

St. BRIDE'S HINT SHEET

CAN'T GET OUT OF THE SCHOOL

To open a door you will need a key. The key is just where you would expect a key to be, so LOOK carefully. How to get it? The answer lies in many old school stories - and in the newspaper. By the way, if you have difficulty in actually doing it, carefully re-read the instructions on the USE command on your cassette inlay (if you have a pirate copy, hard luck).

THE ELEPHANT

What are elephants afraid of? If the question does not ring any bells you will need to look around more.

THE MUSHROOM

Read *Alice in Wonderland!*

STILL CAN'T GET PAST THE FIRST UNDERGROUND PASSAGES

Read *The Lion, the Witch and the Wardrobe!*

THE CAT

If you cannot get it, you probably don't have everything you need. Not only something to put it in, but something to tempt it with, too.

THE FIR BOLG

Keep rubbing at the problem. You'll get there in the end!

THE ROUNDHEAD

This is the only visible part of the quest for the Amulet. So no clues. You can finish the game without solving this one.

THE POLICE CELL

Try a little feminine wile and false pretences.

THE VICTORIAN PARLOUR

If you are locked in, there is an escape Claus.

CROSSING THE RIVER

Plan K will work here.

AT THE STATION

Buy a ticket (the office is East). Make sure you have ID for the name you give or rather, match the name you give to your ID.

IN DUBLIN

The knife will help you shell out a fortune.

When you are in trouble, give a little whistle — if you have one!

Don't neglect rest and recuperation, but make a spectacle of yourself when you meet a rich man!

If any of the above clues fails to suggest anything then you have probably come too soon! Go back to the village and look around more.

A CARRIAGE

Let your fingers do the walking!

THE FINAL RIDDLE

The answer lies just outside Dublin's fair city (a map may help).

SPECIAL NOTES - YOU CAN READ THESE WITHOUT SPOILING THE GAME!

In some versions the computer behaves oddly if you try to LIGHT the battery lamp. Use TURN LAMP ON or SWITCH LAMP ON.

If you are hopelessly stuck in some particular part of the game and need more explicit help, just write stating your problem and enclosing an SAE, or phone (010 353)75 42030. This will reach us direct from Britain.

Look out for THE SNOW QUEEN. A massive 64K extravaganza loading in two parts with Hans Andersen's charming fairytale novelette included. It is the first of the St. Bride's megagames, and if you are enjoying THE SECRET OF ST BRIDE'S, you'll love this one!