

Jewels of Darkness Hints

HOW TO USE THESE CLUES

This clue booklet contains hints about most of the objects, interesting locations and main puzzles in Colossal Adventure, Adventure Quest and Dungeon Adventure. Look down the list to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry you may find that it gives a short clue and you have to turn to yet more entries if you want to know the full story.

WARNINGS

Try to only read the clue entries that you are actually directed to. Otherwise you may accidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this - you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

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COLOSSAL ADVENTURE

THINGS

- | | | | |
|----|--|----|---|
| 2 | Axe: where it is (210), details (184) | 3 | Bars of Silver: where they are (220), details (144) |
| 4 | Beans: where they are (135), details (190) | 5 | Bear: where it is (233), details (202) |
| 6 | Bird: where it is (286), details (260) | 7 | Bottle: where it is (200), details (287) |
| 8 | Bunch of Keys: where it is (200), details (236) | 9 | Cage: where it is (182), details (197) |
| 10 | Canoe: where it is (135), details (190) | 11 | Carpet: where it is (261), details (156) |
| 12 | Chain: where it is (289), details (315) | 13 | Chair: where it is (141), details (174) |
| 14 | Chest: where it is (167), details (144) | 15 | Clam: where it is (234), details (290) |
| 16 | Coins: where they are (231), details (225) | 17 | Crown: where it is (136), details (180) |
| 18 | Cup: where it is (135), details (135) | 19 | Diamonds: where they are (147), details (169) |
| 20 | Dragon: where it is (262), details (156) | 21 | Dwarf/Dwarves: loc. (133), details (301) |
| 22 | Dungeon Door: where it is (300), details (142) | 23 | Dynamite: where it is (209), details (132) |
| 24 | Eggs: where they are (235), details (188) | 25 | Elixir of Life: where it is (155), details (219) |
| 26 | Elves: where they are (138), details (304) | 27 | Emerald: where it is (303), details (169) |
| 28 | Fish: where it is (135), details (273) | 29 | Food: where it is (228), details (202) |
| 30 | Gold Nugget: where it is (211), details (159) | 31 | Grate: where it is (73), details (221) |
| 32 | Hat: where it is (135), details (174) | 33 | Jewelry: where it is (193), details (169) |
| 34 | Keys: where they are (200), details (236) | 35 | Lamp: where it is (200), details (305) |
| 36 | Magazine: where it is (183), details (263) | 37 | Mirror: where it is (237), details (244) |
| 38 | Nugget of Gold: where it is (238), details (159) | 39 | Orb: where it is (136), details (180) |
| 40 | Orc: where it is (141), details (239) | 41 | Paddle: where it is (149), details (273) |
| 42 | Pearl: where it is (173), details (144) | 43 | Pentacle: where it is (155), details (194) |
| 44 | Pillow: where it is (266), details (206) | 45 | Pirate: where he is (196), details (201) |
| 46 | Pirate's Chest: where it is (167), details (144) | 47 | Plant: where it is (151), details (140) |
| 48 | Platinum Pyramid: where it is (154), details (169) | 49 | Rockfall: where it is (205), details (205) |
| 50 | Rod: where it is (170), details (139) | 51 | Rug: where it is (261), details (156) |
| 52 | Sceptre: where it is (136), details (180) | 53 | Shadowy Figure: where s/he is (267), details (244) |
| 54 | Sharp Sand: where it is (135), details (190) | 55 | Skeletons: where they are (130), details (219) |
| 56 | Snake: where it is (214), details (137) | 57 | Spelunker's Gazette: where: (240), details (157) |
| 58 | Spices: where they are (168), details (169) | 59 | Spider: where it is (136), details (230) |
| 60 | Table: where it is (141), details (174) | 61 | Treasure Chest: where it is (167), details (144) |
| 62 | Trident: where it is (208), details (268) | 63 | Troll: where it is (172), details (284) |
| 64 | Vase: where it is (176), details (206) | 65 | Vending Machine: where it is (297), details (242) |

LOCATIONS

- | | | | |
|----|---|----|---|
| 66 | Alcove by narrow passage: loc. (243), details (131) | 67 | Barren Room with Bear: loc. (218), details (202) |
| 68 | Bedquilt: loc. (143), details (148) | 69 | Below Deck: loc. (135), details (149) |
| 70 | Building: loc. (179), details (198) | 71 | Danger Room: loc. (135), details (190) |
| 72 | Debris Room: loc. (207), details (226) | 73 | Depression with Grate: loc. (177), details (221) |
| 74 | Dark Room: loc. (232), details (186) | 75 | "Different" Maze: loc. (192), details (297) |
| 76 | Dungeon Chambers: loc. (213), details (304) | 77 | Dungeon Corridor: loc. (291), details (223) |
| 78 | E. Bank, Hall of Mists Chasm: loc. (166), details (139) | 79 | East Pit (Two-pit Room): loc. (181), details (203) |
| 80 | Game Room: loc. (174), details (141) | 81 | Giant Room: loc. (178), details (175) |
| 82 | Hall of Mists: loc. (185), details (186) | 83 | Hall of the Mountain King: loc. (158), details (195) |
| 84 | Hard Rock: loc. (135), details (171) | 85 | Hilltop Below Pinnacle: loc. (146), details (212) |
| 86 | Lava Chasm: loc. (224), details (139) | 87 | Maze of "Different" Passages: loc. (294), details (297) |
| 88 | Maze of "Same" Passages: loc. (293), details (145) | 89 | Maze of Stone Passages: loc. (295), details (223) |
| 90 | Mirror Canyon: loc. (227), details (244) | 91 | Orange Column in Maze: loc. (134), details (167) |
| 92 | Oriental Room: loc. (150), details (186) | 93 | Picnic Spot: loc. (187), details (276) |

- 94 Pinnacle: loc. (316), details (316)
- 96 Room of Roots: loc. (141), details (190)
- 98 Soft Room: loc. (204), details (271)
- 100 Stairs outside Dungeon: loc. (272), details (306)
- 102 Throne Room: loc. (273), details (141)
- 104 Top of Pinnacle: loc. (277), details (230)
- 106 Two Pit Room: loc. (246), details (299)
- 108 Volcano: loc. (162), details
- 110 W. Bank, Hall of Mists Chasm: loc. (248) details (139)
- 112 West End of Long Passage: loc. (248), details (275)
- 114 Window at Pit: loc. (249), details (244)
- 116 Y2: loc. (252), details (279)
- 95 Plover Room: loc. (245), details (282)
- 97 Santa's Grotto: loc. (199), details (164)
- 99 Spiral Stairs: loc. (272), details (296)
- 101 Swiss Cheese Room: loc. (163), details (280)
- 103 Tiny Room: loc. (141), details (273)
- 105 Troll Bridge: loc. (308), details (284)
- 107 Underground Stream: loc. (274), details (278)
- 109 Web Cavern: loc. (162), details (247)
- 111 West End of Hall of Mists: loc. (275), details (153)
- 113 West Pit (Two-pit Room): loc. (181), details (160)
- 115 Witt's End: loc. (152), details (250)

OTHER CLUES

- 117 Entering the caves (161)
- 119 Finishing the first part of the game (310)
- 121 All the Treasures (285)
- 123 Scoring (298)

ANSWERS

- 130 In the dead end, East and North from the Dungeon Corridor
- 131 The passage east is very narrow so you can't carry much through it. The emerald is the only object small enough
- 132 It explodes when you enter BLAST. For more information see (165)
- 133 They appear randomly when you're in the main cave network
- 134 S,E,S,S,S,N,E from the West End of the Hall of Mists
- 135 Not in this game!
- 136 In Web Cavern, in the end game
- 137 Free the bird from the cage to chase the Snake off
- 138 In the Dungeon Chambers, in the end game. There are 2 groups
- 139 Waving the rod creates/destroys a bridge
- 140 Water it. For more information see (215)
- 141 It does not exist
- 142 Lock it from the outside for protection
- 143 N,D,W,D,W from the Hall of the Mountain Kings
- 144 Just a valuable treasure
- 145 The Pirate's Chest is hidden here. See (167)
- 146 East and up repeatedly from the Depression
- 147 On the West Bank of Hall of Mists Chasm
- 148 Movement East and West is normal. Other directions move you to random locs. in the caves nearby
- 149 It protects you from the orcs
- 150 NE from the Swiss Cheese Room
- 151 In the West Pit of Two-pit Room
- 152 East repeatedly from Bedquilt
- 153 South from here takes you into the "different" maze. See (309)
- 154 In the Dark Room
- 155 At the bottom of the Spiral Stairs in the end game
- 156 Attack the Dragon with your bare hands to get the Rug
- 157 Leave it somewhere for a bonus. See (115)
- 158 Down from the Hall of Mists
- 159 A very heavy treasure with no other use. See (216) for how to get it out of the caves
- 160 Do something to the plant. See (140)
- 161 Find the Grate and enter through it. See (177) for where it is and (221) for more information
- 162 East from the Stairs in the end game, about 4 locs. above the Dungeon Door
- 163 West from Bedquilt
- 164 Where the fairies make toys
- 165 Don't hold it, or stand beside it, when this happens. For more information see (254)
- 166 West from the main part of the Hall of Mists
- 167 The Pirate's Treasure Chest is near the Orange Column in the "Same" Maze. For more info see (229)
- 168 Some way from the Troll Bridge, roughly Northeast from it
- 169 Just a valuable treasure
- 170 In the Debris Room
- 171 A propaganda exercise
- 172 Under the Troll Bridge. Try crossing it
- 173 In the clam (East and North from Bedquilt). If you can't open it, see (189)
- 174 It does not exist
- 175 The room is nothing special. However it has a link with the eggs, see (217), and the gate is difficult to open, see (255)
- 176 In the Oriental Room
- 177 Follow the valley South from outside the building
- 178 Reached from the West Pit (Two-pit Room) by climbing the plant
- 179 East from where you start
- 180 One of the Elves' Crown Jewels. A treasure

