

On The River

If you're stuck on the river you could always try going ashore!
Waterfalls are always dangerous, why not try the other way?
Once you've rowed through the gorge you'll never get any further!

At The Quay

If the boat is missing you could always try swimming for it, perhaps you should have made it secure before you left.

In The Garden

A potent drink could alleviate the effects of a nasty sting.

In The Lobby

The dog guards something you'll really need later on...

In The Palatial Room

A tablet might carry some useful message.
Pull something if you want to open the door, but be careful!

The Scree Slope

This is only a quick exit if you wave something...

The Book Room

Knowledge can be gained, at a price...

The Store Room

If you are stuck in here try to remember how you got in!

The Throne Room

There is more than one way out of here. Sit down and think about it!

Meglin's Cavern

The shadowy figure isn't necessarily Meglin...

If you cannot defeat Meglin in combat you must have failed to get the hint...

Opening locked boxes is only a problem if you forgot to pick up a key!

The Ruby Room

Locked doors needs keys!

Brute force sometimes works...

Getting up a slippery slope could be difficult if you are carrying lots of objects.

The final solution could tie you up in knots.

Monsters

If you can find a named device you may gain an advantage over certain monsters.

Remember to keep your strength and stamina up.

Monsters can see in the dark and they will still attack you if you're foolish enough to walk round with no light.