

THE COMMODORE 64 ADVENTURER BOB CHAPPELL



100% SOLUTIONS TO:

Heroes of Karn

Lords of Time

Voodoo Castle

The Count

The Commodore 64 Adventurer

Bob Chappell

Book 1

The Commodore 64 Adventurer

Bob Chappell



Duckworth

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Acknowledgments

I am grateful to adventure authors everywhere. Their fertile, and occasionally fiendish, imaginations have given and continue to give untold pleasure to adventurers. Without these weavers of mystery and marvel the world would be a greyer place.

For Sarah and Alan.

Introduction

Part of the great pleasure of playing adventures comes from the stimulation and challenge provided by the puzzles, together with the immense sense of gratification in solving them. That being so, it would not be unreasonable to wonder why there is a need for a book like this, which provides solutions to every problem encountered in four of the most popular adventures for the Commodore 64.

Most home computer journals have an adventure section, and a quick glance through them provides an immediate answer. Plea after heartfelt plea is published from adventurers suffering from that most fearful affliction - loss of inspiration. In all cases, the adventurer has come to a complete halt at a particular problem in an adventure and can progress no further. It is not that the adventurer hasn't tried - one recent letter told of a player who had been stymied over the first puzzle in a particular adventure for over six months. Despite trying every single thing he could think of, he was still no nearer to finding a solution. One's heart goes out to a player in such a dreadful predicament. There is probably no adventurer in the world who hasn't, at some time in the playing of an adventure, been stuck fast and totally devoid of inspiration.

The computer magazines have recognised this need and attempted to assist by publishing a selection of hints and tips. The trouble is that a frustrated adventurer might have to wait months before seeing a hint that helps with his or her particular problem, and indeed might never see it published at all. The drawback with trying to dispense advice on a particular adventure is deciding where to help. What may be an easy problem for one adventurer could seem like the Gordian Knot to another, and yet their positions might well be reversed on a different puzzle.

This book is not intended to spoil the fun of solving the adventures

on your own - far from it. It is intended solely to offer succour and comfort in your darkest hour, to supplement the enjoyment of playing the adventures, and to ensure that the player has milked every drop of pleasure from the game. Obviously there will be a temptation to take the easy way out of a difficulty and refer to the book. But that applies equally to books of crosswords, quizzes, brain-teasers, fighting fantasies, who-dunnits, etc., and people still welcome them!

For those who have fought hard and long and yet have been laid low by the tantalising puzzles of Heroes of Karn, Lords of Time, The Count and Voodoo Castle, this book brings relief. I hope that it will also entertain those who have already managed to complete one or more of these adventures, in that they can compare the solutions given here against their own experience. In this way, they can both verify their solutions and mentally relive the adventure as they read.

In order not to spoil the adventures by revealing parts unrelated to a particular problem and probably not yet reached by the adventurer, the book has been designed to minimise the chances of this happening. Every problem that you are likely to have a question on is covered, in alphabetical order, under its own heading. All you have to do is to turn to the contents list at the beginning of each chapter for the heading which will refer you to the solution number in the main body of the text. You are likely to find that a particular solution cross-refers to another; this is deliberate and is in keeping with the book's aim of reducing the chances of your seeing something you may not yet wish to know about.

I have not offered a recommended set route or strategy for tackling each of the adventures. Indeed, there is in all of them enough scope for you to vary your sequence of approach and still complete the adventure successfully. To have suggested detailed strategies would have meant giving too much of the adventure away. In any case, once you have read all the solutions for a particular adventure, the best route and strategy should be self-evident.

At the back of the book is a set of maps, one for each of the adventures. The maps show every location and direction - you may wish to consult them only as a last resort or as a check that you have in fact visited every site in the adventure.

Heroes of Karn was written by Ian Gray. It is published by Interceptor Micros, Lindon House, Tadley, Hants, and is available for the Commodore 64.

Lords of Time was designed by Sue Gazzard and implemented by Pete and Mike Austin. It is published by Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks HP13 5PG. It is available for a number of home computers including the Commodore 64, BBC B, Atari, Spectrum and Oric.

The Count and Voodoo Castle were written by Scott Adams and are published by Adventure International, c/o Calisto Computers, 119 John Bright Street, Birmingham, B1 1BE. They are available for a variety of home computers including the BBC Model B, Commodore 64, 48K Spectrum, Dragon, Apple and Tandy models. Versions for the Vic-20 are published on cartridge by Commodore, Ajax Avenue, Slough, Berks.

It only remains for me to wish you as much enjoyment in reading and using the book as I have had in playing and writing about these adventures. Pleasant journey!

B.C.

Heroes of Karn

Problems

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Solutions

(1) The acid

The acid bubbles away in a pool to the north of the hall of the four winds. You'll need some of this liquid to overcome a metallic obstruction - solution 35 burns away the mystery.

Being a liquid, and a dangerous one at that, the acid can only be taken and carried away in a container. There's only one in this adventure - the bottle (solution 11).

(2) Anton the gypsy king

The gypsy camp to the west of the plain of stones is where Anton lives. When you encounter him, he's willing to do you a favour - but only if you do him one first! If you bring him the magic mirror (solution 37), Anton will oblige and tell your fortune from it.

Trying to give Anton any other object is a waste of time; honest chap that he is, he always hands it straight back. Having risked life and limb to fetch Anton his long-lost mirror, you might expect him to honour his part of the bargain. However, he knows when he's on to a good thing - he now has the cheek to ask you to cross his palm with silver. No way are you going to get your fortune told until you do so so you'd best knuckle down and accept the situation.

Because of the mention of silver, you might believe that Anton is really after one of the other silver objects (solutions 54 and 55) in preference to the traditional coin - after all, ten pence doesn't fetch much these days! Not a bit of it - it is most definitely the silver coin that he wants. Solution 53 tells you where to find it.

It turns out that you can give Anton these two objects, the mirror and

coin, in any order at any time. The correct form is GIVE object TO ANTON.

A brief word of warning at this point: although in this book all the commands are given in capital letters, in the game itself you will need to type them in lower case. However, some of the words you need to enter may require an initial capital letter. For instance, when dealing with the guard, this word should be entered as Guard (capital G). Unless you do this, you are likely to invoke the response 'I don't understand' even when in all other respects the entry was perfectly valid. The simple rule is: enter the noun in exactly the same form as the program presented it to you.

Anton won't cough up with the fortune-telling until he has both the mirror and coin. When he has them, he'll provide you with a vital clue to a specific problem before disappearing. By then, you may well already have discovered the answer for yourself in which case you're going to feel pretty hard done by! Anton's crucial message to you is revealed in solution 27.

(3) The bag of gold

Tucked away in the long barrow, and guarded by the barrowwight (solution 5), is this bag of precious yellow metal. Don't bother to start drooling over it once you've got it in your grasp - you won't have it for long. The bag of gold is needed to help you out of deep trouble by providing the wherewithal for a quick spot of bribery and corruption. Solution 20 opens up the closely guarded secret of where the gold comes into play.

(4) The balrog

No sooner have you discovered the crystal bridge across the chasm in the vast hall (solution 12) than this nasty piece of work pops up on it. The balrog is not about to step off the bridge to let you pass over so you're just going to have to find a way to get rid of it.

If you've played the silver flute (solution 55), you may also have discovered that it has an alarming side-effect. Anything brittle in the same room when the flute is played immediately shatters. You can now put this special effect into good use. PLAY FLUTE causes the bridge to collapse and the balrog, no longer having any visible means of support, hurtles to its doom. Don't worry about the loss of the bridge;

there's more where that one came from! Just do exactly what you did in the first place (solution 12) and hey presto, crystal bridge mark two. This one's even better than mark one - there's no balrog on it!

(5) The barrowwight

Guarding the bag of gold in the long barrow is this spectral nasty. The wight may not come from the island of the same name but, by golly, you wish it would go off on holiday there and let you get on with your business.

The solution for disposing of this unearthly creature requires some assistance from a holy source - the bible (solution 9). All you have to do is ATTACK WIGHT WITH BIBLE and the barrowwight will disappear, allowing you to grab the bag of gold.

(6) The bat

The bat cavern is where this nocturnal creature hangs out. No ordinary bat this - when did you last meet an ordinary bat in an adventure? - but one of the vampire fraternity. To get at the silver cross (solution 54) that lies in the bat cavern, you're going to have to find a way to see off the bat.

'Set a thief to catch a thief' might well apply here - you must set a flier to catch a flier. In this case, the hero flier is the falcon (solution 22). The falcon will not respond to your bidding and simply ignores you. Beren is the ornithologist and so SAY TO BEREN 'SET FALCON ON BAT' is what is called for. Result: falcon 1 vampire bat 0. This is one vampire whose neck-biting days are over for good. The silver cross can now be taken.

(7) The bear

This shouldn't be too much of a problem for you. What are bears supposed to like more than anything else? You've got it in one - honey! Solution 46 tells you where to find it.

March up and GIVE HONEY TO BEAR. The bear will gulp down the lot and immediately fall asleep, in which blissful and harmless state it remains for the duration of the adventure. Makes you wonder what

those bees could have been using!

(8) Beren

One of the Heroes of Karn, Beren has suffered the unenviable fate of having been turned into a frog (solution 24). Although you may not be a princess, KISS FROG will free Beren from his amphibious form.

No doubt, as a frog, Beren was a dab hand at croaking, but returned to human form he is capable of much more. He offers greatest assistance to your cause when it's necessary to wield a sword or spear. He also has the knack of being able to form easy-going relationships with our feathered friends. You'll need Beren to help you rescue the other three Heroes. In any case, there's no way you can get rid of him once he's been de-frogged!

(9) The bible

The bible is located in the walled courtyard of the monastery. Though you cannot read or open the bible, it is the only article that will help you vanquish the barrowwight - see solution 5.

(10) The black potion

There are two potions in this adventure, a white one and a black one. Both are to be found in the steam cavern where they are waiting for an innocent passer-by to sample them. The white potion is dealt with separately under solution 68.

You can't partake of a potion until you've first picked it up. TAKE BLACK POTION places it in your possession; to taste it, simply DRINK BLACK POTION. As it's a black potion, does this mean it's not likely to do you any good? Or is this a double bluff by the author? Perhaps the black potion is good for you and the white one is harmful?

You soon find out. So far as the black potion goes, the first guess was right and there's no double bluff involved. The black potion is poison and brings a swift end to your mission if drunk. Leave it strictly alone. To see if the white potion is any better, you'll either have to drink it or turn to solution 68.

(11) The bottle

A fairly simple and traditional role for the bottle in this quest. It can be found in the crystal room and is used solely for carrying liquids (three, to be precise, but not all at the same time, please!). The acid, oil and water can all be safely transported around provided you have the bottle - see solutions 1, 40 and 67 for more details.

The bottle is pretty tough and can be dropped without it breaking. However, playing the flute in its vicinity will cause it to crack into tiny pieces and be lost. It's a good job there are no wandering sopranos about!

(12) The chasm

A gaping and seemingly uncrossable chasm lies to the south of the vast hall. Venture south and you'll plunge into it and be killed. What you need to do is build a bridge, but don't worry about a hammer, nails, rope, etc. - all you require is a friend called Istar (solution 31) and the wand (solution 66).

Standing in the vast hall, an effortless SAY TO ISTAR 'WAVE WAND' causes a crystal bridge to appear, spanning the yawning abyss. You can now continue your journey by going south across the bridge - well, you could were it not for something unpleasant sitting in the middle of it. Solution 4 tells you what the unpleasantness is and how to deal with it.

(13) The coffin

Down in the crypt, to the east of the torture chamber, is the coffin. It's too heavy to take with you and if you OPEN COFFIN, you'll receive a shock - a vampire jumps out. Solution 64 tells you how to deal with him.

(14) The copper gates

There are two of these and both require you to be carrying a key in order to pass through them. Not just any old key - it has to be the copper key (solution 15).

The first copper gate links the dungeon to the castle cellar, while the

second joins the south exit of the gates of Karn to the north exit of the hall of gold.

(15) The copper key

Although there is more than one copper gate (solution 14), there's only one copper key. Fortunately, this key opens all the copper gates you'll see. In fact, as long as you're holding the copper key, you don't even need to unlock any copper gate but can simply pass right through them.

The copper key is nowhere visible so don't bother looking. It's held by someone who will only release it to you in return for something else. Solution 20 reveals all.

(16) The crowbar

The crowbar is located in the tool room south of the crypt. There are no safes to be jemmied open in this adventure but there is something that will only respond to forcing. To get at the centre of this puzzle, see solution 25.

(17) The dagger

A handy little weapon this, you'll come across it in the king's chamber. The dagger won't be much use to you but can be used by one of your companions to winkle out a long-standing problem. The short answer to the dagger's use is provided in solution 45.

(18) The diamond

The diamond is one of the treasures to be collected for return to the ruined cottage (solution 48). It can be found in the treasury alongside the iron chest. However, the diamond is guarded by a spider which must be overcome before you can claim the glittering prize for your own. Solution 58 gives the lowdown on how best to attack the arachnid problem.

(19) The dragon

An adventure just isn't an adventure without a dragon. Occasionally these creatures are friendly (I love this sort) but more often they're not - this one belongs to the majority party. Where else would you find it but in the dragon's lair, where it sits brooding over a sapphire (solution 49).

You can't overcome the dragon by yourself but must rely on someone who can wield a sharp weapon. To become a dragon slayer you'll need the sword (solution 61) and Beren (solution 8). To be victorious, just SAY TO BEREN 'ATTACK DRAGON WITH SWORD'. The dragon will be despatched leaving you free to collect the sapphire and move on.

(20) The dungeon

A pretty depressing place, this dungeon, and I don't mean the decor though that's not exactly a bundle of laughs. No, what makes it so dispiriting is that there doesn't seem to be any way of escaping from it. It's clear that you need a key, preferably a copper one, but where is it?

Bribery is the answer, my friend. If you don't intend to spend the rest of your natural in the dungeon, make sure you have the bag of gold (solution 3) with you before you become incarcerated. It was nice having the gold while it lasted but now is the time to part with it. GIVE BAG TO GUARD works wonders - he'll toss you a copper key with which you can escape by going east. Make sure that you give the guard a capital G - refer to the penultimate paragraph of solution 2 for a more detailed explanation.

(21) The emerald

This treasure is concealed in such a fashion that it will not be accessible to you until very near the end of the adventure. The emerald is buried and in order to disinter it, you must have the shovel (solution 52) which is guarded by the pirate (solution 45).

Once you have the shovel, there's no need to waste time digging up every location. The map (solution 39) narrows the treasure's location right down to the sandy beach where you simply DIG to expose the emerald.

(22) The falcon

This beautiful bird of prey nests in the falcon chamber. Something about you scares it (your after-shave? perfume? socks? face?) and you won't be able to capture it. Beren, the birdman of Karn, has a similar effect on the falcon - it just flies away from him.

Where there's a will, there's a way - for will, read pork chop or in this case, piece of meat. GIVE MEAT TO FALCON followed by SAY TO BEREN 'TAKE FALCON' solves the problem. You may wonder why you need a falcon - the reason is that this bird is the ideal way of removing a toothy terror (solution 6).

(23) The fire gates

The fire gates all lead to the hall of the phoenix, each gate forming one exit point from the hall. The four exits from the hall connect up to the other locations thus: north to the volcano cavern, east to the steam cavern, south to the hall of black magic and west to the hall of fire.

Every fire gate is impassable; try to walk through one and you'll be incinerated. There is only one way to protect yourself from the scorching heat: drinking the white potion (solution 68) has the effect of making you permanently invulnerable to fire.

(24) The frog

What else could you do with a frog in an adventure but kiss it? Yecch! The frog is hopping about the dead marsh where stalks the swamp lizard (solution 60). Once you've overcome your distaste and given the frog one of your best smackers, you should be rewarded by the sight of long lost hero number one - Beren - standing before you.

(25) The giant clam

This bivalve is not at the bottom of the ocean but lies beached in the sea cavern. You need to prise it open but you'll require help; the clam is closed too tightly for you to have any chance of success on your own. An implement and a friend, to wit, one crowbar (solution 16) and Beren (solution 8), are the vital accompaniments. SAY TO BEREN 'OPEN CLAM' and he will do just that. His labour will not be in vain

- see solution 42 for the reward.

(26) The gold gates

There are three connecting gold gates. Two of them join the sand cavern to the ice cavern and the king's stair to the hall of wisdom; to obtain access through these, you'll need the gold key (solution 27). The third gate links the king's anteroom to the hall of the mountain king, but the gold key won't help you get through. What you need now is the jewelled key - solution 33 will show you how to lift the mystery of its whereabouts.

(27) The gold key

Although you'll come across more than one gold gate (solution 26), there is only the one gold key. The gold key can be found in the hall of infinity. Things are not quite that simple, however: as soon as you pick up the key, the only exit from the hall is suddenly sealed off and you can't get out. There might just as well be a notice saying 'Please leave this room in the state you would wish to find it' because you can get out again but only if you leave the key behind. But that defeats the whole purpose of coming into the hall in the first place!

There is a way to remove the key, and if you've done Anton (solution 2) a couple of favours then you'll have discovered how. Telling your fortune before departing for good, Anton intones 'In the mirror I see you playing a mandolin among many pillars'. And that's the answer - PLAY MANDOLIN. When you do, the exit remains open and you can leave - with the gold key safely in your possession.

(28) Haldir

Haldir, greatest of minstrels, has suffered what is probably the most ghastly fate of the four Heroes of Karn. He has been turned into a vampire. To find out how to free him from this curse, sink your teeth into solution 64.

(29) The hydra

This antisocial creature is hiding out in its lair to the north of the hall of jade. To get past the hydra, you'll have to exterminate it. To perform

this act of dehydration, so to speak, you'll need the services of muscleman Beren. SAY TO BEREN 'ATTACK HYDRA WITH SPEAR'. The hydra will fall dead to the ground (three cheers for Beren!) and you may pass on.

(30) The iron chest

Once you've dealt with the spider (solution 58), you can begin to manhandle the chest. OPEN CHEST is an immediate failure: the hinges have rusted solid. Elbow grease won't free them but a spot of oil will (solution 40). Now you can OIL HINGES and OPEN CHEST. Joy! - out pops one of the missing Heroes of Karn, little Khadim!

(31) Istar

Another of the Heroes of Karn, Istar is imprisoned in a crystal cage in the crystal room. Nearby is a bottle (solution 11) which you'll need. To break Istar out, play him some music on your silver flute (solution 55). PLAY FLUTE shatters the cage (the bottle, too, unless you've first removed it!) and Istar is a free man once more.

(32) The jade flower

So near and yet so far! The jade flower hangs tantalisingly from the ceiling of the jade room and no amount of leaping, climbing or standing on boxes will bring this treasure within your reach. Vibrations will dislodge it, however. Your silver flute (solution 55) usually breaks brittle objects into a thousand pieces, but not this time. PLAY FLUTE will cause the jade flower to drop, in one piece, from on high. That's not the end of the story, however. You'll need to turn to solution 65 if you want to hear the rest of it.

(33) The jewelled key

You'll not get through the gold gate in the king's anteroom unless you have the jewelled key. In the anteroom is a carpet - why not inspect it to see if the maid's been sweeping dust under it? TAKE CARPET immediately uncovers not dust but this vital key.

(34) Khadim

The smallest of the Heroes of Karn, Khadim hasn't been turned into any sort of creature or object but has been imprisoned inside the iron chest guarded by the spider. Solution 58 reveals how the spider is dealt with, while solution 30 tells you how to open the chest.

(35) The knight

The knight pops up and bars your way when you reach the torture chamber. As he's encased in armour, it's not going to be too easy to get at him and you can't buy a tin-opener for love nor money. The answer is to find something else that will cut through metal. That something happens to be acid (solution 1) which you can obtain from the nearby acid room. You'll need the bottle (solution 11) to carry it in. All that remains is to ATTACK KNIGHT WITH ACID and your problem is solved.

(36) The lyre

This beautiful and melodious instrument can be found in the hall of music. It has an important role to play: 'music has charms to soothe a savage breast', does it not? If you want to know whose breast is in sore need of soothing, solution 58 will strike a chord with you.

(37) The magic mirror

This is the very mirror that Anton (solution 2) has set his heart on having. You'll find it in the hall of stairs. Be very careful not to drop it or play the flute while it's in your possession - it will smash into pieces. As soon as it's convenient, return to the gypsy camp and GIVE MIRROR TO ANTON.

(38) The mandolin

What with this and the other musical instruments scattered around the adventure, you could almost start your own mediaeval pop group! The mandolin is stored in the hall of music and will come into its own when you're trying to leave certain premises with something in your pocket. Solution 27 tunes you in to the right key.

(39) The map

The map is one of those objects that is rather like the centre of an onion - you have to peel away several layers before you can get at it. Some of the layers you'll have to strip away include the spider (solution 58), the iron chest (solution 30) and the pirate (solution 45).

