

THE LOST LEGACY OF XIM
HINT SHEET
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PROBLEM	HINT	SOLUTION
CAN'T MOVE AT THE START OF THE GAME.	10	16
CAN'T REACH THE GLASS ON THE TABLE (1).	23	11
CAN'T REACH THE GLASS ON THE TABLE (2).	02	04
ABLE TO MOVE INSIDE THE PLANE, BUT CAN'T DO NOTHING.	50	02
CAN'T BALE OUT OF AIRCRAFT BECAUSE OF SOME OBJECT.	09	01
YOU KEEP GETTING KILLED WHEN YOU BALE OUT OF THE PLANE.	17	35
YOU CAN'T SEEM TO SWIM TOWARDS THE SHORE (1).	20	03
YOU CAN'T SEEM TO SWIM TOWARDS THE SHORE (2).	01	18
CAN'T LEAVE THE BEACH AREA.	26	32
UNDER THE CLIFF BUT CAN'T MOVE ANY FURTHER.	19	27
DON'T HAVE A SOURCE OF LIGHT.	37	19
CAN'T MOVE THE LARGE BOULDER.	03	17
CAN'T OPEN THE IRON FLOOD GATE (1).	29	26
CAN'T TRAVEL ALONG A FOOTPATH.	47	39
CAN'T GO INSIDE A BUILDING.	04	37
DON'T KNOW WHAT TO DO IN THE POLICE STATION (1).	35	09
DON'T KNOW WHAT TO DO WITH THE HANDCUFFS.	05	48
DON'T KNOW HOW TO EXIT THE BUILDING.	45	28
WHAT SHOULD I DO IN THE HARDWARE STORE.	43	50
DISCOVERED A BODY BUT CAN'T FIND ANYTHING OF USE.	21	49
CAN'T OPEN THE DOOR OF THE CAR THAT STANDS IN THE CAR PARK.	28	47
CAN'T GO INSIDE THE CAR.	32	29
WHAT DO I DO INSIDE THE CAR.	48	24
WHAT DO I DO IN THE NEWSAGENTS.	22	15
WHAT DO I DO TO STOP DYING OF THIRST.	06	43
WHAT DO I DO TO STOP DYING OF HUNGER.	15	08
CAN'T GET INTO THE BUILDING SITE.	49	42
WHAT SHOULD I DO IN AT THE BUILDING SITE.	07	14
CAN'T LEAVE THE BUILDING SITE.	25	20
WHAT SHOULD I DO IN THE PUB	33	36
CAN'T LEAVE THE PUB WITH THE PINT OF ALE.	24	05
CAN'T BREAK THE CHEST IN THE BLACKSMITHS WITHOUT DYING.	11	46
WHAT USE IS A CROWBAR.	34	21
IN THE STABLES OFFICE, I CAN'T OPEN THE DRAWER OF THE DESK.	31	10
CAN'T DO ANYTHING WORTHWHILE IN THE STALLS.	42	38
IN THE SMALL ROOM UNDER THE STABLES, I DON'T KNOW WHAT TO DO.	18	22
IN THE ANTIQUE SHOP WHAT SHOULD I DO.	38	31
DON'T KNOW WHAT TO DO IN THE POLICE STATION (2).	12	40
CAN'T UNLOCK/OPEN THE FILING CABINET EVEN THOUGH I HAVE THE KEY.	40	30
WHEN THE CABINET IS OPEN WHAT SHOULD I DO.	44	07
WHEN I HAVE THE GUN WHAT SHOULD I DO.	30	34
CAN'T OPEN THE IRON FLOOD GATE (2).	46	44
KEEP GETTING TRAPPED WITHIN THE MAZES.	13	41
KEEP GETTING KILLED BY FALLING ROCKS.	41	45
CAN'T GET THE STATUE BECAUSE OF A SAVAGE DOG.	27	33
ONCE I HAVE THE STATUE HOW DO I STOP IT CRUMBLING TO DUST.	16	25
WHAT DO I DO NOW WITH THE STATUE.	39	13
CAN'T START THE CAR OR IT'S ENGINE.	14	23
HOW DO I FILL THE PETROL CAN.	36	06
NOW THAT THE TANK HAS PETROL IN IT, WHAT SHOULD I DO NOW.	08	12

