



#### HINTS ON USING THE HINT SHEET

Do not read through the hint sheet all at once, either with or without looking up the numbers. Just go to the place where you are stuck, and only read as many numbers as you need to set you on the right track. Reading on may deprive you of the satisfaction of solving a later puzzle yourself.

#### PART ONE

You are heading west on your way home when you encounter a strange gentleman. Do not 67 69, but 2 85 and 74 1 77. You cannot 92 1 96 while you are still in the alley. To get them home safely, 52 101 3 108 41.

#### In your room

If you try to leave by the front door you will be caught. The way to leave is 4 1 33. You must, in time-honoured fashion, 115 1 195 51 1 135 and 26 101 141. Caught before you can 2 148? 196 1 110. Then 148 and 25 will take you to the street. Do not delay in the garden (unless you want a treat!).

#### In the street

142 158 188 without delay. If you have no opportunity to do this, you should have taken a certain precaution. For a clue to a simple but temporarily effective 166, 168 3 1 173 over the 24. Yes, you must 182 first: 23 1 54 for 64 10 and use the 70 which is on the 24. Have you frightened the maid? You should 28 1 47 198 1 135 before she comes in. She's still frightened? Do not use the 70 with 190 10.

### In the cab

Where to go? 92 1 96 which you found in the alley. The exact words to say are: 79 16 87 139 97. What to do when you are rushing along 3 1 188? 57 103. After the crash, 6 1 110 112 and 117 103 5 1 188.

### In the club

Don't worry for the moment how you come to be here. That will be partly explained later and more fully in the second part. Look in the looking glass and enter the room when the gentlemen have departed. 121 or 168 125 one of the paintings - read the plaques to discover the names. The exact words are 121 35 132 5 48.

The desk is locked - you need the key. To find it, examine the 140, examine the 11 and get the 149 153. Shake it. 155 or 23 or 115 1 160 162 1 149 153. Then 36 88 170 148. Read the 175 178 from the desk. The figures in the 175 178 refer to directions and two-digit numbers which are the combination of the safe. The exact words are 36 183 55 9 etc. Read the 30 178 from the safe.

### In the square

Here you must be chivarious and self-sacrificing. Various expressions will serve, e.g. 72 8 1 123 159 1 81 or 17 89.

If the 56 5 100 14 message does not come up, you have neglected to do something 3 108 107. The lady mentions the 47, but this you cannot bring with you. You must instead 74 1 47 111. Now insert something in the 194: 1 114 5 1 199. You must not let go of the 120 or try to put it in your 41. The only way to keep it safe is to 52 88 3 1 50 126. This will break if thrown unprotected through the window, so give it the protection of the 129. Cut this with the 70, put the 50 126 inside, then throw it through the window. You will have just enough time to pick it up again.

### PART TWO

To wake up, you must type in the password from the end of Part One.

### In the bedroom

If you keep fainting, 18 1 134 which is 3 1 138 144. The watch will inform you of the date as well as the time; you will know the significance of the date from Part One.

### In the square

To avoid being stopped by the policeman, you should 147 1 151 which is 3 1 20. To distract 157, 6 1 165 (which you will find by examining the 110) and then 28 3 1 193 198 1 172. You must act quickly. Once out, 142 158 188.

### In the cab

Where to go? You will find out in the 177. 180 1 185 to find a 178. Here you will read certain instructions. The exact words are: 62 82 43 1 10, then 168 3 53 42. Nothing happens? You should not have moved the things on the table. The exact words to use in the cab are: 79 16 87 78 191.

### In the street

Too late? You must be quicker in the house, but do not omit to find out the name of the street. You haven't time to read the magazine in the parlour (but read it sometime!).

### In the shaft

You must 2 94.

### The question

You must ask 60 98 102, in which case 98 would say 105, or 109 98 27, in which case 98 would say 116. Go through the door which 98 is guarding.

### PART THREE

First type in the password from Part Two.

### In the caves

Examine the 15 3 1 124 34 and examine the 131. 117 14 5 1 136 in the smaller chamber. Use the 40 to 112 1 110.

### To pass the skeletal ghoul

You need to 147 1 145 which you can see through the crack in the smaller chamber. The 12 can be used to 58 152 8 13 159 1 161. For example, 52 1 40 43 1 12. It will not work if there is nothing 3 1 161 or if there is more than one object 43 1 12. Since you need the 40, you must 22 something else. One of the 186 can be 63. Examine 1 65 to find 1 68.

### In the dancing garden

Go down the well. Examine the 12 here. If you do not have the 68, consider how you might bring it here. The answer is that 71 1 68 109 75 1 29 80 7 88. So, 58 1 145 59 1 29 95 5 59 1 68.

Back in the garden you will find a 99 104. 106 113 45 118 88.

### In the niche

You can 57 148. Take the 122 104.

### To pass the crowned ghoul

You need 181 145. You must use the 122 159 99 49 to obtain this 128 145. Give up? This is the method: 19 1 122 104 133 1 161. 72 43 1 12. 127 1 145 (West). 106 1 99 104.

### In the courtyard

121 1 137 143. Down below, 52 1 146 150 154 43 1 156 154. You have not been able to get it from 1 21? While there, 163 1 122 104, 127 1 154, then 106 1 99 104. Stuck in the hole? You should 19 1 122 104 167 171 2 148! Then you can 106 1 99 104 to get up.

