**Goal for Andolor's Ocean Adventure Park**

**Requirements**

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**Solution**

Ocean Park  
  
1. Locate "A Circus Tent" and listen to mermaid and say 'yes'.  
  
Task 1 : Help the merfolk get back their precious heirlooms.  
1. Locate "Coral Checkpoint" and listen to A merdevil coral collector.  
2. In this section, kill the mobs till you get one of each of the following:  
a mushroom coral fragment a lettuce coral fragment  
a staghorn coral fragment a boulder star coral fragment  
a pink coral fragment an ivory bush coral fragment  
a snowflake coral fragment a brain coral fragment  
a fossil coral a cup coral fragment  
a bamboo coral fragment a clubbed finger coral fragment  
3. Go back to A merdevil coral collector and say 'done' to receive 'a treasure vase'.  
4. Locate "Seaweed Checkpoint" and listen A merdevil seaweed collector.  
5. In this section, kill the mobs till you get one of each of the following:  
a creeping chain weed plant (201) a purple claw weed plant (201)  
a hairy basket weed plant (201) a broad leaf weed plant (201)  
a peacock's tail plant (201) a soft feather weed plant (201)  
a thongweed plant (201) a felty fingers plant (201)  
a horsetail plant (201) a seatwine plant (201)  
a sea lettuce plant (201) a rockweed plant (201)  
6. Go back to A merdevil seaweed collector and say 'done' to receive 'a seaweed parasol'.  
7. Locate "Seashell Checkpoint" and listen A merdevil seashell collector.  
8. In this section, kill the mobs till you get one of each of the following:  
a murex alabaster shell (201) a saw-toothed pen shell (201)  
a moon snail shell (201) a pear whelk shell (201)  
a ponderous ark shell (201) a rose petal tellin shell (201)  
a calico scallop shell (201) a painted egg cockle shell (201)  
a sharp-rib drill shell (201) a horse conch shell (201)  
a ladder horn shell (201) a sunray venus shell (201)  
9. Go back to A merdevil seaweed collector and say 'done' to receive 'a seaweed parasol'.  
10. Locate "Fish Checkpoint" and listen A merdevil fish collector.  
11. In this section, kill the mobs till you get one of each of the following:  
a picturesque dragonet (201) a foxface rabbitfish (201)  
a longspine squirrelfish (201) a pancake batfish (201)  
a peppermint angelfish (201) a bicolor goatfish (201)  
a starry puffer fish (201) a tomato clownfish (201)  
a clown triggerfish (201) a teardrop butterflyfish (201)  
a painted frogfish (201) a peacock bass (201)  
12. Once you have a vase, parasol, bottle, and crown in your inventory, return to the mermaid for the mobprogram to give you your next task.  
  
Task 2 : Go on a merdevil killing spree!  
1. You are to kill 50 'Merdevils' in the area where the mermaid is.  
2. Once you have killed 50 'Merdevils', return to the mermaid and say 'I love you.'  
  
Task 3 : Find the one ring.  
1. Locate "Token Ticket Booth" and 'buy 100 1;buy 2' from the shop.  
2. Type read sign to see the attractions.  
Event Token Cost List  
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The Fire Eater - 1 Token  
The Puppeteer - 1 Token  
The Sword Eater - 1 Token  
Chicken Feed - 1 Token  
Tortoise Races - 1 Token  
Minstrels - 1 Token  
Scenic View - 1 Token  
Artist's Portrait - 2 Tokens  
Fishing - 2 Tokens  
Whales - 3 Tokens  
Dolphins - 3 Tokens  
Kayaks - 5 Tokens  
Wagon Tour - 5 Tokens  
Dragon Tour - 5 Tokens  
Stage Performance - 10 Tokens  
Total = 42 Tokens (Suggest getting twice that amount)  
3. Locate 'The Fire Eater' and 'give fun fire' to receive 'a lucky fire token'.  
4. Locate 'The Puppeteer' and 'give fun puppeteer' to receive 'a lucky puppet token'.  
5. Locate 'The Sword Eater' and 'give fun sword' to receive 'a lucky sword token'.  
6. Locate "Wandering Chickens" and 'insert token' to receive 'a lucky chicken token'.  
7. Locate "Tortoise Races" and 'listen keep' and say either 'horned' or 'spurred' to receive 'a lucky tortoise token'.(Random Results)  
8. Locate "Minstrels on the Bridge" and 'give fun minstrel' and receive 'a lucky minstrel token'.  
9. Locate "Adventure Park Scenic View Point" and 'give fun attendant' and receive 'a lucky view token'.  
10. Locate "Artists on the Bridge" and 'say Yes!' and receive 'a lucky portrait token'.  
11. Locate "Fishing for Fun", 'say Yes!', hold rod, and type fish for 'a lucky duckie token'.(Random Results)  
12. Locate "Whales Tales", 'say Yes!', be visible, wear wetsuit, 'scratch tummy', and give fish beluga to receive 'a lucky whale token'.  
13. Locate "Dancing Dolphins", 'say Yes!' and receive 'a lucky dolphin token'.  
14. Locate "Boat Rental Kiosk", 'say Yes!'  
a. kill (4) a cantankerous current.  
b. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
c. kill (4) hopping high water.  
d. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
e. kill (4) a randy rapid.  
f. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
g. kill (4) some raging whitewater.  
h. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
i. kill (4) a breaking wave.  
j. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
k. kill (4) a sharp rock.  
l. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
m. kill (4) a supercilious succubus.  
n. The tour guide yells out several different commands: duffek stroke, low brace, back stroke, high brace  
o. kill a moon dragon mother for 'a lucky kayak token'.  
15. Locate "Wagon Tours: Sign Up Booth" and 'say Yes!' for a quick tour around the block and 'a lucky wagon token'.  
16. Locate "Dragon Tours: Sign Up Booth" and 'say Yes!' for a quick tour outside the area and 'a lucky dragon token'.  
17. Locate "Coral Reef Auditorium (Stage Left)" must be done at 6pm in-game time and have 10 'an ocean park fun token' in your inventory and sit bench at 6pm to receive 'a lucky theater token'.  
18. Return to "Token Ticket Booth" to receive 'a pearl and diamond engagement ring'. If you get the wedding ring, give it to the merman.  
19. Return to "A Circus Tent" and give ring mermaid and let the mobprogram run to close the goal.  
  
Reward: 20 quest points and A broken heart pendant necklace (lvl 201 neck - 21 dr/hr, 5 str/dex)

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