- 181 Down from the Two-pit Room, West of the Swiss Cheese Room
- 182 In the cobble crawl passage, in and West from the Grate
- 183 In the anteroom, East and East again from Bedquilt
- 184 Throw it at the evil dwarves to get rid of them in the first part of the game
- 185 West repeatedly and down from the Debris Room
- 186 Just an ordinary room
- 187 East and South repeatedly from the Building
- 188 They are a treasure with a special feature. See (217)
- 189 The Trident is needed
- 190 It is no help at all
- 191 Do not touch it!
- 192 South from the West End of the Long Passage
- 193 South of the Hall of the Mountain Kings
- 194 It only allows you to see if your lamp is off. There's another use, too, see (230)
- 195 You can get rid of the snake if you try. See (137)
- 196 If you are carrying any treasure in the caves, he may appear to rob you
- 197 It is needed for you to catch the bird. If the bird keeps flying away. See (256)
- 198 Where you should leave treasures to get full points for them. Some magic words work here
- 199 Greenland, I'm told
- 200 In the building
- 201 When the pirate has robbed you, see (196), he takes the loot to his treasure chest in the maze. See (167)
- 202 Feed the sandwiches to the bear to pacify him. Then see (270)
- 203 Fill the bottle with oil. Then see (255)
- 204 East of the Swiss Cheese Room
- 205 There are many rockfalls. All of them are impassible
- 206 If lying on the ground, the pillow protects the vase when you drop it
- 207 In, West and West from the Grate
- 208 Beyond the gate North of the Giant Room. See (255) to open the gate
- 209 In the Colossal Cavern at the start of the end game
- 210 The first dwarf throws it at you. Keep it!
- 211 South of the Hall of Mists
- 212 It really is unclimbable. You reach the top in the end game
- 213 North and South of the Dungeon Corridor in the end game
- 214 In the Hall of the Mountain Kings
- 215 The bottle can be filled at the River, Reservoir etc. Water the plant twice to make it grow. Then see (258)
- 216 Go to Y2 and say PLUGH
- 217 The eggs return to the Giant Room when you say FEE (return), FIE (return), FOE (return), and finally FOO. See (257) for how to use this
- 218 Across the troll bridge, east to the fork and down repeatedly. Then In
- 219 Drop the Elbdr of Life on the Skeletons in the end game
- 220 South of Y2, North of the Hall of the Mountain Kings
- 221 Unlock the grate with the key from the Building. Then enter
- 222 You can catch it in the cage. If it flies away, see (292). It's quite useful, see (137)
- 223 From the top of the ladder in the Maze of Stone Passages, move East and down before heading West
- 224 West of the Dungeon Corridor in the end game
- 225 They are a treasure, and also have a use. See (242)
- 226 Saying XYZZY returns you to the building
- 227 West, up and North from West Two-pit Room
- 228 At the Picnic Spot in the Forest
- 229 A diagonal move eg. SW is needed to reach it. See (259) as well
- 230 When the Spider is staring at the pentacle, throw it off the pinnacle
- 231 Down the well in the Building
- 232 Northeast from the Plover Room
- 233 In the Barren Room
- 234 East and North from Bedquilt
- 235 In the Giant Room
- 236 Unlocks things. See (221) and (270)
- 237 In Mirror Canyon
- 238 In the low room, South of the Hall of Mists
- 239. Leave it strictly alone!
- 240 East twice from Bedquilt
- 241 It is a treasure
- 242 When you drop coins beside the vending machine, it replaces your lamp batteries. See (297) for the loc
- 243 North and West of the Oriental Room
- 244 The mirror is just there to confuse you by showing your shadowy reflection at the Window onto the Pit
- 245 East of the Alcove, through a narrow crack
- 246 West of the Swiss Cheese Room
- 247 Don't climb the web until you've got rid of the Spider, see (230)
- 248 West of the East bank
- 249 There are actually two of these. The main one is west of Y2
- 250 Leave something here for a bonus, see (57). Move south repeatedly to leave
- 251 Scenery at the extreme north of the "world". It can't be passed
- 252 North twice from the Hall of the Mountain Kings
- 253 XYZZY, PLUGH and see (264) for more
- 254 Drop it beside the sleeping dwarves and retreat southwest, first
- 255 Having filled the bottle, use it to oil the Giant Room Gate

256 The rod frightens if off. Don't carry this when you're trying to catch it
 257 If you were to pay the troll with it, and then use its "power"...

258 Climb it

259 It only appears when the pirate has robbed you, and his loot is beside it

260 Take it to the Snake. See (9) and (137)

261 Under the dragon, SW and W of the Hall of the Mountain Kings

262 On the rug, SW and W of the Hall of the Mountain Kings

263 Leave it somewhere for a bonus. See (115)

264 FEE, FIE, FOE, FOO and see (281) for more

265 ABRA, CADABRA and SESAME

266 In the Soft Room

267 Visible form the Window at the Pit

268 A treasure with another function, see (290)

269 It protects you from ghosts

270 Unlock the bear with the Keys. Then see (311)

271 The vase can be dropped here, though there's not much point in this

272 West from the Lava chasm in the end game

273 Never heard of it!

274 Above Web Cavern. Feeds into the Reservoir

275 South from here takes you into the "Different" Maze

276 Don't drop litter!

277 Above the Spiral Stairs

278 Follow it West to emerge safe by the Reservoir

279 Say PLUGH here to return to the building. See (283) as well

280 The exits NW and S only let you pass some of the time

281 PLOVER is the last one. They all work if you say them in the right way and, for some, in the right place

282 Say a magic word here

283 The magic word mentioned in (281) works too!

284 Normally, you lose a treasure to the troll in payment for crossing. Give one to him. to cross NE without paying see (319) and to return free see (311)

285 There are 15 in the first part of the game. See (302) for details

286 In and repeatedly West from the Grate, in a splendid chamber

287 It can be filled with liquids. See (215) and (79)

288 The rod frightens it. You can open it, if you know how. See (312)

289 Restraining the bear

290 The trident allows you to open the clam

291 Between the "Stone" Maze and the Dungeon Door

292 The rod frightens it

293 South from the West End of the Hall of Mists

294 South from the West End of the Long Passage

295 At the top of the ladder in the end game

296 They climb from the pit to the Top of the Pinnacle

297 The "Different" Maze holds the Vending Machine. See (309) to find it

298 You score 30, minus 10 per death, plus 30 for reaching the Hall of Mists, plus 50 for reaching the end game. 5 points for finding each treasure, plus 10 for owning or collecting it - the crown jewels count 50 each, though. There are also bonuses of 9 for not using Quit, and 1 for not using Save - and 5 for leaving the right object in the right place. 20 for exploding the dynamite. 80 for killing the evil dwarves, 100 for surviving the blast, 100 for each group of elves rescued and 100 for finishing the game. A total of 1100

299 Try going down into the pits

300 Between the stairs and the Dungeon

301 Wandering dwarves are always hostile. Either run away (they won't follow outside the central part of the caves) or throw the axe at them. Let sleeping dwarves lie

302 The first five are: a gold nugget, bars of silver, jewelry, diamonds and the emerald. See (307) for more

303 In the Plover Room

304 Unlock the live elves with the key. To save the skeleton elves, see (219)

305 Light the lamp to see in darkness, and turn it off in light to save batteries. It is just possible to finish without needing new batteries but if you do need them see (242)

306 The dungeon door is here. See (142)

307 Platinum pyramid, gold eggs, ming vase, trident, pearl, and see (313)

308 From the Oriental Room, West, Southwest, North

309 From the West End of the Long Passage, S. Climb, at Vending Machine, N, Up, out again

310 Collect all the treasures (see 121) and the endgame will start automatically

311 Take the bear and throw it at the troll

312 Use the trident

313 Coins, chain, rug, pirate's chest, and spices - plus the 3 elvish crown jewels in the end game

314 Use the aqualung

315 It locks up the bear, but it is very valuable - one of the treasures

316 It rises from a hilltop and is totally unclimbable - though the endgame involves visiting the top via a central spiral staircase

317 Use the dynamite to blast the evil dwarves, escape the flood via the maze of stone passages, rescue all three groups of elves, into Web Cavern and dispose of the spider, up the web with the crown jewels and out of the cave

