THEME PARK - HINT SHEET.

BACKPACK   : Wear it to free hands - it will hold up to 10 tems.
GORILLA   : Kill him with bow & arrow - see Spider - see knife.
SKELETON   : Examine it to find boots and overalls.
               Move it to find the backpack.
STONE   : When open gives access to inside volcano.
DOOR
CHEST   : It contains the fiddle.
AXE   : Needed to cut branch and break padlock on chest.
TORCH   : Light it to see in the dark. It has a limited life.
               Needed in volcano, in tunnel and well.
CARRION   : Carry to lure leopard who will chase dog away. Throw
               it in the spider's cave to lure spider off its web.
BRANCH   : Kill spider with it and also use it in conjunction
               with the rock to open the trapdoor.
ARROW   : Fire arrow at gorilla - make sure arrow has been
               dipped in poison.
BOW   : Use with arrow.
BANANA   : Use it to entice elephant to appear when you are up
               the tree.
ROCK   : See branch above.
GORILLA'S   : Wear it to frighten away the goblin.
HIDE
HAMMER   : Use it to break up the large pieces of masonry.
KNIFE   : Use it to skin dead gorilla and to cut down a length
               of vine and also to cut a reed.
DOG   : Stops you entering huts - see carrion above.
HORN   : Blow it to open the stone door.
FIDDLE   : Play it to open the door under the ruined castle.
SPIDER   : Stops you from climbing the web - stops you from
               examining or moving the skeleton. When dead dip
               arrow in posion
BOOTS &   : Find and wear them as quickly as possible
OVERALLS
VINE   : Put around neck so that you can go down ladder.
               Tie at on last rung of the ladder.
LION   : Appears after you have killed the gorilla. It will
               kill you if you stay around too long.
REED   : Cut one at lakeside. Need to put it in your mouth
               if you want to dive beneath the surface.

LUTE - TUSK - BLOWPIPE - FIDDLE AND HORN ARE THE 5 ITEMS THAT
YOU NEED TO FINISH THE GAME.

THEME PARK - A STEP BY STEP SOLUTION.

I - EXAMINE TOKEN - EXAMINE SLOT - INSERT TOKEN - ENTER - NORTH - WEST - WEST - EXAMINE TREE (IT'S A BANANA TREE) - SHAKE TREE - SHAKE TREE - GET BANANA - EAST - EAST - NORTH - NORTH - NORTH - NORTH - INSERT TOKEN - ENTER - INSERT TOKEN - NORTH - UP - UP - X FORK (YOU SEE THE REMAINS OF A LEOPARD'S KILL) - X BRANCH (IDEAL FOR CUTTING) - GET MEAT - DOWN - DROP BANANA (WAIT UNTIL ELEPHANT APPEARS AND THEN) - JUMP (ELEPHANT TRAMPLES DOWN THE TALL GRAS) - SOUTH - SOUTH - SOUTH - SOUTH - SOUTH - EXIT - R/S - SOUTH - WEST - WEST - NW - INSERT TOKEN - ENTER - INSERT TOKEN - NORTH (TO NATIVE VILLAGE) - NORTH (TO HUT GUARDED BY DOG) - WAIT UNTIL LEOPARD APPEARS IT CHASES DOG - N.B. YOU MUST BE CARRTING THE CARRION) - NORTH - EXAM STRAW - GET ALL.

SOUTH - SW - WEST - EXAMINE STRAW- EXAMINE HUT - GET ALL - EAST - EAST - EAST - EAST - EXAMINE STRAW - GET ALL - (IN THE HUTS YOU SHOULD HAVE FOUND A TORCH, AN AXE, A BOW & ARROW) - WEST - SW - SOUTH - EXIT - R/S - SE - EAST - EAST - NORTH - INSERT TOKEN - SOUTH - EAST - EAST - SOUTH - THROW MEAT IN CAVE (SPIDER DROPS DOWN AND INSPECTS THE MEAT) - DROP ALL EXCEPT AXE - NORTH - WEST - WEST - NORTH - ENTER - INSERT TOKEN - NORTH - UP - UP - CUT BRANCH - DOWN - DOWN - GET ALL - SOUTH - EXIT - SOUTH - EAST - EAST - SOUTH - GET ARROW - EAST - KILL SPIDER WITH BRANCH.

