

A LEGACY FOR ALARIC Tips

Farmer

Just SAY TO FARMER "HELLO" and he will answer you and offer you a task to do. Complete the task and he will reward you with some fertiliser.

SQUIRREL

The nearest thing you will get to a 'red-herring' but be careful that he does not steal the seed from you once you have found it!

SEED

Examine the hole in the tree to learn of the nuts and then search the nuts to find the seed. To be able to leave the forest with the seed, you must change its appearance making it grow might help.

FLASK

Useful for keeping hot and cold things in, so take a good look around where the snow lies 'undisturbed'.

WARRIOR

Do not waste your time trying to get rid of him, just ask somebody else to do it for you.

STABLE

Search amongst the hay and see what you find but if you must read the poster don't hang around.

THE SOFT BUSH

Examine it to find an article of clothing.

ADVENTURER

When you meet him just accept his invitation and sit down by the fire.

TOWER

Its occupant will not open the door to strangers so why not try knocking and hiding and if you can get him to extend an arm or two just grab it and hang on tight!

BRIAN

If he won't let you in just try bribing him. Also why not ask him to help you with disposing of the warrior SAY TO BRIAN "FIGHT WARRIOR" or something similar.

INN

In here you can find the means to light your lamp ... ask the landlord and to locate a cork just visit the loo. When the Dwarf collapses in a drunken stupor just get some wax from the candle and quickly make an impression of the key.

BOAT

Examine it carefully before climbing aboard and if necessary carry out some repair work before setting sail.

NOTE: Remove the document from the sack and read it to learn of your quest and objective.

Use the fertiliser to make the seed grow ... rub it in well!!!

A discarded stilt can sometimes serve as a 'makeshift' oar.

The landlord can be quite helpful is asked the correct questions.

Make sure you give the coin to Brian BEFORE asking for his help with the Warrior.

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Start - I - W - W - S - Sit - (You get a lamp) - Look in Sack - Get Document from Sack - Read Document - (Tells of quest) - Put Document in sack - N - E - E - S - SE - E - NE - E - Say to Farmer "Hello" - Get Letter - W - NE - Get Poster - Search Straw - Get Coin - SW - Read Poster - Put Poster in Sack - SW - X Door - Open Door - Knock on Door - Give Coin to Brian - N - W - Get Cork - Put Coin in Sack - Put Cork in Sack - E - Light Lamp - X Dwarf - X Table - X Candle - Get Wax - Press Key in Wax - Put Wax in Sack - S - NE - N - N - N - X Door - Read Sign - Drop Letter - Knock on Door - Hide - Grab Hand - N - Search Rubbish - Open Door - D - Get Treasure - Up - S - S - Get Stilt - S - E - Give Treasure to Farmer - Get Fertilizer - W - SW - W - NW - N - W - Search Snow - Get Flask - Wear Gauntlet - Get Snow - Put snow in Flask - Put Flask in Sack - W - X Hole - Search Nuts - (Sometimes the Squirrel stops you taking the seed or he grabs it back. distract him by moving about then:-) Get Seed - Rub The Seed Wll into the Fertilizer - X Seed - Put the seed in the sack - Put the fertilizer in the sack - E - E - S - SE - E - S - S - SW - X Soft Bush - Get Habit - X Habit - Get Tights - NE - SE - (Meet a Warrior) - X Warrior - NW - N - N - Say to Brian "Fight Warrior" - S - S - SE - SE - S - X Boat - Get Cork from Sack - Put Cork in Hole - D - Get Oar - (Must have stilt for other Oar) - Read Words - (Answer :- LAW) - Row South - Row South - Row South - Row West - Row South - Row South -

Game Finished with 150/150.