It's only when you overcome the pirate that the map pops into view - it falls from his pocket. It turns out to be a rum sort of map (but then it is a pirate's map!). When you SAY TO ISTAR 'READ MAP', you'll see not an 'X' marking the spot but the message 'Between the cavern and the castle, seek and ye shall find'. It doesn't need an 'A' level in geography to work out that this must refer to the sandy beach. Seek solution 21 to discover what's hidden there.

(40) The oil

Although there's not enough of it to make you as rich as J.R., the oil will at least help you on your way to completing the adventure. You'll first need the bottle (solution 11) to collect it in and can then proceed to make a trunk call (of sorts). If you're becoming a little unhinged trying to find a use for the oil, solution 30 will provide a slick answer.

(41) Orion

Every adventure needs a magic word and 'Orion' is the one used here. If you've found the scroll (solution 50), you'll know that this word is somehow linked to stars. You may well also have come across several locations which were adorned with a yellow star (solution 72).

Putting two and two together, you should rightly deduce that if you stand in one of these starred chambers and SAY 'ORION', something magical will happen. And it does - you are immediately transported to the ruined cottage (solution 48). You can return to the location you just left by repeating SAY 'ORION'.

Using the magic word in this way enables you to take short cuts to and from the cottage whenever you feel it necessary. It comes in most useful when you're carrying rather a lot of objects and want to lighten your load by storing some at the cottage.

(42) The pearl

This treasure is hidden away inside an object. No, you won't find any oysters lying around - perhaps they're out of season - but you will find a giant clam which is where the pearl is nestling. Solution 25 tells you how to open the clam.

(43) The phoenix

When you visit the hall of the phoenix, you'll find no sign of this mythical beast, only a pile of ashes. Maybe some adventurer has already passed that way and cremated the phoenix for you. Whether that is true or not won't help you in the slightest since as soon as you attempt to leave the hall, the phoenix rises from the ashes. Although it doesn't prevent you from leaving by the way you came in, the phoenix will not let you use any of the other three exits. Like so many of the other creatures in this adventure, the phoenix's family motto is 'They shall not pass'.

You should have a motto of your own. How about 'A stitch in time saves nine'? The best way of dealing with the phoenix is to tackle the ashes before it rises from them. Make sure you're carrying the bottle (solution 11) and some water (solution 67). Then, as soon as you enter the hall of the phoenix, WATER ASHES. They will hiss, shrivel and vanish. Result - you'll never have the dubious pleasure of seeing the phoenix in the flesh.

(44) The piece of meat

This can be found in the castle cellar. It can't have been there long for there's not the slightest pong of decay coming from it. You're going to need the meat so don't eat it. Wing your way to solution 22 if you want to discover more.

(45) The pirate

What a frustrating little scallywag he is, to be sure! You meet the pirate quite early on, down in his lair to the west of the sand cavern. Try as you might to attack him, nothing seems to have any effect. Indeed, if you have at him with the spear, for example, he dodges down a tunnel which is too small for you to follow. You can almost hear him laughing at you!

Ignore this salty seadog until near the end of your quest, otherwise you'll be wasting your time. There's only one person who can winkle him out of the tunnel and that's Khadim (solution 34). Being a dwarf, Khadim can reach the places other Heroes of Karn can not. However, he will need a weapon, similarly small; the dagger (solution 17) fits the bill nicely. Now you can SAY TO KHADIM 'ATTACK PIRATE WITH DAGGER'. Khadim will oblige and the pirate will plague you no more.

(46) The pot of honey

The castle cellar is where you'll find the honey, and it shouldn't take too much thinking to realise that this could be just the thing you need to get past a certain brown barrier. Solution 7 gives only a bare answer.

(47) The ruby

Another of the treasures of Karn, the ruby is cunningly hidden by a smoke screen. It lies in the hall of smoke, but you won't be able to see it until you've established a smoke-free atmosphere. To do this, you should have brought with you, unopened, the wooden box (solution 71) from the hall of the four winds. You must OPEN BOX, whereupon the wind rushing forth from the box will turn the hall into a smokeless zone. Only then will you be able to spot and collect the ruby.

(48) The ruined cottage

Adventures usually have one place that is set aside for the storage of any treasures you may have picked up on your travels. Heroes of Karn complies with tradition and reserves the ruined cottage for use as a treasury. This desirable property has one other desirable property - from it you can get to other places rather quickly. But first you've got to know how: solutions 41, 50 and 72 will furnish the answers.

(49) The sapphire

The sapphire is yet another treasure to add to your hoard. It can be found in the dragon's lair but, needless to say, you'll have to find the means of triumphing over the dragon before you can lay claim to the sapphire. Refer to solution 19, where dragon-slaying is the speciality of the house.

(50) The scroll

Travel to the farther reaches of Karn and you'll come across the wizard's chamber where the scroll has been deposited. What a shame that you haven't the ability to translate the writing on it! Never mind, Istar the Wise (solution 31) is an expert in the study and interpretation of scrolls. SAY TO ISTAR 'READ SCROLL' and, thanks to Istar's paying attention during parchment lessons at school, the answer is immediately forthcoming.

The scroll says 'Stand among the stars and say "Orion"'. You'll need to find out just where the stars are (solution 72) and what effect shouting 'Orion' (solution 41) produces. The scroll is for information only and can be left behind once read. Why not Keep Karn Tidy and store it in the ruined cottage - it's only a short cut from here!

(51) The serpent

This reptile will block your path should you reach the debris room. If you're a seasoned adventurer, you may well be aware that if there's one thing serpents fear more than a bird, it's a bird in a cage! Provided you have both these (solutions 56 and 69) and brother Beren (solution 8) with you, there should be no difficulty. SAY TO BEREN 'SET BIRD ON SERPENT' and the serpent throws in the towel. The bird flies off to boast about his bold deed and never reappears. Oddly enough, the cage vanishes too. Perhaps the serpent just had time to swallow it before his number came up!

(52) The shovel

Guarded by the pirate (solution 45), the shovel must be obtained if you're to be able to do a spot of digging before leaving Karn. Solution 39 tells you exactly where to dig, while solution 21 reveals the fruits of your labours.

(53) The silver coin

Anton the gypsy king (solution 2) wants this coin, otherwise he won't tell your fortune. You'll find the coin tucked away in the king's stair. It's tough getting there - you must first find out how to get past the phoenix (solution 43), witch (solution 70) and tiny plant (solution 63) to reach the stair.

(54) The silver cross

Those knowledgeable in the art of vanquishing vampires should have a reasonable idea to what use this object can be put once you've got it. The cross is in the bat cavern; watch out for the vampire bat (solution 6) who flits around down here. The cross doesn't affect the vampire bat but will produce amazing results when taken elsewhere - solution 64 reveals all.

(55) The silver flute

The sound produced by this delightful instrument is simply shattering! You'll locate it in the hall of gold where the music laid on for your arrival is certainly worth turning up the volume control.

Nothing usually happens when you PLAY FLUTE - nothing, that is, unless you're near any delicate objects. Flauting has an unfortunate effect on two objects (solutions 11 and 37) but is decidedly beneficial when used in three other situations (solutions 4, 31, and 32).

(56) The songbird

Only Beren knows how to handle our feathered friends, so you'll need him beside you. The songbird nests in the bird chamber (ignore the withered tree) and can only be caught if you have the wicker cage (solution 69). If you try to capture it on your own, your ego will hardly be given a boost when you're told that something about you scares it. Best not think about what that something might be - you're here for adventure not for self-criticism! Instead, SAY TO BEREN 'TAKE SONGBIRD' and he will obey.

(57) The spear

A useful weapon, the spear is located in the gate house. You'll appreciate its power when coming face to face (or should that be face to faces?) with a particularly head-strong creature. If you want to know the circumstances, turn to solution 29.

(58) The spider

This leggy creature stops you from getting at the iron chest (solution

30) and the diamond (solution 18) in the treasury. You know the old saying: 'If you wish to live and thrive, let a spider run alive'. Take it to heart and don't try to kill the spider - it doesn't work, anyway.

Adopt a more peaceful approach and soothe it to sleep with some music. Since you're not the world's best plucker of a lyre (solution 36), best leave it to the minstrel in the band. SAY TO HALDIR 'PLAY LYRE' and the restful strains of a well-strummed lyre will cause the spider to slip gently into the land of nod.

(59) The spirit

The spirit haunts the hall of wisdom and can only be defeated by magical means. To wave goodbye to this ghostly nuisance, SAY TO ISTAR 'WAVE WAND'. The spirit will instantly depart for pastures new which are not, thankfully, in Karn.

(60) The swamp lizard

When you try to pass through the dead marsh, you are confronted by the swamp lizard who steadfastly refuses to let you go peacefully on your way. The only sure method of removing this creature is one that will not appeal to conservationists. Using the tinderbox (solution 62), you must set light to the marsh gas that is permeating the atmosphere. LIGHT MARSH GAS eradicates the lizard.

(61) The sword

An adventurer doesn't feel properly dressed without a sword so one has been provided for you in the sword room to the west of the gate house. However, a mysterious force prevents you from taking it (you really must eat more meat!), so you will have to call on 'Muscles' Beren to assist. SAY TO BEREN 'TAKE SWORD' and this magnificent weapon will be yours.

(62) The tinderbox

Remarkable - you don't need a light source in this adventure! However, you do require some means of combustion and there are no matches. The tinderbox found in the cottage serves just as well and will be needed to cause a conflagration down in the swamp - see solution 60.

(63) The tiny plant

What's a tiny plant doing in an adventure if not to provide you with something to exercise your green fingers on? The plant is in the plant room to the west of the hall of black magic. Above you, in the roof of the plant room, is a hole where a spiral staircase used to be. It should be fairly obvious that if you can get the plant to grow high and strong enough, you may well be able to climb up it and get to the room above.

Would-be Percy Throwers should make sure they've come with a bottle (solution 11) filled with water (solution 67). WATER PLANT has the vegetable (yes, it is a beanstalk) growing rapidly to six feet. That is not high enough - you must pop back for some more water and repeat the treatment. The plant will then soar through the hole in the roof and you may ascend.

(64) The vampire

If you've dared to open the coffin (solution 13) in the crypt, then you'll have met the vampire. One tried and tested method of dealing with Dracula lookalikes is to confront them with a holy object. In this adventure, the silver cross (solution 54) does the trick. You have to SAY TO ISTAR 'ATTACK VAMPIRE WITH CROSS'. This has a surprising effect - the vampire turns into Haldir! One more rescued Hero of Karn to add to the notches on your belt!

(65) The velvet pillow

The pillow can be found in the king's chamber. When you try to obtain the jade flower (solution 32), you'll discover that there's no way to catch it - and there's the catch. The jade flower is not tough enough to withstand bouncing off a stone floor. When it hits the ground, the jade smashes! You must therefore DROP PILLOW in the jade room to provide a soft landing for the falling flower.

(66) The wand

The wizard's chamber contains the wand. While you do not have the power to take or wield the wand, Istar does. SAY TO ISTAR 'TAKE WAND'. Somewhere along your journey, you may face a difficult crossing - solution 12 tells you how useful the wand can be in such a situation.

(67) The water

Water, so essential to life, is certainly no less vital in this adventure and can be found in abundance in the cascade cavern. So long as you have the bottle (solution 11) to carry it in, the water can be used to excellent effect on three different occasions: as a dampener (solution 43), as a destroyer (solution 70) and as a life-giver (solution 63).

(68) The white potion

Better than indigestion powder, the white potion from the steam cavern will make you invulnerable to fire, thus enabling you to pass through the fire gates. DRINK WHITE POTION to become fireproof.

(69) The wicker cage

The cage can be found in the sand cavern and its sole use is to enable you to capture the songbird (solution 56). Nothing more, nothing less.

(70) The witch

The hall of black magic is the witch's home and she'll only let you pass over her dead body. Time for a spot of white magic. With the bottle (solution 11) filled with water (solution 67), ATTACK WITCH WITH WATER. The witch hasn't had a good wash these last two hundred years so the effect of the water is quite traumatic - she ups and dies from the shock.

(71) The wooden box

Funny sort of box, this. You might expect a gremlin or something equally nasty to jump out when you OPEN BOX but all you get is a great rush of wind which blows the box away. Since the box is situated in the hall of the four winds, this peculiarity seems to make some sort of sense.

You should use the breezy property of the box to your advantage by taking it somewhere else before opening it. To blow away the clouds of mystery, refer to solution 47.

(72) The yellow stars

These stars occur in four different locations: in the star chamber, wizard's chamber, star cavern and king's chamber. Any one of these will do if you're looking for a magical shortcut. Solutions 50 and 41 give you the heavenly word on fast travelling.

Lords of Time

Problems

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Solutions

(1) The allosaurus

This extinct creature lives on the prairie but follows you on sight. To shake it off once and for all, let it accompany you eastwards to the tyrannosaurus rex (solution 139).

(2) The amphitheatre

You won't be able to go in here until you've been thwarted in your attempts to take the gold buckle (solution 16).

(3) The android

He's in charge of the Intergalactic Bureau of Change. Slip him the silver coin and he'll swap it for a galactic groat (solution 48).

(4) The apple

Resist the temptation to pick up the rotten apple in the cobbled square. It's no use and if you throw it at the man in the stocks, you'll end up there yourself!

(5) The archway

The archway lies in the Far Future. To get through it, you must abandon hope. Do this literally - drop the milestone (solution 83). Cunning, eh?

(6) The armour

Go to the armoury to collect this suit of armour. Wear it before meeting the black knight (solution 11) and you'll be protected from his blows.

(7) The axe

This is stored in the shed but you'll need to have retrieved the keys (solution 68) to enter. Use the axe to chop down the weeping willow (solution 143).

(8) The bars

These imprison a host of unfortunates in the People Laboratory in the Far Future. To release them, unlock the bars with the keys (solution 68). The prisoners will be most grateful!

(9) The basin

This is situated by the stone dolphin and is full of water. Fill the drinking horn (solution 39) with water to keep by you when you visit the hypocaut (solution 58).

(10) The bell

The silver bell is at the south end of the long room. You must ring the bell to call up the jester (solution 64).

(11) The black knight

He's in the Great Hall and won't let you pass. Try too hard and he's liable to kill you. Wear the armour (solution 6) for protection and make sure the prince (solution 101) is with you. Even that's not enough - you must also have the sword (solution 128). Only then will the prince swing into action and polish off the knight (using the sword). The knight and prince will then both leave the scene for good - tough luck if your name's Cinderella!

(12) The bone

Armchair hollow is where you'll stumble over this meaty object. It's not for the sabre-toothed tiger (solution 111); give it instead to the silver fox (solution 118).

(13) The bottle

Unusually for an adventure, you can't put anything in this bottle. It's half-buried in the putrescent chamber. To get it out, you must dig (with the shovel - see solution 116) before you can take it. Don't dig any further or something nasty will happen. The bottle is marked with a skull, the traditional indication of poisonous contents. Don't drop it until you're in the right place - solution 98 will tell you where.

(14) The box

Only when you've freed the prisoners from behind their bars (solution 8) will you obtain the box. It's tightly shut and marked with an eye. Don't open it! This box is one of the nine crucial ingredients you need to foil the Timelords' plans.

(15) The brontosaurus

You'll have to fall down the pit to deal with this one. Once there, you'll see some leaves (solution 70) and a mirror (solution 84). Take them both. You can't climb out of the pit but if you wave the leaves about, the brontosaurus will reach down and lift you out with them. Nice one!

Your troubles are not over, however, as the brontosaurus now blocks your path. Wave the mirror at him and he'll disappear into it. Keep hold of the mirror - you've not seen the last of the brontosaurus. Solution 23 expounds further.

(16) The buckle

The golden buckle is a treasure and can be found, most appropriately, in the Treasury. However, no sooner have you picked it up than a gladiator (solution 51) appears and runs off with it. You must allow this to happen because you won't be permitted to enter the amphitheatre (which is where the gladiator is going) until you do. To

reclaim the buckle, refer to solution 51.

(17) The cages

Down in the animal laboratory are a lot of pitiful creatures locked up in cages. Unlock the cages with your keys (solution 68) to gain some points.

(18) The candelabra

A treasure, the candelabra lies in the vault behind the wall of ice - see solution 142 to learn how to break through.

(19) The candle

You'll find this almost as soon as you start - it's north of the living room. This is a vital light source. It must be lit with a match (which can also be used as a source of light - see solution 79) but it won't last forever. You can't put it out once lit so take care. Solution 44 tells of another way to light your path.

(20) The cask of ale

The bartender won't let you have a drink on the house so you'll have to buy the whole cask. Talk about a rip-off - he'll accept nothing less than the gold nugget (solution 52). You'll require the ale as a friendship-offering to a thirsty person - solution 81 explains.

(21) The cauldron

This is the cauldron into which you must throw the nine ingredients to bring the Timelords' plans to ruin. The cauldron is located in the Mists of Time, west of the Timelords' lair. You cannot stay for too long in one place (see solution 110) so should just throw two objects (one at a time, please) into the cauldron before moving east. Move west again and repeat the process until all nine ingredients have been cast. Provided you have collected all the treasures, the game will end with your score registering the maximum 1,000 points. The Timelords have been vanquished!

(22) The caveman and cavewoman

To save the damsel in distress, throw the club (solution 27). It will knock the caveman off the bridge and you will receive a golden nugget in gratitude from the rescued cavewoman.

(23) The cavemen

This mumbling lot will not be appeased and to remove them from your path, you must use the magical mirror (solution 84). Drop the mirror beside the caveman and the brontosaurus (solution 15) will emerge to chase the cavemen away. You can now proceed.

(24) The chest

Guess where Pirate Pete (solution 96) is hiding? Right first time - in the chest in the pirate's hideout! Open the chest and the pirate jumps out to steal one of your possessions. Solution 96 tells you how to deal with Pete.

Once Pete is out of the way you can climb into the chest (IN or ENTER CHEST) where you will see the booty that Pete stole from you. The chest has a secret way out - solution 55 opens it up.

(25) The cloak

An essential garment, the cloak is on the stairs leading to the Timelords' lair. You must wear it to become invisible from the Timelords - failure to do so will result in a fairly swift extermination. The cloak is also one of the treasures.

(26) The clock

The clock is the centerpiece of the adventure and is your time travel machine. To get inside at the beginning, simply wind the clock. To leave the clock at any time, just swing or push the pendulum. Travelling to another time zone (solution 132) is accomplished by turning one of the nine cogs (e.g. TURN COG 7).

Getting back into the clock is not always easy. Sometimes you can return the way you came. Mostly, though, your way back is sealed

and you must seek a hidden entrance from somewhere within that zone.

(27) The club

This is lying around in the stone age armoury near the shell room. It will come in handy when dealing with a distressed cavewoman (solution 22).

(28) The coffer

This is one of the treasures and is buried in the dungeons (solution 40) in the Tudor zone. You'll need the shovel (solution 116) before you can begin excavating. Dig once and you'll have made a hole; dig again and the jewelled coffer will come to light. Dig again and ... solution 40 tells all.

(29) The coin

You'll find this by examining the compost heap (solution 20). Not that it helps - the silver coin is slapped out of your hand every time you pick it up. You'll need the coin as a swap later on so you must find a way to hold on to it. Examine the compost heap again or turn to solution 85 for further details.

(30) The compost heap

Examine the compost piled up by the paved path and you'll see a silver coin (solution 29). Although it's mucky stuff, examining the heap again will prove fruitful - there's a ring of mushrooms there. Solution 85 provides more information on this fungus circle.

(31) The crown

A valuable treasure, the jewelled crown is concealed in the ottoman (solution 89) in the master's bedroom. You'll have to deal with the hunting dogs first; solution 57 proffers a sugary yet meaty method.

(32) The cube of ice

Much too large to put in a drink, the ice cube in the throne room needs to be broken up with the pick (solution 94). When you break the cube, a snow queen will step forward and reward you - sharply.

(33) The cupboard

The kitchen cupboard simply needs to be opened to find out what's inside.

(34) The cyberman

Standing in the Fencing Hall in the Future zone is this armed cyberman. You must cross swords with him to progress further and the weapon to use is the lightsabre (solution 71). With it you can FIGHT CYBERMAN and defeat him. When you have, you'll discover a pile of broken robots in the hall; solution 102 tells you what to do next.

(35) The dinosaur egg

This egg is not stamped with a little lion but with an hourglass symbol, thus identifying it as one of the nine magical ingredients (solution 60). The egg can be picked up in the cave beyond the cavemen (solution 23).

(36) The doors

There's quite a lot of these in this adventure and almost all of them have to be opened before you can pass through. They also close behind you, so don't forget to open them again when you return or you'll bump your head!

(37) The dragon

Although it breathes fire, this is a very friendly dragon when you get to know it. Give it some spicy food (solution 45) and you'll be offered a ride on its back. Say YES when asked. It's a one-way, once only trip so make sure you've got everything you need before taking the flight.

