

'KINGDOM of HAMIL' comes with on-line help which you get into by typing HELP (RETURN). The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-3 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I catch the Jackdaw?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers alongwide the words refer to the questions. The number that follow ach question is the number to key for that particular hint. Good luck!

BOOJUM	4	GROVE	14	PTERODACTYLS	26
BOOMERANG	5	HEXAPOD	15	PLAIN	2,27
CAVE	6	HOBGOBLIN	16,37	ROCK	2,27
CHAPEL	7	INFORMATION	36	ROOM 3,	9,13,36
CORNFIELD	20	JACKDAW	17	SLAB	28
CREATURE	24	LABYRINTH	18	SNARKS	4
DEPARTURE	19	LOUNGE	19	STATUE	29
DOOR	30	MAIZE	20	STEEL	30
DRAGON	8	MAZE	21,35	TAPESTRY	31
DUST	9	MONEY	35	TREASURE	32
ENCHANTRESS	10	MONSTERS	18	TYRANOSAURUS	33
FARE	11	MURALS	22	VAMPIRE	1,34
FIRE	12	OBJECT	23	WALL	12
FISH	3,13,36	PIT	24		
FOREST	6	DODTCHILL TO	25		

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1	How do I kill the *******?	21	25	How do I get past the *********	30
2	How do I get back through the ****y *****?	23	26	How do I avoid being killed by the	8
3	How can I avoid the **** **** collapsing on me?	287	27	*********	19
4	How do I avoid the	17		****y *****?	2
5	How do I avoid being killed by the *******?	18		How do I get under the ****? How do I move the	32
6	How do I get into the **** in the *****?	1470 00		******	3
7	How do I get out of the	1		How do I get past the ***** ****?	
8	How do I drive away	34		******	24
9	the ******? What is the **** ****	22 4901		*****	37
10	for? How do I avoid being	31		How do I escape from the *********	7
11	What do I need to pay the			killed by the ******?	20
12	****? How do I get past the	29	35	How do I collect all the **** in the ****	6
13	**** of ****? What can I do in the	13	36		27
14	**** ****? : What do I do in the	10		******** I find in the **** ****?	
15	soporific *****? How do I stop the	16	3.7	How do I kill the	2.5
16	****** from sobbing? How do I avoid being	25			
	killed by the ********? Now do I catch the	namen di			
	*******? How do I get past the	12 Models			
	******* in the ***********************************				
	******** ******? How do I survive in the	15			
	*********? How do I get through the	Ta Denet	041	ll stuck? Send full detai	
	**** of Hamil? What is the significance	9	to	The second second second second second	1.5
	of the *****?		4	OIKA)	
	What is a given *****?	36	TI	POLOGIKA Topologii	ST
-1	How do I avoid being killed by the ****** in the ***?	33 n	1	PO Box Stilt	on

Stilton PETERBOROUGH PE7 3BR