EXAMINE SPIDER - DIP ARROW IN POISON - EXAMINE SKELETON (YOU SEE SOME BOOTS AND OVERALLS) - GET AND WEAR OVERALLS - GET AND WEAR BOOTS - MOVE SKELETON - (YOU PULL OUT A BACKPACK) - PUT ALL IN PACK - UP - NORTH - NORTH - UP - GET HORN - DROP BRANCH (NEEDED LATER AT RUINED CASTLE) - DOWN - SOUTH - SOUTH - DOWN - GET ALL - WEAR PACK - WEST - GET ALL - PUT ALL IN PACK - WEST - WEST - WEST - SW - WEST - GET TOKEN - INSERT IT - ENTER - INSERT TOKEN - WEST - EXAMINE BANKS (YOU SEE SOME REEDS GROWING) - EXAMINE REEDS (YOU SEE A HAMMER) - GET HAMMER - EAST - EXIT - EAST - NE - EAST - EAST - EAST - EAST - DROP BOW - PUT ALL IN PACK - UP.

NORTH - NORTH - UP - GET BRANCH - EAST - GET TOKEN - INSERT IT - ENTER - INSERT TOKEN - EAST - EAST - DROP BRANCH - MOVE MASONRY - BREAK MASONRY WITH HAMMER - MOVE MASONRY (A TRAPDOOR IS REVEALED) - EXAMINE TRAPDOOR (YOU SEE AN IRON RING FIXED TO THE TRAPDOOR AND ALSO A KNIFE) - GET KNIFE - DROP HAMMER - WEST - WEST - EXIT - WEST - DOWN - PUT ALL IN PACK - DOWN - SOUTH - SOUTH - DOWN - GET BOW - WEST - NORTH - WEST - WEST - WEST - WEST - NW - GET TOKEN - INSERT IT - ENTER - INSERT TOKEN - NORTH - NORTH - GET TORCH - LIGHT IT.

SOUTH - SOUTH - EXIT - SE - EAST - EAST - NORTH - INSERT TOKEN - ENTER - NORTH - NORTH - NORTH - NORTH - NORTH - NORTH (A GORILLA BARS THE ROUTE TO THE NORTH) - GET ARROW (MAKE SURE THAT IT HAS BEEN DIPPED IN THE POISON) - GET KNIFE - FIRE ARROW AT GORILLA - NORTH - REMOVE HIDE (MUST CARRY KNIFE) - GET HIDE - NORTH - NORTH - NORTH - NORTH - NORTH - NORTH - EXAMINE VOLCANO (YOU SEE A STONE DOOR) - EXAMINE DOOR (YOU SEE A PICTURE OF THE ANGEL, GABRIEL) - GET HORN - BLOW HORN (THE DOOR OPENS) - ENTER - UP (THE SLAMS SHUT) - UP - UP - UP - UP - GET TUSK - PUT ALL IN PACK - (WAIT UNTIL CLOUD APPEARS) - JUMP (THE CLOUD FLOATS DOWN INTO THE FOREST) - GET SPADE.

PUT ALL IN PACK - DROP BOW - NORTH - NORTH - NORTH - WEST - WEST - NORTH - GET TOKEN - ENTER - INSERT TOKEN - NORTH - NORTH - NORTH - NORTH - NORTH - NORTH - (MAKE SURE LION HAS GONE) - NORTH - EAST - NORTH - GET KNIFE - CUT VINE - GET VINE - SOUTH - WEST - SOUTH - SOUTH - SOUTH - SOUTH - SOUTH - SOUTH - SOUTH - SOUTH - EXIT - SOUTH - WEST - WEST - NW - INSERT TOKEN - ENTER - INSERT TOKEN - NORTH - NORTH - GET TORCH - LIGHT IT - NORTH - NE.