(38) The dragon's wing

One of the vital ingredients (solution 60), the tiny dragon's wing can be found on the south bank of the moat. You'll have to fly to get there (see solution 45).

(39) The drinking horn

This ox-horn is located in the south part of the banqueting hall. There's no liquid in it but you will need to fill it later in case you get hot and thirsty. Solution 9 provides a cool answer.

(40) The dungeons

These are down the stairs guarded by the black knight (solution 11). Once there, digging three times with the shovel (solution 116) will not only reveal a treasure but take you back to the clock.

(41) The emerald

A treasure, you'll discover the emerald beside the swimming pool inside the starship (solution 123).

(42) Father Time

Father Time appears at the beginning of the adventure (see solution 95) and again, to give you a final bit of encouragement, at the archway (solution 5) in the Far Future zone. He plays no other part in the game.

(43) The figurine

Another treasure, the onyx figurine is in the vault to the east of the trophy cave. The skeleton (solution 119) must be tackled before you can enter this vault.

(44) The firefly

Unless you're a tough bargainer, you may never get to see the firefly.

You can still finish the adventure without it, but since the firefly acts as a useful light source, it is worth having.

The tooth fairy (solution 135) has the firefly. When you have given the tooth (solution 111) to her, she will offer you the silver coin (solution 29) in exchange. Refuse the offer! She will then throw in a firefly as part of the deal. Accept - you won't do any better!

(45) The food

This consists of spiced bread and pickle, just the thing for those who like it hot (see solution 37). The thirsty messenger will give you this food if you first give him the cask of ale (solution 20). This doesn't seem a very equitable exchange, but never mind - the food is your ticket into the castle.

(46) The frog

Well, what can you do with a frog in an adventure other than kiss it! Kiss this frog on the south bank of the moat and he'll turn into a handsome prince (solution 101). You are going to need his fighting skills.

(47) The fur coat

I love the way you get to be the owner of this fur coat. North of the ice valley is a mammoth (solution 77) who blocks your path. Nearby is a jumble of wood (solution 148). Since it's very cold and the mammoth doesn't seem too willing to step out of your way, lighting a fire seems a sensible step. As long as you have the matches (solution 79) and the petrol can (solution 92), you can proceed. POUR PETROL has the liquid gushing over the wood. Follow it up with LIGHT MATCH and LIGHT PETROL. The mammoth is so scared by the sudden conflagration that it literally leaps out of its skin, leaving you with a lovely warm fur coat and an ivory tusk (solution 138)!

There are two things you should do with the coat. First, wear it during your travels in the Ice Age - it will stop you from freezing to death. Secondly, in another zone you will meet someone who is colder than you. Making a present of the coat to him will be of mutual benefit. Solution 141 warms to this subject.

(48) The galactic groat

You can obtain this by handing in the silver coin (solution 29) to the android (solution 3) in charge of the Intergalactic Bureau of Change. Apparently you are supposed to pay the groat at the sports and aerobics arena as your admission fee but I found I could pass freely in and out without it. Perhaps my determined demeanour deterred them from demanding the dough!

(49) The gauntlet

The gauntlet turns out to be an asbestos glove - just the thing to help you pick up a very hot item (solution 122). You might think that picking up the gauntlet will result in accepting a challenge. Well, whether or not you pick up the gauntlet, you're still going to be challenged - by the black knight round the corner. Solution 11 tells you how to cope with him.

(50) The ghost

If you've found the lute (solution 76) in the music room and played it, you'll have heard ghostly footsteps plodding to the short stairs (solution 115) before fading away. The ghost will provide a much more substantial effect if you go to those stairs and play the lute there.

(51) The gladiator

The golden buckle (solution 16) is snatched from your grasp by the gladiator who hares off to the south. Once this has happened, you will be able to enter the amphitheatre where, in the arena, you'll see both him, the buckle and (gulp!) a lion. Solution 72 tells you how to deal with the animal. Once the threat of the lion is past you can pick up the buckle, but you must then turn your attention to the gladiator who is barring the exit.

There is only one way to get past him and that's to use speed. Your own sprinting abilities are insufficient - you need the extra boost of a pair of winged sandals. This footwear may be obtained from a nearby building; solution 146 says where and how.

(52) The gold nugget

You receive the gold nugget as a reward for rescuing the cavewoman from the clutches of the caveman (see solution 22). The gold is needed to buy some very expensive refreshment (see solution 20).

(53) The grate

This blocks your way in the hot Roman baths. Very simple - just pull it out of the way. You won't be strong enough to do this unless you've first drunk the waters of strength from the mediaeval well (solution 144).

(54) The guards

You'll encounter the guards down a crater in the Future zone. The authorisation they require to allow you to pass lies in the fallen star (solution 122). If you're carrying it, they won't stop you.

(55) The handle

Inside the pirate's chest (solution 24) is a handle. Just pull it and you'll return quickly to the clock.

(56) The hourglass

The very first of the many treasures, the hourglass is in the living room where you begin the adventure. It has no other function.

(57) The hunting dogs

These two canines greet you with a 'woof' in the master's bedroom. If you let them bark too much, guards will be alerted. To keep the dogs quiet, give the sweetmeats (solution 127) to them. The dogs will gulp them down and fall asleep.

(58) The hypocaust

These hot baths are very hot indeed, so much so that the heat is likely to overcome you before you get very far. The remedy is to have a drink

from the drinking horn (solution 39) which you should have filled with water from the basin (solution 9). This will only enable you to progress a little further but that's all you'll need if you're going in the right direction. The way through the hypocaust, starting from the hot baths, is S/S/W/W/S. Follow this path, with a drink en route, and you'll get back to the clock.

(59) The icicle

To get the icicle, which is out of reach in the freezing cave, just shout. The next trick is much harder to spot. You must take the icicle to the frozen forest and drop it. When you do, the lake will freeze over and you can cross it.

(60) The ingredients

The nine magical ingredients must be collected and thrown into the cauldron (solution 21) to defeat the Timelords. In alphabetical order and with the number of the time zone in brackets, the ingredients are: the box with the evil eye (9), the buckle (8), the dinosaur egg (3), the dragon's wing (5), the jester's cap (6), the olive branch (4), the silicon chip (7), the teardrop (1), and the tusk (2).

(61) The invention alcove

To get past here, you must solve an anagram. The fact that this location is connected with inventions helps. The jumbled letters are an anagram of James Watt - say this name to pass onward.

(62) The invention recess

You'll find the world's first hard disk (solution 145) here! To leave this recess, try going down - it will take you back to the clock.

(63) The invention room

If you're puzzled by the scribblings in the invention room, imagine what you might exclaim if you'd just solved their meaning. Eureka? That's right - say Eureka and you'll be allowed to go through the south entrance.

(64) The jester

To make the jester appear, ring the bell (solution 10). He'll ask if you've seen something that belongs to him. The answer lies in the playing cards - shuffle over to solution 99 for more.

(65) The jester's cap

This is one of the essential ingredients and can only be obtained by giving something to the jester (solution 64). Once you have helped him, he'll reward you by making you a present of his cap.

(66) The jewellery case

The case is in the master bedroom in the country cottage. It is a treasure, nothing more.

(67) The joker

This is what the jester (solution 64) is looking for. To find it, take the pack of playing cards (solution 99) and shuffle them. The joker will emerge; give it to the jester and receive a reward.

(68) The keys

The bunch of keys, which you'll need for unlocking certain items, are tucked under the door of the shed. You can't reach them, so you require something with which to draw them out. There's no vacuum cleaner handy but a magnet might do the trick. Solution 73 provides an attractive answer to this problem.

(69) The lake

You may not have realised it but the lake in the frozen forest is crossable. To find out how, consult solution 59.

(70) The leaves

You'll find the bunch of leaves at the bottom of the pit down which

the brontosaurus (solution 15) peers. Wave them at the brontosaurus for a speedy ascent from the pit.

(71) The lightsabre

Without this, you stand no chance of defeating the cyberman (solution 34). The lightsabre is situated in the alcove to the west of the long room.

(72) The lion

You have to make like a gladiator to defeat this noble beast. First throw the weighted net (solution 87); this will entangle the lion. To ensure that he doesn't escape, follow this up by throwing the trident (solution 137) which will anchor the net firmly to the ground. The lion is now rendered harmless.

(73) The lodestone

You will only obtain the lodestone after you have done your good deed for the day. The narcissus (solution 86) will reward you with the lodestone which you can then wave near the shed to attract the keys (solution 68).

(74) The looking-glass

This is located in the living room of the country cottage. It is no use to you, but if you remember your mythology you should have a good idea who it was that adored his own reflection. Solution 86 provides a blooming good suggestion.

(75) The lur

To obtain the lur, you must give the shivering Viking guard (solution 141) your fur coat (solution 47). He is so grateful that he gives you this musical horn. Don't blow the lur without just cause - the Vikings will be highly displeased. Instead, use it only when you want to arrest a troublesome thief (solution 96).

(76) The lute

The music room is the home of this treasure with a purpose. Play it and you'll hear where the ghost (solution 50) is headed. Go there and play it again, Sam!

(77) The mammoth

The mammoth lives up on the edge of the ice. He's not very anxious to let you pass so you'll need to give him a fright. If you're not getting warm, turn to solution 47.

(78) The matchbox

You'll need the matches (solution 79) from this box to make a fire (solution 77), to light the candle (solution 19) and maybe to see your way if you're desperate. The matchbox couldn't be easier to find - it's right there to the north of the living room where you start the adventure.

(79) The matches

These are inside the matchbox (solution 78) - where else? Be sparing with them - there are only four in the box.

(80) The mattress

The mattress provides you with a soft landing when descending the crater, so make sure you're carrying it. You'll come across it in the sleep room of the starship (solution 123).

(81) The messenger

The thirsty messenger stands in front of the castle. You must assuage his thirst by bringing him something to drink, namely the cask of ale (solution 20). He'll be grateful and share something with you (see solution 45).

(82) The metronome

Yet another treasure to be collected, the metronome can be found in the living room of the country cottage.

(83) The milestone

This is to the south and west of the ale house. You'll see that it indicates 'Hope Village'. Pick up the milestone and keep your eyes skinned for a (much later) reference to the inscription. If you're finding the search hopeless, turn to solution 5.

(84) The mirror

Most mirrors reflect but this one does the opposite. If you look into it you'll be sucked in, so resist the temptation to admire yourself! You'll find the mirror down the pit and can use its strange properties to your advantage against the brontosaurus (solution 15) and later against the cavemen (solution 23).

(85) The mushroom ring

A two-fold examination of the compost heap (solution 30) will reveal the existence of this mushroom ring. You may not like them raw but should you now eat one of the mushrooms, you'll have the good fortune to receive a visit from the tooth fairy (solution 135).

(86) The narcissus

Mythology buffs should have no trouble helping the narcissus out of its sad plight. All it wants is to admire its own reflection, but cleaning up the polluted stream is not the way to do it (you can't). You must give it the looking-glass (solution 74) and the narcissus will be so pleased it will give you the lodestone (solution 73).

(87) The net

The weighted net can be found in the locker (open the locker first). You'll be needing it for leonine combat (solution 72).

(88) The olive branch

The Vikings will present this to you when you have helped them apprehend the pirate (solution 96). Take good care of it; it's one of the magical ingredients.

(89) The ottoman

Once you've removed the threat of the hunting dogs (solution 57), you should first open and then examine the ottoman. There's a treasure inside (solution 31).

(90) The parchment

With the shovel (solution 116) in your possession, you can dig and then dig again in the soft earth in the sea cave. This will expose a buried parchment. Don't dig for a third time! The verse written on the parchment indicates the route to the pirate's hideout. The reference to the sunset tells you to go west while those to keeping high tell you not to go downwards (you'll be killed if you do). Refer to the maps at the back of this book if in difficulty.

(91) The pebble

The pebble is located in the shell room and will be needed for throwing at a certain bony barrier (solution 119).

(92) The petrol can

Provided you've examined the porsche (solution 100), you'll have found the can of petrol. It is the petrol that is important; you'll want it to start a good blaze when dealing with a problem that's really hairy. Solution 77 explains.

(93) The phial

This is simply a treasure, but a very fragile one. Don't whatever you do drop it - it must be carried at all times once you've picked it up. You'll find it down in the crater in the room with no roof.

(94) The pick

Ideal for breaking two large lumps of ice, the pick can be found by the road works north of the country crossroads.

(95) The picture

The picture is right there in the room where you start. Examining or taking it has Father Time popping up to give you some advice. Don't bother taking it with you.

(96) The pirate

If you don't know where to look for him, the parchment will help (solution 90). A fairly vexatious fellow, Pirate Pete pops out of the chest (solution 24) when you open it. He will immediately steal one of your possessions and will continue to do so unless you take correct and prompt action. Blow the lur (solution 75) and the Vikings will appear and cart the pirate off. Tough luck if Pete has already stolen your lur! All stolen items can be recovered once Pete has gone - the chest is the place to go.

(97) The planks

These are lying by the road works north of the country crossroads. Each one is too short to be of much use, but when joined together... see solution 126.

(98) The plant

Nasty! When you climb down this plant west of the foul junction, you discover that it's carnivorous. The only way to kill it is by destroying the roots, and to do this, you must have the bottle of poison (solution 13). If you drop it on the roots, the bottle will smash, the poison will seep into the roots and the plant will die. Search around and you'll find another exit - to the east.

(99) The playing cards

The pack of cards is at the south of the long room. Shuffle them and

you'll find the joker. The joker should be given to another joker (see solution 64).

(100) The porsche

The carport holds the red porsche. Although I'm sure you'd rather have the car, it's the petrol can (solution 92) that you really need in this adventure. Examine the car to discover the can.

(101) The prince

Once an amphibian (solution 46), the prince is now a human who is no slouch when it comes to fighting with a sword (solution 128). The prince will see off the black knight (solution 11).

(102) The robots

You won't see the broken robots until you've polished off the cyberman (solution 34). I'm not sure where they've come from but you must inspect the robots to find one of the magic ingredients. You'll need two implements to do the job properly: the screwdriver (solution 114) and the curved ruby (solution 107). With the screwdriver you can open the robots and with the ruby you can examine them. What you'll find is revealed in solution 117.

(103) The rocket

This grapple-firing tool can be found in the sleep room in the starship (solution 123). It comes into play in the room with no roof, down in the crater. Firing it from here allows you to go up to the sports arena (solution 121). Strangely enough, though, I managed to get into the arena by going up from the crater, so didn't need the rocket. Will you have the same luck? See also solution 48.

(104) The rocking stone

This stone blocks your path west from the low cave. Just push it and it rolls out of the way.

(105) The rope

Up in the store room of the country cottage is this coil of rope. It will be needed to tie two thick and short objects together. A cross check of solutions 97 and 126 will help.

(106) The rubbish

Examine the pile of rubbish up in the country cottage store room and you'll find the tin opener (solution 134).

(107) The ruby

This curved gemstone is one of the treasures and is hidden in a hole down from the sports arena pool. It also acts as a lens and will help you to examine something not easily seen with the naked eye (see solution 102).

(108) The rucksack

Wearing the rucksack greatly increases the number of objects you can carry around with you. It can be found in the store room in the country cottage.

(109) The rug

A treasure, the oriental rug may be collected from the bedroom to the west and south of the portrait gallery.

(110) The ruined land

Once you're in this foul area, you are advised to keep moving. This particularly applies in and around the Timelords' lair. Staying too long in one place is dangerous - something will jump out and kill you.

(111) The sabre-toothed tiger

Be sure to be carrying the spear (solution 120) when you meet the tiger on the ledge outside the cave otherwise the tiger will attack. The way

to this tiger's heart is through its stomach, so give it the tin of Kattomush (solution 133). Tigers are not terribly clever at ripping the lids off tins so before giving the tin to the big cat, open it yourself with the tin opener (solution 134).

The tiger, now no longer hungry, is obviously in pain. Toothache is the root of its problems, so you should act like a dentist and pull the tooth. Someone else will welcome this unusual molar - solution 135 says who.

(112) The sea caves

There is nothing very special about these, but you'll find it worth your while to dig in the soft earth in the easternmost cave - see solution 90.

(113) Scoring

For every one of the 18 treasures (solution 136) you collect, you will gain 25 points. For every magic ingredient gathered (solution 60), you will be awarded 50 points. There are a further 25 points for each of the following: reaching the ruined land (solution 5), freeing two lots of captives (solutions 8 and 17) and vanquishing the Timelords (solution 23). Grand total: 1000 points.

(114) The screwdriver

You'll want this to open the broken robots (solution 102). To find it, examine the workbench (solution 147) in the robot repair room.

(115) The short stairs

Playing the lute (solution 76) anywhere other than on the short stairs brings forth the ghostly footsteps. Play it here and the ghost (solution 50) will appear and open up a secret panel for you.

(116) The shovel

You'll have to get hold of the keys (solution 68) to gain access to the shed because that's where the shovel is. A shovel is for digging with and that's precisely what you need it for (and in more than one place).

(117) The silicon chip

One of the nine crucial ingredients, the chip is inside the broken robots (see solution 102).

(118) The silver fox

The fox lives in a lair near the frozen forest. It won't bite you but has an annoying habit of tripping you up when you try to go east. Appease it with the meaty bone (solution 12).

(119) The skeleton

The trophy cave is the home of the skeleton. Throw the pebble (solution 91) at this animated heap of bones.

(120) The spear

Keep this by your side when you go visiting a big cat (solution 111). The Masai spear is hanging in the hall of the country cottage.

(121) The sports and aerobic arena

You should have the price of admission before trying to enter the arena by the crater - see solution 48.

(122) The star

Before you can pick up this white-hot fallen star at the top of the Milky Way, you must be wearing the asbestos glove (solution 49). The star is your badge of authority for admittance both to the starship (solution 123) and to points beyond where the guards (solution 54) patrol.

The glove won't offer protection from the star's heat for long. Damp down the star by paying a visit to the starship swimming pool as soon as you can.

(123) The starship

To gain entrance, you must be carrying the fallen star (solution 122).

(124) The stocks

A nice little scarlet kipper (red herring to you!). If you try to pick up the apple and throw it at the person in the stocks, you'll end up in them yourself. Walk on by.

(125) The stone pot

This is just a treasure and can be picked up from the handicraft cave.

(126) The stream

The stream is badly polluted but there's nothing you can do about it. You can cross it, though. Using the two planks (solution 97) and the coil of rope (solution 105), you can build a makeshift bridge. Go upstream, tie the planks and then cross to see what's on the other side.

(127) The sweetmeats

These titbits are at the south of the banqueting hall and are to be used as a treat for some household pets. Solution 57 identifies them.

(128) The sword

The prince (solution 101) will want you to have this on hand but you can't collect it until you've done a demolition job on the cube of ice (solution 32).

(129) The teardrop

This diamond teardrop is one of the nine essential ingredients. To get it, you must chop down the weeping willow (solution 143) with the axe (solution 7).

(130) The temple

This is a difficult one. You might have tried praying here but to no effect. What you must do is kneel and then pray. Mercury will step forward and reward you with some footwear (solution 146).

(131) The Timelords

They plan their dirty work from their HQ which can only be reached via the plant (solution 98). You must tread carefully when near them (see solutions 110 and 25). Get in and do only what must be done (solution 110) and they'll never be aware of your presence.

(132) The time zones

With the cog number in brackets, the zones are: Present (1), Ice Age (2), Stone Age (3), Viking (4), Tudor (5), Mediaeval (6), Future (7), Roman (8), Far Future (9).

(133) The tin of catfood

Delightfully described as Kattomush, the tin is in the kitchen cupboard (solution 33) of the country cottage. It is to be used to feed a cat - a pretty big one. You'll need an opener, too (see solution 134).

(134) The tin opener

What else can this be for but to open tins with? Well, there are no knights who need to be peeled out of their armour and the obvious supposition proves to be correct (see solution 133). The opener can be found by examining the pile of rubbish (solution 106).

(135) The tooth fairy

Solutions 30 and 85 will show you how to summon up the fairy so don't go looking for any dentists or pillows! The fairy will reward you (solutions 29 and 44) if you can supply a tooth. Solution 111 extracts the answer.

(136) The treasures

In alphabetical order, the 18 treasures are: candelabra, cloak, coffer, crown, drinking horn, emerald, figurine, hourglass, jewellery case, lodestone, lute, metronome, phial, ruby, rug, star, stone pot and wheel.

(137) The trident

To aid you in your fight with the lion (solution 72), you'll need this weapon from the locker (open the locker to see it).

(138) The tusk

Killing three birds with one stone, so to speak, you can get this treasure and a vital object while at the same time removing an obstacle. The answer to this elephantine riddle can be found in solution 47.

(139) The tyrannosaurus rex

A pretty vicious beast, but you can overcome it by letting the allosaurus (solution 1) follow you to the water hole where this dinosaur is waiting. The two will do battle and kill each other, leaving you to get on with the job.

