

Sphinx Adventure

for the BBC Microcomputer

HINTS and ANSWERS

Here is a list of commonly asked questions about Sphinx Adventure, together with a set of hints and answers.

The 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

- 1) I can't open the clam.
Hint 46 Answer 22
- 2) What do I pay to get across the toll bridge?
Answer 45
- 3) How do I kill the vampire?
Hint 44 Answer 21
- 4) I can't get across the chasm.
Hint 43 Answer 20
- 5) I can't get across the glacier, as it breaks.
Hint 42 Answer 19
- 6) I can't get out of the serpent.
Hint 41 Answer 18
- 7) I can't get out from the bottom of the rock
slide.
Hint 40 Answer 17
- 8) I can't get across the lake.
Hint 39 Answer 16
- 9) The pirate can't be killed.
Hint 38 Answer 15
- 10) The pirate steals something whenever I move away
from him.
Hint 37 Answer 14
- 11) I have lost something. How do I get it back?
Hint 36 Answer 13
- 12) I can't pass the fiery walls.
Hint 35 Answer 12
- 13) After a time my lamp runs out.
Hint 34 Answer 11
- 14) I can't get past the goblins.
Hint 33 Answer 10

- 15) I lose a weapon when I kill the dragon.
Hint 32 Answer 9
- 16) I can't find the dragon's teeth.
Hint 31 Answer 8
- 17) I can't get past the crocodile.
Hint 30 Answer 7
- 18) I can't remove the elephant.
Hint 29 Answer 6
- 19) I can't pick up the mouse.
Hint 28 Answer 5
- 20) I can't get rid of the bear.
Hint 27 Answer 4
- 21) I can't get rid of the orc.
Hint 26 Answer 3
- 22) I can't find my way out of some rooms.
Hint 25 Answer 2
- 23) I can't get all the points.
Answer 24
- 24) I have got to the sphinx, but can't finish.
Hint 23 Answer 1

HINTS AND ANSWERS

- 1) Kneel and use magic.
- 2) Rub the magic ring.
- 3) It is frightened of bears.
- 4) Orcs are frightened of bears, so find an orc.
- 5) Entice it with cheese.
- 6) Find the mouse to frighten it with.
- 7) Feed him.
- 8) Look for them after killing the dragon. They are there.
- 9) Be bold and use no extra weapons at all.
- 10) The dragons teeth frighten them.
- 11) Do as Aladdin did to his lamp.
- 12) Use the water, but don't just drop it.
- 13) He stores it in a safe place.
- 14) Put the objects down, and they will not be touched.
- 15) No he can't be killed. He just dodges away.
- 16) Find the boat.
- 17) Rub the magical mithril ring.
- 18) Set light to something.
- 19) You need the mithril ring.
- 20) Wave wand.

- 21) With a wooden stake.
- 22) A jack will open the clam.
- 23) Use hints from the messages on the walls.
- 24) Either you have not found everything or something was used or stolen.
- 25) Use magic.
- 26) Find something it does not like.
- 27) Divert his interest to something else.
- 28) It is frightened of you, so make it happy.
- 29) Frighten it with something.
- 30) Make him interested in other things.
- 31) Make sure it's dead first.
- 32) Use a weapon that will remain with you.
- 33) You need something that they don't like.
- 34) Use magic to brighten the lamp.
- 35) Put out the fire then.
- 36) The thief does not keep it on him.
- 37) He will always try to steal from you, and only you.
- 38) Is that so disturbing?
- 39) What do you need when crossing water?
- 40) Try magic.
- 41) Try aggravating it.
- 42) You need something magical.

- 43) Try magic.
- 44) In the usual way.
- 45) Anything will do, as you can regain it.
- 46) Find an implement that will help.

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