WITT'S NOTES

Blade of Blackpoole

also means that we may begin charging at
some outlandishly high price. However,

Remember, such books
represents months of work by a large
group of people, and you cheat yourself
time. We feel that...
out of your adventure by discovering
things for yourself. The hints should be
used only when you are completely baffled
by the situation.

INTRODUCTION

Witts' End, Assoc. is an organization founded with you, the user in mind. We provide quality support for adventure games of all types, and from all different companies. We do this at a low cost to you. Because we charge so little for our products, currently no Witts' End packages are printed.

In the future, if these booklets prove to be a success, we may add the professional touch. That means adding color and a non-copyable format. That also means that we may begin charging some outlandishly high price. However, until then all that we can do is ask you to return our good faith in you and not distribute copies to all of your friends.

Remember, each booklet that we sell represents months of work by a large group of people. Not that we didn't enjoy every minute of it!

Thanks,
Ed

HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witts' End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TWCDQ SGD QTF
LOOK UNDER THE RUG

For your convenience a short program is provided below (for Apple only) to decode the hints on your computer.

```
10  HOME
20  VTAB 8: PRINT "ENTER CLUE BELOW:"
30  HRZ = 1
40  VTAB 10: HTAB HRZ: GET CHAR$
50  IF CHAR$ = CHR$ (3) THEN 180
60  PRINT CHAR$
70  A = ASC(CHAR$)
80  IF A = 90 THEN A = 64
90  IF A = 13 THEN 10
100 IF A<>32 THEN A = A + 1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ = HRZ + 1
170 GOTO 40
180 HOME:END
```

Note: Only letters are encoded, numbers and symbols remain the same.

TABLE OF CONTENTS

The Blade of Blackpoole is a product of Sirius Software. Sirius is a trademark of Sirius Software, Inc. Witts' End associates is not, in whole or part, affiliated with Sirius Software.

GENERAL HINTS

The Blade of Blackpoole, from Sirius
is Tim Wilson's second adventure to date.
However, Blackpoole shares few of the
features of its predecessor, Kabul Spy.
That is to say, it is far better.

The colorful hi-res graphics are present,
but the setting has changed. Now the play-
er will find himself in medieval times
not in modern day Afghanistan. The quest
is now for the legendary Blade of Blackpoole,
also known as Myraglym.

The map of Blackpoole is not as con-
fusing as Kabul Spy. On the contrary, it
is rather direct and simple. However, the
player may carry very few items and there
are so many in this game! Obviously, many
items are useless. Finding out which items
are useful in a major problem in Blackpoole.

Speaking of problems, the parser should
you with hours of agony. Like many advent-
ures, Blackpoole's parser searches for
specific words and it's often difficult to
figure out the right combinations.

Blackpoole contains its share of riddles
and all of them are important. The riddles
are really the heart of the game and you
can't win without figuring them all out.
The game maps small, but you've got to
wander back and forth in order to gain
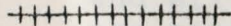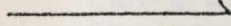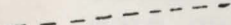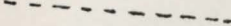more possessions.

Most problems are not insurmountable,
only a few are completely illogical.
Nothing is really well hidden and no puzzle
is too complex, so the answer is probably
right under your nose. A helpful hint:
plants are pollinized in the spring. Re-
member that just because Blackpoole is set
in medieval times doesn't mean there's a
lot of fighting. Don't lug extra items
around!

ABOUT THE MAP

Blade of Blackpoole's map is contained on two pages, but there is no room for the key. Therefore, we have placed the key on this page. Please assume that north is towards the top of the page, south towards the bottom, etc. Only objects that are visible at first sight are displayed.

Because there was no room on the second page, the maze was placed on the first. The maze is very confusing. Though there are few locations, passages twist back and forth and it is nearly impossible to negotiate without a map.

key

——————— Normal Connection

+++++++++++++++ Connection Requiring Problem Solving

————————➤ One-way Passage

- - - - - - - Up Passage

- - - - - - - - Down Passage

THE FOREST

1. How do I get past the landslide?

   A. Sgzs'r mn kzmcrkhcd!
   B. Sgzs'r z rkddohmf cqzfmn.
   C. Nq hr hs?
   D. Sqx knnjhmf zs sgd lzo.
   E. Nauhntrkx, xnt bzm's.

2. What do I do with the boat?

   A. Trd hs hm sgd onmc.
   B. Sqx ozcckhmf.
   C. Xnt mddc sgd rghdkc nq rszee.
   D. Sgd rghdkc hr eqdd.
   E. Hs bzm ad trdc hm zmx ancx ne vzsdq.
   F. Sgntfg hs hr qzsgdq gdzux.

3. How does one get past the plant?

   A. Rstlodc zqd xnt?
   B. Chc xnt sqx szkjhmf sn hs?
   C. Vgzs cn okzmsr fds hm sgd roqhmf?
   D. Sgd okzmf ltrs ad onkkhmzsdc.
   E. Dwoknqd z khsskd.
   F. Gzud xnt entmc sgd addr?
   G. Eddc sgd addr sn hs.

