

DANGER MOUSE IN THE BLACK FOREST CHATEAU

To Danger Mouse! From Colonel K.
URGENT: New information received from Agent 114.

Part One

The grizzly bear will never let you pass.

The gorilla will be helpful, but he's a ticklish character.

In the forest, keep pressing on.

The boat can be launched, but first bring something from the hut and use it in the forest.

Most of the things you'll need in the Chateau can be found in the surrounding grounds.

Explore thoroughly before entering the Chateau.

The Werewolf likes a drink!

You will need something to help you take the right direction in the forest.

Offer the hermit crab some gold.

You need a light in dark places.

When you press the switch, look for a change in another room.

You will need a large container to carry the water from the garden.

Mechanical vampires like dry surroundings.

Part Two

You will need more than one thing from some places. Be prepared to rush to and fro! Try to do things in a planned order.

Find a gift for the spider.

Breakages must be mended! - Maybe more than once.

You'll find the snake charming if you have two things with you. (He will appreciate a tune.)

Duckula hates bad eggs. His cape will give you the power to fly.

Ladders will not go through the grate, but an open door will let you take them.

After a pitfall you need something to climb.

Notice the object in the rubble! You need something to reach it with.

Explore all directions in the maze. Completing the map below will help you.

