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### FUTURE KNIGHT HELP SHEET

- SAFE PASS - used in the SECURITY ROOM
- SECUROKEY - used in the AFT JUNCTION
- PLATFORMKEY - used in the SAFE ROOM
- EXIT PASS - used in the EXIT ROOM
- BRIDGE SPELL - used in the DEEP FOREST
- RELEASE SPELL - used in the HENCHODROIDS LAIR  
after the Henchodroid is dead
- GLOVE - Worn to PROTECT you from the  
TOXIC RELEASE SPELL.
- SCEPTRE - Used in the TOWER to kill the  
Sentinal Droid

### THESE OBJECTS SHOULD BE USED IN THE FOLLOWING ORDER:

SECUROKEY  
SAFE PASS  
PLATFORMKEY  
EXIT PASS  
BRIDGE SPELL  
GLOVE  
SCEPTRE  
RELEASE SPELL

### OBJECTS TO BE USED WHEN REQUIRED:

BOMB  
CONFUSER  
SHORTENER SPELL  
DESTRUCT SPELL  
FLASH BANG SPELL