(140) The valerian

This is a magical herb which you can harvest from the flower garden near the patio. Wave it at the willow (solution 143) which will then tell you its woes.

(141) The Viking guard

He's shivering so help him get warm by making him a present of your fur coat (solution 47). He'll in turn make you a present of an arresting object (solution 75).

(142) The wall of ice

This barrier prevents you from going south from the silver-veined cave.

Break it down with your pick (solution 94).

(143) The weeping willow

The tree grows by the side of the polluted stream. Wave a herb (solution 140) at it to learn more. The tree hides one of the crucial ingredients - chop the willow down with the axe (solution 7) to uncover it.

(144) The well

When down this well, which is hidden in the mediaeval maze, make sure you drink from the waters of strength. This will ensure that you're strong enough to do a great deal of pulling (solution 53).

(145) The wheel

This is wittily referred to as the world's first hard disk. It happens to be one of the treasures and you can claim it by entering the invention recess (solution 62).

(146) The winged sandals

Wearing such natty footwear enables you to escape from the clutches of the gladiator (solution 51). To obtain the sandals, pay a visit to the temple. The lowdown on what to do there is given in solution 130.

(147) The workbench

The bench is located in the robot repair room which you can only enter when you've overcome the cyberman (solution 34). Examining the workbench will reveal a handy tool - solution 114 tells more.

(148) The wood

The jumble of wood up on the edge of the ice is just the material you need to make a blaze with. Solution 47 gives you a lesson on fire-raising.

Voodoo Castle

Problems

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Solutions

(1) The advertising leaflet

To get the leaflet, you'll need to pop into the jail cell. READ LEAFLET brings up a commercial, advising you to summon medium Maegen today if you want a reading. This cryptic advertisement is simply a useful clue as to what you should do when you visit the medium's mad room (solution 29). Once you've seen the leaflet, you can discard it as its sole purpose is to give you a hint (HELP doesn't produce anything - except the distinctly unhelpful response, 'Nothing happens' - in this adventure). Obtaining the leaflet is easy - escaping from the cell where it lies is much harder. Solution 23 will help spring you.

(2) The animal heads

This collection can be found in a room in the castle that is reached from the dingy stairwell. Examining the heads reveals nothing special, but when you try to GET HEADS, you are told that they are fixed to the wall. A tool of some sort is needed to pry them loose. The necessary implement turns out to be the dull and broken sword (solution 6) which is located in the armoury. Once you're carrying the sword, GET HEADS is successful. The heads are of no use to you - but they have been covering up a closed safe. You'll need to dial solution 35 for the way to crack the safe.

(3) The bloody knife

A terrifying thing to come across, the bloody knife can be located in the tunnel which is to the east of the chapel. Although the knife seems to have been used for a macabre purpose, you won't discover any corpses or need it for any acts of violence of your own. In fact, rather the opposite - the knife is one of the essential items required for reviving

poor old Count Cristo. It is also the knife referred to in the book on lifting curses (solution 4). All you have to do is to make sure that you're carrying the knife when it is time to remove the curse. Solution 27 covers the climactic deed of the adventure.

(4) The book

You won't find the book on display in a library or anywhere else in view for that matter. It's hidden inside the ju-ju bag (solution 24). And it's no use trying to READ BOOK until you first of all GET BOOK - the program won't let you. However, once you've got it, READ BOOK will tell you that the book's subject concerns the removal of curses. One passage reads 'With knife in hand you take a stand. Circle coffin...' - the rest of the page is missing. Without the missing section, you're not going to learn how to lift the curse. Solution 30 will tell you where to find the missing page. The knife referred to in the extract is the blood-stained knife of solution 3, while the coffin is found in the chapel.

(5) The broken glass

Although you might not think so at first, the glass fragments come in very handy. Without them, you won't be able to read the small printing on the plaque (solution 31). They act rather like a magnifying glass, although you'll need to do something else with the plaque before you can decipher the inscription completely. Once you've used the pieces of glass with the plaque, you can throw them away.

(6) The broken sword

By going east at the torture chamber, you'll arrive at the armoury. Within the armoury is a knight's suit of armour (solution 44), a shield (solution 38) and the dull and broken sword. The sword comes in very handy for helping you to prise the animal heads (solution 2) from the wall. It has no other function in the adventure.

(7) The chemicals

The chemicals are situated in the room which is reached by going S/E/N/E/E from the chapel. As well as the chemicals, there are also some rather volatile test tubes (solution 45) in the same room. The labels on the chemicals, when read, do not tell you the names of

the substances but only that they appear to be mixable. You might think that you're going to need a container to mix them in, e.g. the test tubes. That turns out to be a false assumption - you don't need anything to carry or blend the chemicals in. Leaving aside the problem of the exploding test tubes, you simply have to GET CHEMICALS and then MIX CHEMICALS. Taking an inventory will tell you that you are now carrying some mixed chemicals. If you then EXAMINE CHEMICALS, you will be told that the mixture looks almost like lemonade. Being a suspicious adventurer, you might expect this to be a come-on, leading to your immediate demise should you taste the mixture. This could be a double-bluff because it turns out that you can DRINK or EAT the chemicals without harm. Well, there is just one small side-effect, small being the operative word - you suddenly become 4 feet tall! This seems to be to your advantage in this adventure. Being this size enables you to go somewhere you couldn't go before because you were too big. A short look at solution 46 will tell you more. Once you've shrunk, the adventure never does let you regain your normal size - this must be the price you pay for rescuing Count Cristo!

(8) The chimney

The only way you can get into the chimney is via the fireplace (solution 16). A chimney is a dark place to be and, unless you've brought a source of light with you, you won't see either the soot or the wooden boards although you will undoubtedly hear the loud moaning coming from somewhere nearby. Not being able to see a hand in front of your face can also be dangerous - you could fall and break your neck. However, there are occasions when the absence of light may have its advantages (see solution 31). If you're still in the dark about the whereabouts of a light source, solution 15 will prove illuminating.

The soot is dealt with under solution 39. The wooden boards are firmly nailed to the chimney wall, and no matter how much you try, you cannot remove them. A quick LISTEN confirms that the moaning is louder up here. To get the boards out, you must first have a hammer (solution 20). With this, you can GET NAILS - the nails are rusted solid but you do manage to pull them out. Having extracted the nails, GET BOARDS will expose a grating which was hidden behind them. Solution 18 tells you how to deal with the grating. The hammer is of no further use now and can be dropped. Similarly, the nails and boards are not needed (unless you plan to build a table when you've finished this adventure!) and can also be discarded.

(9) The chute

The chute leads down from the tunnel and is only revealed when you have waved the ring in front of the stone door with the sapphire embedded in it. To use this convenient mode of transport, you merely have to GO CHUTE. Once you've slid down to your destination, you cannot go back up the chute although you can try. All that happens is that you slide straight back down again. You have to find another route back to the tunnel via solution 21.

(10) The coffin

The closed coffin is in the chapel where you start the adventure. Trying to GET COFFIN is hopeless, as it's beyond your puppet's power. OPEN COFFIN works but doesn't reveal much other than that there is now an open coffin. However, once you've got it open, EXAMINE COFFIN (or LOOK COFFIN) reveals a sign which tells you that Count Cristo has been cursed and there's but one way to free him. You are also told that there's a man wearing a sapphire ring. Don't bother looking over your shoulder - the man is lying in the coffin and you'll not get a peep out of him. At this point, you don't know who the man is - it could be Count Cristo but then again it might be someone else. Although EXAMINE MAN doesn't work, EXAMINE CRISTO produces the same information as examining the coffin did. You can therefore safely assume that this is indeed the hapless Count.

You can easily CLOSE COFFIN if you wish but there's no point - you'll only have to open it again when you come to the climax of the adventure (lifting the curse - solution 27). This same coffin is mentioned in the book - see solution 4.

(11) The crack in the wall

Having descended from the tunnel via the chute, you'll be in the room which has both a crack and a hole in the wall. The hole is dealt with under solution 21. GO CRACK only produces the response that you are too big and that it will take some strong magic to get you through. Magic is what you need all right, magic hinted at by both the medium (solution 29) and the ju-ju statue (solution 25). The secret lies with the ju-ju bag which you must wave around in front of the crack. WAVE BAG causes a clap of thunder to sound; this is a signal that something dramatic is about to happen. You'll see that the crack has suddenly become wide enough for you to climb through easily with GO CRACK.

Solution 24 will tell how to obtain this powerful bag.

(12) The crystal ball

This instrument of palmists, clairvoyants and mediums can be found in medium Maegen's mad room (solution 29). It offers the only possible way of escape (other than death!) from this room. When you attempt to GET BALL, a sepulchral voice tells you that it belongs to the medium. In other words, hands off! Should you become frustrated at not being able to get out of the room and decide to use a little violence on the crystal ball (BREAK or SMASH BALL), you will be killed instantly. What you should do is emulate a fortune-teller and LOOK (or EXAMINE) BALL. When you do, you won't see your future reflected in the crystal - instead, spirit vibrations will drive you from the room. Luckily for you, they somehow drive you straight back to the top of the chute in the tunnel. You can repeat this circular tour, without harm, until the cows come home, if you like, although there's nothing to be gained by so doing.

(13) The dingy stairwell

To the south of the chapel is the dingy stairwell, which has an extra exit as well as ones to the north, south, east and west. There are some stairs here, and if you GO STAIRS you'll reach the parlour where the ju-ju statue is located. The broken glass littering the stairwell will come in useful in solving a small problem which you may have magnified out of all proportion; solution 5 elucidates.

(14) The doll

This is an elusive object, hidden from you until certain other actions have been completed. It can be found on the window ledge in the room to the north of the chapel. The reason why you can't see it at first is that every time you enter this room, the window slams shut and no amount of heaving and straining can open it. Luckily for we adventurers, the window can be opened; the four-fold method is given in solution 47.

On examination, the doll is shown to have pins stuck in it and bears a striking resemblance to Count Cristo. Obviously it is some sort of voodoo doll and is connected with the Count's present silent condition. The missing page (solution 30) indicated that the doll was an important

ingredient for lifting the curse - in essence, you must have it with you during the final moments in the chapel. To see exactly what part it plays in the Count's cure, turn to solution 27. By the way, pulling the pins out of the doll is not possible - they're obviously fixed by sorcery.

(15) The dusty idol

In the ballroom to the west of the chapel is a fireplace. Although it's a strange place to keep one, the fireplace is where you'll find the idol. When you EXAMINE IDOL, you'll be told that it sure looks dusty. The obvious thing to do is to give it a quick polish with RUB IDOL. This has a peculiar effect - some dust falls off and the idol glows briefly. Curiouser and curiouser.

You may have noticed that, unusually for an adventure, there doesn't seem to be a brass lamp, a battery torch or any other sort of light source around the place. In fact, there is one but it's in a most untypical form. Your light source in this game is in fact the idol. While rubbing it merely causes it to glow momentarily, DUST IDOL has the effect of making it glow brightly and continuously. It has one major advantage over lamps, torches, matches, etc. - it never runs down. Not that you'll need to use it much, anyway. The idol has no other function than as an illuminator of dark places. Without it you won't be able to see all that there is to see and you may even come to grief by falling and breaking your neck in the chimney.

(16) The fireplace

The fireplace is situated in the ballroom which is to the west of the chapel (funny sense of design the castle architects had!). Luckily for you, the maid has decided not to light a fire today so you can take the plunge and GO FIREPLACE without any fear of being burned to a crisp.

You'll now find yourself inside the fireplace, facing a dust-covered idol (solution 15) and a closed flue. GO FLUE provokes the response 'I can't do that ...yet' which is an adventure's way of saying that you can do it but only after you've done something else first. That something else is really quite simple - OPEN FLUE does the trick. You can then GO FLUE or GO CHIMNEY to ascend the chimney (solution 8). If you wish, you can CLOSE FLUE - it doesn't help in the least but maybe you're tidy-minded!. When you're in the fireplace, you'll hear strange sounds,

as if someone is moaning. You'll need to climb higher to discover the origin of this noise.

(17) The four-leaf clover

This is one of the two lucky charms referred to by the medium (solution 29) and can be found growing in the graveyard (solution 18). Possessing this piece of vegetation has two excellent effects on your adventuring. First, it enables you to gain access to the window in the room north of the chapel (solution 47). Secondly, it plays a major role in the ritual for lifting the curse from Count Cristo. You must be carrying the clover when you perform this final ceremony (solution 27).

(18) The grating

Once you've climbed the chimney and ripped out the wooden boards, you'll have exposed the metal grating. By this time the moaning sounds will be quite loud, but you'll need to get the grating off to progress to their source. Only one implement will enable you to remove the grating and that's the saw (solution 37). SAW GRATING solves the problem; it's hard work but the grating eventually comes loose. You can now see that it was protecting a button. By doing the obvious - PRESS BUTTON - you'll switch on a heavy-duty exhaust fan. This is a pretty powerful fan because it sucks you further up the chimney where you'll arrive at the cause of all the moaning and groaning. If you're stuck for an answer at this point, solution 43 will sweep you in the right direction.

(19) The graves

Surprise, surprise! - the graves are situated in the graveyard! This can only be accessed via the tiny door in the torture chamber (solution 46). While you're in the cemetery, a beam of light shines out, picking out one of the graves. Should you EXAMINE GRAVE, you'll see a sign telling you that this grave has been reserved for you! If you get killed during your adventure, it will be this very grave that is referred to in the obituary that accompanies your demise. However, examining the grave also reveals that there's a four-leaf clover growing there - solution 17 will tell you more about this good luck charm.

In case you're wondering whether a visit to the graveyard is worth all the trouble, there is one other invaluable object hidden here: in addition

to the four-leaf clover, you will also come across a rusting saw (solution 37). Both are items that you will need if you are to solve the entire adventure.

You might feel inclined to do a bit of excavating to see if any interesting objects are buried around here. The command DIG GRAVE would seem appropriate. If you do, you'll hear a sepulchral voice utter the caustic comment, 'Strange hobby you have!'

(20) The hammer

People keep funny things in safes, but a hammer! Still, Scott Adams does partially justify this by calling it an antique hammer - no doubt there are such things. You won't be needing the hammer for its material value, though - it has a more important practical use.

The hammer is hidden in the locked safe (solution 35) which itself is concealed behind the animal heads (solution 2). When you're trying to find a way of prising the heads from the wall, no doubt it will occur to you that a claw-hammer might be just the thing to pry them loose. Since you can't get the hammer until you've removed the heads, this looks like one of those vicious circle problems, viz. I can't see to look for my specs because I've lost my specs! In fact, you need something else to lever off the heads - solution 6 tells you where to find this alternative tool.

The reason you need the hammer is so as to remove the nails pinning down the wooden boards in the chimney. Once you have the hammer, the boards come away fairly easily (solution 8) and you can then throw the hammer away. Although it's a valuable antique and throwing the hammer is probably not your favourite sport, hanging on to it serves no useful purpose once you've extracted the nails.

(21) The hole in the wall

This shouldn't present you with any difficulty. The hole is in the castle room reached by sliding down the chute from the tunnel. Once there, GO HOLE will take you straight to medium Maegen's mad room. With premises only accessible through a hole in a wall, she's hardly likely to get many customers!

(22) The iron pot

An enticing container which turns out to be something of a red herring. The pot is located in the castle room reached by going S/E/N/E from the chapel. You might think the pot would offer some protection from the exploding test tubes in solution 45 (well, you could wear the pot over your head, I suppose!) but not a bit of it. You might also believe that the pot could be used as a container for carrying the soup (solution 40) - wrong again! However, if you EXAMINE POT, you'll discover that the pot has something in it - witches' brew, to be precise. To learn more about this not-so-Scotch broth, turn to solution 48. The pot itself is of no use so don't bother humping it around with you unless you like the exercise!

(23) The jail cell

With cell door gaping wide, the jail waits for you near the dungeon. All you have to do to incarcerate yourself is to GO CELL (GO JAIL doesn't work). No sooner are you in than the cell door slams shut and you're a prisoner. To while away the hours, you might just as well read the leaflet (solution 1) that somebody's left behind. Escaping from the cell is not easy; indeed, it's downright impossible unless you've come armed with a suitable tool. No, it isn't any use looking for a cake with a file in it - you won't find one in this adventure. There are no keys to help you, nor can you dig your way out.

What you should have brought with you was a saw (solution 37). With it you can SAW DOOR, the odd result of which is to find yourself back in the dungeon with a message telling you that you've been sprung. Should you ever return to the cell, you'll discover that the doors have been repaired (they must employ a very efficient caretaker!) so you'll need the saw to get out again. The only worthwhile reason for visiting the cell is to read the leaflet - once you've absorbed the literature, there's no necessity ever to become an inmate again.

(24) The ju-ju bag

If you've been to the medium's room and heard from medium Maegen, you will have been advised as to the possible use of the bag that is lying in the laboratory. However, unless you've first conversed with the ju-ju statue (solution 25 puts you on the trail), there's no way you can obtain the bag. That's because it's stuck fast to the floor and cannot be budged (somebody must have spilt some super-glue!). Once you've

cracked the riddle of the statue, the bag will cease to be stuck to the ground and you can pick it up. You must first find a method of protecting yourself from the exploding test tubes (solution 45) otherwise you may not stay alive long enough to use the bag for its intended purpose.

Taking a peek inside the bag (EXAMINE or LOOK BAG) uncovers a book (solution 4) and a stick (solution 41). You can OPEN BAG if you want to (it doesn't help in any way) but, presumably because it's been hexed, you can't CLOSE BAG (that doesn't matter, either!).

The reason you so badly need the bag is that it is the only thing that will enable you to pass through the crack in the wall below the chute. Solution 11 waves goodbye to this puzzle.

(25) The ju-ju statue

People have some weird things in their parlours, but who's ever heard of keeping a life-size ju-ju statue as a conversation piece? Come to think of it, do castles have parlours? Never mind, this adventure has got both.

You'll reach the parlour by using the stairs in the dingy stairwell. EXAMINE STATUE reveals that it's made of stone - well, well, most enlightening! BREAK STATUE, trying to see if anything exciting is concealed inside, only results in a pile of rock at your feet. Fine if you want to build a rockery but not much use otherwise.

The statue has a spell cast on it, so you'll need a spell of your own to crack the mystery. To discover more about a certain piece of paper, have a quick peep at solution 43.

(26) The kettle

Fancy a cuppa? Bad luck if you do since the kettle in this adventure cannot be used for brewing tea, coffee or anything else - it's much too heavy to lift. It can be found in the room to the east of the dingy stairwell.

When you EXAMINE KETTLE, you'll see that it has some soup in it. They really are a funny bunch in this castle - most people use their kettles for water. Drink as much of the soup as you like, it has no effect on you. Strangely enough, it has no effect on the kettle, either, because

no matter how much you sup, the soup keeps on coming and the kettle never gets any lighter. The soup (surely it must be rum!) is further discussed in solution 40.

If you've kept your eyes peeled, you'll have noticed that examining the kettle has also uncovered a hole beneath it. You can't get at this hole until you've shifted the kettle. Although the kettle is too heavy to lift, you're strong enough to MOVE KETTLE. Doing this will only reveal that the hole is a dark one - but you can now GO HOLE. Be careful, it's dark down there!

(27) Lifting the curse

This is the climax to the whole adventure. Get this right and Count Cristo will be eternally grateful. Get it wrong and you could be dancing and gibbering around the coffin until someone near and dear takes pity on you and pulls the plug on your micro.

As long as you have all the items essential for the ritual, have read the missing page of the book (solution 30) and heard the medium's message (solution 29), you should have no trouble. The ingredients for lifting the curse, and which you must be carrying, are as follows: the bloody knife, the stick, the doll, the idol, and the four-leaf clover. One other ingredient is vital - the rabbit's foot. This must have been placed on the man in the coffin. If you don't know how to do this, solution 33 will explain.

Now for the ceremony in the chapel. First you must CIRCLE COFFIN. A clap of thunder will resound and everything will grow dark, save for the glow coming from the idol. So far, so good. Next, WAVE STICK; the thunder clap does an encore and a message indicating that the incantations are taking effect will be seen. And now for the piece de resistance. YELL CHANT is the final invocation, following which the pins will tumble from the doll and there before you will stand a smiling Count Cristo. No thanks, no bouquet of flowers, no mention in despatches - just the end of the game and the satisfaction of a job well done! Well done!

(28) The man

In case you didn't realise it (the sign in the coffin isn't conclusive proof), the man in the coffin in the chapel is indeed the wretched Count Cristo. EXAMINE MAN doesn't produce results but EXAMINE COFFIN or

EXAMINE CRISTO does, the latter confirming your suspicions as to the identity of the occupant. The man is wearing a sapphire ring - take it, he won't mind. Solution 34 will unlock the mystery of the ring for you.

(29) Medium Maegen's mad room

Visiting the medium's room is easy enough (see solution 21), but finding a suitable exit is quite a different pack of cards. The best way out is to do a little crystal ball gazing of your own - solution 12 will tell your fortune here.