318 Smash the vase

319 Give the gold eggs

320 Jump through the window

ADVENTURE QUEST

OBJECTS AND CREATURES

2 AGALIAREPT: loc. (334), details (390)

4 Ball (Silver): loc. (412), details (394)

6 Bane Fire: loc. (312), details (218)

8 Bible Belt: loc. (330), details (226)

10 Black Horror: loc. (241), details (210)

12 Bottle: loc. (220), details (282)

14 Bridges: more information (310)

16 Buttercup: loc. (361), details (361)

18 Clam: loc. (254), details (420)

20 Coals: loc. (285), details (296)

22 Compass: loc. (417), details (427)

24 Demon Lord: loc. (334), details (390)

26 Dots (Black and White): more information (228)

28 Dragon: loc. (272), details (372)

30 Earth-Stone: loc. (235), details (449)

32 Emerald Eye: loc. (241), details (262)

34 Fish: loc. (211), details (318)

36 Fruit: loc. (203), details (238)

38 Garlic: loc. (215), details (277)

40 Giant: loc. (401), details (394)

42 Hand: loc. (281), details (336)

44 Imp: loc. (330), details (426)

46 Keys: loc. (220), details (338)

48 Lizard: loc. (201), details (226)

50 Medallion Talisman: loc. (230), details (240)

52 Nest: loc. (414), details (258)

54 Nimrod: loc. (330), details (361)

56 Orge: loc. (241), details (210)

58 Orchid: loc. (345), details (346)

60 Pan Pipes: loc. (230) details (255)

62 Pile of Rocks: loc. (385), details (356)

64 Quicksand: loc. (260), details (280)

66 Rope: loc. (321), details (339)

68 Scroll: loc. (212), details (379)

70 Shadows: loc. (289), details (341)

72 Slab of Rock: loc. (273), details (391)

74 Snakes: loc. (349), details (255)

76 Sphinx: loc. (221), details (371)

78 Staff: loc. (409), details (433)

80 Star-Stone: loc. (325) details (365)

82 Stones of the Elements: more information (373)

84 Sun-Stone: loc. (278), details (323)

86 Table: loc. (220), details (359)

88 Tentacled Creature: loc. (241), details (210)

90 Trident: loc. (292), details (269)

92 Vampire: loc. (239), details (277)

94 Well: loc. (220), details (256)

96 Will O'Wisp: loc. (326), details (222)

98 Wizard: loc. (200), details (212)

100 Worm: loc. (355), details (381)

3 Bag of Wind: loc. (241), details (213)

5 BALROG: loc. (287), details (410)

7 Bell: loc. (211), details (319)

9 Black Dots: more information (228)

11 Boots: loc. (233), details (214)

13 Brazier: loc. (325), details (308)

15 Bunch of Keys: loc. (220), details (338)

17 Chains: loc. (370), details (386)

19 Cloak: loc. (434), details (275)

21 Coil of Rope: loc. (321), details (339)

23 Dancing Water: loc. (226), details (330)

25 Djinn: loc. (425), details (333)

27 Dracula: loc. (239), details (277)

29 Dryad: loc. (362), details (362)

31 Egg: loc. (272), details (258)

33 Face in the Marsh: loc. (281), details (360)

35 Flames and Fires: more information (424)

37 Gallows: loc. (208), details (337)

39 Ghosts: loc. (348), details (341)

41 Glowing Coals: loc. (285), details (296)

43 Hole under Water: loc. (363) details (324)

45 Jelly-Fish: loc. (211), details (318)

47 Lamp: loc. (223), details (191)

49 Lung-Fish: loc. (219), details (236)

51 Mist-Stone: loc. (257), details (406).

53 Net: loc. (376), details (318)

55 Octopus: loc. (229), details (207)

57 Onion: loc. (288), details (375)

59 Orcs: more information (252)

61 PHOENIX: loc. (258), details (225)

63 Priestess: loc. (249), details (268)

65 Rock Pile: locs. (385), details (356)

67 Ruby: loc. (404), details (210)

69 Sandworm: loc. (355), details (381)

71 Sharks: loc. (293), details (302)

73 Sling: loc. (220), details (304)

75 Snowman: loc. (245), details (386)

77 Spider: loc. (400), details (408)

79 Standing Stones: loc. (366), details (341)

81 Statue: loc. (250), details (422)

83 Sun-Dial: loc. (383), details (404)

85 Sword: loc. (202), details (317)

87 Talisman Medallion: loc. (230), details (240)

89 Towers: more information (243)

91 Unicorn: loc. (247), details (346)

93 Vampire House: loc. (239), details (320)

95 White Dots: more information (228)

97 Wind-Bag: loc. (241), details (213)

99 Wolves: loc. (231), details (244)

PLACES

101 Alcove in Dark Tower: loc. (286), details (416)

103 Bane Fire: loc. (312), details (218)

105 Black Pillar: loc. (335), details (319)

107 Bridge of Rope: loc. (224), details (261)

109 Building at End of Road: loc. (300), details (204)

111 Canyon in the Desert: loc. (365a), details (402)

113 Cave: above Volcano: loc. (227), details (445)

115 Cave, near Snowman: loc. (398), details (291)

117 Church, under Water: loc. (254), details (319)

119 Crater of Volcano: loc. (299), details (313)

121 Crevasse, under Water: loc. (248), details (324)

123 Desert: loc. (266), details (367)

125 Dry Canyon in the Desert: loc. (331), details (402)

127 Gallows: loc. (208), details (337)

129 Gate of Gold: loc. (353), details (323)

131 Gate of Glass: loc. (421), details (406)

133 Grate: loc. (216), details (209)

102 Altar: loc. (415), details (204)

104 Beaches: loc. (259), details (279)

106 Black Tower: loc. (217), details (344)

108 Bridge of Stone: loc. (352), details (410)

110 Cairn-Topped Hill: loc. (322), details (329)

112 Causeway in the Marsh: loc. (440), details (405)

114 Cave, Massive: loc. (367), details (319)

116 Cave, of the Sun-Dial: loc. (393), details (391)

118 Clearing in the Forest loc. (428), details (346)

120 Coals, glowing redly: loc. (285) details (296)

122 Dark Tower: loc. (217), details (344)

124 Dragon's Lair: loc. (368), details (418)

126 Edge of the Fertile Land: loc. (266), details (204)

128 Gate of Rock: loc. (431), details (419)

130 Gate of Silver: loc. (311), details (365)

132 Glowing Coals on Ground: loc. (285), details (296)

134 Gully leading to Waterfall: loc. (216), details (377)

135 Hall of Marble: loc. (226), details (319)
137 Hilltop with Cairn: loc. (322), details (329)
138 Hot Passage: loc. (347), details (296)
140 Ledge above the River: loc. (358) details (204)

142 Marsh: loc. (429), details (405)
144 Moor: loc. (234), details (441)
146 Octopus Lair: loc. (369), details (207)
148 Orc Tower: loc. (253), details (305)
150 Pinnacle rising from Forest: loc. (288), details (212)
152 Pyramid: loc. (221), details (381)
154 Ramp up the Dark Tower: loc. (443), details (430)
156 Rivers: more information (232)
158 Rocky Outcrop: loc. (237), details (205)
160 Sheep Track: loc. (380), details (394)
162 Snowfield: loc. (314), details (386)
164 Stairs behind the Waterfall: loc. (382), details (430)
166 Stairs inside the Orc Tower: loc. (321), details (210)
168 Standing Stones: loc. (366), details (341)
170 Temple to the Sun: loc. (349), details (249)
172 Tower - Dark Tower: loc. (217), details (344)
174 Tower Room (in the Vampire House): loc. (384), details (439)
176 Tree in the Forest: loc. (437), details (448)
178 Underwater Crevasse: loc. (248), details (324)

180 Vampire House: loc. (239), details (320)
182 Wadi: loc. (378), details (402)

OTHER CLUES

190 Scoring (297)
192 All the objects (306)
194 How to get things to the Dark Tower (324)

ANSWERS

200 On the Pinnacle, when you first visit there
201 In the Underwater Hang-gliding School
202 Give object (32) to thing (81)
203 Drop the staff
204 Nothing special happens here
205 You're safe here if the Sandworm emerges. See also (251)
206 In the Dark Tower, beyond the Gate of Glass
207 Carry the Bag to defeat the Octopus
208 On the stairs up the Mountainside
209 You can't move this, or go through it. For what was beyond here, play our previous game "Colossal Adventure". It was sealed up long before the time of "Adventure Quest"
210 Throw the Ruby at the creature in the Orc Tower
211 In the Underwater Church
212 The Wizard hands you the Scroll
213 Open it to blow the Djinn away. See also (207)
214 They protect against Quicksand
215 It's the Onion
216 South of the Building where you start
217 Out of the Tower Room Window, South across Quicksand
218 This is the source of the Demon Lord's power. To destroy it. See (263)
219 On the Ledge above the River
220 In the Building
221 In the Desert. From the Edge of the Fertile Land, try: N,N,N,W,N, LOOK, E,E
222 The Will O'Wisp can't harm you directly, and you can't touch it, but you don't visit there unless you can walk on Quicksand!
223 In the Desert, beyond the Djinn
224 Between the Ledge along the West Wall of Cave and the Orc Lair
225 The PHOENIX is your companion. See also (270)
226 Not in this game
227 West, beyond the Dragon
228 There are two types of dots: white dots, see (283); and black dots, see (294). Four of each
229 East of the Underwater Crevasse
230 At the end of the path leading North past the Unicorn
231 In the forest round the Building at the End of the Road
232 There are three rivers. The first flows South along a valley from the Building where you start; the second flows North into the lake in the crater, see (298); and the third drains South off the Moor, along a Ravine, falling to the marsh below. See (301)

136 Hell-Well: loc. (242), details (246)

139 Lake: loc. (351), details (259)
141 Ledge along West Wall of Cave: loc. (392), details (442)
143 Mills of God: loc. (361), details (361)
145 Oasis: loc. (223), details (267)
147 Orc Lair: loc. (444), details (449)
149 Pillar in the Desert: loc. (335), details (319)
151 Pit of the Demon Lord: loc. (389), details (446)
153 Quicksand: loc. (260), details (280)
155 Ravine down from Moor: loc. (413), details (319)
157 Road to Ruin: loc. (361), details (226)
159 Rope Bridge: loc. (224), details (261)
161 Sheltered Wadi in Desert: loc. (378), details (402)
163 Snowman's Cave: loc. (398), details (291)
165 Stairs up Mountainside: loc. (327), details (305)
167 Stalagmite: loc. (309), details (438)
169 Sun-Dial Cave: loc. (393), details (391)
171 Throne Room: loc. (206), details (390)
173 Tower guarded by Orcs loc. (253) details (305)
175 Track up the Mountainside: loc. (380), details (394)
177 Underwater Church: loc. (254), details (204)
179 Underwater Hang-gliding School (226), details (361)
181 Volcano Crater: loc. (299), details (313)
183 Well: loc. (220), details (256)

191 Seeing in the Dark (276)
193 Brief details of the Route to the Dark Tower (403)
195 Why do I get resurrected in a different place each time? See (399)

