

HINT SHEET FOR THE SNOW QUEEN

Getting out of the apartment:

Two things must be done before Gerda feels it right to leave. The first, you have probably discovered: KISS GRANDMOTHER

The second is not too difficult either, if you remember to KEEP CLEAN

Gerda is hungry

And she won't last long in the adventure unless she can do something about it. The answer is to BUY SOME BREAD, and for this you will find A PURSE toward the town. Its contents could solve the problem, but not in a way that would satisfy Gerda, so you must RETURN TO THE ALLEY and GIVE THE PURSE TO THE OLD LADY. From then on your course is clear.

The rough girls

You could GIVE THEM THE SHOES. It will work but cause trouble later. Better to GIVE THEM THE DOLL.

The boat

As in the story, you must ENTER THE BOAT and WHEN AFLOAT, THROW THE SHOES INTO THE RIVER

The Cottage

Again follow the story and CALL or SHOUT. You will then find your way to the cottage.

The hat

Gerda will not leave until, as in the story, the spell upon her has been broken by seeing the old lady's hat. Unfortunately this time round the old lady has woven an enchantment which prevents Gerda from seeing it.

The flowers can give important information, but first you must learn to talk to them. It is not difficult to find the right book to read and the right place to read it, but GERDA IS LAZY. YOU MUST TELL HER TO READ THE BOOK AGAIN WHEN SHE SAYS SHE HAS FINISHED.

Having gained the art of speaking with plants you may not find the garden flowers too helpful, although they are certainly talkative - THEY TOO ARE ENCHANTED - TRY THE MICHAELMAS DAISIES OUTSIDE THE NORTH GATE.

Good, now Gerda is willing to leave (assuming you have used the information given correctly). But it is still not easy. You will need a key to the gate. Think: SOMEONE IS FREQUENTLY LEAVING AND RE-ENTERING THE GROUNDS. HE MUST HAVE A KEY.

If you have the key and Gerda still says that it is not right to leave, then it is because SHE IS CARRYING ONE OF THE OLD LADY'S BOOKS

Good. Now we can go. But there are two important things that should have been done during Gerda's stay at the cottage, which will be important for later. She should have ENTERED THE WELL and READ THE SCROLL AFTER BATHING HER EYES.

The open road

If you have problems getting anywhere, remember: THIS IS NOT A MAZE. JUST KEEP GOING NORTH.

The Raven

Presumably you learned the language of birds during your time at the cottage. If so, you will find it easy to communicate with the raven so long as you can get his attention. The problem is that he is rather nervous. SHOW HIM THE OPAL to catch his interest.

The City Gate

If you take too long getting there, the City gate will have closed for the night. If this happens, GO TO THE SHELTERED NICHE WITH THE DRY LEAVES AND SLEEP.

The Sentry at the palace gate

YOU CAN'T GET PAST THIS ONE. BOOK A ROOM AT THE INN UNTIL HE GOES OFF DUTY

The back alley

GERDA WON'T GET THE BOTTLE, BUT EXAMINE IT: YOU NEED THE CORK!

The inn

You can pay with either of the precious fruits or the golden chain but only one of them will not be needed later: THE SILVER NUTMEG

Getting out of the in:

In the room WAIT UNTIL THE COAST IS CLEAR and don't forget to GET THE COATHANGER AND A MOTHBALL FROM THE WARDROBE.

In the bar (you should go straight down to it) EXAMINE THE BAR COUNTER and GO EAST TO BEHIND THE BAR. PULL THE RING TO OPEN THE TRAPDOOR, but it will not work unless you have first TURNED THE SPIGOT. You are now free to go, but unless you first CORK THE BARREL, you will have an accident. And serve you right, too!

In the cellar, simply climb the ramp, but you will need the COATHANGER TO HOOK THE CATCH.

The second soldier

CAN BE BRIBED WITH THE PEAR OR THE CHAIN, BUT YOU WILL NEED THE CHAIN LATER.

The toy soldiers

They seize you at random, so keep trying and you can see several locations within the palace grounds, but it is not possible to get right through without doing something about them. So GO WEST inside the palace gate, EXAMINE THE WALL and CLIMB THE LADDER.

From the Observation post, you will be able to watch the toy soldiers' patrol, and it will be a simple matter to FIND THE KEY AND TAKE IT. A short time after you have done this you will be able to proceed safely to the palace.

The big blind dog

HE RELIES SOLELY ON SMELL. DROP THE MOTHBALL.

The lady raven

Will become friendly if you GIVE HER THE CHAIN.

The lamp

You must FIND A CHAIR to reach it.

The dreams

Use the MAGIC WORDS FROM THE SCROLL.