

RED MOON CLUES

Listed below are most of the objects, creatures, people and particularly interesting places in "Red Moon". Look down the alphabetical lists to find the thing you want to know about, then turn to the entries indicated by the bracketed numbers following. Of course, when you do turn to the answer, you may find it just gives a short clue and another number to look up.

A few red herrings have mixed with the answers, so try to only read the entries that you are directed to.

GENERAL CLUES

1. Getting Started: (442).
2. Combat: (361).
3. Ghosts: (325).
4. Iron: (343).
5. Magik: (380).
6. Scoring: (261).
7. Save/Restore: (282).
8. Seeing in the Dark: (265).
9. Tarot: (331).
10. Teleport: (401).
11. Treasures: (410).
12. Underwater Travel: (445).
13. Winning: (426).
14. Ian McGregor Prize for Protecting Jobs and Services. Winner (490).

OBJECTS, CREATURES & PEOPLE

20. Acid: where (187), details (300).
21. Acorn: where (247), details (384).
22. Angel: where (185), details (331).
23. Armour: see (317).
24. Axe: where (192), details (291).
25. Black Ball: where (199), details (389).
26. Silver Bars: where (198), details (226).
27. Beans: where (210), details (264).
28. Blacksmith Giant: where (170), details (392).
29. Bletch: where (336), details (369).
30. Book: where (299), details (398).
31. Boots: where (191), details (232).
32. Bostog: where (152), details (396).
33. Box: where (223), details (411).
34. Bracers: where (227), details (301).
35. Bridge: where (404), details (404).
36. Bottle: where (183), details (470).
37. Brooch: where (460), details (262).
38. Bushes: where (168), details (264).
39. Chain Mail: where (244), details (376).
40. Chalk: where (366), details (412).
41. Cloak: where (427), details (221).
42. Cloaked Statue: where (163), details (248).
43. Codex Oedipus: where (299), details (398).
44. Coins: where (467), details (266).
45. Crowbar: where (167), details (428).
46. Crown: where (303), details (226).
47. Crucifix: where (463), details (268).
48. Dagger: where (338), details (444).
49. Dagget: where (250), details (309).
50. Demon: where (189), details (461).
51. Dial: where (293), details (271).
52. Dog: where (178), details (386).
53. Dragons: where (308), details (465).
54. Dragonewt: where (250), details (239).
55. Drellap: where (362), details (369).
56. Dulcimer: where (304), details (464).
57. Dust: where (230), details (377).
58. Dwarf: where (152), details (396).
59. Emerald: where (443), details (262).
60. Exploding Foot: where (250), details (263).
61. Fan: where (198), details (459).
62. Fire: where (170), details (225).
63. Flashing Lights: where (274), details (397).
64. Flask: where (211), details (267).
65. Frog: where (297), details (302).
66. Fungus: where (342), details (393).
67. Gas Mask: where (244), details (433).
68. Gate: where (156), details (305).
69. Giant: where (170), details (392).
70. Gloves: where (207), details (381).
71. Glowing Sphere: where (251), details (434).
72. Grasper: where (363), details (292).
73. Grating: where (208), details (455).
74. Grid: where (182), details (341).
75. Grill: where (159), details (367).
76. Grue: where (344), details (310).
77. Guardian: where (466), details (472).
78. Handle: where (233), details (349).
79. Healer: where (151), details (340).
80. Hill of Beans: where (211), details (264).
81. Square Hole: where (168), details (349).
82. Horseshoe: where (364), details (413).
83. Iron: (343).
84. Kelf: where (294), details (473).
85. Key: where (233), details (339).
86. Lamp: where (192), details (295).
87. Leaves: where (307), details (264).
88. Lights (Flashing): where (274), details (397).
89. Line: where (189), details (311).
90. Linen Shirt: where (227), details (348).
91. Magician: where (212), details (369).
92. Chain Mail: where (244), details (376).
93. Mandana: where (162), details (432).
94. Man in the Moon: where (298), details (224).
95. Gas Mask: where (244), details (433).
96. Meat: where (312), details (405).
97. Medallion: where (474), details (262).
98. Merlin: where (154), details (352).
99. Metal Gate: where (156), details (305).
100. Mole: where (220), details (398).
101. Moon Crystal: where (484), details (475).
102. Mummy: where (272), details (446).
103. Mummy Dust: where (230), details (377).
104. Mushroom: where (313), details (270).
105. Necklace: where (479), details (262).
106. Newtling: where (382), details (369).
107. Nezzon: where (151), details (340).
108. Oil: where (296), details (315).
109. Oyster Fungus: where (342), details (393).