233 In the Tower Room of the Vampire House
234 Far below the Stone Bridge. See also (290)
235 Above the Stalagmite
236 Each time you take this, it changes what you can breathe. See also (264)
237 East of the Pyramid
238 It's not too important, but you can eat it. See also (284)
239 In the Marsh. See also (271)
240 Carry it when you enter the Throne Room of the Black Tower. Then see (265)
241 In the room at the top of the Stairs inside the Orc Tower
242 At the bottom of the Volcano Crater. See also (313)
243 There are two towers; the Orc Tower, see (148) and the Dark Tower. See (122)
244 They don't follow you if you leave the Forest. See also (274)
245 On the Snowfield
246 You are attacked by fire elementals but can fight them off with the sword. See also (275)
247 In a Clearing in the Forest
248 At the North of the Lake
249 The Priestess lives in the Temple to the Sun. See also (268)
250 North of the massive Cave
251 When the Sandworm emerges beside the Sphinx, this is engulfed
252 Orcs are evil goblins who serve the Demon Lord. There are four groups of these loathsome creatures. The first lot guard their Orc Tower and will kill anyone who approaches, see (316). The second contingent have a Lair near the massive Cave. The third group are guarding the Cairn-Topped Hill North of the Moor, see (329). Finally, the Dark Tower is swarming with Orc soldiers and servants, see (332)
253 Blocking the Stairs up the Mountainside
254 In the Lake
255 Play the Pipes to charm the Snakes away
256 There's no reason to visit here during the game. However, if you can get here with a light - and it stays lit - there is a message for you to read
257 In the Marsh, due east of the Standing Stones and some way from them. See also (222)
258 Drop the egg in the burning Nest
259 There are two beaches, on the North and South sides of the crater Lake. To travel between them, you need to cross the Lake, under water, see (264). To open the door from the North beach, see (307)
260 In the Marsh, some way East of the Standing Stones, and South of the Vampire House
261 Cross this to retrieve the Earth-Stone when the Orcs have stolen it. If the orcs are pursuing you, see (295)
262 Give it to the Statue to be rewarded. See (85)
263 The PHOENIX helps, if it is following you
264 Taking the Lung-Fish switches what you can breathe between air and water. Thus it is possible to take it, jump down into the river, cross the lake under water, drop the Lung-Fish and take it again before climbing up to the beach on the north shore
265 Wave it. Then see (416)
266 Due North of the Building where you start
267 A source of water. Look in the pool, too
268 Her temple is blocked by creatures of the Demon Lord, but she can help if you get rid of them
269 When dropped, it draws water from the Earth. In this way, it created the oasis. For its purpose in the game, see (302)
270 Let it follow you when you seek out the Demon Lord in the Black Tower
271 From the Standing Stones, move: E,E,S,S,S,W,W,IN
272 In the Dragon's Lair
273 On the North side of the Dry Canyon, fairly near the Oasis
274 They're really very timid. Throw things to scare them off
275 The Insulation Cloak protects you in the Hell-Well. See (296) for more information about it
276 Find the lamp, light it and carry it: see (47). See also (318)
277 Eat the Garlic for protection against Vampires
278 West of the Bridge of Stone, on the Altar
279 There are two beaches. Anything dropped in the river is washed up on the South beach. You need to reach the North beach, see also (259)
280 You'll drown without the water-proof Boots
281 In the Marsh
282 It can be filled with liquid. See also (303)
283 These mark teleport destinations. They have no use in themselves
284 This warns you slightly on the Moor. See (308) for how to get warm permanently
285 In the Hot Passage
286 From the Throne Room, move: N,W,W,W,S,E
287 On the Bridge of Stone, if you've taken the Sun-Stone
288 Up repeatedly from the Grate or Gulley
289 Below the Standing Stones
290 Either jump down from the East side of the chasm (West of the Hot Passage), or (better) smite the Bridge of Stone from under the Balrog's feet with the sword
291 Move Out to return to the Snowfield. Try throwing thins. See also (339)
292 In the pool at Oasis
293 In the lake
294 These mark teleport exists. The exit below each Black Dot takes you to the corresponding White Dot, far away. This is one way of returning for objects which you may have left behind, earlier in the game
295 Cut it with your sword
296 Throw the cloak onto the glowing Coals so you can walk on them

297 Scoring is for each "Stone of the Element" owned, with bonuses for getting deeper into the game, and completing your task in the Dark Tower. Points are lost for taking a long time, and for being killed

298 When the ledge gives way, you must climb up. The river ends in rapids which descend to the lake, and you'll die if you can't breathe water

299 Between the Cave above the Volcano and Hell-well

300 IN from where you start

301 There are steps down into the Ravine on its West side, at the Southern edge of the Moor

302 Carry the Trident to fend off Sharks

303 Fill it when water is nearby, then drink the water if you are thirsty in the Desert. See also (340)

304 You need a sling stone too. Use (4). See (394)

305 Don't approach the Tower unless you have got rid of the Orcs. See (316)

306 The magic items are the Stones-of-the-Elements, see (373), and the Medallion Talisman of Good. For other objects, see (315)

307 Oil it, see (354). Then unlock it, see (357)

308 Drop the Brazier to warm yourself. See also (341)

309 In the massive Cave

310 There are two bridges. One is of Rope, see (107) and the other is of Stone, see (108)

311 In the Dark Tower, above the Gate of Gold

312 In the Pit

313 To descent the Volcanic Crater, wait in the Cave above the Volcano until fires leap to NE and SW. Then move DOWN every other turn, e.g. D, LOOK, D, INV etc. Take the insulation Cloak on the way

314 At the top of the Stairs up the Mountainside

315 Water-proof Boots, Bottle, Brazier, Bunch of Keys, insulation Cloak, Egg, Emerald Eye, Ruby, Lung-Fish, Fruit and see (328)

316 Bypass the Orc Tower via the Sheep Track. Scare off the Giant. Then get the Snowman to help you, see (386)

317 A valuable weapon. Carry it with you. Examples of its uses are (336) and (408)

318 Catch the luminous Jelly in the Net to provide light under water

319 Just scenery

320 Move Out to return to the Causeway. I hope you've eaten the Garlic! See also (217) to reach the Black Tower

321 In the Orc Tower

322 To the North of the bleak Moor. See also (374)

323 Insert the Sun-Stone into the Gate of Gold. See also (435)

324 Things dropped at the West end of the Crevasse, under water, are sucked away. See (342) for where they end up; You can also throw things off the ledge in the Snowman Cave, and out of the Vampire House window, to move them forwards

325 On the Cairn-Topped Hill

326 In the Marsh, due East of the Standing Stones

327 Up from the East end of the Sheltered Wadi in the Desert

328 Jelly-Fish, Lamp, fishing Net, Onion (Garlic really), Orchid, Pan Pipes, Staff of the Seasons, Coll of Rope, Scroll and silver Ball. See also (350)

329 Escape down the steep hillside

330 Not in this game

331 West of the Wadi

332 Avoid them! Perhaps you could use the (50) to give yourself more time

333 If you push past the Djinn, or rub the lamp when he is inside, he will zap you to random locs. in fury. This could leave you under water. See also (343)

334 In the Throne Room

335 In the Desert. From the Edge of the Fertile Land, move: N,N,E,E

336 Cut the skeletal Hands with the Sword

337 Warning scenery. Don't go any nearer to the Orc Tower while it's guarded

338 The keys are useful for unlocking things. See (386) and (357)

339 Tie the Rope to the Stalagmite in the Snowman's Cave so you can go down. Then see (298)

340 Fill the bottle with oil from the Wadi, too. See also (259)

341 The Ghosts drain your life energy. Drop the Brazier to dispel them

342 The foot of the Black Tower

343 Open the Wind-Bag to blow the Djinn away

344 The Lair of the Demon Lord, AGALLAREPT. You must use the Stones-of-Elements to gain entry, then use (50). Then, head for the Bane-Fire in the Pit

345 In the Gully. See (359)

346 Give the Orchid to the Unicorn and follow it

347 West of the bottom of Hell-Well

348 Below the Standing Stones

349 On top of the Pyramid. See (76) and (255)

350 Sling, Snowman, Sun-dial, Sword, Table, Trident and Wind-Bag. Early versions of the game have a Compass

351 At the end of the river, see (339)

352 West of the Hot Passage

353 In the Dark Tower, above the Gate of Rock

354 Use oil from the Bottle

355 In the Desert. It gets closer as you try to escape. See (387)

356 Push the Rocks down on the Orcs guarding their Tower See (386)

357 Use the key to unlock the door from the north Beach

358 Above the River, see (339) to get there. Drop everything and climb up

359 Drop the Table below the Orchid and you can reach it

360 One of the Dark Tower's defences, activated if you look for trouble in the marsh. To fend it off, see (397)

361 Dunno

362 In "Dungeon Adventure"

363 At the West end of the underwater Crevasse

364 Norman Tebbit

365 Insert the Star-Stone into the Gate of Silver, See also (435)

366 North and West from the Rocky Outcrop

367 Down and South from the Ravine on the bleak Moor

368 North of the North Beach, beyond the door

369 West of the North end of the massive Cave

370 East of the Underwater Crevasse

371 Holding the Snowman

372 It prevents access to the Pyramid. See (396)

373 You need to put out its fire. See (388)

374 Corresponding to the elements of Earth, Fire, Air and Water, the four stones are the Earth-Stone, Sun-Stone, Star-Stone and Mist-Stone. The first 8 regions of the game correspond to a repeated sequence of the same elements in the same order

375 From where you enter the Moor, move: N,W,N,N

376 Eat it. This is really Garlic

377 On the south Beach

378 See (209) for the Grate. and (359) to get the Orchid

379 North from the Rocky Outcrop in the Desert

379 Read it. See (193) for more detail on what it means

380 Curving West of the Orc Tower on the mountainside, it joins the Stairs up the mountainside above and below the tower - bypassing it

381 The worm gets closer as you move in the desert, but gets further away if you do anything else. Thus it can be controlled. See (387)

