerer. Restore the save (or "undo" your last actions). Now put the glowing ampule into the wand and cast the "Povo" spell. The effect is permanent so no worries about a time limit. Now you can cast the Dazli spell on the machine.

- I don't understand how the game works.
Type "block" and then a direction like "north" to block flames coming from there. You might need several tries (deaths :D) before you figure out which signal means which direction.

- Ok it boosted my shield. Did I solve all three tests now?
Looks like it.

- Am I ready for the dragon now? :)
Save and try. :)

(Save BEFORE entering the lair, you can't get out once you are inside!)

[9] The dragon

- I can't really hurt it. Hints?
A dragon is not vulnerable to iron.

- Another hint?
Have a look at your inventory. You still have one ampule left.

- I cannot transform the sword into anything. I'd need a philosopher's stone.
You have the rock. The other sorcerer was particularly interested in it, remember?

- I can't get this to work / I die in the lair.
You are so close to becoming a dragon slayer. Check if all the necessary ingredients are there before trying again:

Wand, clear ampule, coin, sword, shield (now tempered), rock and good timing.

If everything is there you can do it!

- That's it, I give up. I need the exact solution please!
Load the wand before you enter the lair. Once inside follow these instructions:

Turn 1: throw rock

Turn 2: take rock

Turn 3: squeeze wand

Turn 4: ovidio (sword + gold)

Turn 5: attack dragon with sword

[10] Aftermath

- AAAAH I'm not gonna make it!

Levitate saying SXVEBI. Then head "out" of the lair. You are a mighty level 2 sorcerer now, remember?

- I ... won!

The quest is not quite over yet. :-)

- Umm ... what should I do here?

Unlock the safe and open it. From then on carefully read which directions your guide tells you. That way you should meet with the sorcerer again. From there on I'm sure you'll manage on your own. :-)

Thank you for reading, I hope this helped!!

[11] Additional tips (MAJOR SPOILERS)

- Using save and restore cleverly you can get the newest hints from your alter egos without having to restart the game.

- There is a second portal hidden somewhere in the interworld that makes travel even easier. (It's a shed.)

- Wait!! I still have questions! I can't find this shed you were talking about!

It is located north of the kitchen. But it is closed until late in the game.

(Unconfirmed: It opens after you have visited the sorceress the second time but only if you talk to her about the Warden and tell her that you met him in the jewelry shop.)

Another observation: If the shed is already open and you decide to jump through the portal to the tavern to restart the adventure for some reason then you will have early access to the shed. (Yay!) Just visit the jewelry shop (take the rock!) and it will be open again.

If you die after killing the dragon note that the shed will be closed. >_<

Final tip for the shed: If you use it often and like me leave your items lying around there, then please DO NOT leave the rock there. It won't be there when you return! Curse you, Warden!! >:(

- I read that there are different endings. I do exactly as the dragon says but it doesn't turn out well. Can you hint at an alternate ending?
If you feel that you are not exactly the most qualified person to wield a dragonstaff then you could simply give it to someone else.

- That made me sad. :(Is there a happy ending, too?
You know, the Warden has been working on another portal for quite some time. Maybe using it will make things turn out better?

- How do I get it?
There is a "plate" in his underwater shed. Take it and use it in the right way then I'm sure you will get what you were looking for. (Don't forget to @UP everyone you want to take with you!)

- Aww that was nice! Any other notable endings?
I hear that you can finally throw the dart in the interlife once the barrier is gone. I've never done that though so you are on your own if you want to explore that ending. Good luck! :-)