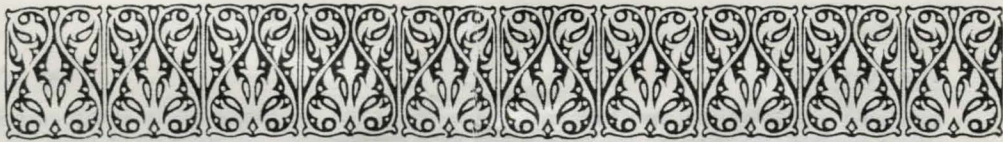
### To pass the apish ghoul

Surprise! You need 181 145! You will find it by going up the 176 and 148 1 179 in the 184. Problems with the 145 dissolving? You must take it 37 and 85 and 19 88 148 1 38. To stop the 99 104 being taken 109 187. So how do you get the 66 145 from the 161? You need another object. To find it, examine the 73. To discover its properties, 106 88, also 19 88. Notice what happens when you pick up the 99 42. All these properties must be used to get the 66 145.

Give up? This is the sequence: 19 122 104 3 161, 52 99 42 43 12, 127 122 104, 106 122 42 (this summons the 99 42 and leaves the 189 3 1 161), 19 122 42, 72 43 12, 127 66 145, 76 1 161. When the 122 42 83 148 and touches the 12, you will be 32.

### After seeing Lady Maybank

Put the 90 on the 12, get the 122 42, then 72 43 1 12.



- |                     |                |                  |                  |
|---------------------|----------------|------------------|------------------|
| 1. The              | 51. From       | 101. Them        | 151. Suit        |
| 2. Go               | 52. Put        | 102. Lie         | 152. Objects     |
| 3. In               | 53. Crystal    | 103. Out         | 153. Doll        |
| 4. By               | 54. Cord       | 104. Ring        | 154. Pyramid     |
| 5. Of               | 55. Left       | 105. No          | 155. Behead      |
| 6. Push             | 56. End        | 106. Rub         | 156. Large       |
| 7. Enter            | 57. Jump       | 107. Room        | 157. Hermione    |
| 8. Between          | 58. Exchange   | 108. Your        | 158. A           |
| 9. 34               | 59. With       | 109. Is          | 159. And         |
| 10. Water           | 60. Does       | 110. Door        | 160. Head        |
| 11. Dolls           | 61. Banquet    | 111. Closely     | 161. Crack       |
| 12. Pedestal        | 62. Trace      | 112. Open        | 162. Off         |
| 13. Itself          | 63. Moved      | 113. This        | 163. Throw       |
| 14. One             | 64. Hot        | 114. Nib         | 164. "Wellington |
| 15. Carvings        | 65. Cavity     | 115. Take        | 165. Button      |
| 16. To              | 66. Iron       | 116. Yes         | 166. Disguise    |
| 17. Intercept       | 67. Follow     | 117. Climb       | 167. Before      |
| 18. Drink           | 68. Egg        | 118. Wearing     | 168. Look        |
| 19. Drop            | 69. Him        | 119. Fog         | 169. There       |
| 20. Wardrobe        | 70. Razor      | 120. Bead        | 170. Upside      |
| 21. Niche           | 71. When       | 121. Move        | 171. You         |
| 22. Find            | 72. Stand      | 122. Gold        | 172. Stairs      |
| 23. Pull            | 73. Fountain   | 123. Lady        | 173. Mirror      |
| 24. Washstand       | 74. Examine    | 124. Far         | 174. Nothing     |
| 25. East            | 75. Closed     | 125. Behind      | 175. Red         |
| 26. Tie             | 76. Wait       | 126. Bottle      | 176. Terraces    |
| 27. Truthful        | 77. Bundle     | 127. Get         | 177. Attic       |
| 28. Hide            | 78. "Hanbury   | 128. Wooden      | 178. Book        |
| 29. Yolk            | 79. Say        | 129. Pillow      | 179. Ladder      |
| 30. Black           | 80. Will       | 130. Card        | 180. Draw        |
| 31. Toadstool       | 81. Assassin   | 131. Arch        | 181. Another     |
| 32. Transported     | 82. Veritas    | 132. Exaltation  | 182. Shave       |
| 33. Window          | 83. Floats     | 133. Into        | 183. Dial        |
| 34. Wall            | 84. Curio      | 134. Brandy      | 184. Cave        |
| 35. "The            | 85. South      | 135. Bed         | 185. Curtains    |
| 36. Turn            | 86. Green      | 136. Columns     | 186. Statues     |
| 37. Up              | 87. Cabbie     | 137. Manhole     | 187. Impossible  |
| 38. Hole            | 88. It         | 138. Beside      | 188. Cab         |
| 39. <del>Part</del> | 89. Bullet     | 139. "Sioane     | 189. Thistledown |
| 40. Key             | 90. Statue     | 140. Mantlepiece | 190. Cold        |
| 41. Pocket          | 91. "Baker     | 141. Together    | 191. Street"     |
| 42. Ball            | 92. Read       | 142. Hail        | 192. Tracing     |
| 43. On              | 93. Rose       | 143. Cover       | 193. Cupboard    |
| 44. NW              | 94. NE         | 144. Cabinet     | 194. Slot        |
| 45. While           | 95. Instead    | 145. Mask        | 195. Sheets      |
| 46. Two             | 96. Papers     | 146. Small       | 196. Lock        |
| 47. Knife           | 97. Square"    | 147. Wear        | 197. SE          |
| 48. Lucifer"        | 98. Rendelwise | 148. Down        | 198. Under       |
| 49. Rings           | 99. Silver     | 149. French      | 199. Pen         |
| 50. Ink             | 100. Part      | 150. Glass       | 200. Dismiss     |

NOTE: Some early copies of the Spectrum version of *Jack the Ripper* contain a bug in Part III which causes the game to crash. If you should discover such a bug, please return the game to C.R.L. for immediate replacement. Not to St. Bride's.