382 Leading down from the Moor to the Marsh. See (413)

383 In the Sun-Dial Cave

384 South and Up from where you enter the Vampire House

385 On the Stairs up the Mountainside, above the Orc Tower

386 Use the keys to unlock the Snowman. Then (395)

387 From the Edge of the Fertile Land, move: N,N,N,W,N, LOOK, E,E,E. The Worm emerges on the sand below you, while you are safe on the Rocky Outcrop. It engulfs the Sphinx

388 Throw a bottle of water at it

389 From the Alcove, move: W,N,E,N,N,N,D,D,N

390 Use the Talisman. See (240)

391 Say 'Open Sesame'

392 From the North Beach, move: North through the door, W,W,N

393 Behind the Slab of Rock, North of the Dry Canyon

394 Wave the sling to scare the Giant, who remembers what happened to Goliath. You need the silver Ball, too

395 Take the Snowman with you, then go and push the Pile of Rocks

396 Use the Sandworm to shift it. See (381)

397 Drop or throw something to make ripples and disturb the "reflections"

398 Above the Snowfield

399 Adventure Quest takes you on a long journey to the Dark Tower, through 8 different regions. To save unnecessary travel, you are always resurrected near the middle of the region where you "died". For example, death in the Desert is followed by resurrection near the Oasis in the Desert

400 At the top of the Stalagmite, guarding the Earth-Stone

401 Blocking the Sheep-Track

402 As in the rest of the Desert, you get thirsty and need water to drink

403 Search the Forest, solving the puzzles and locating everything useful. Then cross the Desert, and see (411)

404 Give the Sun-Dial to the Priestess and accept the Ruby in return

405 It's guarded by skeletal Hands (42) and also by (33). Avoid the Quicksand, too. To get through it safely, see (436)

406 Insert the Mist-Stone into the Gate of Glass. See also (435)

407 Have you got the Emerald Eye? See (262)

408 The Spider guards the Earth-Stone. The Sword will keep it at bay (almost)

409 On the top of the pinnacle

410 Smit the Bridge of Stone with Sword to topple the Balrog into the Abyss

411 Solve the secrets of the Orc Tower, Pyramid and Djinn (in roughly this order), before entering the Snowman's Cave and exploring the territory beyond. See (423)

412 In the Tree in the Forest

413 From the Cairn-Topped Hill, move: D,S,S,S,S,E,D,D

414 South of the Glowing Coals

415 West of the Bridge of Stone

416 Hide in the Alcove after you've temporarily thwarted the Demon Lord, while His Orcs run off to search for you elsewhere

417 On the Pinnacle, in early versions of this game

418 You must get rid of the Dragon. See (388)

419 Insert the Earth-Stone into the Gate of Rock. See also (435)

420 You can open it with the trident but alas, it seems that someone has already taken its pearl

421 In the Dark Tower, above the Gate of Silver

422 Got the Emerald Eye? See (262)

- 423 Get the Lung-Fish from the Ledge, ferry everything across the Lake and open the door from the north Beach. get the Sword and Earth-Stone (twice). Send your valuables to the Black Tower. Then visit the Dragon, see (432)
- 424 Fires leap from the Volcanic Crater to one-third of the locs. on the path round it each time. They slowly spiral clockwise. See (313). There are living fire elementals in Hell-Well. See (246)
- 425 South of the Dry Canyon
- 426 A printer made by Nascom
- 427 An assembler produced by Nick
- 428 South and East of where you start
- 429 Below the Stairs behind the Waterfall
- 430 Nothing special happens here
- 431 Above the Ramp up the Dark Tower
- 432 Down the Volcano, defeat the Balrog and reach the bleak Moor. Visit the Cairn-Topped Hill, down to the Marsh and eventually reach the Black Tower. From here, it's all up to you
- 433 Drop the Staff-of-the-Seasons to produce Food
- 434 Half-way up the path round the Volcanic Crater
- 435 Each stone matches a gate in the Black Tower (work out which alchemical element matches each gate/stone pair)
- 436 From the Standing Stones, dispel the Shadows and go to the Vampire House. See (271). Then, if you take the Boots, you are safe from Quicksand
- 437 From where you start, move: W,W,W,S,S,S
- 438 Climb up it
- 439 Out of the window takes you to the Dark Tower. Try throwing things
- 440 From the Standing Stones, move: E,E,S,S,S,W
- 441 This is a very cold place. To keep warm, see (308) or (36)
- 442 Before you head North across the massive Cave, wait here to chase the orc archer away. See also (449)
- 443 Out and South from the Tower Room of the Vampire House
- 444 Across the Bridge of Rope, East of the Ledge along the West Wall
- 445 A good place from which to study the Volcanic Crater in safety
- 446 Here is the Bane-Fire, see (218)
- 447 It's 3.30 am. Nearly finished!
- 448 Drop everything and then climb up it
- 449 Visit the Orc Lair after an orc has stolen the Earth-Stone from you. The orcs will be all celebrating, so if you avoid their feast hall you should have no trouble in retrieving the Stone. See also (419)

DUNGEON ADVENTURE

OBJECTS AND CREATURES

- | | |
|---|---|
| 2 AGALIAREPT: loc. (338), details (384) | 3 Agate: loc. (388), details (362) |
| 4 Amethyst: loc. (417), details (371) | 5 Ants: loc. (327), details (467) |
| 6 Army of Orcs: loc. (318), details (483) | 7 Axe: loc. (454), details (489) |
| 8 Bag of Nails: loc. (306), details (368) | 9 Black Tower Door: loc. (310), details (315) |
| 10 Bed of Gold: loc. (357), details (320) | 11 Belt of the giants: loc. (401), details (429) |
| 12 Berry: loc. (509), details (326) | 13 Bird with Yellow Feathers: loc. (337), details (407) |
| 14 Black Sphere: more information (343) | 15 Blindfold: loc. (447), details (548) |
| 16 Blue Collar: loc. (336), details (408) | 17 Bolt on the Door: loc. (539), details (558) |
| 18 Boulder: loc. (561), details (550) | 19 Bow: loc. (450), details (466) |
| 20 Box: loc. (559), details (385) | 21 Bridges: more information (553) |
| 22 Brooch of an Elephant: loc. (301), details (437) | 23 Buttons on the Throne: details (332) |
| 24 Carving: loc. (489), details (471) | 25 Case - Packing Case: loc. (412), details (449) |
| 26 Caterpillar: loc. (386), details (302) | 27 Chair: loc. (415), details (471) |
| 28 Chandelier: loc. (523), details (551) | 29 Chest of Treasure: loc. (539), details (481) |
| 30 Cliff Stairs: loc. (325), details (550) | 31 Coffin: loc. (365), details (330) |
| 32 Coins: loc. (425), details (320) | 33 Cold Cream: loc. (336), details (431) |
| 34 Collars of Various Colours: more information (344) | 35 Cracked Pot: loc. (372), details (387) |
| 36 Cross loc. (499), details (560) | 37 Crucifix: loc. (347), details (560) |
| 38 Cube of Sticky Metal: loc. (552), details (364) | 39 Dark Tower Door: loc. (310), details (315) |
| 40 Demon Lord: loc. (338), details (384) | 41 Diamond: loc. (458), details (362) |
| 42 Dice: loc. (425), details (432) | 43 Door to the Dark Tower: loc. (310), details (315) |
| 44 Door which is armoured: loc. (339), details (524) | 45 Dragon: loc. (341), details (309) |
| 46 Dragon's Bed: loc. (357), details (320) | 47 Driftwood: loc. (412), details (308) |
| 48 Dryad: loc. (442), details (489) | 49 Dwarf: loc. (395), details (513) |
| 50 Egg of Gold: loc. (337), details (380) | 51 Elemental of Fire: loc. (400), details (456) |
| 52 Elephant Brooch: loc. (301), details (437) | 53 Emerald: loc. (473), details (371) |
| 54 Ethnic Carving: loc. (489), details (320) | 55 Evil Gem: loc. (444), details (434) |
| 56 Face Mask: loc. (493), details (517) | 57 Face of Stone: loc. (314), details (439) |
| 58 Field of Poppies: loc. (468), details (488) | 59 Figurine Octopus: loc. (423), details (435) |
| 60 Fire Elemental: loc. (400), details (456) | 61 Flame jet: loc. (312), details (308) |
| 62 Fire Elemental: loc. (400), details (456) | 63 Gauntlet: loc. (447), details (329) |
| 64 Gem of Evil: loc. (444), details (434) | 65 Gems of Cental Dungeon: more info (506) |
| 66 Ghostly Orcs: loc. (397), details (479) | 67 Giant Ants: loc. (327), details (467) |