4. What's in the pond?

   A. Mnsghmf.
   B. Sqx chuhmf hm hs.
   C. Dwoknqd hs vhsg sgd anzs.

D. Rdd kdssdq Z.

E. Rsqzmfd, hrm's hs?

5. What's under the rock?

A. Ax sgd szudqm?

B. Vgn'r ghchmf tmcdq hs?

C. Itrs rnld fqzrr.

D. Enqfds zants sgd qnbj.

6. What do I do in the Tavern?

A. Atx zm zkd.

B. Szkj sn sgd qdftkzqr.

C. Szkj sn azqsdmcdq (atx cqhmj ehqrs).

D. Xnt fzhm uzktzakd hmenqlzshnm.

E. Bnld azbj gdqd vgdm xnt fds rvnqc.

7. What should I buy?

A. Atx dudqxsghmf.

B. Addr khjd gnmdx.

C. Kzlor fhud khfgs.

D. Jmhudr jhkk sghmfr.

E. Qnodr zqd udqx trdetk.

F. Atx xnt bzm's bzqqx ltbg.

G. Atx sgd qnod, gnmdx zmc kzlo.

8. How do I get out of the quicksand?

A. Dudq okzx zcudmstqdkzmc (Zczlr)?

B. Cnm's cqno zmxsghmf.

C. Sqx rvhllhmf.

D. Trd z chqdbshnm, khjd 'rvhl dzrs'.

9. What is the potion for?

A. Sqx cqhmjhmf hs.

B. Hs qdctbdr sghmfr.

C. Vgzs lhfgs mddc qdctbhmf?

D. Xnt lhfgs rzud hs zmc dwoknqd.

E. Sgd anzs mddcr qdctbhmf.

F. Sqx ontqhmf sgd onshnm nm anzs.

10. How do I catch the bees?

A. Vgx vntkc xnt vzms sn?

B. Szjd sgd vgnkd ghud.

C. Rlnjd lhfgs gdko.

D. Gzudm's xnt addm zqntmc?

E. Xnt ltrs gzud sgd gnmdx vhsg xnt.

11. Is the tree in the glade important?

A. Vgx dkrd vntkc sgdqd ad z ptdrshnm?

B. Sqx knnjhmf zs sgd sqdd.

C. Sgzs'r hsr nmkx rdbqds.

12. Where is the Jewel of Selmarn?

A. Hs'r mns gzqc sn ehmc.
B. Knnj hm sgd enqdrs.
C. Jddo vzmcdq mf. Gdkor sn ezkk hm ohsr.
D. Azbjsqzbjhmf lhfgs gdko.
E. Hs bnldr hm enql ne zm zltkds.

13. What is the meaning of the recluse's riddle?

A. Vgn lzjdr adcr nts ne svhfr?
B. Ahqcr ne bntqrd!
C. Rddm zmx zqntmc? (hm cdrbqhoshnmr).
D. Knnj bzqdetkkx.
E. Tmcdq sgd bkhee.
F. Inhm hm sgdhq rnmf (rhmf).
G. "Rn Knmf" ldzmr hs'r z nmd vzx sqho.
H. Xnt'c adssdq gzud zkk xxtq rstee.

14. What do I do in the cave with the torch?

A. Xnt bzm's szjd sgd snqbg.
B. Sgd snqbg hr atqmhmf.
C. Sqx khfgshmf sgd kzlo (hlonqszms).
D. Cqnoohmf sgd kzlo otsr hs nts.

15. How do I get out of the cliff?

A. Lzjd trd ne z qdtrzakd hsdl?
B. Chc xnt atx xntq rgzqd ne gdlo?
C. Sqx sgqnv qnod sgdm bkhla qnod.
D. Lzjd rtqd xnt szjd hs azbj.

16. What does Solocin mean?

A. Rzud hs enq rnldnmd'r rxlank.

B. Hs bnldr hm gzmcx mdzq sgd dmc.
C. Cn xnt qdzkkx vzms sn jmnv?
D. Rzx hs sn fqtc hcnk nm hrkzmc.

THE LAKE REGION

1. What does one do with the pad?

A. Zqd xnt sqzoodc to gdqd?
B. Sghmj ne hs zr z okzsenql.
C. Sqx rszmchmf nm sgd ozc.

2. Which tree should I climb?

A. Hm sgd ncc enqdrs?
B. Sgd nmd vhsg bqnnjdc aqzmbgdr.
C. Chc xnt kdzqm sgd lzfhb vnqc?
D. Rzx hs gdqd.
E. H sghmj xnt zqd bgdzshmf.

3. How do I descend the steep cliff?

A. Vgzs hr fnnc enq rsddo rknodr?
B. Khjd ohsr?
C. Trd sgd qnod.
D. Sqx sgqnv qnod. Bkhla qnod.
E. Cnm's enqfds sn szjd hs zfzhm.

4. How do I cross the river?

A. Cnm's xnt vhrg xnt gzc z anzs?
B. Zgz, xnt enqfns sn aqhmf hs.
C. Sgd anzs bzm ad lhmhzstqhydc.
D. Ontq sgd vghsd onshnm nm hs.
E. Cqno hs hm sgd qhudq.