No matter how long you wait in the room, the medium never puts in an appearance. Perhaps she wasn't expecting you! Mind you, if you'd taken a commercial break before your jail break, you'd know exactly what was to be done now (see solutions 1 and 23). The medium won't materialise until you call her: SUMMON MEDIUM has the desired effect. When she appears, she'll advise you to keep a good luck charm on both yourself and your friend. Further wisdom forthcoming from her is that a moving bag should help you through a tight squeeze. These are both useful clues, the first referring to two lucky pieces (the four-leaf clover of solution 17 and the rabbit's foot of solution 33), the second to the ju-ju bag (solution 24).

(30) The missing page

The book on lifting curses (solution 4) had part of a page missing. This torn-off section contains the rest of the details for performing the ceremony to revive Count Cristo; without this text, the odds are stacked against you. Indeed, the page contains one instruction that you'll find nowhere else in the adventure and is of such a nature that I doubt you'd guess it in a hundred years. So you can understand just how vital the missing page is to solving the adventure.

The lost page is wafting around in a hidden voodoo room. In fact, there is more than one page in the room (the adventure refers to them in the plural) but this should not concern you. The important thing is that you READ PAGE. The missing portion reads '...wave the stick and hold the lamp and don't forget to yell 'CHANT!' Oh yes, to help it succeed, a doll you'll need.' Each of these items is dealt with under its own solution title and again under lifting the curse (solution 27).

The hidden voodoo room is reached via the crack in the wall - you'll

need to turn to solution 11 to find out how to squeeze through it.

(31) The plaque

Nothing to do with teeth (Count Cristo is the star in this adventure, not Dracula!), the plaque can be reached by travelling down the chute in the tunnel (solution 9). When you try to READ PLAQUE, you will see some printing but it is too small for the naked eye. What you need, in the absence of spectacles (there are none), is something that will magnify the inscription. The broken glass (solution 5) turns out to be an ideal magnifying lens.

However, crafty Scott Adams has a little trick up his sleeve. When you now attempt to read the plaque, having obtained the glass, you'll discover that the lettering is phosphorescent and cannot be read in bright light. Curses! Foiled again!

Since luminous writing can usually be read in the dark, you must take yourself off to a coal-black nook - the chimney, for example - and, with the light off (drop the idol), read the plaque again. Make sure you've still got the glass or it won't work. Voila! The printing should now be as plain as day, even if the meaning of it is perhaps less so. The inscription reads 'safe-- > 38 33'. To unlock the full significance of this esoteric message, see solution 35. Once you've read and memorised the inscription, you won't be wanting the plaque again.

(32) The pocket shovel

Never having heard of a pocket shovel before, I guess this must be what is known in Britain as a trowel. You'll find the shovel down in the dungeon. Having got it, you might believe that you can now go around the castle, digging away to your heart's content. Absolutely correct! You might also believe that digging in a certain place will disinter a buried goody. Absolutely wrong! At least, try as I might, I never found a single object by digging. You can't even dig your way out of jail, plausible though that may seem. The only positive response you're likely to get is in the graveyard. DIG GRAVE is countered by 'Strange hobby you have!' It is greatly to be suspected that this is yet another of Scott Adams' notorious red herrings - perhaps he wanted to get the castle grounds turned over for free! All you find is that there's nothing to find - take my advice and forget the shovel.

(33) The rabbit's foot

I don't know why a rabbit's foot is traditionally regarded as a good luck charm - it certainly isn't lucky for the rabbit. Never mind, the foot plays a major part in lifting the curse (solution 27) from the Count, as you should know if you've had your fortune told by medium Maegen (solution 29).

The rabbit's foot is tucked away in the room reached only by climbing down the dark hole that is concealed under the kettle (solution 26). Having obtained the foot, it is crucial to the whole exercise that the foot (and not the other good luck charm, the four-leaf clover), be placed on the Count's inert body. To do this, you must DROP FOOT. Back will come the unusual response 'ON WHAT?' If you now type MAN or COUNT, the program won't understand. You must respond to this question with either ON COUNT or ON COFFIN. A quick EXAMINE COFFIN will confirm that the Count, although still slumbering peacefully, is now the proud owner of one genuine lucky rabbit's foot!

(34) The ring

The ring is worn by the man in the coffin. You will note that it is a sapphire ring - very important, this, because it's the clue to the ring's function in the game. EXAMINE RING will also provide you with a further hint, for it reveals that there's some writing on the ring. READ WRITING is a total washout but READ RING works well - the inscription says 'Wave me'.

You should take the ring off the man in the coffin, but don't try wearing it yourself - you can't. Just carry it with you until it is needed; solution 42 will tell you where that is.

(35) The safe

This is concealed behind the animal heads (solution 2) and, as you might expect, is locked tight. When you look at the safe more closely, you can see that the lock is a combination type, the numbers on the dial ranging from 33 to 38. If you've discovered how to read the inscription on the plaque (solution 31), you'll be well on the way to knowing how to dial the correct combination. The correct sequence to follow is first to TURN 38 and then TURN 33. The door will spring open and whatever you find inside the safe is now yours for the taking.

(36) The sapphires

There are two sapphires, and they are significantly linked. One is in the ring (solution 34), the other is embedded in the stone door in the tunnel (solution 42). Only the ring can be moved - the sapphire in the door is fixed and cannot be dislodged. The two solutions mentioned above should open up the connection for you.

(37) The saw

You'll never be a former jail-bird unless you've managed to find the saw. It is located in the graveyard, accessible only through the tiny door leading from the torture chamber (solution 46). The saw, although rusty (it's been lying around the graveyard for years!), is still serviceable. In fact, you'll put it to good use on two occasions.

The first practical use is when you're in the jail cell. The only escape plan that really works is to saw through the cell bars. Solution 23 masterminds your break-out.

The second benefit of having the saw comes into play when you're confronted with the metal grating. Grill solution 18 for more info.

(38) The shield

Although you won't need the shield to protect you from slings and arrows, you will want it to guard you against outrageous fortune. The misfortune comes from a collection of exploding test tubes. They go off at random so, although you may just be able to nip in and out of the laboratory without harm, more often than not you'll be blown sky-high.

To guarantee full protection against being demolished, you should carry the shield whenever you want to be within shouting distance of the tubes. The shield, along with other equipment, is down in the armoury.

(39) The soot

Good for the rhubarb, maybe, but in this adventure the soot only serves to land you in the custard. Well, for custard, read dungeon. Where else would you find soot but up a chimney, and that's where this lot is. It is of no use at all in the game, but should you decide to take some

with you, you'll have a problem. As soon as you enter the ballroom with the soot, the maid pops out (her sole appearance) and drives you into the dungeon. You shouldn't have spilt soot over her nice clean ballroom! This is only an inconvenience, since you're not in any way trapped in the dungeon. Indeed, if you want to move quickly between the ballroom and dungeon, this is an ideal method of travelling!

(40) The soup

The kettle in the room to the east of the dingy stairwell contains some soup. You can drink as much of the soup as you like - it appears to have no effect whatsoever. Should you try to GET SOUP, though, you will be told that you have no container. You can't take the kettle - it's too heavy - and the iron pot isn't recognised as a container. There doesn't seem to be any other vessel you could use so you might just as well ignore the soup altogether. Have a quick sip if you must, but remember that this broth is really just a diversion.

(41) The stick

Having peeped inside the ju-ju bag (solution 24), you should have spied the stick. This object is one of the critical items needed for lifting the curse (solution 27). If you've read the missing page from the book (solution 30), you'll know what's to be done with it. Take it to the chapel and leave it there until you've assembled all the articles for the ceremony. The stick has no function other than its part in the final curse-raising ritual.

(42) The stone door

When you arrive at the tunnel, further progress is blocked by a stone door. You'll see that the door has a sapphire stone embedded in it - does that ring a bell? Giving the door the old OPEN, PULL and PUSH treatment doesn't produce the desired result. This door only opens to magic, and in this case the magic is in the sapphire ring (solution 34). All you have to do to open the door is WAVE RING. Having done this, you won't require the ring again.

(43) The stuck sweep

I've heard of Santa getting stuck up the chimney, but never a sweep!

You'll have discovered by climbing the chimney that the source of all the moaning and groaning was this sweep who has been stuck fast since goodness knows when. PULL SWEEP doesn't shift him but PUSH SWEEP does. He will be so grateful for his merciful release that he'll thank you and hand over a piece of paper before popping off to catch up on his backlog of unswept flues.

When you have a look at the paper, it tells you to say 'ZAP' to someone turned to stone. What an odd piece of advice from a sweep! You may well think that nipping down to Count Cristo and shouting 'ZAP' in his ear will have him leaping out of his coffin, completely cured. No, you need to zap the statue, not the Count. Solution 49 tells you what happens when you try it on the stone statue.

(44) The suit of armour

A very nice collectors' item, no doubt, but the armour standing in the armoury is not going to be of any use to you in this adventure. It's too heavy to lift so you can't take it away with you. Although you can move it, you'll get nothing (except maybe a backache!) for your pains. Admire it for its beauty and then continue on your way.

(45) The test tubes

Staying in the proximity of these test tubes is dangerous to your health. They have a nasty habit of going off bang at random and without warning. The tubes are situated in the laboratory - you can get lucky and remove other items from there before a tube explodes but to play it safe, you need to be carrying an item of protection. Solution 38 will assist you with the appropriate selection.

When a tube explodes, you get the usual 'this grave reserved for you - luck wasn't with me' message (note the 'you' and 'me' - the puppet gets all the fun, you suffer the consequences!). The tubes turn out to be simply one of the hazards; they are there to hinder, not to help, and are not needed for any other part of the adventure. They should be left where you found them.

(46) The tiny door

Down in the torture chamber is a tiny door which you are too big to get through. The door is open but will not admit your bulk. The only

way through is to shrink yourself and this can be done by partaking of some light refreshment, namely the chemicals (see solution 7). Once you've imbibed this dubious concoction, you'll be small enough to GO DOOR.

(47) The window

A frustrating little teaser, this. Every time you go north from the chapel, the window in the room slams shut and refuses to be opened. What is more puzzling is that every now and again a raven can be heard outside the window. You never do get to find out what the raven's message is ('Nevermore', perhaps!), but that's because the raven is a gimmick to alert you to the fact that you need to get outside the window.

One obvious ploy is to try BREAK WINDOW. However, the glass turns out to be unbreakable. There is one way to stop the window slamming down every time you enter and that's to be sure to carry the four-leaf clover in with you. The window will stay firmly open when you enter; you can then GO WINDOW. This will put you outside on a ledge, where you'll find not a raven, but an object used in voodoo. If you want to know what that object is, solution 14 will tell you.

(48) The witch's brew

When you find the iron pot (solution 22), you'll wonder what function it serves in the adventure. In fact, the pot turns out to be absolutely useless except as a means of doing you a mischief. If you EXAMINE POT, you'll discover that the pot has some witch's brew in it. Well, you'd be daft to mess around with any concoction that a witch has knocked up. Regardless of the danger, no doubt you'll insist on learning the hard way and will DRINK BREW, whereupon there will be the standard clap of thunder and you'll have become a broomstick. Curiosity killed the cat, you know! Best leave the pot and brew alone - you need neither to complete the mission.

One interesting point to note is that although nearly all the actions are performed by your puppet, when it comes to getting bumped off, it is you and not the puppet that gets killed. In this particular incident, it's the puppet who drinks the brew but it's you who gets turned into a broomstick! Scott Adams is no fool!

(49) ZAP

This is the word written on the piece of paper which the sweep (solution 43) gave you as a reward for rescuing him. It is a magic word and when used in front of the ju-ju statue has a startling effect. SAY ZAP causes the obligatory thunder clap, followed by the stone statue beginning to crack before your eyes. Revealed now is a ju-ju man who is mumbling away for all he's worth. You are warned that you may be in trouble! Don't panic - just LISTEN. The mumbling becomes clear - the ju-ju man is telling you that his ju-ju bag is now yours and that its magic will help you crack the curse.

This statement refers to the stuck-down bag in the laboratory (solution 24). You should now find that the bag is no longer glued to the floor and can be removed. The rest of the ju-ju man's words are a heavy hint as to the bag's purpose.

The Count

Problems

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Solutions

(1) The bat

Like most bats, this one is nocturnal so you'll only ever see it after sunset. The chances are that this is old Count Dracula himself - for two very good reasons. First, if you're walking around after sundown with your torch, this little fellow will appear at random. If you're not carrying the clove of garlic (solution 7), the bat will settle on your neck, and the next thing you know is that you're waking up in the brass bed (see solution 5).

Secondly, if you do have the garlic about your person, the bat won't harm you but it will laugh as it flaps by. As long as you're carrying the garlic, the bat won't touch you - mockery may sting, but you're hoping for the last laugh on old Drac.

There is a way to avoid appearing pale and drained after a single bat bite - solution 4 uncorks the answer.

(2) The bedroom window

This is your route to the Count's resting place. When you EXAMINE WINDOW, you'll find that although it's closed, you can tell that you're up in a castle (guess whose!) and that Voodoo Castle is away in the distance. Voodoo Castle is, of course, a reference to another of Scott Adams' adventures, which is covered elsewhere in this book.

Through the window you can also see that there appears to be some standing room outside, almost certainly a ledge. In order to get through the window to the ledge, you must first OPEN WINDOW and then GO WINDOW. Once on the ledge, you might feel brave enough to risk a JUMP. If you do, you'll plummet to your death, but on the way

down you'll just have time to notice a dark window beneath the ledge before you hit the ground. There must be a way to get to it. CLIMB DOWN tells you that 'you can't do that.. yet', which confirms that you're on the right track.

Near the ledge is a flag pole attached to the wall. This looks a strong possibility - perhaps you could climb out on it ? Solution 16 will tell you whether it will bear your weight!

(3) The bell pull

Going east from the hall will bring you outside the castle where you'll see, among other things, the bell pull. RING BELL or PULL BELL produces a suitable 'Ding-Dong'. The bell is not there for you to do anything with - it's really for the use of callers to the castle.

Twice in this adventure you'll hear this same chime - only it won't be you pulling the bell. When you hear the sound, you will know that the postman has called at the castle (brave postman!). The first delivery is made when you have about 25 more moves left before sunset. If you're not sure what the current time is at any stage in the adventure, you can always consult the watch (solution 31).

The other delivery is made on the second day at about the same time. If you try to stay awake at the end of day one, you'll have a long wait for day two! Each call by the postman is heralded by the ringing of the bell - best keep out of that location or you'll delay the mail. The contents of the two deliveries can be discovered by referring to solutions 33 and 28 respectively.

Near the bell pull, you'll find a coat of arms. Nothing very special about this heraldic device but you can GET it if you like. There's not much point in doing so since the coat of arms has no purpose other than to tell you, when you EXAMINE it, that it bears the family crest of Dracula. Yet another confirmation that you are in the dreaded Count's home!

(4) The bottle of blood

While most people have milk delivered to their doorstep, the Count has blood instead. This macabre delivery is one of the items inside the package (solution 28) brought by the postman. The blood is type V; presumably the V stands for vampire.

If you try to open the bottle, you'll be out of luck - opening the bottle is not recognised. Don't worry, the contents can still be accessed. Perhaps you fancy drinking the blood, in the hope that you'll turn into a bat and be able to fly up those pesky vents (solution 43)? Well, you'll turn into a vampire all right - a dead one!

You do need the blood, though: it comes in very handy for distracting the vampire bat from the temptations of your neck. The best time to use it is as follows. First, keep yourself awake during the evening of day two; solution 38 prescribes the method. When you start to feel rather tired again, don't bother trying to stay awake on this occasion. Instead, make sure you're carrying the bottle of blood. Sure enough, you'll get into trouble and wake up in the dreaded brass bed again but this time you'll find that, for some odd reason, you haven't been bitten in the night. A look at the bottle will tell you why - it's now empty! Luckily for you, vampires prefer bottled blood to fresh! Throw away the empty bottle now; it has served its purpose and you can't afford to carry around superfluous items.

(5) The brass bed

At the start of the adventure, you wake up in the brass bed. It's odds on that this won't be the last time you end up in it! On the bed are some sheets (solution 35) and a pillow (solution 30). The first problem you face is in getting out of the bed - unless you can do that, the adventure's not going to be too exciting for you!

GET UP is the way to do it; this will place you in the bedroom. Should you want to return to the bed at any time, GO BED when in the bedroom will put you there.

In case you hadn't realised it, when you first wake up in the bed, you'll be carrying a tent stake about your person. There should be no doubt about its intended use - take good care of it. The reason for this warning is that whenever you become overtired or get attacked by the bat, you'll awake in the bed to discover that you've been robbed during the night. The stake will always be one of the objects stolen, regardless of wherever you've left it. There is one important exception to this - solution 39 will explain further. Should you lose the stake in the night, there is no way you'll ever find it again.

One other object, being of certain combustible material, gets the same treatment - stolen in the night, never to appear again. The method for securing it against the nocturnal thieves is the same as for the stake.

This object and the safety precautions necessary are recounted in solution 42.

There is yet another object that can be stolen, but in this case the stealing works to your advantage. For more details on this sanguine subject, see solution 4.

Having some of your possessions pinched is not the only thing that can happen during your hours of sleep. When you awake, like as not you'll find you've been bitten. An inventory to check your goods will also reveal that you're sporting two holes in your neck! You can't get rid of these marks once you've got them. A look in the mirror will tell you the worst (solution 24 reflects on your appearance). Should you be bitten three times, you will become a vampire and the game will end.

(6) The closet

A closet is a closet is a closet (all right, then, a cupboard) but in this adventure the closet turns out to be of major significance. It is the one place in the entire castle where you can store your goods and ensure their complete safety from light-fingered nocturnal wanderers.

You'll have noticed that certain of your possessions have a nasty habit of going walkies during the night. Once lost in this way, they can never be regained. To prevent this, the closet can be used as a safe. The century worth of dust (solution 15) on the floor is a strong clue that no one has been in this place for a very long time.

The first problem is how to get into the closet, since the door leading into it from the work room is firmly locked. The answer is to become a lock picker. You'll need the paperclip (solution 29) to make a successful job of it. Carrying the paperclip, you first PICK LOCK followed by OPEN DOOR and then GO DOOR. To leave the closet as secure as you found it, you leave by the west exit and then CLOSE DOOR followed by LOCK DOOR. You can leave the paperclip in the work room; it's one less object to carry and in a handy place when you need it.

In addition to the dust, the closet also contains a vial. This container is opened up in solution 44.

(7) The clove of garlic

This common herb is stored in the pantry. It should be obvious, if you're up on your vampire lore, what garlic is good for. However, you might be one of those people who simply adore the taste of it. If so, EAT GARLIC will produce a disgusted response from the program and that will be the last you'll see of the clove.

More practically, the garlic is useful for fending off vampires. While it won't stop you getting bitten if you fall asleep, it will protect you against the bat (solution 1) when you're staying awake through the night. The bat will cruise by and merely laugh. If you're not carrying the clove when the bat flies by, the horrid thing will do more than laugh; it will settle on your neck and give you a bite that will put you back in the brass bed.

(8) The coffin

Aha! The elusive target is now in sight and your quest is almost at an end. The coffin is hidden in the crypt, only being revealed when you take the action outlined in solution 9. During the day time, there is no way you can open the coffin since it's locked from the inside. Naturally, Dracula sleeps in his coffin during the day and is not going to take the chance of a vampire hunter like yourself catching him napping! Therefore, you must be sure to arrive at the coffin during the hours after sunset when Dracula is away on business. Arranging the timing of your visit is one of the trickiest problems in the adventure so an outline of a total strategy for playing is given under solution 37.

You must work fast. First, OPEN COFFIN will lift the lid so that you can GO COFFIN. Inside, you'll see a slide bolt - this is what Dracula uses to keep the coffin shut tight from the inside during the day. You can't wait here until daybreak and Dracula's return because you'll just end up in the brass bed. What you must do is disable the bolt so that it can't be used to lock the coffin. To do that, you'll need to be carrying the nail file (solution 25). With this in your hands, BREAK BOLT and when asked 'with what?', respond 'WITH FILE'. The bolt will be broken and you can then leave, to return when it is light and Dracula is once again ensconced in his coffin, only this time he won't have the protection of the bolt. Solution 13 reveals the denouement.

(9) The crypt

Having reached the crypt, you may be disappointed to find no sign of the expected coffin. Instead, the place is full of cigarette ends and a sign prohibiting smoking. The fact that this regulation has been signed by Dracula himself should tip you off about what to do next.

You must be carrying the matches (solution 21) and the pack of Transylvanian cigarettes (solution 42). In fact, you don't need the whole pack - just one cigarette will do (if you do have the pack, first GET CIGARETTE). Now LIGHT CIGARETTE and follow it with SMOKE CIGARETTE. The coffin will then magically appear (explained by the COUGHIN pun - well, it's as good a piece of logic as you'll find in many adventures!).

