

Sphinx Adventure

for the Acorn Electron

Hints and Answers

Here is a list of commonly asked questions about Sphinx Adventure, together with a set of hints and answers.

The 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

1. I can't open the clam.
Hint 46, Answer 22
2. What do I pay to get across the toll bridge?
Answer 45
3. How do I kill the vampire?
Hint 44, Answer 21
4. I can't get across the chasm.
Hint 43, Answer 20
5. I can't get across the glacier, as it breaks.
Hint 42, Answer 19
6. I can't get out of the serpent.
Hint 41, Answer 18
7. I can't get out from the bottom of the rock slide.
Hint 40, Answer 17
8. I can't get across the lake.
Hint 39, Answer 16
9. The pirate can't be killed.
Hint 38, Answer 15
10. The pirate steals something whenever I move away from him.
Hint 37, Answer 14
11. I have lost something. How do I get it back?
Hint 36, Answer 13

12. I can't pass the fiery walls.
Hint 35, Answer 12
13. After a time my lamp runs out.
Hint 34, Answer 11
14. I can't get past the goblins.
Hint 33, Answer 10
15. I lose a weapon when I kill the dragon.
Hint 32, Answer 9
16. I can't find the dragon's teeth.
Hint 31, Answer 8
17. I can't get past the crocodile.
Hint 30, Answer 7
18. I can't remove the elephant.
Hint 29, Answer 6
19. I can't pick up the mouse.
Hint 28, Answer 5
20. I can't get rid of the bear.
Hint 27, Answer 4
21. I can't get rid of the orc.
Hint 26, Answer 3
22. I can't find my way out of some rooms.
Hint 25, Answer 2
23. I can't get all the points.
Answer 24
24. I have got to the sphinx, but can't finish.
Hint 23, Answer 1

Hints and answers

1. Kneel and use magic.
2. Rub the magic ring.
3. It is frightened of bears.
4. Orcs are frightened of bears, so find an orc.
5. Entice it with cheese.
6. Find the mouse to frighten it with.
7. Feed him.
8. Look for them after killing the dragon. They are there.
9. Be bold and use no extra weapons at all.
10. The dragon's teeth frighten them.
11. Do as Aladdin did to his lamp.
12. Use the water, but don't just drop it.
13. He stores it in a safe place.
14. Put the objects down, and they will not be touched.
15. No he can't be killed. He just dodges away.
16. Find the boat.
17. Rub the magical mithril ring.
18. Set light to something.
19. You need the mithril ring.
20. Wave wand.
21. With a wooden stake.
22. A jack will open the clam.
23. Use hints from the messages on the walls.
24. Either you have not found everything or something was used or stolen.
25. Use magic.
26. Find something it does not like.
27. Divert his interest to something else.
28. It is frightened of you, so make it happy.
29. Frighten it with something.
30. Make him interested in other things.
31. Make sure it's dead first.
32. Use a weapon that will remain with you.
33. You need something that they don't like.
34. Use magic to brighten the lamp.

35. Put out the fire then.
36. The thief does not keep it on him.
37. He will always try to steal from you, and only you.
38. Is that disturbing?
39. What do you need when crossing water?
40. Try magic.
41. Try aggravating it.
42. You need something magical.
43. Try magic.
44. In the usual way.
45. Anything will do, as you can regain it.
46. Find an implement that will help.

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