110. Pearl: where (252), details (226).
111. Pills: where (366), details (405).
112. Poison: where (408), details (408).
113. Pool of Acid: where (234), details (300).
114. Potion: where (175), details (387).
115. Raisin: where (415), details (402).
116. Rat: where (229), details (292).
117. Red Line: where (189), details (311).
118. Red Moon Crystal: where (484), details (475).
119. Reflection: where (183), details (347).
120. Ring: where (447), details (284).
121. Safe: where (238), details (316).
122. Sarcophagus: where (201), details (476).
123. Saxa the Sage: where (403), details (481).
124. Scorpion Man: where (336), details (369).
125. Scroll: where (368), details (400).
126. Shield: where (414), details (480).
127. Shirt: where (227), details (348).
128. Silver Bars: where (198), details (226).
129. Sog: where (382), details (369).
130. Sphere: where (251), details (434).
131. Spices: where (212), details (333).
132. Spider: where (250), details (344).
133. Square Hole: where (168), details (349).
134. Statue: where (163), details (248).
135. Sword: where (170), details (319).
136. Thin Red Line: where (189), details (311).
137. Tiny Door: where (194), details (332).
138. Troll: where (362), details (369).
139. Tubing: where (477), details (445).
140. Vampire: where (162), details (432).
141. Watchdog: where (178), details (386).
142. Water: where (478), details (469).
143. Weapons: (355).
144. Wellington Boots: where (191), details (232).
145. Wizard: where (196), details (416).
146. Worm: where (185), details (298).
147. Xiiz: where (196), details (416).
148. Ziix: where (212), details (369).
149. Zombi: where (250), details (287).

PLACES

150. Acid Pool: where (234), details (300).
151. Alchemist's Sanctum: where (241), details (340).
152. Beautiful Room: where (417), details (396).
153. Bone Room: where (273), details (239).
154. Camelot: where (253), details (374).
155. Castle: where (421), details (483).
156. Castle Entrance: where (321), details (305).
157. Cave (Windy): where (286), details (374).
158. Chasm: where (276), details (404).
159. Chalmey: where (326), details (379).
160. Circular Lamplit Room: where (240), details (374).
161. Crater of Volcano: where (345), details (259).
162. Crypt: where (440), details (432).
163. Dark Junction: where (430), details (374).
164. Entrance Hall: where (242), details (305).
165. Fantastic Chamber: where (231), details (374).
166. Flashing Lights: where (274), details (397).
167. Flooded Tunnel: where (482), details (445).
168. Folly: where (330), details (433).
169. Forest: where (439), details (235).
170. Forge: where (350), details (451).
171. Grassy Mound: where (254), details (290).
172. Grassy Plain: where (373), details (333).
173. Great Hall: where (306), details (259).
174. Helix of Het: where (222), details (289).
175. Hospital: where (278), details (239).
176. House: where (235), details (324).
178. Kennel: where (383), details (386).
179. Lake: where (330), details (356).
180. Marble Tower: where (256), details (485).
181. Maze of Tiny Passages: where (486), details (474).
182. Metal Room: where (488), details (347).
183. Mirror Room: where (438), details (375).
184. Mound: where (254), details (290).
185. Paradise: where (323), details (331).
186. Plain: where (373), details (333).
187. Pool of Acid: where (234), details (300).
188. Pothole: where (419), details (333).
189. Red Room: where (418), details (311).
190. River Tunnel: where (482), details (445).
191. Rubber Room: where (437), details (259).
192. Ruined Stone House: where (235), details (324).
193. Sanctum of Alchemy: where (241), details (340).
194. Small, Neat Room: where (489), details (332).
195. Stained Room: where (370), details (239).
196. Stairway: where (452), details (416).
197. Straw-filled Room: where (322), details (333).
198. Stunningly Fantastic Chamber: where (231), details (374).
200. Tiny Passages: where (486), details (474).
201. Tomb of an Avatar of Litter Muurdox: where (436).
202. Tower: where (229), details (476), details (476).
203. Treasure Vault: where (453), details (334).
204. Turkish Bath: where (454), details (239).
205. Underwater Travel: see (445).
206. Vault (Moon Crystal): where (346), details (484).
207. Volcanic Crater: where (345), details (259).
208. Well (Blocked): where (228), details (455).
209. Well (Water-filled): where (487), details (445).
210. Windy Cave: where (286), details (374).
211. Windy Store Room: where (258), details (290).
212. Work Room of Ziix: where (365), details (435).