The cigarette will go out after a few turns and with it the coffin will disappear, so you'll have to move fast. Solution 8 tells you more about the coffin's mysteries.

There is a vent in the crypt, accessible only by a bat. If you're wondering what purpose the vent serves, turn to solution 43.

(10) The daisies

Pretty, aren't they? Well, you have to assume they are since you get no information at all about them. The daisies are growing in the window box (solution 45) outside the dark window. Although you can GET DAISIES, they don't seem to play any role in the adventure other than as a diversion. SMELL DAISIES is acceptable but doesn't reveal anything. I thought that EAT DAISIES might produce a result (thinking of that popular song that politely advises you not to!) but it didn't work. Best forget them and go on about your business.

(11) The dark pit

The dark pit is easy enough to get into but impossible to climb out of - unless you know how. The secret lies in the iron rings. Before descending into the pit, you should build an escape rope using the sheets from the bed. This is easily achieved by TIE SHEETS, and when asked what they should be tied to, responding with TO RINGS. You can now GO PIT with no qualms. To climb out again, simply CLIMB PIT. If you want to retrieve the sheets when you're out, you must UNTIE SHEETS and then GET SHEETS. Whether you bother to do this or

not depends on whether you're planning to go to sleep in the near future! The sheets always reappear on the bed, no matter where they were left previously, whenever you awake in the brass bed.

Another problem of the dark pit is that it's pitch black down there. There is an object in the pit, if you could but shine a light to see it. If you know what it is, you can GET it without even seeing it (solution 41 tells you about the mystery object). However, you can easily catch a glimpse of it in the pit by striking a light. Provided you've got the matches (solution 21), LIGHT MATCH will produce a short but adequate illumination of the pit and its contents.

(12) The doorless room

Having made the perilous descent down the sheet and climbed in through the dark window, you'll have found yourself in a room that has no doors. The only thing that stops the room from being completely featureless is the portrait. Since the picture is of no lesser a personage than Dracula, in the words of the bard, this must be the place!

All you have to do is MOVE or GET PORTRAIT, whereupon a dark passageway will be revealed. Make sure that you have a lit torch with you - it's very dark down there. When you need to leave the doorless room to go back up again, GO WINDOW puts you out by the sheet.

(13) Dracula's demise

The art of preparing the coffin for Dracula's return is dealt with under solutions 8 and 9. Now all you have to do is go back to the coffin during daylight hours to administer the coup de grace.

Having done your spot of puffing to get at the coffin, you should experience no problems opening the lid, having already treated the bolt. Inside you'll see a sleeping Dracula. Provided you have the tent stake and the rubber mallet, all that remains is to KILL DRACULA. The stake will be driven through his heart (ugh!) and all that will remain of him will be a mouldering skeleton with a stake embedded in the rib cage. The previously hostile crowd will emerge, cheering like mad, to carry you off as a hero - and so they should!

(14) The dumb waiter

Going west from the hall to the kitchen, you'll encounter the dumb waiter. Not a silent butler but a lift, large enough for you to enter. GO DUMBWAITER puts you comfortably inside. There are no buttons to press or pulleys to manipulate but RAISE or LOWER DUMBWAITER will get the thing moving. Going up will take you to the pantry while travelling in the opposite direction will deposit you at the work room. To leave the dumb waiter, you should GO ROOM.

The dumb waiter is a handy way to travel, but it does have one disconcerting habit. It seems that if you tackle the adventure in a certain sequence, the dumb waiter eventually vanishes from the kitchen, effectively preventing you from gaining access to a very important closet (solution 6). Most disheartening when it happens - you have to go and rethink your entire strategy. To avoid this happening, solution 37 offers a recommended order for tackling the adventure - don't look at it until you're desperate.

(15) The dust

Down in the closet you'll find a lot of dust that appears to have gathered over 100 years. The dust is quite useless except as a pointed indication that very few people, if any, have ever visited this place. Perhaps you could hide yourself or some objects here in safety? Solution 6 gives a not-so-dusty answer!

(16) The flag pole

What a frustrating flag pole this is, to be sure - it was all I could do to restrain myself from making comments about being driven up the pole! To get to the dark window beneath the bedroom window ledge, you're going to have to use the pole. As unreliable a method as it is, there's no alternative route that I know of.

When you step out on to the ledge, you might be tempted to CLIMB POLE. This will result in the pole splintering as soon as you get to the top, sending you to your doom (but not before you've been given a passing glimpse of the dark window). What you have to do is TIE SHEET (TO POLE when asked to what object you wish to fix it). Having done this, I strongly advise you to SAVE GAME before attempting a descent. The reason I so counsel is that the pole has a nasty habit of breaking as you climb. Either that or your lit torch sets the sheet

on fire. Both end in your death.

These accidents seem to occur at random, so you've no way of knowing if your next attempt will be successful or not. If at first you don't succeed, try, etc., etc.!

To descend, CLIMB SHEET. Assuming that you do not fall to your death, this will bring you to a window box (solution 45) outside the dark window. At this point, you can either GO BOX or GO WINDOW; both place you in the window box. GO WINDOW or GO ROOM will then put you inside the castle. To ascend, simply reverse the procedure, i.e. GO WINDOW/CLIMB SHEET/CLIMB SHEET/GO WINDOW.

When you tie the sheet to the pole, a fold is made in the sheet so that you can leave things in it. I found this to be too dangerous a facility to avail myself of - the sooner you're off the sheet and inside the room the better. Dropping objects when standing securely on a window ledge is far safer than when dangling from a sheet suspended from a brittle flag pole!

(17) The iron rings

The rings are located in the dungeon, beside the dark pit. Their only function is for you to use them in climbing out of the pit. To see how to make the most of their presence, consult solution 11.

(18) The lens

If you've found the lens, then you've managed to get inside the oven (solution 27). The lens confirms that the source of all that heat and light was the sun and the oven can now be recognised for what it is - a solar oven.

The lens cannot be moved and serves no other purpose in the game.

(19) The letter

The letter is delivered, along with the package (solution 28), when the postman calls at the castle on the second day. The sound of the bell (solution 3) alerts you to the fact that a delivery has been made just outside the castle. If you're already there when a delivery is due, the

postman won't come (shy, retiring employee that he is!).

READ LETTER will tell you that this is a missive from Count Yorga to his old drinking chum Dracula, advising him not to open the accompanying package until Halloween. You should cross the bounds of etiquette and rip open the package. You should do this as soon as possible, never mind about Halloween, as it could save your life. You won't need the letter, so leave it behind.

(20) The locked door

In the work room is a locked door for which there appears to be no key. You badly need to find out what lies behind this door, so you must find a way to open it without a key. Typing HELP will indicate that a spot of lock picking is called for - you'll need something wiry to tackle this job. Solution 6 teaches you the art of door-lock tinkering.

(21) The matches

Although the spelling of sulphur may appear strange to some eyes, these matches are as good as any on the market. What's more, they are in plentiful supply. No paltry six in a box as in some adventures — once you've got these from the pantry, you'll never need to buy another match in your life! These matches, although they come without a box (you can't have everything!), are inexhaustible. When lit, each match flares briefly before going out. This is quite sufficient for your needs in this adventure.

There will be three occasions when you'll be glad to have the matches. First, striking a match in the dark pit will reveal your surroundings there. Secondly, an unlit torch won't be much use until it is ignited. Thirdly, you are going to be required to do a bit of puffing of a noxious plant, so matches are necessary for setting fire to the leafy tubes.

(22) The meandering path

You'll find this path outside the castle. From it, you can see the castle towering high above you. A fence, an open gate and, beyond, a crowd of peasants are also in view. EXAMINE CROWD (or GATE) shows that the mob is angry about something. Don't let the open gate fool you; if you attempt to GO GATE, the mob attacks and kills you. It

seems that they were expecting you to stay in the castle until you'd destroyed the vampire - charming people!

The gate is just a lure, while the fence is of no use whatsoever. Enjoy the view and then go back inside - you're not going to see the outside world again until you've completed your mission.

(23) The memo

The memo, found in the work room, is a personal thank you from Scott Adams. A nice touch (even though it does use up one turn!), the memo can be read, enjoyed and then left where it is. Don't bother looking for any hidden meaning behind the words - there is none.

(24) The mirror

North of the hall is the bathroom - there you'll find the mirror. It's quite an ordinary mirror, so much so that if you drop it, it will break and you'll have earned seven years bad luck. As if you hadn't got enough to worry about! Should you try to pick up the glass fragments, there will be an exclamation of disgust (I can't think why) followed by the sorrowful statement that it can't be done.

The mirror is merely for looking at yourself, vain creature that you are, and you don't even need to pick it up to do that. When you first LOOK MIRROR, you'll see that today you look healthy. However, if you've been bitten in the neck, the mirror will reveal that you look pale and drained - who wouldn't after being nibbled on by a vampire!

The mirror is not an essential part of the game, and can be safely ignored. If, however, you insist on picking it up, there is a way to drop the mirror without breaking it. Just make sure you've dropped the pillow first - it will cushion the mirror's fall.

(25) The nail file

Funny place to keep a nail file, but inside the oven is where you're going to have to look to find it. The file is vital for breaking the slide bolt - to learn more, slide along to solution 8. If you haven't learned how to enter the hot oven, solution 27 will cool things down for you.

(26) The note

The note is attached to the postcard (solution 33) by a paperclip (solution 29). READ NOTE is met with a rebuff - the paperclip is in the way (must be a small note or a large paperclip!). Remove the paperclip and repeat the request - you can then read that the postman anticipates delivering a package to these premises tomorrow. This message is a clear hint for you to be on the lookout for the package's arrival (solution 28). Be careful if you're only taking the clip from the postcard - GET CLIP will also place the note in your possession. Since the number of objects you can carry at any one time is limited, you don't want to retain superfluous items. The note, once read, is of no further use to you.

(27) The oven

The oven is in the kitchen (where else!). It's an odd sort of oven; if you try to OPEN OVEN, you'll find that the door is already open and if you try to close it, you can't. The oven is emitting a lot of heat and light - what a waste - but you can't ignite anything from it, even though the door is open. No matter how hard you try, there is no way of entering the oven while it is hot. The question is, how do you get it to cool down?

The answer is that you don't have to do anything - except wait. A clue is given in the fact that the oven is giving out light. If you investigate the oven when the sun has set, you'll find that it is no longer hot or bright and you can GO OVEN with ease. Obviously this is one of those new-fangled solar ovens! Inside you'll find two things, one very useful, one not.

(28) The package

Brought by the postman on the second day and left with a letter (solution 19) outside the castle, the package contains two interesting items. OPEN PACKAGE will show that the contents comprise a bottle of type V blood and a pack of Transylvanian cigarettes. Both of these articles are essential for your quest - solutions 4 and 42 provide the details.

Having opened the package and removed the two objects, you'll see that an empty box remains. This is of no use to you and can be left lying where it is - there are no litter laws in The Count!

(29) The paperclip

This little item comes with the postcard (solution 33) and is holding the note (solution 26) in place. REMOVE or GET CLIP will put it in your possession. You're going to need it, but not for keeping papers together - the paperclip comes in very handy as a substitute for a key. Solution 6 picks out the place to bring the clip into play.

(30) The pillow

The brass bed has some of the usual sleeping accessories, namely sheets and a pillow. The pillow has only one function in the adventure, and not a critical one at that. It prevents the mirror (solution 24) from smashing to bits when dropped. Provided the pillow is on the ground (or on the bed, if that's where you are) when you let go of the mirror, the glass will remain intact - and so, perhaps, will your luck!

(31) The pocket watch

The watch is located in the bathroom, and a weird watch it is. When you EXAMINE or LOOK WATCH, it tells you that there are so many moves to sunset. How many moves that might be depends on what stage you've reached in the adventure. Whenever you wake up in the brass bed, the watch is reset to show about 65 moves remaining before the sun is due to go down. This means that you can enter 65 commands before darkness will fall. It's always just before sunset when you experience the inevitable, overwhelming tiredness.

The watch is not a vital item for your survival, but is certainly useful for keeping an eye on how much time you have left. For example, the first postal delivery generally takes place at around 37 moves to sunset, while the second delivery occurs on the following day when around 25 moves remain. Similarly, it usually starts to get dark when there are about 10 moves left, and exhaustion starts to set in when there are but 5 moves left.

You will know about the deliveries by the bell sounding (solution 3) while the onset of night and tiredness will always be announced with a warning. It follows that you don't need the watch except as an initial indication of the amount of time you have to play with. One bizarre effect can be observed, should you manage to stay awake during the night - the watch goes negative! It will reset perfectly again next time - and there will be a next time! - that you go to sleep.

(32) The portrait of Dracula

Vain Count that he is, Dracula keeps a portrait of himself down in the doorless room (solution 12). At least this serves as a clue to tell you that you're not far from his secret hiding place. To progress further in this room, you must MOVE or GET PORTRAIT. A dark passageway will be revealed which you can safely enter - with a lit torch. The portrait has no practical, aesthetic or commercial value - drop it where you found it.

(33) The postcard

This is brought by the postman on the first day and left outside the castle - the bell peal will tell you that a delivery has been made. All you will be told if you EXAMINE POSTCARD is that there is some writing on it. READ POSTCARD is better - it informs you that this is a drinking and ghouling bill for Dracula from the local mortuary! The card itself has no significance but is a nice example of Scott Adams' humour. The two articles that are attached to the card, namely the note and paperclip, are much more important. For more information on these items of stationery, you should consult solutions 26 and 29.

(34) The rubber mallet

I don't know why this mallet is made of rubber as opposed to wood, but it does the job perfectly well. The job the mallet is required for, in case you hadn't guessed, is to drive the tent stake through the Count's heart (see solution 13). How embarrassing if the mallet had bounced rubberily off the stake at the crucial moment! You'll no doubt be relieved to hear that it doesn't - just as well because there's not another mallet or hammer to be had in the castle. This one can easily be found by visiting the work room.

(35) The sheets

The sheets adorn the brass bed and are always to be found there whenever you awake, regardless of where you may have previously left them.

They become very useful when knotted together and used, in traditional Boys' Own fashion, as makeshift ropes. You'll find them most convenient for escaping from the dark pit (solution 11) and for tying

on to the flag pole (solution 16). The sheets have an annoying and unpredictable habit of catching fire if you are climbing them carrying a lit torch. Not to worry - perseverance will win out in the end.

(36) The slide bolt

Trying to beard the Count in his coffin can be rather tricky since you can only destroy him when he's at home. The trouble is, he's only chez Count during daylight hours, and to protect himself against the likes of mischievous you, he locks himself inside the coffin by means of this slide bolt. There he stays during the daytime, as safe and as snug as the proverbial bug in a rug.

What you must do is enter the coffin when he's out doing a spot of neck biting during the hours of darkness. Only then will he leave the coffin unbolted. This is when you must seize the golden opportunity to disable the bolt, rendering it to all intents totally useless. Dracula will still return to the coffin but it will now be vulnerable to entry by unauthorised personnel - you!

To accomplish this daring deed, you'll need a tool with which to break the bolt - solution 25 tells you what it is and where to find it. Solution 8 explains how to execute this cunning wheeze.

(37) Strategy

What follows is the barest of outline strategies for tackling this teasing adventure. Because your success depends so much on playing the adventure in the correct order against a time limit, you might find life very frustrating if you fail to discover the proper sequence. There may well be other sequences of taking on the Count, but this one works and is for those who are completely stymied.

To begin with, collect as many of the accessible items as you can before the sun sets on the first day. Of paramount importance is the paperclip - with this you can lock away the stake to prevent it from being stolen. When the sun begins to set, let the tiredness overtake you. You'll wake up in the brass bed, having been bitten in the night but fear not - you're still alive even if a trifle anaemic!

During day 2, collect the package as soon as it is delivered. Lock the pack of cigarettes up with the stake but keep one of the cigarettes on you. When darkness and exhaustion again set in, eat one of the tablets.

Make haste to the crypt and, using the single cigarette, gain entrance to the coffin for some dirty work on the bolt.

When the sun sets again, let yourself fall asleep but have the bottle of type V with you. You'll awake yet again in the bed, but the bottle will have saved your neck. Fetch the pack of cigarettes and stake from their hiding place, then head at top speed for the crypt. Once there, you should have time to spare to finish off your quest by finishing off the Count!

(38) The tablets

When you're feeling tired, these No-Doz tablets are just the thing to pep you up. In fact, they turn out to be life savers since if you let yourself become too weary, you end up in the brass bed, with every chance of being bitten by a vampire while sleeping. One tablet will keep you wide awake through the wee small hours and so prevent an unwanted trip to that blood-letting brass bed.

The tablets, and there are only three of them, are in the vial which can be found in the locked closet. When you wish to swallow one of these pick-me-ups, do not TAKE TABLET - it isn't helpful. EAT TABLET will work wonders, though.

(39) The tent stake

This is an essential piece of kit which you'll have on you right from the very start of the adventure. You don't even have to go looking for it - you're already carrying it, as taking an inventory will confirm. However, although you have the stake as a free gift from Scott Adams at the start, if you try to hang on to it, you'll lose it. The problem is that every time you fall asleep, the stake is stolen. Since without it you have as much chance of killing the Count as a cow has of climbing Everest, you have to find a way to safeguard it. Locking it up is the only answer - solution 6 tells of a safe place.

(40) The toilet

The toilet is one of Scott Adams' little gags. When you enter the bathroom and EXAMINE TOILET, you are told that there's something there and that maybe you should go there. Falling slap-bang into the trap, you type GO TOILET to be told 'Ah, that's much better!' Well,

you can't say you didn't ask for it!

(41) The torch

An adventure just wouldn't seem like an adventure without a trusty lamp somewhere in it. In this case, the lamp is a torch - the ignitable not the battery kind. The torch is craftily concealed - you'll find it down in the dark pit (see solution 11).

Because you don't have a torch when you first visit the pit, and because the pit is very dark, you won't see anything at all. What you don't know is that the unlit torch is actually lying at your feet! All you have to do is GET TORCH, even though you're still in the dark. If you want to see it before picking it up, strike a match (solution 21).

To be of any use, the torch must of course be lit. Easy enough to do provided you have the matches - LIGHT TORCH has it bursting into flame. Once the torch is lit, it cannot be doused. It is important that you don't light it too soon because it has a limited life; you'll need the torch in naturally dark places during the day as well as in all places when the sun has set, so you can't afford to have it burn out prematurely. Wait until you need to visit the crypt before lighting it.

(42) The Transylvanian cigarettes

Hardly a well-known brand, the pack of Transylvanian cigarettes comes as part of a package (solution 28), a present to Dracula from his buddy, Count Yorga. GET PACK places the whole pack of cigarettes in your possession. If you've paid attention to the cigarette butts and the sign in the crypt, you'll have a good idea where the cigarettes might best be puffed. Solution 9 will blow away the smoke screen from this puzzle.

There are three things to note about the cigarettes. First, the pack will disappear in the night if you fall asleep. You'll never find it again if it does so you must take great care of it by locking it up. Solution 6 tells you where.

Secondly, you can take an individual cigarette from the pack by GET CIGARETTE. This feature can be used as part of your overall strategy for playing the game - solution 37 suggests one.

Thirdly, once lit, a cigarette only lasts for a few turns before going out. This has implications for the coffin, as solution 9 will explain.

(43) The vents

If you've spent a lot of time endeavouring to find a way into the vents, you're going to be very disappointed to hear that they are of no use at all in the adventure. Except, of course, to give you a totally frustrating time!

There are two vents, which may lead you to the conclusion that they could be useable as a short cut between the two locations. One is in the work room, the other is in the crypt. When you try to access the vents, you are told that a bat might make it but you can't. Don't turn yourself into a bat by deliberately allowing yourself to get bitten too many times - you'll just end up dead!

It seems that the vents are there as one of Scott Adams' little red herrings. Try as you might, there just doesn't seem to be any way through the vents, and in the end you are forced to use the only other route to the crypt, via the unreliable flag pole (solution 16). So if you haven't already wasted several hours trying to squeeze yourself through the vents, take my advice and give them a miss - you'll save yourself a whole heap of vexation.