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HINT SHEET PART 2

HINT

- 01) YOU ARE CARRYING TOO MUCH.
- 02) WHY NOT GIVE IT A HELPING HAND.
- 03) YOU'LL NEED A STURDY PIECE OF WOOD.
- 04) ENTRY SHOULDN'T BE A PROBLEM IF DIRECTIONS ARE LEFT ALONE.
- 05) LOOK AT THEM A LITTLE MORE CLOSELY.
- 06) SOME LIQUID WOULD DO THE TRICK.
- 07) TRY LOOKING AROUND.
- 08) TURN A KEY OF SOME SORT.
- 09) GET RID OF IT, IF IT HAMPERS YOU.
- 10) BIT OF A ROPEY PROBLEM THIS ONE.
- 11) AN EXTRA HEAD WILL DO THE TRICK.
- 12) PART OF PARLIMENT WILL HELP YOU IF YOU CAN ACCESS IT.
- 13) REVERSING YOUR DIRECTION WILL HELP AFTER A WHILE.
- 14) A VEHICLE CHECK WILL HELP YOU.
- 15) A CRUST WILL STOP THE PROBLEM.
- 16) ENCLOSE IT.
- 17) A LITTLE MORE WEIGHT IS NEEDED.
- 18) LOOK AT WHAT IS AROUND YOU.
- 19) MORE THAN ONE OBJECT WILL HELP.
- 20) THE EXTRA WEIGHT IS YOUR PROBLEM.
- 21) LOOK AT IT MORE CLOSELY.
- 22) LOOK INSIDE SOMETHING.
- 23) YOU'LL NEED TO MOVE SOMETHING.
- 24) YOU'RE ARE CARRYING SOMETHING YOU SHOULDN'T.
- 25) ACT LIKE A MONKEY FOR A WHILE.
- 26) DARKNESS WILL LEAD TO DAYLIGHT.
- 27) IMMOBILISE IT.
- 28) YOU'LL NEED SOMETHING TO OPEN IT.
- 29) A ROD OF STEEL OR SOMETHING SIMILAR WILL HELP.
- 30) FIND SOMETHING/SOMEONE TO SHOOT.
- 31) A THIN BLADED IMPLEMENT IS NEEDED.
- 32) TREAT IT AS YOU WOULD A BUILDING.
- 33) REFRESHMENT OF SOME SORT IS IN ORDER.
- 34) TO HELP YOU OPEN STIFF OPENINGS.
- 35) SURVEY THE SURROUNDING ITEMS.
- 36) FOUR COURTS OR ONE WILL SOLVE YOUR PROBLEM.
- 37) IT'S AROUND THE BEACH AREA, BUT IT BELONGS TO SOMEONE.
- 38) LOOK AT WHAT ITEMS (IN GENERAL) SURROUND YOU.
- 39) ENCLOSE IT THEN RETURN IT TO IT'S OWNER VIA SOME TRANSPORT.
- 40) IS IT THE WRONG SHAPE I WONDER.
- 41) WEAR SOMETHING ON YOUR HEAD TO STOP IT HAPPENING.
- 42) A GOOD KICK ABOUT MAY HELP YOU.
- 43) GET SOMETHING WITH A GOOD HEAD ON IT.
- 44) SEE WHAT IS INSIDE.
- 45) DON'T LOOK FOR DIRECTIONS OR YOU WON'T BE ABLE LEAVE.
- 46) ARE YOU USING THE RIGHT TOOL IF NOT YOU'LL NEED TOO.
- 47) DO TRY TO GO ALONG IT, TRY USING IT INSTEAD.
- 48) LEAVE AN ITEM HANGING FROM SOMETHING.
- 49) A BANANA OR TWO COULD LEAD YOU TO ACT AS A MONKEY, THEN IT IS EASY.
- 50) TRY LOOKING AT THE SURROUNDING AREA.