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|---|---|
| 68 Giants: loc. (401), details (313) | 69 Giant's Belt: loc. (326), details (429) |
| 70 Goat: loc. (346), details (440) | 71 Golden Pathway: loc. (379), details (448) |
| 72 Green Collar: loc. (404), details (408) | 73 Grub: loc. (386), details (302) |
| 74 Hammer: loc. (306), details (562) | 75 Hand: loc. (328), details (463) |
| 76 Haystack: loc. (393), details (410) | 77 Helmet: loc. (347), details (377) |
| 78 Hood of the Executioner: loc. (491), details (500) | 79 Horn: loc. (346), details (483) |
| 80 House of Wights: loc. (383), details (305) | 81 Invisible Objects: loc. (356), details (441) |
| 82 Jar of Cold Cream: loc. (336), details (431) | 83 Jet of Flame: loc. (312), details (306) |
| 84 Killer Willow: loc. (355), details (453) | 85 Lamp of Helmet: loc. (352), details (377) |
| 86 Lapis Lazuli: loc. (360), details (320) | 87 Lump of Ore: loc. (411), details (471) |
| 88 Machine with Button: loc. (398), details (457) | 89 Marble Tower: loc. (396), details (514) |
| 90 Mask: loc. (493), details (517) | 91 Medallion of the Sun: loc. (400), details (456) |
| 92 Mirror: loc. (355), details (374) | 93 Mithril Collar: loc. (360), details (408) |
| 94 Mushrooms: loc. (522), details (563) | 95 Nails: loc. (306), details (368) |
| 96 Nasty Images: loc. (512), details (528) | 97 Needle: loc. (529), details (471) |
| 98 Nest of the Roc: loc. (316), details (452) | 99 Nest of the Yellow Bird: loc. (345), details (407) |
| 100 Octopus Figurine: loc. (423), details (435) | 101 Onyx Oryx: loc. (360), details (320) |
| 102 Opal: loc. (353), details (371) | 103 Orange Collar: loc. (450), details (408) |
| 104 Orc Army: loc. (318), details (483) | 105 Orc Ghosts: loc. (397), details (479) |
| 106 Ore Lump: loc. (411), details (471) | 107 Packing Case: loc. (412), details (449) |
| 108 Pearl: loc. (484), details (362) | 109 Pedestals: loc. (540), details (408) |
| 110 Pendant of Star: loc. (426), details (471) | 111 Pictures (Evil Images): loc. (512), details (528) |
| 112 Pig: loc. (427), details (566) | 113 Poppies, growing in field: loc. (468), details (488) |
| 114 Poppy Pod: loc. (378), details (340) | 115 Pot, Cracked: loc. (372), details (387) |
| 116 Potato Silver: loc. (331) | 117 Rakshasa: loc. (375), details (521) |
| 118 Ramp: loc. (334), details (472) | 119 Red Collar: loc. (403), details (408) |
| 120 Red-Gold Ring: loc. (350), details (511) | 121 Rhinestone: loc. (424), details (362) |
| 122 Roc: loc. (316), details (421) | 123 Rock Crystal: loc. (386), details (471) |
| 124 Rope of Silk: loc. (302), details (452) | 125 Ruby: loc. (416), details (362) |
| 126 Salt-Pig: loc. (427), details (566) | 127 Sapphire: loc. (579), details (371) |
| 128 Shield: loc. (458), details (542) | 129 Silver Collar: loc. (444), details (408) |
| 130 Siren: loc. (355), details (304) | 131 Skeletons: loc. (395), details (494) |
| 132 Sleep Spell: loc. (208), details (495) | 133 Slime: loc. (498), details (387) |
| 134 Silver of Fried Potato: loc. (331), details (402) | 135 Snake: loc. (353), details (385) |
| 136 Sphere of Black: more information (343) | 137 Spices: loc. (403), details (321) |
| 138 Staff of Bone: loc. (391), details (494) | 139 Stairs up the Cliff: loc. (325), details (550) |
| 140 Star Pendant: loc. (426), details (471) | 141 Statue: loc. (464), details (424) |
| 142 Stick - Hollow Stick: loc. (336), details (315) | 143 Stone in Moss Room: loc. (223), details (428) |
| 144 Stones in U-Shaped Passage: loc. (259), details (319) | 145 Stone, rolling down from above: loc. (561), details (550) |
| 146 Stone with Grooves: loc. (335), details (307) | 147 Stone Face: loc. (314), details (439) |
| 148 Sword: loc. (486), details (573) | 149 Sun Medallion: loc. (400), details (456) |
| 150 Teeth of the Dragon: loc. (309), details (570) | 151 Thief: loc. (399), details (574) |
| 152 Thorne: loc. (392), details (332) | 153 Topaz: loc. (526), details (362) |
| 154 Tortured Images: loc. (512), details (528) | 155 Tower of Marble: loc. (396), details (514) |
| 156 Treasure near Flame Jet: loc. (538), details (572) | 157 Treasure Chest: loc. (539), details (481) |
| 158 Tree - Willow: loc. (355), details (453) | 159 Trident: loc. (365), details (322) |
| 160 Vampire: loc. (359), details (474) | 161 Video Nasties: loc. (512), details (528) |
| 162 Violet Collar: loc. (404), details (408) | 163 Wand: loc. (425), details (324) |
| 164 Wedge of Wood: loc. (583), details (557) | 165 White House: loc. (383), details (305) |
| 166 Wights: loc. (527), details (565) | 167 Will O'Wisp: loc. (575) details (460) |
| 168 Yellow Collar: loc. (391), details (408) | 169 Zombie: loc. (527), details (571) |

PLACES

- | | |
|---|--|
| 180 Ants Nest: loc. (465), details (467) | 181 Aqueduct: loc. (541), details (541) |
| 182 Barracks: loc. (477), details (546) | 183 Black Tower: loc. (476), details (537) |
| 184 Blocked Passage: loc. (515), details (496) | 185 Blocked Steps: loc. (480), details (496) |
| 186 Branch of Tree: loc. (317), details (326) | 187 Bridge - Drawbridge: loc. (547), details (315) |
| 188 Bridge - Rickety: loc. (536), details (379) | 189 Bridge - Tongue: loc. (394), details (546) |
| 190 Bridge - Wooden: loc. (327), details (478) | 191 Chamber - Lower: loc. (376), details (494) |
| 192 Chamber - Upper: loc. (389), details (485) | 193 Chimney: loc. (446), details (300) |
| 194 Cliff Stairs: loc. (325), details (550) | 195 Completed Dungeon? loc. (311), details (311) |
| 196 Condemned Cell: loc. (361), details (462) | 197 Crack leading North: loc. (327), details (467) |
| 198 Crusher Room: loc. (501), details (557) | 199 Dark Tower: loc. (476), details (537) |
| 200 Dark Tower Door: loc. (310), details (315) | 201 Doorway with Acid Smell: loc. (363), details (548) |
| 202 Doorway with Holes: loc. (363), details (542) | 203 Dry Marsh: loc. (475), details (316) |
| 204 Empty Room: loc. (381), details (455) | 205 Exit Chamber: loc. (502), details (578) |
| 206 Face of Stone: loc. (314), details (439) | 207 Field of Poppies: loc. (468), details (488) |
| 208 Forest: loc. (333), details (445) | 209 Giant Ants Nest: loc. (465), details (467) |
| 210 Gatehouse: loc. (535), details (556) | 211 Golden Pathway: loc. (379), details (448) |
| 212 Gravel Bank: loc. (543), details (546) | 213 Hand Room: loc. (363), details (463) |
| 214 Hilltop: loc. (549), details (510) | 215 Horror Pics on the Wall: loc. (512), details (528) |
| 216 Infinite Plain: loc. (349), details (497) | 217 Island: loc. (534), details (555) |
| 218 Jelly Room: loc. (530), details (554) | 219 Jet of Fire: loc. (312), details (308) |
| 220 Killer Willow: loc. (355), details (453) | 221 Lower Chamber: loc. (376), details (494) |

222 Marsh: loc. (475), details (316)
 224 Narrow Crack: loc. (327), details (467)
 226 Nest of Yellow Bird: loc. (345), details (407)
 228 Panelled Room: loc. (373), details (490)
 230 Pit: loc. (436), details (487)
 232 Poppy Field: loc. (468), details (488)
 234 Ramp: loc. (334), details (472)
 236 Roc's Nest: loc. (316), details (452)
 238 Salt Cellar: loc. (390), details (518)
 240 Slime Cave: loc. (498), details (533)
 242 Stables: loc. (532), details (410)
 244 Statue Room: loc. (502), details (424)
 246 Stone Face: loc. (314), details (439)
 248 Strong Room: loc. (544), details (581)
 250 Throne: loc. (392), details (332)
 252 Tight Junction: loc. (520), details (474)
 254 Tool Room: loc. (306), details (546)
 256 Tree Branch: loc. (509), details (326)
 258 Upper Chamber: loc. (389), details (485)
 260 Viewing Gallery: loc. (492), details (451)
 262 Woodland Road: loc. (358), details (418)

223 Moss Room: loc. (438), details (428)
 225 Nest of Roc: loc. (316), details (452)
 227 Odd Little Room: loc. (342), details (459)
 229 Pedestals: more information (540)
 231 Plain: loc. (349), details (497)
 233 Puddle: loc. (303), details (482)
 235 River: loc. (354), details (420)
 237 Round Room: loc. (430), details (414)
 239 Skinner Room: loc. (519), details (525)
 241 Slippery Ramp: loc. (519), details (577)
 243 Stairs up the Cliff: loc. (325), details (550)
 245 Stepping Stones: loc. (348), details (304)
 247 Stone with Grooves: loc. (335), details (307)
 249 Sweet-Smelling Cave: loc. (327), details (580)
 251 Throne Room: loc. (422), details (584)
 253 Tongue Bridge: loc. (394), details (582)
 255 Tower of Marble: loc. (396), details (514)
 257 Troll's Lair: loc. (327), details (580)
 259 U-Shaped Passage: loc. (531), details (319)
 261 White House: loc. (383), details (305)