DOWN - DOWN - DROP TORCH - UP - HANG VINE AROUND NECK - DROP ALL - DOWN - DOWN - DOWN - DOWN - GET VINE - TIE VINE TO LADDER - DOWN - GET SPADE - DIG (YOU TURN UP A BLOWPIPE) - GET ALL - PUT ALL IN PACK - UP - UP - UP - UP - UP - UP - GET ALL - SW - SOUTH - SOUTH - SOUTH - EXIT - SE - SOUTH - WEST - INSERT TOKEN - ENTER - INSERT TOKEN - WEST - GET KNIFE - CUT REED - GET REED - DROP KNIFE - DROP HIDE - SWIM - DIVE - PUT REED IN MOUTH - DIVE - DIVE - NW - GET ROCK - PUT ROCK IN PACK - NE - EXAMINE BOTTOM - GET SPADE - DIG (YOU UNCOVER A CHEST) - DROP SPADE - EXAMINE CHEST (IT HAS A RUSTY OLD PADLOCK).

GET AXE - HIT PADLOCK WITH AXE - LOOK IN CHEST - GET FIDDLE - DROP AXE - PUT ALL IN PACK - UP - UP - SE - SW - EXIT - DROP REED - GET HIDE - WEAR IT - EAST - EXIT - EAST - NE - EAST - NORTH - NW - INSERT TOKEN - ENTER - INSERT TOKEN - NORTH - NORTH - GET TORCH - LIGHT IT - SOUTH - SOUTH - EXIT - SE - EAST - EAST - EAST - EAST - SOUTH - EAST - UP - NORTH - NORTH - UP - EAST - INSERT TOKEN - ENTER - INSERT TOKEN - EAST - EAST - GET BRANCH - PLACE BRANCH IN RING.

GET ROCK - PLACE ROCK UNDER BRANCH (THE END OF THE BRANCH STICKS UP IN THE AIR) - PUSH DOWN ON BRANCH (THE TRAPDOOR FLIES OPEN) - DOWN (MUST HAVE LIT TORCH) - NORTH - EAST - WEST - (GOBLIN WILL RUN IF YOU ARE DRESSED AS GORILLA) - EXAMINE DOOR (THERE'S A NOTICE ON THE DOOR IN ROMAN NUMERALS - CHANGE THEM TO ORDINARY NUMBERS AND THEN THE NUMBERS INTO LETTERS OF THE ALPHABET - 1 = A 2 = B etc. IT'S A PICTURE OF NERO) - GET FIDDLE - PLAY FIDDLE - ENTER - CLOSE DOOR - PLAY FIDDLE - EXAMINE DOOR (YOU SEE A LUTE HANGING UP) - GET LUTE - PLAY FIDDLE - EXIT - SOUTH - UP - WEST - WEST - EXIT - WEST - DROP TORCH - PUT ALL IN PACK - DOWN - SOUTH - SOUTH - DOWN - WEST - SOUTH - SOUTH - WEST - WEST - SOUTH - GET TOKEN - INSERT TOKEN - ENTER - GAME OVER 100% IN 462 TURNS.

N.B. BE CAREFUL NOT TO LEAVE THE TORCH ALIGHT WHEN NOT IN USE AS IT ONLY HAS A LIMITED LIFE. YOU NEED A LIGHT INSIDE THE VOLCANO, IN THE TUNNELS UNDER THE CASTLE AND AT THE BOTTOM OF THE WELL.

THE SPIDER CAN BE KILLED IN SEVERAL WAYS - WITH THE ROCK, THE AXE, THE TORCH BUT EACH OF THESE METHODS DESTROYS THE POISON SAC. THE CORRECT METHOD IS TO USE THE BRANCH.

YOU ARE RESTRICTED TO ONE ITEM WHEN MOVING ABOUT ON THE SPIDER'S WEB, WHEN CLIMBING TREES AND ALSO WHEN SWIMMING IN THE LAKE. HOWEVER, YOU CAN WEAR THE BACKPACK AND IT HOLDS 10 ITEMS.

ONCE THE GORILLA HAS BEEN SKINNED A LION WILL START TO APPROACH. IF YOU STAY AROUND TOO LONG YOU WILL BE THE MAIN COURSE.

IF THE DOG BITES YOU 4 TIMES YOU WILL HAVE TO RETIRE FROM THE GAME.

CLOTHING AND FOOTWEAR MUST BE FOUND AS SOON AS POSSIBLE.

THE TUNNLE MAZE IS QUITE SIMPLE TO SOLVE - DOWN - N - E - W AND TO GET BACK - S. THERE IS A HINT GIVEN HERE IF ASKED FOR.