(44) The vial

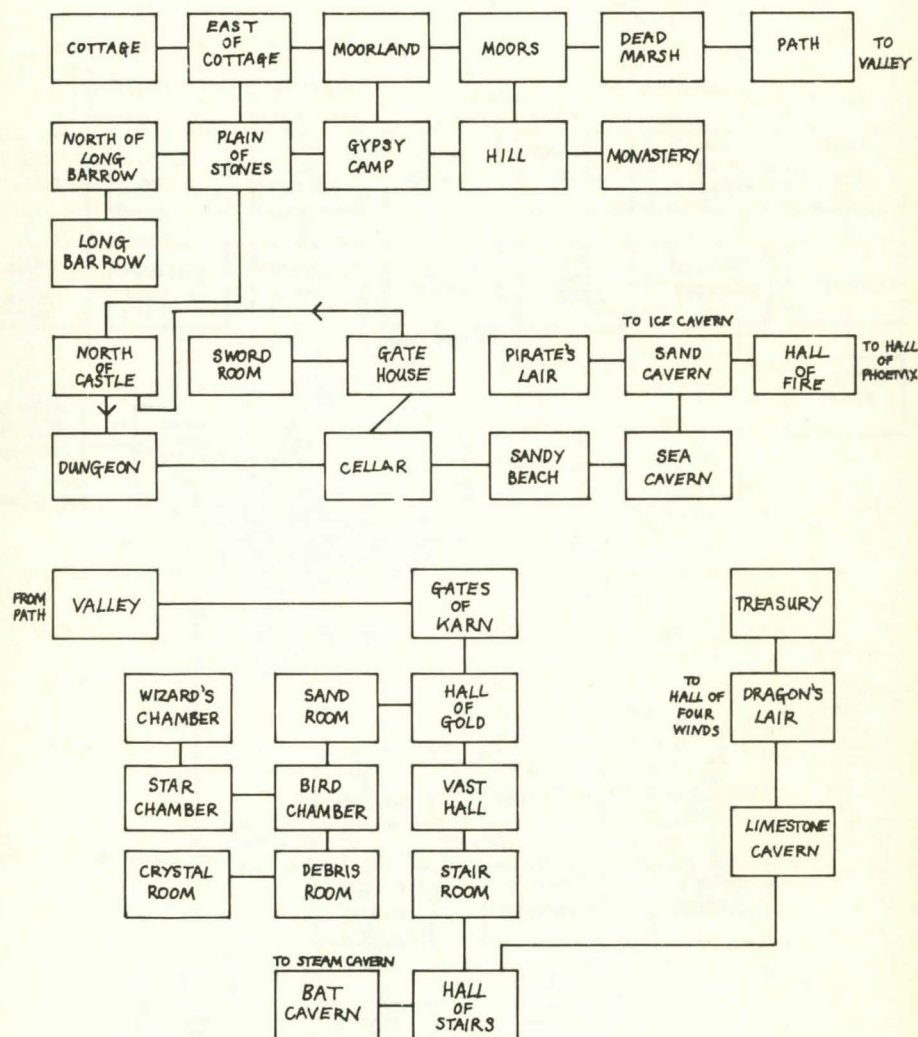
The vial is locked away in the closet so you'll need to find a way to get at it; solution 6 supplies more information.

There are three No-Doz tablets (solution 38) inside the vial. To get at them, simply EMPTY VIAL. The tablets are what you need (remember to GET TABLETS) so don't bother hanging on to the vial - just leave it where you found it.

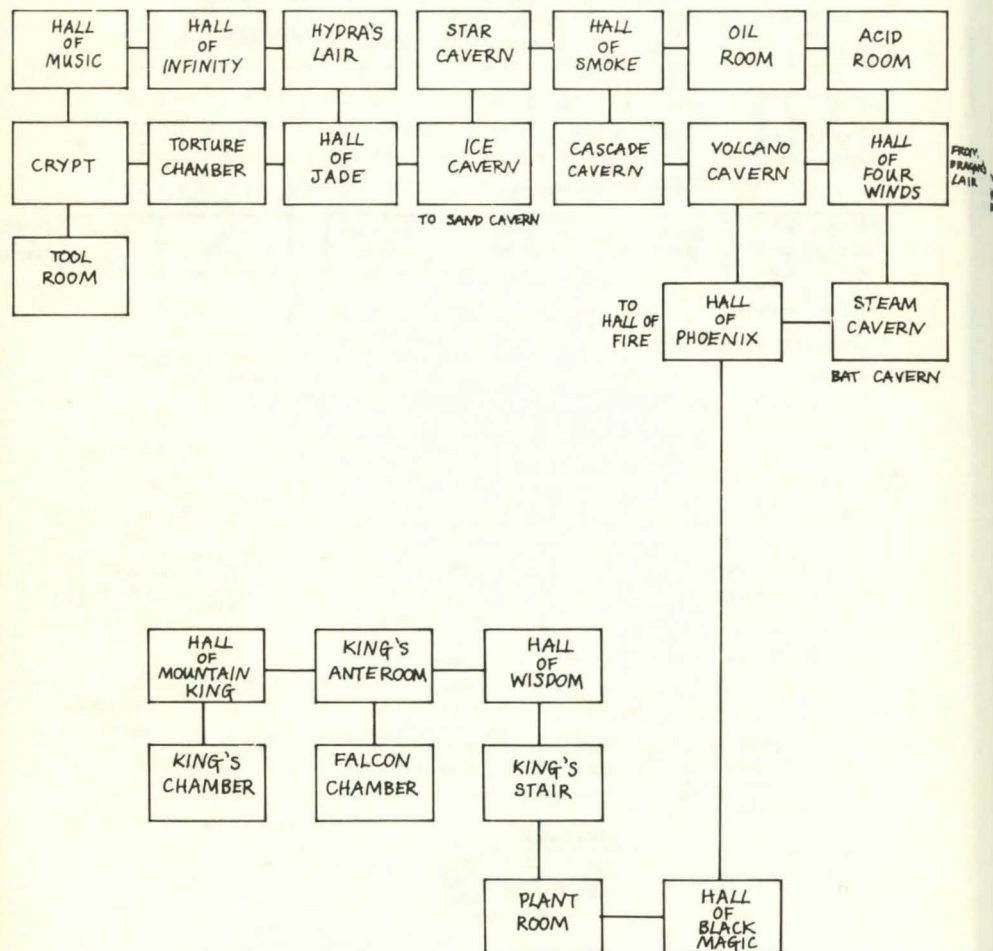
(45) The window box

You'll first see the window box when dangling precariously from the sheets tied to the flag pole (solution 16). When you're beside it, GO BOX will place you in the window box (ignore the daisies - see solution 10) and GO ROOM will take you from the window box through the dark window to a new location inside the castle. The window box serves only as a landing stage, as it were, for this other floor of the castle.

