

Castle of Riddles

for the BBC Microcomputer and Acorn Electron

HINTS AND ANSWERS

These hints and answers are arranged in a jumbled order to make it harder to accidentally see the solution to other questions. If you do not want to risk spoiling the rest of the adventure, ask a friend to look up the hint or answer to your question for you.

PROBLEMS ARISING, AND HINTS/ANSWERS TO SOLVE

I keep dying when I enter the castle/it's dark and I don't know what to do?

Hint 20, Answer 32

I get lost in the forest.

Hint 29, Answer 10

I don't see what SOS has to do with anything!

Hint 17

I can't find my way through the white maze just inside the castle.

Hint 24, Answer 8

I die when I try to take the Ring.

Answer 5

My lamp goes out when I go to the Fountain of Youth.

Hint 14, Answer 28

I can't open the safe.

Hint 7, Answer 19

I can't get back after I go through the walls of light.

Hint 26

I can't go through a wall of light twice.

Answer 3

I can't find my way out of the well area.

Hint 15, Answer 9

I can't find a coin to use in the well.

Answer 31

I get killed by the bear.

Hint 22, Answer 53

I die if I lie on the bed.

Answer 1

I can see how to get past the bear, but I can't get the treasure he guards.

Hint 6, Answer 38

I can't answer one or more of the riddles.

Answer 35

I die when I read the book.

Answer 1

When I reach the sitting room, Father Bear kills me.

Hint 37, Answer 4

I can't see how to get further than the sitting room.

Hint 36, Answer 4

I can't see how to escape from under the ground.

Hint 42, Answer 45

I die when I dig under ground.

Hint 60, Answer 33

The Corridor of Doom is just that - it's fatal!

Hint 37, Answer 2

I don't know how to deal with the blood-sucker.

Hint 40, Answer 58

I can get a reaction from the blood-sucker, but I still die.

Hint 46, Answer 58

I can survive the Doom Corridor, but I can't get anywhere.

Hint 39, Answer 47

I can't get the bucket.

Answer 34

The wild dogs get me.

Hint 37, Answer 48

I die when I jump off the ledge.

Hint 13, Answer 27

I drown in the forest when it floods.

Hint 21, Answer 25

I die even if I climb a tree.

Answer 30

I drown even if I'm in the boat.

Hint 23, Answer 41

I drown trying to bail out the boat.

Hint 16, Answer 41

I can't map the black maze/I lose objects in the black maze.

Hint 43, Answer 50

The case explodes soon after I pick it up.

Answer 51

I've solved the black maze but can't get out of it.

Hint 49, Answer 56

I can't get anywhere in the Giants' shooting gallery.

Answer 12

I can't explore all the shooting gallery.

Hint 54, Answer 55

I can't find a use for the ticking box.

Answer 44

I can't get out from the pinnacle.

Answer 57

I die when I jump from the pinnacle.

Answer 52

I ruin the cushion and lose a treasure.

Hint 18, Answer 11

I can't remember the order of the riddles!

Hint 59

HINTS AND ANSWERS

- 1 So don't do it!
- 2 You must keep moving or the blood-sucker will get you.
- 3 No, you can't. Once only per exit!
- 4 You can escape from the room by sitting on the chairs.
- 5 So don't take it! Bide your time.
- 6 You need to scare him away somehow. Do you have anything that would do the trick?
- 7 It won't open to force - only to magic.
- 8 Try turning off your lamp.
- 9 Drop a gold coin down it!
- 10 Try climbing a tree.
- 11 Take it into the Fountain of Youth!
- 12 You have to explore in a preset order, sometimes stopping in one place.
- 13 Yes, you would, unless you could fly.. or glide..
- 14 Yes, it's getting younger - but too much so, because you're using it.
- 15 Pay up! If you haven't any cash, check the forest.
- 16 Isn't there an implement you could use?
- 17 Try saying it in a room which is relevant to SOS!
- 18 Do you know a way to restore things to their former glory?

- 19 Gloop will do it - but only after you've found out about it!
- 20 You need a light source - can you find one?
- 21 What you need is a boat!
- 22 The bear is patrolling a regular course. You die if you and he arrive at the same place at the same time.
- 23 Better empty the boat somehow.
- 24 Normally one maps mazes by dropping objects, but you don't have enough to be able to do that. What other actions could you do?
- 25 Climb a tree and look for a boat.
- 26 That's correct - there is no direct way back. Just carry on exploring.
- 27 Better have the hanglider along!
- 28 If you turn it off before entering, you can recharge it; but only once. You really should save the fountain for something else.
- 29 Yes indeed, though west is useful. But how would you see your way out of a forest?
- 30 You've got just enough time to climb a tree, find the boat and get in it.
- 31 Seek west of the forest and ye shall find.
- 32 Look in the area north of the castle.
- 33 Take the rod with you.
- 34 Keep trying!
- 35 There's no way to hint to the answer to a riddle, so here they are: What gets wetter as it dries? Towel. Little Nancy Etticoat..? Candle. A rich man has..? Pounds. What does everyone overlook? Nose. The beginning of

- eternity..? E. Lives in winter..? Icicle.
- 36 What would be a suitable action in the Bears's sitting room?
 - 37 Don't hang around in there!
 - 38 Stand in a safe place north of his patrolling area and throw the book at him.
 - 39 What would be a useful thing to do to a magic mirror?
 - 40 Try to give him something he'll think is blood.
 - 41 Bail boat when you're warned, but have the bucket along.
 - 42 In a region full of earth, what would be a good idea?
 - 43 Dragons puffing smoke.. now what does that remind me of?
 - 44 Leave it with the bomb and see what happens later.
 - 45 Try digging.
 - 46 If he could only be SURE it contained blood, it'd be much safer.
 - 47 Rub the mirror.
 - 48 Don't stop, and jump when you run out of places to go.
 - 49 What do all those colours make you think of?
 - 50 Get the rod by using SOS before the bear, and wave it in the black maze.
 - 51 Yes, it's a bomb. So use it wisely.
 - 52 Better leave something soft to land on below you, then!

53 Wait till the bear leaves northeast, and then follow him round. Don't stop to pick up the treasure, or he'll get you.

54 Not unless you could scare the giants away!

55 Leave the bomb in the only room you can pause in, and get out of there. Once the bomb has gone off, venture in again.

56 Try Rainbow, Spectrum, Roygbiv, or something.

57 Try jumping.

58 Throw the can at him after you've opened it.

59 I really shouldn't need to help you here - that's just plain bad memory!

60 You need something to prop the roof up with.

- 12) Don't tell the boat leaves tomorrow. And don't follow him around. Don't stop to pick up the treasure, or he'll get you.
- 13) Not unless you could reach the giant's cave!
- 14) Leave the boat in the only room you can reach it, and get out of there. Once the boat has your wife, everyone is again.
- 15) Try Rainbow, Spectrum, Argyle, or something.
- 16) Try jumping.
- 17) Forget the rest of his other things, spread it.
- 18) I really should be paid to help you have a chat's just plain hat-ness!
- 19) You need something to plug the hole up with.

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