OTHER CLUES

280 Scoring (419)
 282 All the Treasures (474)
 284 Teleport System (408)
 286 Resurrection (457)

281 Seeing in the Dark (443)
 283 Getting Started (545)
 285 How to Carry More (323)

ANSWERS

300 It's hot here. Wear something for protection. See (366)
 301 Beyond the Doorway with the Acid Smell
 302 Hug (or Squeeze) the Caterpillar
 303 In the Dry Marsh
 304 The Siren would have no effect if you were temporarily deaf. See (367)
 305 There's a valuable Trident in here. Are you protected from Wights?
 306 Southeast of the Jelly Room
 307 Just scenery. A carved fingertip in the nostril of the Stone Face
 308 Light the Driftwood at the Jet of Fire. For more light when this burns out, see (377)
 309 Kill it. Use object (148). This violence is, regrettably, necessary for the plot
 310 On the Drawbridge
 311 Buy the next fantastic trilogy from Level 9 and Rainbird Software - "Silicon Dreams"
 312 Between the Bridge Tongue and the Round Room. In the throat of Stone Face
 313 "Seven at one blow" is a clue. See (326)
 314 North of the river. Many rooms and caves are carved inside it
 315 Blow the Hollow Stick on the Drawbridge
 316 The Roc is likely to snatch you from the Dry Marsh. Then you must escape from its nest
 317 In the Forest, North and Up from the road
 318 During the night an army of Orcs arrives to surround the Dungeons
 319 Leave no stone unturned
 320 Just a valuable treasure
 321 A treasure which has survived from the time of Colossal Adventure!
 322 An expensive thing of no practical use. Treat it as a treasure for the purposes of this game
 323 Use object (25) and object (69)
 324 It's a Sleep Wand. Wave it in the Lower Chamber to put the "flint thrower" to sleep
 325 Leading upwards from the White House on the Stone Face to the Gate House above
 326 Drop the Berry onto the Giants from the Branch above them
 327 Beyond the Troll guarding the Golden Pathway, in the "Mushroom Farm" which produced food for the orc garrison who once guarded these caves
 328 On the ramp, pointing into the Hand Room
 329 Use it to protect your hand when taking object (120)
 330 A Zombi 'lives' in the coffin. See (368) before taking the Trident
 331 In the Barracks. From the Jelly Room, move: W,W,S
 332 Push a numbered button (e.g. PUSH ONE) for something to happen. See also (370)
 333 East along the road which runs south of the "tongue" Bridge over the River
 334 This Spiral around the central dungeon. It's North of the Aqueduct or Down from the Viewing Gallery
 335 Southwest from the Lower Chamber
 336 In the cupboard South of the Panelled Room
 337 In the Yellow Bird's Nest
 338 In the Evil Gem. This is the demon's "life" on the material plane
 339 Opposite the silver hoop, at the north end of the Aqueduct
 340 Waving it makes a loud noise. This has two effects. See (367) and (407)
 341 In the Upper Chamber
 342 Push button 4 to raise the Throne up to here. Then down from the Throne

343 There are actually two Black Spheres. Each tries to destroy anything near it. See (369)
 344 There are 8 collars. See (382) to find them. They form part of a security and teleport system, see (408)
 345 South of the River, east of the Marble Tower
 346 On top of the Stone Face, below the Cliff Stairs
 347 Just north of the Jet of Flame
 348 Crossing the River to the Island
 349 The southern boundary of the game landscape, south of the Marble Tower and Yellow Bird's Nest
 350 Just off the ramp, near the very top
 351 Above the Slime Room
 352 Part of the Helmet. See (77)
 353 In the ornate Box. See (385)
 354 Flowing East-West across the landscape, between the tall carved cliffs to the North and the smooth plain and forest to the South. A tongue bridge and stepping stones cross it
 355 On the Island
 356 North of the Wooden Bridge, north of the Troll's Lair. You bump into them
 357 Underneath the Dragon. See (309)
 358 South of the River, leading East into the Forest
 359 At the Tight Junction, North of the Lower Chamber or West from the Panelled Room
 360 In the Odd Little Room
 361 About half-way up the Ramp
 362 One of the gems found in the Central Dungeon. Very valuable. See also (506)
 363 About two-thirds of the way up the Ramp
 364 Carry this when searching the See (410)
 365 In the White House, South of the Blue Pedestal
 366 Wear the Cold Cream for protection, especially when visiting (193)
 367 Waving the Poppy Pod makes you temporarily deaf. See (304)
 368 Nail the Coffin shut with the Hammer and Nails
 369 When one is following you, head quickly for the other one. They can destroy each other
 370 The buttons have the following functions: 1= open hole: 2=close hole: 3= gas fills the room: 4= raise throne to Odd Room: 5= lower throne but see (459): 6=alarm: 7=fire fills the room: 8=status report: 9=teleport to the Pit
 371 One of the gems found in the Central Dungeon. Very valuable. See also (506)
 372 In the Barracks. From the Jelly Room, move West and South
 373 Due West of the Jelly Room, in the Barracks
 374 Reflects spells. In particular, see (433)
 375 On the Hilltop, if you look for them
 376 South of the Tight Junction, or due Southwest of the Round Room
 377 The Helmet Lamp can be used to get more light. See (406)
 378 Near the Poppy Field
 379 Eat the Mushrooms near the rickety Bridge to see it
 380 Just a valuable treasure
 381 Near the bottom of the Ramp
 382 The Red Collar is in the Troll's Lair: the Orange Collar is worn by the Body near the Round Room; the Yellow Collar is near here, too. See also (405)
 383 On the nose of the Great Stone Face. East from the Tight Junction, out of the ear, West and South
 384 His life is in the Evil Gem, where He retreated for safety when the Dark Tower was almost destroyed at the end of Adventure Quest. If anyone takes the Gem, this will allow the Demon Lord to escape into the body of the unwise investigator. But you can destroy it. See (434)
 385 Don't open the Box until the Snake inside is dead. See (409)
 386 In the Roc's Nest
 387 Fill the Pot with Slime. Then see (413)
 388 Beyond the Crusher Room
 389 Above the Lower Chamber
 390 North of the Aqueduct, at the bottom of the Ramp
 391 Northeast of the Round Room
 392 In the Throne Room
 393 East of the Round Room
 394 Up from where you start, crossing the River from the Plain to the Stone Face
 395 In the Lower Chamber
 396 On the Plain South of the River, West of the Yellow Bird's Nest
 397 Blocking the route between the Throne Room and the Pit
 398 Inside the Packing Case
 399 In the Forest, beyond where the Sleep Spell is cast
 400 In an alcove off the Chimney
 401 In the Forest, North of the Woodland Road
 402 Believe it or not, the Rat is scared of the potato
 403 In the Troll's Lair
 404 Somewhere or other
 405 The Blue Collar which belonged to the Orc Guard Commander is in the cupboard South of the Panelled Room, the Silver Collar of the Demon Lord's familiar is in the Pit and the Mithril Collar is in the Odd Room. There are two other collars - finding them is up to you, if you want something else to do
 406 Find something luminous to go in the Helmet Lamp. See (460)
 407 Wave the Poppy Pod to scare the Yellow Bird
 408 Wear a Collar. See (461)
 409 Drop it in water (e.g. at the bottom of the Ramp)
 410 The Cube of Sticky Metal is a magnet. Carry it when searching the Haystack

411 In the cave near the bottom of the Cliff Stairs. The Dwarf can find this
 412 On the beach where you start
 413 Drop it beside the Goat before you take the Horn
 414 The "Lion Door" North from here just leads to a pit. After all, pride comes before a fall! See also (466)
 415 Southeast of the Lower Chamber
 416 In the Hand Room
 417 In the Condemned Cell
 418 Walking East takes you into an ambush. But see (92)
 419 You score 15 points per treasure. Plus 3 bonuses of 15. The total is 600. See (470) for details of the bonuses
 420 Full of Pirahnas. You can't swim here
 421 An enormous bird, reputed to eat elephants. See (316)
 422 In the Dark Tower, beyond the Drawbridge and the door
 423 In a dark room, Northwest from the Round Room
 424 Turn the Statue to open a door
 425 In the Forest, beyond where the sleep spell strikes
 426 Due East from the Jelly Room, beyond the giant rat. See (402)
 427 In the Salt Cellar
 428 Stop the rolling stone. It will gather the moss. Then you can go East
 429 Wear the Belt and you are stronger. Can carry more
 430 North of the tongue Bridge over the River. Up and due North from where you start
 431 Wear it for protection against heat. See (469)
 432 Carry the Dice when you visit the Rakshasa
 433 It reflects Sleep Spells. Try a walk in the Forest
 434 Take it, and hit it with the Hammer before the Demon defeats you
 435 Take it into the room Northeast of the Round Room
 436 North-ish from the Throne Room, beyond the Ghostly Orcs
 437 The brooch expands when thrown. Perhaps this would make it a weapon See (462)
 438 Beyond the U-Shaped Passage. See (319)
 439 Long ago, the cliff below the Dark Tower was carved into the hideous semblance of an orc's head. Its tongue formed the entry-bridge to a network of confused caves beyond, and its eyes and bulbous nose provide a vantage point for defenders. The main intent, however, was to strike dread into any who dared to approach. The Demon Lord kept the basic structure of the face intact, but hallowed out more chambers beyond it to make accommodation for his armies. Much of the game is set in these chambers, and you start beside the chin of the Face
 440 Try to make the stone below the goat's feet slippery. See (387)
 441 Eat the Invisible Mushrooms so the Troll can't see you
 442 Protecting the Willow Tree
 443 Initially, I'd search the area South of the River before the sun sets. It's light until then. Next, see (308)
 444 In the Pit
 445 Definitely worth exploring to find the Giants and the Thief. See also (418)
 446 Above the Jelly Room
 447 Search the body in the room beyond the Doorway with Holes
 448 Eat the psychedelic Mushrooms South of the Rickety Bridge
 449 This is bigger inside than out! See (508)
 450 Search the body west of the Round Room
 451 The Demon Lord stood here to watch events in the Central Dungeon below. Prisoners would be released to venture down the Ramp - supposedly to escape if they solved all the problems
 452 Tie a Rope to the nest and slide down to escape. No Rope? See (302)
 453 It's only got 6 branches. See (503)
 454 Below the Killer Willow
 455 You don't really think I'd put an empty room in this adventure, do you? See (507)
 456 Wear something for protection against heat. Object (33) to be precise
 457 Explore the Packing Case. Press the button on the Machine. Now you will be resurrected if you die near the machine. If your soul is stronger, you can be resurrected from death even if this happens far from the machine. See (521)
 458 In the Room near the Nasty Images
 459 Button 5 on the Throne will only operate to lower it from the Odd Room if this contains..... See (504)
 460 Wear the Helmet and take the Will O'Wisp. See (585)
 461 Stand on a Pedestal. See (505)
 462 Throw the Elephant Brooch at the Executioner
 463 Throw the Red-gold Ring into the Hand Room before entering
 464 In the Statue Room
 465 Below the Bridge of Wood
 466 Carry a bow so that you're an archer and can go Southwest from the Round Room. To go Southeast, wear one of the (34)
 467 Eat a Mushroom South of the Ants Nest to shrink. Then they won't notice you head past them (or, maybe you could squeeze through cracks in the rock). Once past the Ants, see (564)
 468 At the West end of the East-west Road South of the River
 469 And explore the Chimney
 470 Killing the Dragon, Evil Gem and Vampire score 15 points each
 471 Just a valuable treasure
 472 This spirals round the Central Dungeon. It's not a safe place!
 473 In the glass room, about half way up the Central Dungeon
 474 There are quite a lot of treasures. For the dungeon treasures - gems that you need to escape from the Central Dungeon - see (506). For the "ordinary" treasures, see (576). For the magic treasures, see (516)