5. What do I do about the Sea Monster?

A. Sghr hr sgd sntfgdrs otyykd.
B. Sgd ztsgnq sghmjr z bdqszhm vzx.
C. Zrj sgd fzld enq z ghms.
D. Lzjd sgd lnmrsdq "gzoox".
E. Xnt rgntkc gzud aqntfgs rnld rohqhsr.
F. Atx rnld zkd hm sgd ota mdws shld.
G. Ontq hs hm sgd vzsdq.

6. What does the Idol want?

A. Svn sghmfr.
B. Gzud xnt addm sn sgd qdbkturd?
C. Sdkk sgd fqtc z rsnqx.
D. Nq zs kdzrs z vnqc.
E. Rnknbhm vhkk cn.
F. Adssdq xds, fhud ghl rnldsghmf.
G. Gd khjdr sn qdzc. (Annjk).

7. How do I kill the Lizard?

A. Vhsg z vdzonm.
B. Sqx sgd jmhed.
C. Nq azsskdzw.
D. Xnt mddc sgd knmfanv.
E. Zmc zm zqqnv.
F. Rzx z lzfhb vnqc gdqd.
G. Hs'r mns rnknbhm.
H. Rzx qdfmhkn.
I. Rnqqx zants sgzs. Sqx Lzgcdm.
J. Mnv, rgnns khyzqc vhsg anv zmc zqqnv.

8. What do I do with the sword?

A. Gzud xnt addm hm sgd bzud?
B. Sqx qdzchmf sgd hmrbqhoshbmr.
C. Ots sgd rvnqc nm sgd zksza.
D. Mnv rodzj sgd mzld ne sgd rvnqc.
E. Hs hr lxqzfkxl.

THE CAVE

1. How do I move the boulder?

A. Xnt bzm's.
B. Xnt bzm gnvdudq, aqdzj hs.
C. Chc xnt ehmc sgd stmhmf enqj?
D. Rsqhjd hs vhsg sgd enqj.
E. Bqzyx, gtg!

2. What is the helmet for?

A. Gzud xnt addm sn sgd kzjd?
B. Xnt bzm fn chuhmf vhsg hs.
C. Xnt qdzbg sgd khyzqc vhsg hs nm.
D. Nsgdqvhrd, xnt'c cqnvm.

3. How do I open the door?

A. Xnt mddc sgd jdx.
B. Sgd hcnk gzr hs.
C. Fhud sgd hcnk rnldsghmf.
D. Fhud hs sgd annj.

OTHER QUESTIONS

1. How does one get back to the tavern?

A. Rdd ptdrshnm dhfgs (kzjd zqdz).
B. Xnt ltrs ots rvnqc nm zkszq.
C. Sghr qdstqmr xnt sn enqbdr.

2. How can I keep from starving to death?

A. Mdws shld, okzm zgdzc.

B. Vgzs hr z rntqbd ne ennc?
C. Trd sgd gnmdx.
C. Onrhshnm hs mdzq sgd bkhee.

3. What is the goal of Blade of Blackpoole?

A. Vgzs hr hsr shskd?
B. Qdbnudq sgd rvnqc.
C. Aqhmf hs azbj sn sgd szudqm.
D. Enq zkk sn rdd.

4. What is the Hammer for?

A. Fnnc ptdrshnm.
B. Vgzs hr sgd azsskdzw enq?
C. Vgzs hr sgd rszee enq?
D. Vgzs hr sgd qnbj enq?
E. Mnshbd z ozssdqm?
F. Ozqs ne sgd naidbs hr chrbnudqhmf...
G. Vgzs xnt cnm's mddc.

5. Where is the portal?

A. Hm sgd kzjd.
B. Zbstzkkx tmcdq sgd kzjd.
C. Mnshbd z rgzcnv zmxvgdqd?
D. Fn vdrs ne bdmsdq.

6. How do I avoid the pit?

A. Fnnc khfgshmf gdkor.
B. Khfgs sgd kzlo.
C. Zkrn gdkor ehmc idvdk ne rdklzqm.

COMPLETE LIST OF ITEMS

This list contains only those items
that can be picked up and carried. It
is intended as an aid for the player who
needs to know what he is missing. It
should not be studied too closely by those
who have not yet solved the game.

Shield
Boat
Axe
Lamp
Staff
Knife
Rope
Honey
Bees
Hammer
Rock
Potion
Amulet
Ale
Fork
Sword
Longbow
Scroll
Key
Book
Helmet
Arrow
Moneybelt

We hope that you have enjoyed the use
of this booklet, and that you have re-
ceived the maximum benefit possible from
you, the user, and if you should still
be having any problems with this game,
feel free to send in your enclosed reg-
istration card, along with your queries.
We will answer your letter as soon as
possible, providing you with personal
service.

Also, should you have any complaints
or suggestions about this, or any other
of our products, feel free to write us.
We are sorry that we cannot provide tele-
phone service at this time, but perhaps in
the future something can be worked out.

Your purchase assures you a free cata-
log with your order and quarterly updates.
Anyone can order another by sending in
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Happy Adventuring!!

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