



EGYPTIAN ADVENTURE

Hint Sheet

This hint sheet is designed to give help in locating objects and solving problems - it does not give solutions. Look up the entry in the alphabetical listing and then read the hint under the first number shown. This will usually give a clue, and the second number will give more information. Occasionally there will be a further reference number for more information. There are many false hints included, some of which will mislead you, so beware - only read the clue for the problem or object you need. For answers to specific problems, write to Duckworth at the address shown below, enclosing an sae.

General hints: Always examine everything and don't assume that once you have used something it can be discarded. Some objects may have a use which is not obvious at first. If the program tells you it does not understand something try using other words. Read the description of your surroundings carefully and always save your progress before trying something that might be dangerous.

AHMED:	2/99	GOLDEN DISC:	58/105	SAKHMET:	154/163
ANUBIS:	17/34	HELICOPTER:	73/110	SARCOPHAGUS:	116/150
ARABS:	76/104	HIEROGLYPHS:	44/72	SCARAB:	85/106
BANK MANAGER:	45/100	HORUS:	59/82	SCROLL:	90/127
BEER:	7/120	JAPANESE:	62/97	SEPTILATERAL	
BETLE:	85/106	LAKE:	3/10	CHAMBER:	133/159
BOAT:	23/69	LEVER:	168/180	SKELETON:	92/136
BONE:	38/51	LOCUSTS:	79/111	SLIPPERS:	122/128
BOOK:	11/40	MACE:	91/115	SMALL KEY:	124/143
BOOMERANG:	29/63	MAGIC TREE:	80/94	SMALL TUNNEL:	31/57
BOULDERS:	5/101	MATCHES:	26/56	SNAKES:	123/135
BRIDGE:	16/50	MISTY CHAMBER:	75/107	SNOW FIELDS:	145/157
BULGE:	33/81	MONEY:	83/114	STRANGE CROSS:	138/152
CAVERNS:	19/77	MUMMY:	93/113	SUNGLASSES:	155/172
CHIMNEY:	15/102	NARROW PATH:	9/46	STRING:	134/151
CHUTE:	14/78	OBELISK:	58/105	SWAMP:	126/149
COBRA:	21/41	PENTAGONAL		TENNIS	
COMPASS:	28/49	CHAMBER:	17/34	RACQUETS:	132/144
CURATOR:	13/109	PERSIAN		TOMB ENTRANCE:	96/121
DESERT:	22/43	CARPET:	48/71	TREE:	158/164
DOG:	42/64	PLATFORM:	86/112	URAEUS:	84/118
DOMED ROOM:	25/70	POMEGRANATE:	74/95	UPUAUT:	125/115
EARTHQUAKE:	6/39	PRIEST:	89/119	UNDERGROUND	
END OF LEDGE:	36/61	RA:	139/153	RIVER:	146/165
FIREPLACE:	27/52	RAVEN:	142/162	VIAL OF	
FLOOD ROOM:	35/55	RECEPTIONIST:	87/129	LIQUID:	166/177
FLUTE:	32/54	RIFLE:	88/117	VULTURE:	137/161
FOOT OF SHAFT:	37/185	ROCK FALL:	9/46	WELL:	130/148
FOREST:	4/98	ROPE:	1/184	WOODEN DOOR:	156/174

