

THE GOLDEN SWORD OF BHAKHOR  
Hints sheet.

Part One. (Survival)

If you are by the Great Gate at the start, WAIT before entering.

EXAMine the alcove, the beggar and the disc.

Close the dead beggar's eyes to find a bag of money.

Do NOT go north with this bag - go to the girl who tempts you. You will be robbed, but you can get your money back later.

BEG around the market until a merchant hands you a coin.

Use the coin to buy wine.

On Eastway, by the door with a notice to the west, give the wine to the sentry. (7 or 8 moves later, he will be asleep.)

Enter the barracks to get a uniform.

Go to the armoury for a sword.

Go to the lodging house to get back your bag of money.

Buy spice in the market (it's pepper).

Throw the pepper at the preceptor to get a key.

Examine the figure in the shadows, then buy the box.

Read the scroll in the box, then examine the three gates, the arch on Pilgrim Path and the wall in the barracks.

Go north from the arch into the Hall of Knowledge, where you will be given the password for Part Two.



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Part TWO (Desert Quest).

When asked, type in the password from Part One.

Examine the mosaic.

The four doors all lead into different rooms in a maze with nine locations, but each room has a different description.

In the room with the musty smell, examine the mortar, then GET MUD.

When you see a mouse, try to catch it and follow it when it runs away. (It will eventually be eaten by a snake in an alcove.)

Examine the alcove, but do NOT try to kill the snake.

In the room without character, you will now see a mongoose.

Try to catch it, and it will run down a hole in the corner.

Examine the hole, then lift the trapdoor. (You will now be in a tunnel, with a locked door at the end.)

Return to the room without character, then follow the mongoose when it runs away.

Fill the hole in the room with the musty smell - you can now catch the mongoose. Return to the high room, where the mongoose will kill the snake.

Get an ivory disc and a key from the skeleton in the alcove, and examine them both.

The key will unlock the door at the end of the tunnel.

Go IN to a large tent, and PULL CURTAIN (a chief will attack you).

Fight the chief, then throw sand in his face.

Get the chief's robe, then get some food from within a scattering of tents. RESCUE MAIDEN from the tent where you hear a cry for help.

Follow her to a chamber behind a waterfall, where you meet Arkan-Ra.

FORGIVE HIM for losing his key and he will give you a silver disc.

DROP ROBE when it is difficult to stand in the water.

EXAMINE a hole at water level.

Having failed to cut the tail of the snake which has grasped your leg, THRUST POINT INTO HOLE.

Examine the hole again to find a key.

When the tunnel ends, DIVE, then E, D, E, E to the bottom of a deep well.

The rope will break if you climb it (which you must do) but you can climb the wall. You will be able to unlock the door you find, but will fall down again.

You are now too weak to climb again, so you must eat the food you have.

Remember to get the (broken) rope before climbing again.

From some rock-strewn ground get a rock. Throw this into a cage where an old man is imprisoned. The old man will give you a golden disc.

Examine the pavilion, then cut the canvas. (Mari-Am in here).

Lift the trapdoor at the entrance to the well inspection, then go up and east to the fringes of the camp.

To catch the white camel, make a lasso then throw it.

Examine the saddle to find a key.

Dismount when you reach a cave and go in to meet the Guardian of the Way.

Give him the discs in the order in which he asks you to identify their owners.

He will give you the password to Part Three.

Kiss Mari-Am, then unlock the door.



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Part Three. (The last adventure).

Examine the door, then type in the password from Part Two.

To cross the chess-board mosaic safely, move across it following the shape of an 'S' - W, N, W, W, S, S, S, E, E, S, S, S, W, W, N, W to foot of spiral stair.

Go up until the stairs end by a closed door east. (There are vapours in this room, which make you lose your senses and fall into a pit of alligators, so...)

HOLD BREATH, OPEN DOOR, JUMP PIT.

You can now proceed upwards until you see a pile of furs.

Examine these to awaken a barbarian who attacks you.

THROW SCIMITAR, then get his robe.

Down the stairs to the west is a room full of junk. Examine this to find a can. (Anything else is a red herring!)

Repeat the procedure to cross the alligator pit back to the spiral stair.

Open the door with blood on it, and get a pair of tongs.

Open the door where there is a chill in the air. (Without the robe you would freeze to death.)

Examine the can, then open it, get some icicles and put them in the can.

The room where there is a sulphur smell on the stair has a furnace in it.

After closing the can and closing the valve on it, GRASP CAN WITH TONGS then INSERT TONGS IN FURNACE.

You now have to PUMP BELLOWS (during which you will feel weak from the heat and have to drop the robe) until the gauge shows a high temperature.

Open the door, grasp the can again with (or in) the tongs.

In the room with mirrors, open the valve and the steam settles on the mirrors as condensation.

Go up to the assembly hall, examine Taratan and fight him. (His mace shatters your blade, so in this case, discretion is the better part of valour!)

Go north to the sanctuary of the sword and examine the mosaic.

Examine the pegs, then LIFT BOTH PEGS, which opens a door.

Go north again, then LISTEN and examine the shrine, when you will be given the golden sword.

You can now kill Taratan, after which you must sever his head.

Find your way to the Balcony of Ceremony and the end of the game.