474 Carry the Cross or Crucifix to keep off the Vampire. See also (565)
 475 On the top of the cliff, round the Dark Tower. Head South and Down from the Throne Room
 476 Climb the Cliff Stairs. Say the Password, use the Hollow Stick to open the door from the Drawbridge and you're there
 477 West of the Jelly Room
 478 A sturdy bridge across the middle of a cave, above the Ants Nest. Nothing special
 479 In Adventure Quest, these Orcs left their post and allowed an intruder into the Pit. Now they are doomed to remain on duty for ever - or until someone breaks the Evil Gem and destroys the last remnant of the Demon Lord's Power
 480 Northeast from the Jelly Room
 481 Just a valuable item. You can't open it
 482 When the Dark Tower was almost destroyed, a week ago, the rock below the Marsh was split and the water could escape. Now this puddle is all that remains. To catch the Will O'Wisp, see (460)
 483 Blow the Horn or plant the Dragon's Teeth to defeat the Orc Army
 484 In the Pig. See (566) for more information
 485 You've presumably noticed the dormant Dragon. See (309)
 486 East of the Moss Room. See (428)
 487 The Centre of the Demon Lord's Power, when He ruled most of Middle Earth
 488 You can't cross the Poppy Field. It's the West edge of the game map
 489 Attack the Killer Willow with the Axe. Then spare it when the Dryad asks you to
 490 Where the garrison commander lived. You can't go down
 491 West of the Condemned Cell
 492 Down from the Throne Room, after you've opened a hole in the floor
 493 In the Dry Marsh. Look for it
 494 Carry the Bone Staff and wave it to command the Skeletons to leave. The Wand is useful too, see (324)
 495 The Mirror protects you by reflecting these
 496 A dead end
 497 The Southern edge of the map
 498 North from the Jelly Room
 499 West of the Tight Junction
 500 Wear this and you'll find how the previous executioner was recruited
 501 Two thirds of the way up the Ramp
 502 Near the bottom of the Ramp
 503 Throw at least 6 things at it, to use up the branches, before you approach
 504 An odd number of objects
 505 Say a colour. For example SAY GREEN. See (567)
 506 There are 10 gems, of which any 9 would unlock the Exit door. The gems are: Agate, Amethyst, Diamond, Emerald, Opal, Pearl, Rhinestone, Ruby, Sapphire and Topaz
 507 Move up and East
 508 In twice, then take the Chandelier. Next, see (457)
 509 Up a forest tree
 510 Wait for the Rakshasa
 511 Wear the Gauntlet before taking it. Then see (463)
 512 At the top of the Ramp
 513 The Dwarf is willing to share her treasure which is in a cave near the Cliff Stairs. Like all Middle Earth Dwarves, she has a fine black beard (illustrators please note)
 514 Only accessible from the Green Pedestal, this is a look-out tower
 515 Various places. A lot of passages were blocked by the general devastation at the end of Adventure Quest and they cannot be opened in this game
 516 Cube of Sticky Metal, Spices, Hollow Stick, Helmet with Lamp, Dragon's Bed, Giant's Belt, Cross, Crucifix, Horn, Face Mask, Mirror, Octopus Figurine, Staff of Bone, Sword and Wand
 517 Formerly a defence of the Dark Tower, this is now just a treasure. You can't do anything with it
 518 Don't look back!
 519 About one third of the way up the Ramp
 520 North of the Lower Chamber of West of the Panelled Room
 521 Rakshasa are powerful energy beings who love to wager - preferably when their opponent cannot afford to lose. Do you have object (42)? If you win they will strengthen the fires of your soul, allowing you to be resurrected even if far away from the Machine. See (286) for more about resurrection
 522 In the mushroom farm, North of the Jelly Room or beyond the Dwarf's cave. They are all over the place. Clue (327) says slightly more
 523 In the Packing Case
 524 Unlock it from the inside, then open it from the outside
 525 When animals are taught to feed themselves, pressing a button to deliver food, the apparatus is called a "Skinner Box" after an early Psychologist. In this case the reward is somewhat different!
 526 Beyond the Empty Room
 527 In the white House
 528 Wear the blindfold, or simply close your eyes, to shut them out. In the Real World, of course, this requires punitive legislation
 529 In the Haystack. See (410)
 530 Up from the U-Shaped Passage
 531 Southeast of the Round Room. Wear a collar
 532 East of the Round Room
 533 You can't cross this, but see (387)
 534 North of the Stepping Stones. See (304)
 535 At the top of the Cliff Stairs
 536 Above the Slime Cave

- 537 North of the Drawbridge. To enter, see (315)
- 538 East of the Flame Jet . Apparently
- 539 In the Strong Room
- 540 Throughout the caves. The best way of reaching them is (408)
- 541 Flowing North-to-South above the Mushrooms. Originally, this was intended to drip water onto the developing fungus below. Now it's almost dry
- 542 The Shield protects you from darts
- 543 Where you start. On the North bank of the River, below the Stone Face
- 544 North of the Narrow Crack
- 545 Make a map. Explore the area outside the caves, South of the River, first. Find a way of carrying more. When you've tackled the outside, light the Driftwood at the Jet of Flame and head into the caves north of the River. Good Luck! Look up the other clues 281-286 for more information
- 546 Just an ordinary area
- 547 North of the Gatehouse
- 548 Wear the Blindfold for protection against acid
- 549 South and West-ish from the Tongue Bridge
- 550 Avoid being in an exposed place when the Boulder passes!
- 551 Take it to invert the room
- 552 West of the Round Room
- 553 See clues (187-190)
- 554 Throw the Body to the Jellies
- 555 The main problem is to get past the Killer Willow. See (453)
- 556 Literally: SAY THE PASSWORD
- 557 Drop the Wedge in the Crusher Room. It's also good for (568)
- 558 Pull it to unlock the door. You'll need to actually open it from the other side
- 559 In the box room, about half way up the Ramp
- 560 Carry this to fend off the Vampire. See also (565) and then (568) for how to kill the Vampire
- 561 Bounding down the Cliff Stairs, or down the Ramp towards you
- 562 Use it with the Nails, and also...See (368)
- 563 Eat all of them , except the one in the Troll's Lair. (Eating mushrooms is one of the adventure cliches, along with keys to unlock doors and a lamp to see in the dark)
- 564 Nibble the growth Mushroom to grow to normal size, and again to become a Giant. Now South, past the Ants. By eating the two mushrooms near the Ants nest you can change size at will. While you are small, how about visiting (224) nearby. Then return and become normal size
- 565 Carry Cross and Crucifix to keep off the wights. You can't kill these
- 566 Drop the pig in water. It dissolves, revealing a pearl
- 567 This should move you to the Pedestal whose colour you said - if its colour is no higher than that of your collar. The order of colours follows the spectrum (with silver, gold and mithril being the highest of all). For example, if you were wearing the Orange Collar, you could go to Red and Orange Pedestals but not to any other. Try the system out
- 568 Throw the Wooden Wedge at the Vampire. The Cross works, too. Both resemble stakes
- 569 Beyond the Statue Room
- 570 Plant them only if there's an Army for the warriors to fight
- 571 If you take the Trident without nailing the coffin shut, he rises on auto-cue and attacks
- 572 This treasure is in the open, right by the entrance to the caves. Something must be wrong with it. Indeed, the treasure is just a trap to catch unwary thieves and it conceals a pit beneath all the illusory loot
- 573 Use it to kill the Dragon
- 574 When you can escape his Sleep Spell, venture East into the Forest
- 575 Over a Puddle in the Dry Marsh
- 576 Ethnic Carving, Chair, Treasure Chest, coins, Gold Egg, Lapis Lazuli, Needle, Onyx Oryx, Lump of Ore, Rock Crystal, Star Pendant, Sun Medallion and Trident
- 577 Avoid it by using the ladder to by pass this part of the Ramp
- 578 Carry 9 Gems and the Packing Case when you enter here. Wear the Helmet to provide light. Once inside, see (586)
- 579 Select the mystery reward once past the Skinner Room
- 580 The Troll's Lair is where he keeps his loot. You need to be Invisible to enter. See (81)
- 581 Visit this room while small, see (467), via the Narrow Crack. Unlock its door. Then return and open the door from the outside, near the Silver Pedestal
- 582 The entrance to the caves behind the Great Stone Face
- 583 Near the Black Pedestal
- 584 Climb up onto the Throne
- 585 To get to the Will O'Wisp: climb the Cliff Stairs: say The Password to enter the Gatehouse; blow the Hollow Stick to enter the Black Tower: south and down to the Dry Marsh; then north-ish to the Puddle. You may need to escape from the Roc
- 586 This room is dedicated to EXIT. Remember them? A group who believed that people had a right to decide for themselves how long they should live. Got a rather bad press for obvious reasons. If you want to continue in this game, carry the Cross and Crucifix when leaving the Exit Room (enter the Case and swap these for the Gems which you are carrying)