

# Castle of Riddles

for the BBC Microcomputer

## HINTS AND ANSWERS

These hints and answers are arranged in a jumbled order to make it harder to accidentally see the solution to other questions. If you do not want to risk spoiling the rest of the adventure, ask a friend to look up the hint or answer to your question for you.

## PROBLEMS ARISING, AND HINTS/ANSWERS TO SOLVE

I keep dying when I enter the castle/it's dark and I don't know what to do?

Hint 20, Answer 32

I get lost in the forest.

Hint 29, Answer 10

I don't see what SOS has to do with anything!

Hint 17

I can't find my way through the white maze just inside the castle.

Hint 24, Answer 8

I die when I try to take the Ring.

Answer 5

My lamp goes out when I go to the Fountain of Youth.

Hint 14, Answer 28

I can't open the safe.

Hint 7, Answer 19

I can't get back after I go through the walls of light.

Hint 26

I can't go through a wall of light twice.

Answer 3

I can't find my way out of the well area.

Hint 15, Answer 9

I can't find a coin to use in the well.

Answer 31

I get killed by the bear.

Hint 22, Answer 53

I die if I lie on the bed.

Answer 1

I can see how to get past the bear, but I can't get the treasure he guards.

Hint 6, Answer 38

I can't answer one or more of the riddles.

Answer 35

I die when I read the book.

Answer 1

When I reach the sitting room, Father Bear kills me.

Hint 37, Answer 4

I can't see how to get further than the sitting room.

Hint 36, Answer 4

I can't see how to escape from under the ground.

Hint 42, Answer 45

I die when I dig under ground.

Hint 60, Answer 33

The Corridor of Doom is just that - it's fatal!

Hint 37, Answer 2

I don't know how to deal with the blood-sucker.

Hint 40, Answer 58

I can get a reaction from the blood-sucker, but I still die.

Hint 46, Answer 58

I can survive the Doom Corridor, but I can't get anywhere.

Hint 39, Answer 47

I can't get the bucket.

Answer 34

The wild dogs get me.

Hint 37, Answer 48

I die when I jump off the ledge.

Hint 13, Answer 27

I drown in the forest when it floods.

Hint 21, Answer 25

I die even if I climb a tree.

Answer 30

I drown even if I'm in the boat.

Hint 23, Answer 41

I drown trying to bail out the boat.

Hint 16, Answer 41

I can't map the black maze/I lose objects in the black maze.

Hint 43, Answer 50

The case explodes soon after I pick it up.

Answer 51

I've solved the black maze but can't get out of it.

Hint 49, Answer 56

I can't get anywhere in the Giants' shooting gallery.

Answer 12

I can't explore all the shooting gallery.

Hint 54, Answer 55

I can't find a use for the ticking box.

Answer 44

I can't get out from the pinnacle.

Answer 57

I die when I jump from the pinnacle.

Answer 52

I ruin the cushion and lose a treasure.

Hint 18, Answer 11

I can't remember the order of the riddles!

Hint 59



## HINTS AND ANSWERS

- 1 So don't do it!
- 2 You must keep moving or the blood-sucker will get you.
- 3 No, you can't. Once only per exit!
- 4 You can escape from the room by sitting on the chairs.
- 5 So don't take it! Bide your time.
- 6 You need to scare him away somehow. Do you have anything that would do the trick?
- 7 It won't open to force - only to magic.
- 8 Try turning off your lamp.
- 9 Drop a gold coin down it!
- 10 Try climbing a tree.
- 11 Take it into the Fountain of Youth!
- 12 You have to explore in a preset order, sometimes stopping in one place.
- 13 Yes, you would, unless you could fly.. or glide..
- 14 Yes, it's getting younger - but too much so, because you're using it.
- 15 Pay up! If you haven't any cash, check the forest.
- 16 Isn't there an implement you could use?
- 17 Try saying it in a room which is relevant to SOS!
- 18 Do you know a way to restore things to their former glory?

- 19 Gloop will do it - but only after you've found out about it!
- 20 You need a light source - can you find one?
- 21 What you need is a boat!
- 22 The bear is patrolling a regular course. You die if you and he arrive at the same place at the same time.
- 23 Better empty the boat somehow.
- 24 Normally one maps mazes by dropping objects, but you don't have enough to be able to do that. What other actions could you do?
- 25 Climb a tree and look for a boat.
- 26 That's correct - there is no direct way back. Just carry on exploring.
- 27 Better have the hanglider along!
- 28 If you turn it off before entering, you can recharge it; but only once. You really should save the fountain for something else.
- 29 Yes indeed, though west is useful. But how would you see your way out of a forest?
- 30 You've got just enough time to climb a tree, find the boat and get in it.
- 31 Seek west of the forest and ye shall find.
- 32 Look in the area north of the castle.
- 33 Take the rod with you.
- 34 Keep trying!
- 35 There's no way to hint to the answer to a riddle, so here they are: What gets wetter as it dries? Towel. Little Nancy Etticoat..? Candle. A rich man has..? Pounds. What does everyone overlook? Nose. The beginning of

- eternity..? E. Lives in winter..? Icicle.
- 36 What would be a suitable action in the Bears's sitting room?
- 37 Don't hang around in there!
- 38 Stand in a safe place north of his patrolling area and throw the book at him.
- 39 What would be a useful thing to do to a magic mirror?
- 40 Try to give him something he'll think is blood.
- 41 Bail boat when you're warned, but have the bucket along.
- 42 In a region full of earth, what would be a good idea?
- 43 Dragons puffing smoke.. now what does that remind me of?
- 44 Leave it with the bomb and see what happens later.
- 45 Try digging.
- 46 If he could only be SURE it contained blood, it'd be much safer.
- 47 Rub the mirror.
- 48 Don't stop, and jump when you run out of places to go.
- 49 What do all those colours make you think of?
- 50 Get the rod by using SOS before the bear, and wave it in the black maze.
- 51 Yes, it's a bomb. So use it wisely.
- 52 Better leave something soft to land on below you, then!



- 53 Wait till the bear leaves northeast, and then follow him round. Don't stop to pick up the treasure, or he'll get you.
- 54 Not unless you could scare the giants away!
- 55 Leave the bomb in the only room you can pause in, and get out of there. Once the bomb has gone off, venture in again.
- 56 Try Rainbow, Spectrum, Roygbiv, or something.
- 57 Try jumping.
- 58 Throw the can at him after you've opened it.
- 59 I really shouldn't need to help you here - that's just plain bad memory!
- 60 You need something to prop the roof up with.

- 33 Wait till the bear leaves northeast, and then follow him round. Don't stop to pick up the treasure; or he'll get you.
- 34 And unless you could spare the plants away!
- 35 Leave the room in the only way you can enter it, and get out of there. Don't let the bear see you, or he'll get you.
- 36 Try Rainbow, Spectrum, Supply, or something.
- 37 Try juggling.
- 38 Throw the cat at him after you've opened it.
- 39 I really shouldn't need to help you here - that's just plain bad memory!
- 40 You need something to prop the roof up with.

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