ANSWERS

220. Monday on television.
 221. Wear to ward off (134).
 222. Across the chasm, (158).
 223. Inside (121).
 224. Answer his riddles to reach (185).
 225. Extinguish it. See (243).
 226. Treasure.
 227. In the Wardrobe, northwest of (160).
 228. SW, SW, W from (160).
 229. W, S from the Mound.
230. When (102) is present, see (246).
 231. Beyond the Acid Pool.
 232. Rubber. See (249).
 233. Examine (38).
 234. E, S, S, E from (174).
 235. South of where you start.
 236. On a cloud.
 237. North of (168).
 238. In (203).
 239. Nothing special.
240. Due south of the Bone Room.
 241. Down and due east from the Great Hall.
 242. Beyond the Pale.
 243. Use Magic. A spell or (25).
 244. Beyond (137).
 245. Garlic keeps off (140).
 246. Hint: read (30). See (257).
 247. Search (87).
 248. Attacks. See (255) to avoid this.
 249. Wear for insulation. See (260).
250. Not in this game.
 251. Drop (115).
 252. Examine (66).
 253. Possibly at Cadbury Castle. See (250).
 254. Where you start.
 255. Wear (41).
 256. In the Grassy Plain.
 257. Say Ollabin.
 258. West and due South from the Forge.
 259. Scenic but nothing special.
260. Protects you in (182).
 261. Fifty per treasure, see (11), with bonuses (275).
 262. A treasure.
 263. Arcade game. Win every time by crouching at the left of the screen and treading on your opponent's toe.
 264. Search them.
 265. Light the Lamp and carry it, or use (130).
 266. Treasure made of Iron.
 267. Contains air. See (12).
 268. Repells the Vampire.
 269. Liquifies the Zombi.
270. Eat it. See (279).
 271. A red herring. See (281).
 272. In the Sarcophagus. See (277).
 273. W, S, SE, W from the Straw-Filled Room.
 274. S and E from the Red Room.
 275. 50 initially, 200 for the Crystal, -1 per SAVE, -10 per death, plus fifty each for the achievements listed in (285).
 276. SE of the Stained Room.
 277. Read the Book. See (283).
 278. South of the Straw-filled Room.
 279. You shrink. See (288).
280. You grow. See (287).
 281. Turn (121) instead.
 282. SAVE and RESTORE are like any other spells. They do not work if iron is near. Drop any iron objects that you may own and move away from them to a place where there is nothing made of iron. Then SAVE and RESTORE will work OK. (Examine things, e.g. "EXAMINE AXE", to find out about them).
 283. Say Obis beside (122).
 284. Wear it to dodge better.
 285. Each treasure owned or in (176); entering the caves; reaching (189); reviving Kellif; bridge building; killing Mummy and leaving with the Crystal.
 286. SW and S from the Forge.
 287. Bad for you.
 288. And can use (137). You lose hit points, temporarily.
 289. Spectacular scenery.
290. Dig.
 291. An iron weapon.
 292. Avoid this. There is no point in fighting it. Part of the Safe.
 293. SE and E from the Crypt.
 294. Light it to see in the dark. See (8).
 295. Due north of the Crypt.
 296. Nowhere.
 297. Buy it.
 298. Buy it.
 299. Say Satarh and visit the House.
300. Drop (40) to neutralise it.
 301. Wear them to carry more.
302. Eat it to carry more.
 303. Dig at (184).
 304. Due west of the Great Hall.
 305. Open the gate with (85).
 306. E, E, NE, N from the Castle Entrance.
 307. SE, E, E from the Circular Lamplit Room.
 308. Appear when you take (101).
 309. Cute. Almost worth £9.95 by itself.
310. Yeuch!
 311. Don't CROSS the Line. See (327) instead.
 312. E, E, SE, N, E from the Castle Entrance.
 313. E, E, SE from the Forge.
 314. U, U, NW from the Chimney.
 315. Plays no part in the game because Aspinall forgot it.
 316. Forget the Dial. See (281).
 317. Several objects protect you in combat, e.g. by absorbing blows of your opponent. See (329).
 318. Drop in (187).
 319. A very effective weapon. See (328) to carry it.
320. Very literal. See (311).
 321. North of the Lake or North and NE from the Pothole.
 322. From the east end of the Great Hall, go D, E, S, S, D. Coming Soon.
 323. Leave treasures here.
 324. When creatures / people are killed in combat, they may return as ghosts and attack again. Killing ghosts gains little, so "run away" if you can. To avoid creating ghosts, see (337).
 326. Above the Fire. See (335).
 327. Rub it out.
 328. Wear (70) first.
 329. Ring, Shield & Chain Mail.
330. S, E, N, N from the Pothole.
 331. Not in this game.
 332. Shrink. See (353).
 333. Nothing special.
 334. Open the Safe. See (316).
 335. Extinguish it, see (243), then tackle the Grill.
 336. W, S from the Straw-Filled Room.
 337. Avoid fights if possible, and see (358).
 338. N, E, NW, W from the Mound.
 339. Unlocks the Gate.
340. Buy everything. See (351).
 341. Electrified. See (357).
 342. In the Lake. See (356).