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HINT SHEET PART 2

SOLUTION

- 1) THEN "THROW THE AXE FROM THE PLANE".
- 2) START TO EXAMINE OR SEARCH WHATEVER YOU COME ACROSS.
- 3) "REMOVE THE PARACHUTE".
- 4) "KNOCK THE TABLE" TO MAKE THE GLASS FALL.
- 5) THEN "DROP GLASS/ALE/BEER".
- 6) GO TO THE GARAGE AND "FILL PETROL CAN".
- 7) "LOOK IN DRAWER" AND THEN "GET GUN".
- 8) GO TO THE VILLAGE STORE AND "GET PIE" FROM THE ONES ON DISPLAY.
- 9) "SEARCH DESK" THEN "GET HANDCUFFS".
- 10) IF YOU CARRY THE PENKNIFE THEN OPEN IT AND "PICK LOCK".
- 11) "EDGE ME TOWARDS THE TABLE" WILL PUT YOU NEXT TO IT.
- 12) GO AND "START THE CAR" TO FINISH, PROVIDING YOU HAVE THE STATUE.
- 13) IF YOU CARRY THE GLASS CASE THEN "PUT STATUE IN CASE", IF NOT THEN GET IT.
- 14) "SEARCH SITE" THEN "GET HELMET".
- 15) "OPEN CABINET" THE REFRIDGERATED ONE, AND LOOK INSIDE.
- 16) "EXAM SELF/ME" TO FIND OUT WHY YOU CAN'T MOVE.
- 17) IF YOU CARRY THE WOODEN SHAFT THEN "MOVE BOULDER WITH SHAFT".
- 18) "DROP THE PARACHUTE" THEN "SWIM".
- 19) FIND THE RUCKSACK THEN "GET ALL FROM RUCKSACK/BAG" FOR AN ADDED SURPRISE.
- 20) LEAVE THE WAY YOU ENTERED IT BY USING "CLIMB FENCE".
- 21) ALL WILL BE APPARENT IN THE STALLS. SEE NUMBER 38.
- 22) "EXAMINE THE TOOLS" THAT ARE PRESENT.
- 23) "EXAMINE THE DASHBOARD".
- 24) "PUT KEYS INTO IGNITION" THEN "EXIT".
- 25) BY PUTTING THE STATUE IN THE GLASS CASE, SEE NUMBER 13.
- 26) YOU WILL NEED SOMETHING STRONG TO FORCE IT OPEN. SEE NUMBER 44.
- 27) YOU NEED THE TORCH AND ANOTHER OBJECT TO MOVE SOMETHING OUT OF THE WAY.
- 28) SIMPLY "EXIT".
- 29) SIMPLY "ENTER CAR".
- 30) IF YOU CARRY THE KEY AND THE FILE THEN "FILE KEY", THEN "UNLOCK CABINET".
- 31) "SEARCH SHOP" TO FIND SOMETHING THAT IS NEEDED.
- 32) REFER TO NUMBER 27.
- 33) IF YOU HAVE THE TRANQUILISING GUN THEN "SHOOT DOG WITH GUN".
- 34) SEE NUMBER 33 ABOVE.
- 35) "GET THE PARACHUTE" FROM THE PILOT THEN "WEAR PARACHUTE" TO PREVENT THIS.
- 36) "GET ALE" TO REFRESH YOURSELF.
- 37) "ENTER (TYPE OF BUILDING)" TO REMEDY THE PROBLEM.
- 38) "MOVE HAY" THEN IF THE CROWBAR IS CARRIED "OPEN HATCH WITH CROWBAR".
- 39) SIMPLY "USE FOOTPATH".
- 40) AN EXAMINATION OF THE CABINET WILL REVEAL SOMETHING TO HELP YOU. SEE 30.
- 41) REVERSE THE ENTRY DIRECTION THEN GO THAT WAY FOR SIX TIMES.
- 42) "CLIMB FENCE" TO ENTER THE BUILDING SITE.
- 43) REFER TO NUMBER 36 AND TO NUMBER 15.
- 44) IF YOU CARRY THE IRONBAR THEN "PRISE GATE WITH IRONBAR".
- 45) "WEAR HELMET" TO PREVENT YOUR DEATH AT THIS POINT OF THE GAME.
- 46) "SMASH CHEST WITH HAMMER" PROVIDING YOU CARRY IT.
- 47) IF YOU CARRY THE CAR KEYS THEN "OPEN CAR DOOR"
- 48) "EXAMINE HANDCUFFS CAREFULLY".
- 49) "SEARCH JACKET POCKETS" OR "EXAMINE BODY CAREFULLY".
- 50) "GET HAMMER" FROM THE LOCATION TEXT.