1. Very useful
2. He needs persuasion
3. You need to find the means
4. Mark your progress
5. Magic is needed to clear a passage
6. Don't be hasty
7. Don't waste it
8. Have a go at cleaning it
9. You need to be quiet
10. Look in the forest
11. What's it about?
12. Don't lose your head
13. If he's impressed he'll help
14. Don't do the obvious
15. The Indians knew how
16. Have some respect
17. It likes canines
18. Why not risk it?
19. Local knowledge might help
20. Turn it to the left
21. He needs to be lulled
22. Sense of direction is your problem
23. Divine help is needed
24. Pray for guidance
25. Name-dropper!
26. Look in Hotel
27. Read up on false doors in pyramids
28. Sir Edmund might have left it around
29. It's a relic, so where would it be?
30. Break it down
31. Read some instructions
32. Arabs like music
33. It has to be broken
34. And is a stickler for ceremony
35. Don't enter first
36. It's obvious what you need!
37. George (Bolero) might help
38. Didn't you pass some?
39. Don't be hasty (and then some)
40. Should be your first buy
41. It soothes the savage breast (188 more)
42. Make friends first
43. You need a compass (181 more)
44. Swot up
45. What is he usually wanted for?
46. Make sure your footsteps don't echo
47. Open the door with the key
48. Perhaps it's magical
49. At the summit of the mountains
50. Worship Him before crossing
51. In the desert
52. Deal with Ra first
53. Sing something simple
54. It's in their camp
55. Get the dog to enter (108 more)
56. On the landing
57. They're written down somewhere
58. Be respectful at the Obelisk
59. Protect your head
60. Leave the rope behind
61. Tie it first
62. Be polite
63. Talk to the head man after getting loan
64. What do they normally like?
65. Whistle
66. Wait for it
67. Say it again
68. Try later
69. Seek He who opens the way
70. Could be a password
71. Use it in the right place
72. You need the book
73. Get in first
74. Money grows on them
75. Make a bridge
76. Beat them at their own game
77. Is there someone to ask?
78. Climb down when ready
79. Put them off the scent
80. Look around the Oasis
81. Set your sights high
82. Wear something reflective
83. You might be short at first
84. It's low down
85. They like sand
86. It works by weight
87. It talks they say
88. Search the camp
89. He's been standing there for years
90. It's close to the tomb entrance
91. Get the beetle then see 146
92. It died of thirst
93. It's probably dry
94. To the North of it
95. But this needs a magical one
96. Don't be impatient
97. Just bow
98. Drop things at each place
99. And an inducement
100. You need to show you're serious
101. Wave the relic
102. The rope trick
103. Stick it in your ear
104. Give them some of their own medicine
105. Worship Him and then explore (189 more)
106. Search the skeleton
107. A wide one
108. Throw the Boomerang
109. Have disc book and lots of money with you
110. Then use the obvious
111. Chanel No. 5 perhaps?
112. Need to be lighter coming up (131 more)
113. It will damage its health
114. Get some more soon
115. Position it then pray to him
116. There's nothing IN it
117. Don't waste the ammo
118. Take the elevator
119. Oh his poor feet
120. Don't drink it
121. You'll just have to wait
122. Look in the bazaar
123. Think of higher things
124. Above the bar
125. He needs an offering
126. Need support here
127. Look to the West
128. Very useful
129. Show the colour of it
130. Perhaps it's charitable
131. Be sure to discard the right things
132. Look in Hotel's dining room
133. Display your credentials
134. Try the bazaar
135. Go over their heads
136. Play the doctor
137. 'Wings' might frighten it
138. Don't you wish you had it
139. see Septilateral Chamber
140. Try help
141. Wait a while
142. He needs a sign
143. Could be an ignition key
144. Not for playing games
145. Snow blindness is a terrible thing
146. Seek He who opens the way
147. Try it first
148. A wishing well
149. Use tennis racquets (160 more)
150. Get a move on
151. Could come in handy later
152. You really must wish to have it
153. Ammon-Ra's gift will help (173 more)
154. She likes blood
155. Pilots like them
156. Don't be angry
157. What do skiers wear?
158. It might move
159. Wear one and carry the other
160. Tie them on (175 more)
161. Make it fly
162. Show him your credentials
163. Mix her a cocktail (174 more)
164. Don't push your luck
165. see Mace (179 more)
166. Well, well, well
167. Go by the book
168. Don't go empty-handed
169. Drink the beer
170. Something wooden (187 more)
171. But Cross is a good concept (176 more)
172. Don't wear them in dark places
173. Place it for help
174. Its juice is red
175. Don't carry too much (190 more)
176. It's on rising butts
177. Look in the well
178. Pray for guidance
179. There may be more than one way to it
180. see Platform
181. Don't get too hot
182. Don't throw it
183. Say Abracadabra
184. Always keep it nearby
185. You'll need buoyancy (170 more)
186. Drink the beer
187. And a 'seat belt'
188. Don't drop anything
189. Climb it
190. Especially not the boat