 343. You can't use magik if any iron object is nearby (on the ground/ carried/ worn). If magik fails, examine all the objects around, drop any that are iron and move away before trying another spell. Note that weapons or armour may be made of iron. Try a gruesome adventure.
 344. From the Mound, go N, E, U, U and N.
 346. East of Flashing Lights.
 347. Its hit points, dodge etc. are set equal to yours on entry. See (354).
 348. Wear it to protect your skin from (39).
 349. Put (78) in (81) and turn.
350. From the Pothole, go D, SE, S, E and W.
 351. Give Nezzon three objects. See (359).
 352. My hrrr.
 353. Eat (104).
 354. You can bias the odds, e.g. by using (104), (114), and (120) properly.
 355. Axe, Dagger, Sword & Magik.
 356. Drain it. See (349).
 357. Wear (144).
 358. Dispose of things properly, not by brute force.
 359. As useless as possible.
360. Appears when you enter the Room of Mirrors. See (347).
 361. This is not a game where you win by attacking every creature you meet because their ghosts may return to fight again. Equip yourself properly for combat with armour (317) and weapons (355). If you decide to fight with magik (CAST ZAP) do not carry iron weapons etc. Note that you can retreat sometimes and that it's a good idea to use (114) if badly injured.
362. From the Circular Lamplit Room, go W, SW and N.
 363. North of the Beautiful Room and south of the Crypt.
 364. W and NW from the Mound.
 365. From the Windy Store Room, go D, E, E, NE.
 366. In the Sanctum of Alchemy. See (340).
 367. Remove it with (45).
 368. W of the Straw-Filled Room.
 369. Mostly harmless.
370. From the east end of the
- Great Hall, go D, E, S, S, E, S, S, D.
 371. South of the Stairway or NW of the Great Hall.
 372. Behind the Tapestry.
 373. West of the Mound.
 374. Scenic.
 375. Tackle your reflection. See (360).
 376. Uncomfortable iron armour. Wear (90) first.
 377. Kills any single creature permanently their ghost does not return.
 378. A musical.
 379. See (326) and (75).
380. Magik does not work if iron is present, see (343). All spells require energy from the caster's body, so you lose 1 "hit point" whenever you try to cast a spell, whether or not it works. Each spell is associated with a particular object, its focus, and will only work if you have this. Thus if you want to CAST ESCAPE, for example, you had better carry the dulcimer. See the game cover for details.
381. Wear for protection against heat. See (135).
 382. D, E, S, S from the east end of the Great Hall.
 383. From the Stained Room, go N, W, N, N and E.
 384. Grows a bridge. See (395).
 385. Grow a beanstalk. See (9).
 386. Kill the dog. See (405).
 387. Drink it. See (407).
 388. Normally this returns you to the Grassy Mound where you start. See (406).
 389. Drop for a free Extinguish spell.
390. Explains how to deal with (102).
 391. Insert the Pills. See (399).
 392. Implacably hostile. Just about the only creature you can't avoid fighting.
 393. Examine it.
 394. Drop it in the Lake.
 395. Drop it beside the Chasm and see (409).
 396. Play the Dulcimer.
 397. Extinguish Chem Drop (25).
 398. Read it. See (390).
 399. Give the Meat to (52).
400. Read it when you've taken (21) to the right place. See (395).
 401. Cast Escape while holding the dulcimer. See (388).
 402. Drop it inside for (71).
 403. E from the Circular Lamplit Room.
 404. Take the Acorn. See (395).
 405. Poison the Meat. See (391).
 406. When cast on the Mound, it returns you to where it was used before. Thus it can be easily used to ferry things to and from placed deep in the caves.
 407. Restores your "hit points" to their start values.
 408. Pills, see (111).
 409. Read the Scroll.
410. Every other thing in (422).
 411. Open with care! See (420).
 412. Alkali. See (113).
 413. Magnetic. See (423).
 414. SE of the Crypt.
 415. From the Turkish Bath, go W, SW and N.
 416. Give Xiiz a treasure. See (425).
 417. From the Chasm, go W, W, SW and NW.
 418. N, E, S from the Kennel.
 419. Due east of the Mound.
420. Wear the Gas Mask.
 421. Roughly NE of where you start, beyond the Metal Gate or north of the Lake.
 422. Silver Bars, Black Ball, Book, Box, Brooch, Cloak, Iron Coins, Crucifix, Crown, Dulcimer, Medallion, Mermaid, Necklace, Opal, Pearl, Diamond and Emerald.
 423. Wave it in (208).
 424. Stretch the Waders.
 425. (30) is best because you can get it back easily.
426. Take the Red Moon Crystal to the Ruined Stone House.
 427. North of the River Tunnel.
 428. Use to move the Grill.
 429. Play it, see (152), and use it for Magik, see (10).
430. N, NW from the Bone Room.
 431. You want to drain the Lake. See (38) and then (349).
 432. The Crucifix comes in handy and see (441).
 433. Wear it when handling (33) and see (445).
 434. Provided light so long as you remain inside.
 435. Accept his offer.