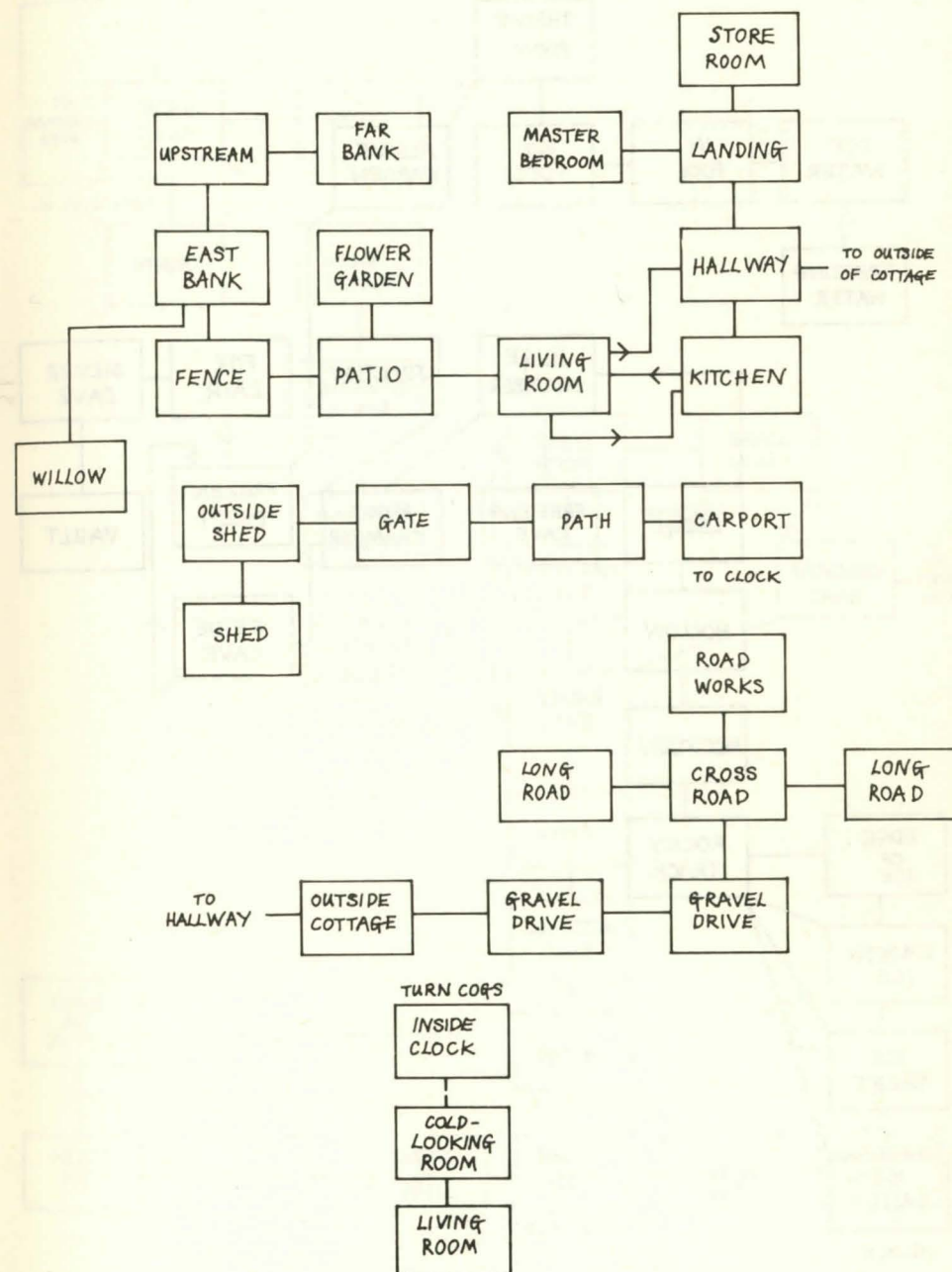
HEROES OF KARN: MAP 1



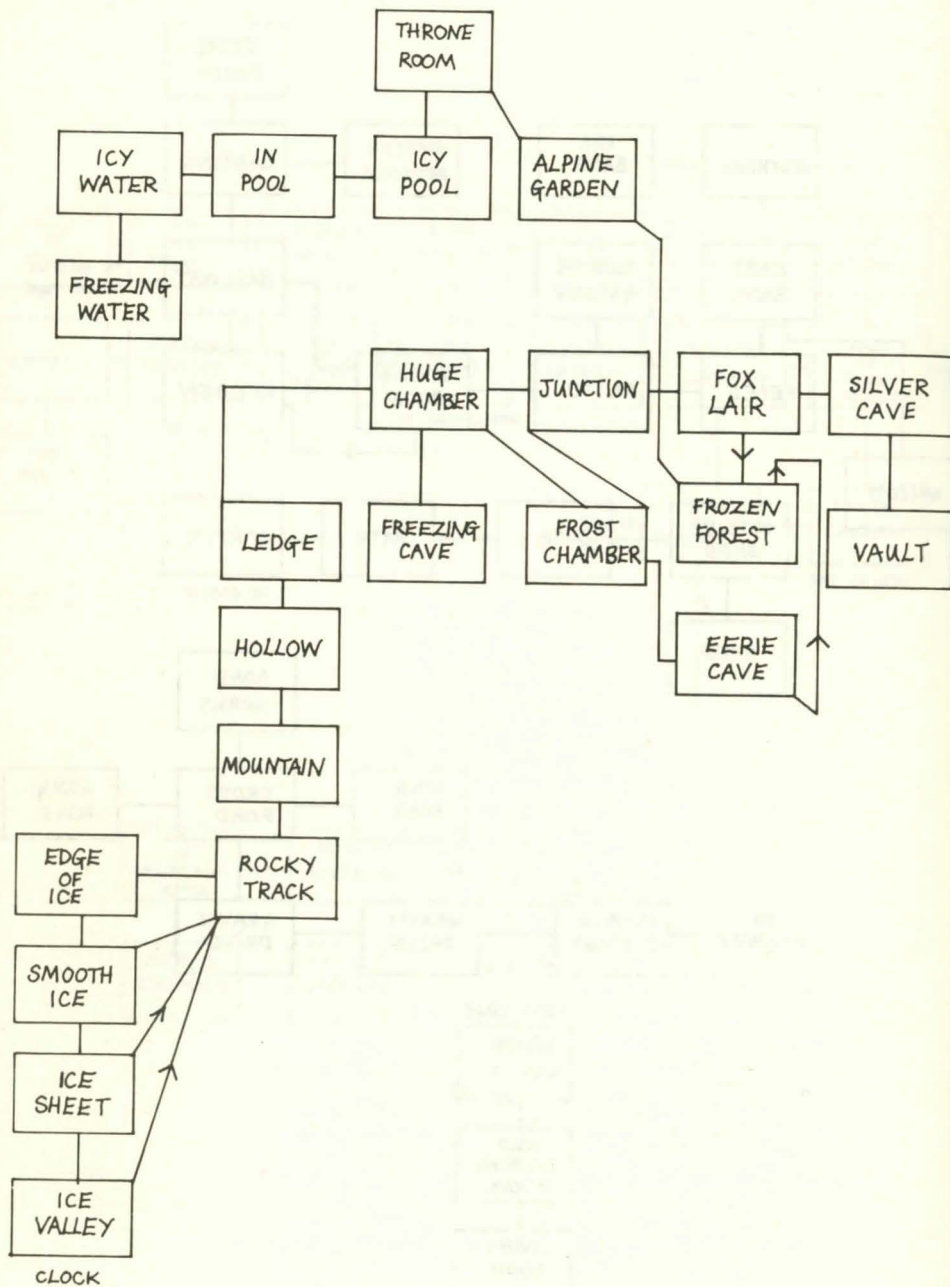
HEROES OF KARN:MAP 2



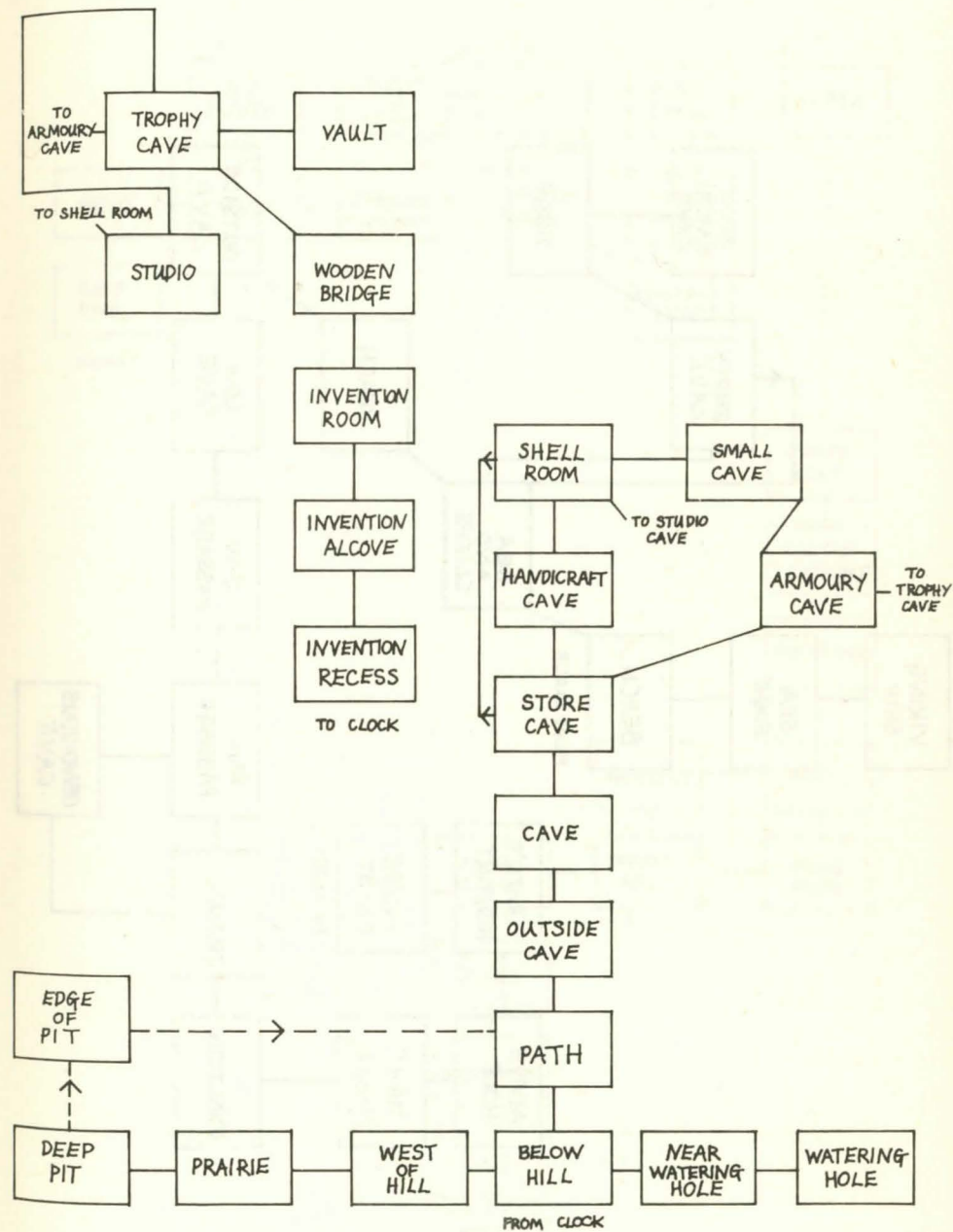
LORDS OF TIME: PRESENT MAP ZONE 1



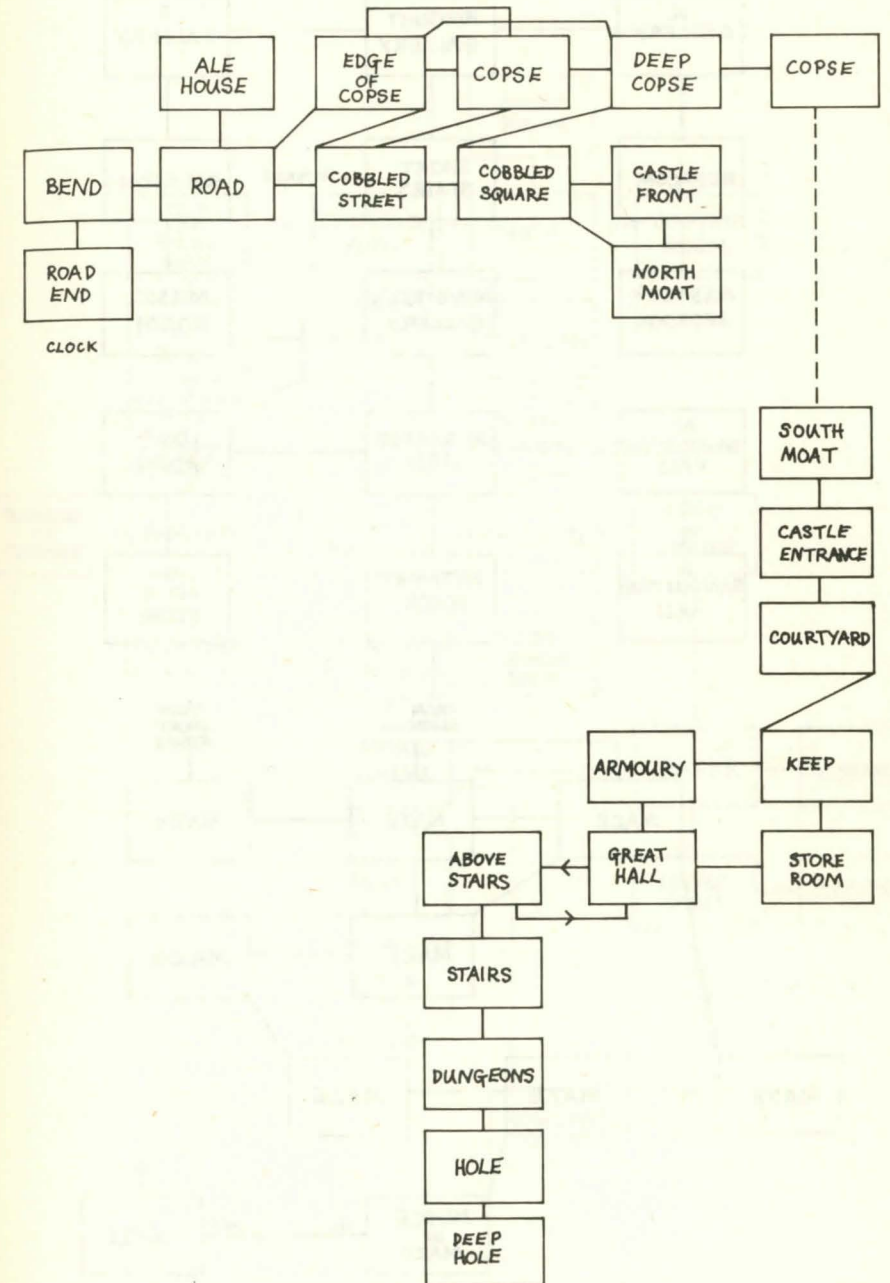
LORDS OF TIME: ICE AGE MAP ZONE 2



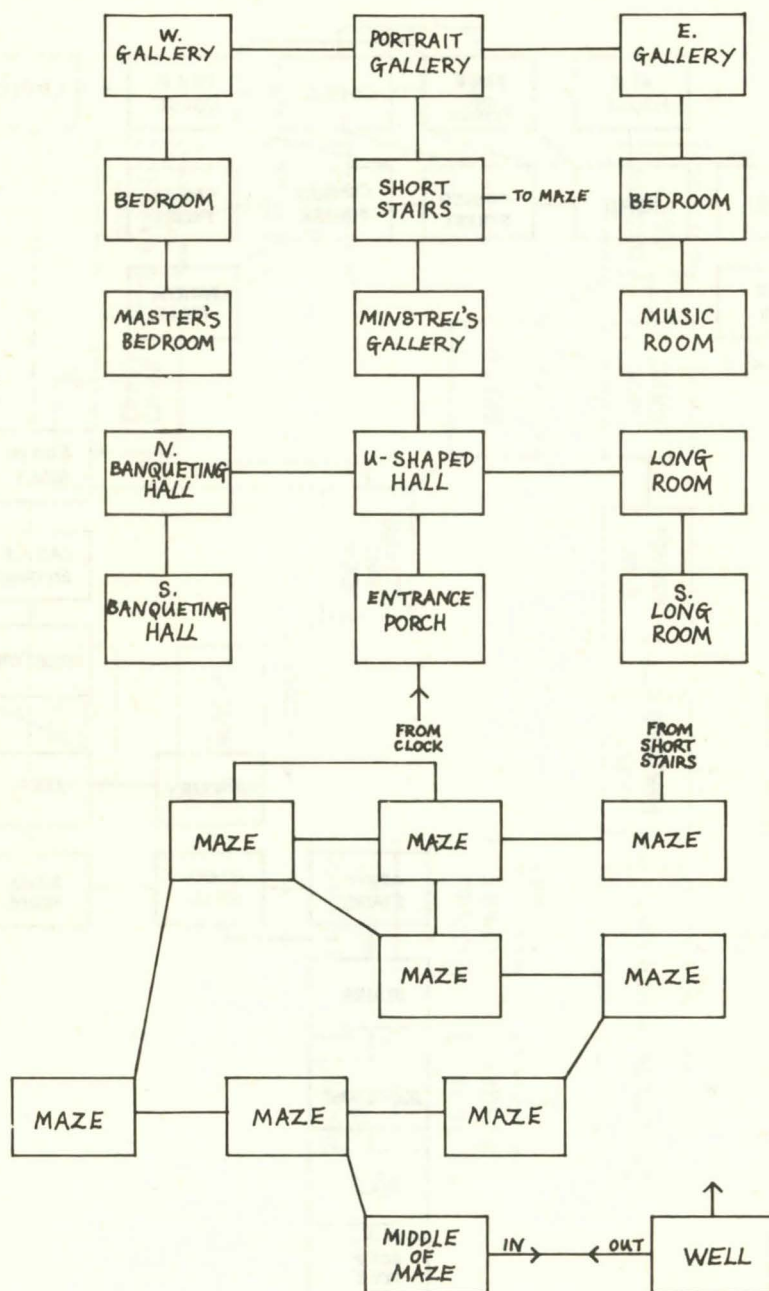
LORDS OF TIME: STONE AGE MAP ZONE 3



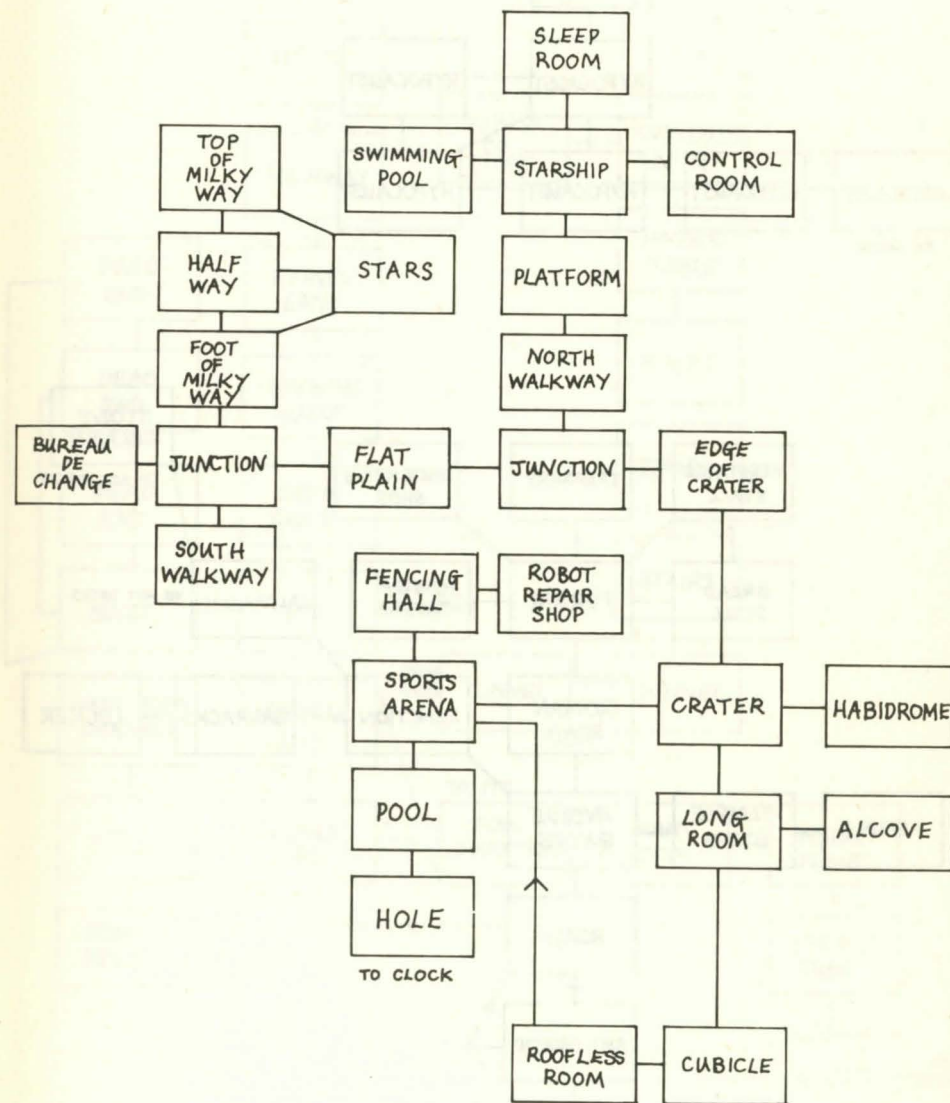
LORDS OF TIME: TUDOR MAP ZONE 5



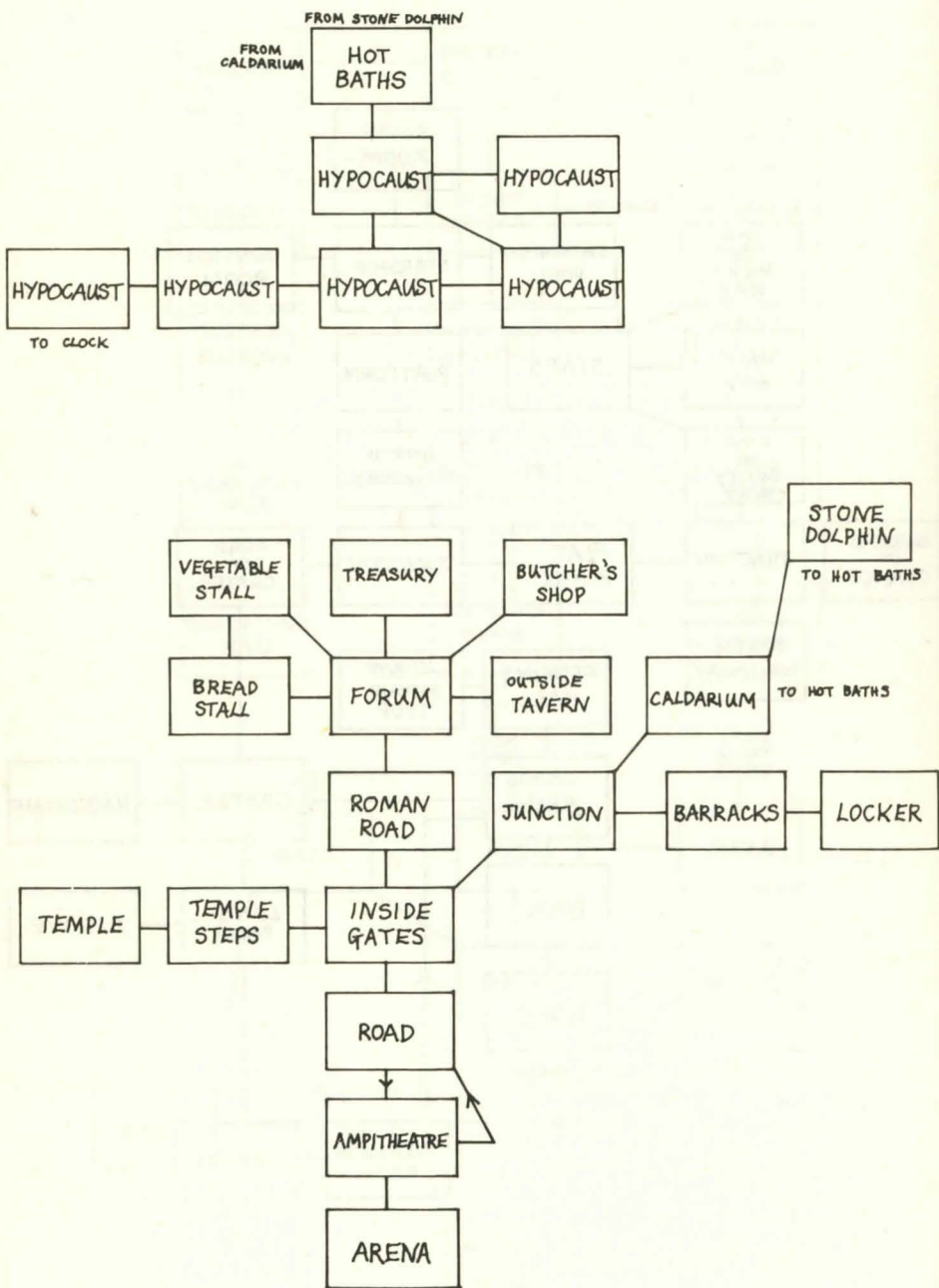
LORDS OF TIME: MEDIAEVAL MAP ZONE 6



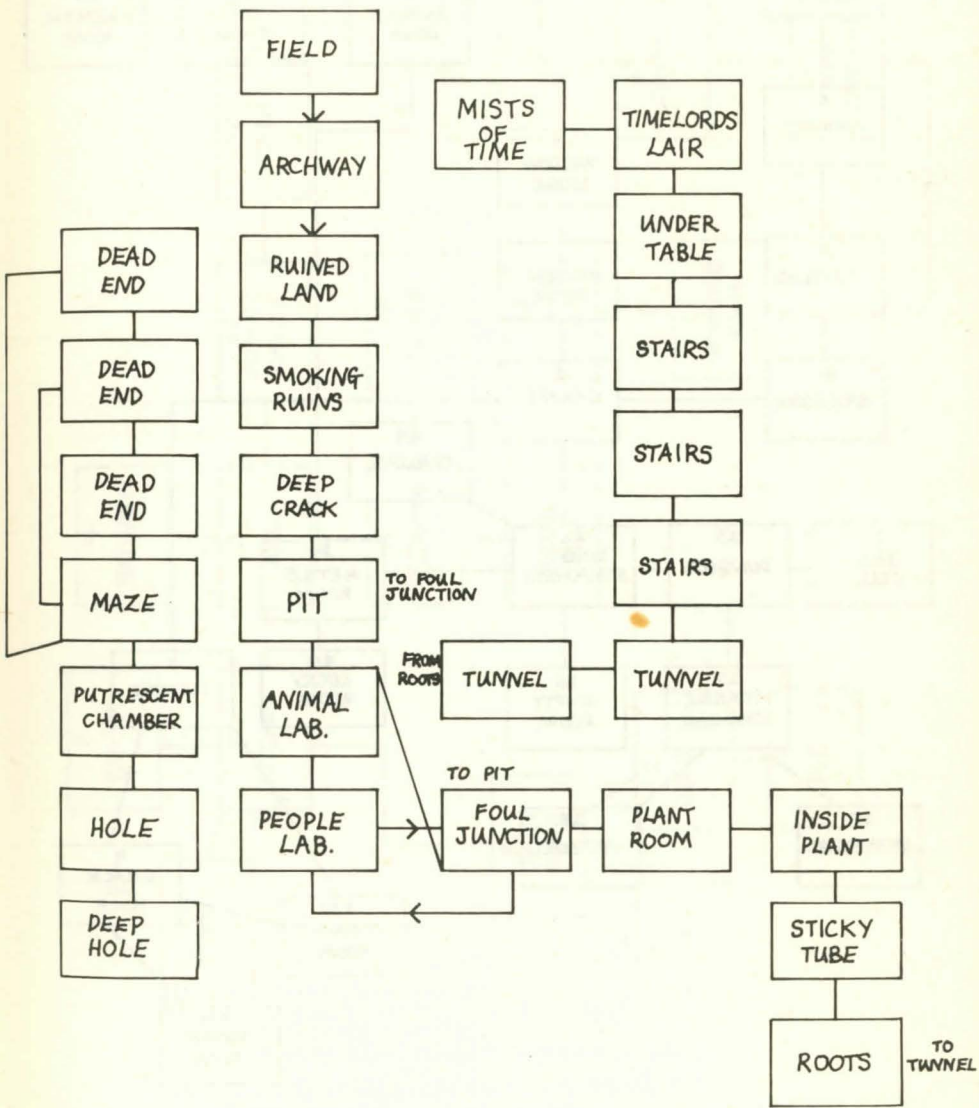
LORDS OF TIME: FUTURE MAP ZONE 7



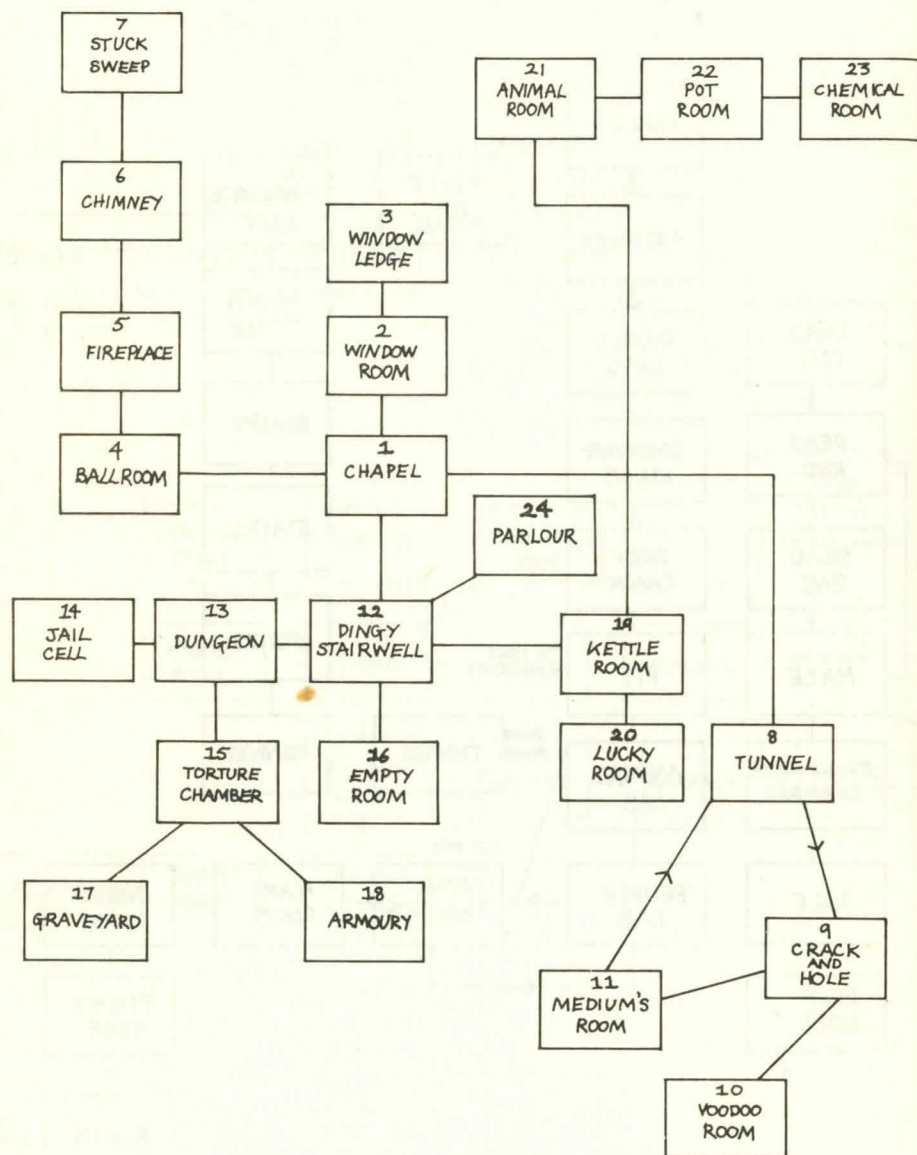
LORDS OF TIME: ROMAN MAP ZONE 8



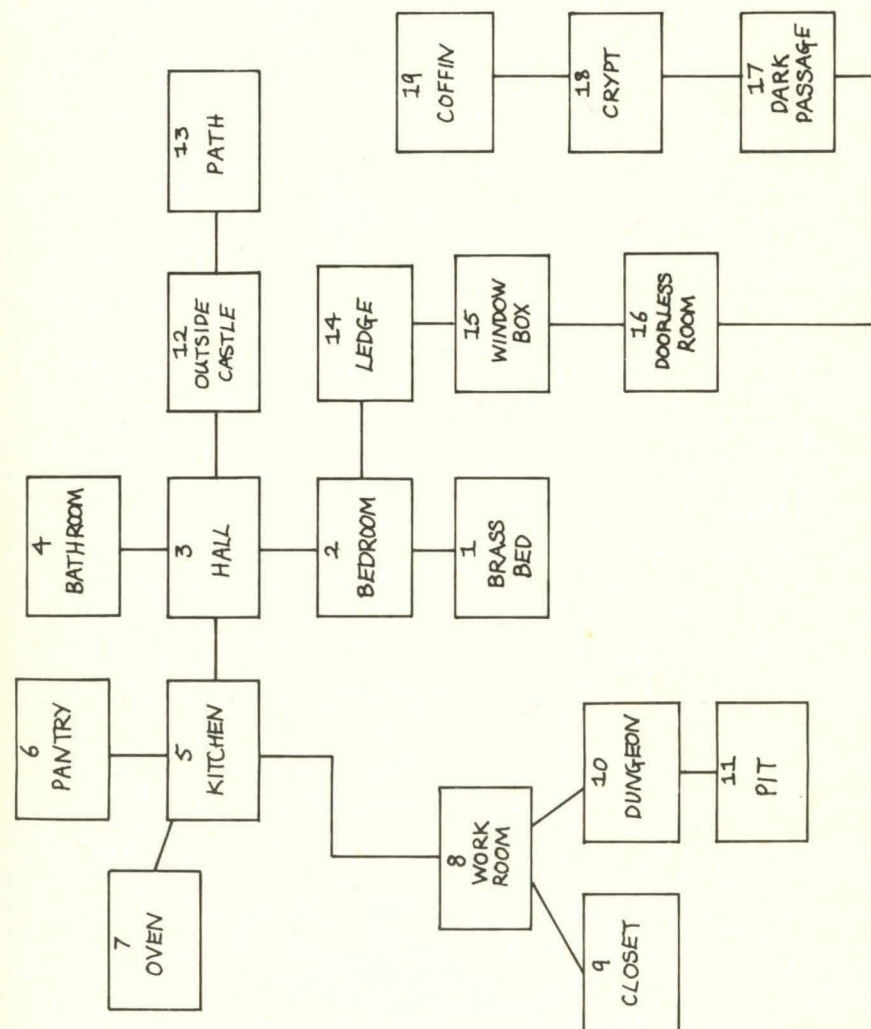
LORDS OF TIME: FAR FUTURE MAP ZONE 9



VOODOO CASTLE



THE COUNT



Notes

Notes

Notes

Notes

Notes

Notes

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