36. From the Turkish Bath, go W, SW, N and W.
437. West of the Dark Junction.
438. Up and due North from the Stained Room.
439. South of the Pothole.
440. Due north of the Beautiful Room.
441. Bring the Glowing Sphere.
442. South to the Stone House, take everything and go back to the Mound. See (450).
443. In the Box. Take care!
444. A weapon. Also needed for ZAP.
445. To survive underwater, you need (64), (67) and (139).
446. Say Ollabin.
447. Beyond the cave lake: SE, D, W and S from the Beautiful Room.
448. Inside the Bottle.
449. Capture the Wind.
450. To the Lake: E, E, S, E, N, N and search the Bushes. See (458).
451. Fight (69) and extinguish (62).
452. Inside the Marble Tower, leading down to the Maze.
453. From the Windy Store Room, go D, E and SE.
454. From the Stone Kennel, go N, E, N and W.
455. Wave (82).
456. Bribe the Giant.
457. Bribe Mandana.
458. Insert the Handle and turn it. See (468).
459. Wave it to create a great wind. See (472).
460. In the Sarcophagus.
461. Very literal. See (311).
462. Throw it to extinguish the Dragons' fire.
463. East of the Metal Room.
464. Play it for (32) and use as a focus for Escape.
465. Try the Fan. See (470).
466. SW from the Treasure Vault.
467. In the Blocked Well. Use (82) to get them.
468. North onto the drained lake and open the oyster. N and SW to the Metal Gate and open it with the Key. Now you have access to the whole castle. Good luck!
469. To survive under water, see (12). Or take the Bottle and see below (470).
470. Fill with water for Kellf.
471. Wave to defeat the Dragons.
472. Keep clear if you have the Emerald.
473. Fill the Bottle with water and give it to him.
474. Go SE, SW from the base of the Staircase.
475. Take to the Ruined Stone House to win.
476. Say Obis to open it.
477. From the Windy Store Room, go Down and due South.
478. All over the place.
479. In the Chimney, beyond the Grill.
480. Absorbs hostile blows.
481. See (369).
482. From the Circular Lamplit Room, go SE, E, S and D.
483. Quite big. See (1).
484. East of the Flashing Lights and guarded by Dragons. You need (61).
485. Say Humakaat to enter.
486. Below the Stairway.
487. E, E, SE, N from the Forge.
488. South of the Vast Circular Lamplit Room.
489. From the Pothole, go D, SE, and continue Down.
490. Liverpool City Council.

