

# LORDS OF TIME CLUES

## 1. How to use these clues.

Listed below are most of the things, interesting locations and puzzles in Lords of Time. Look down the list to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry, you may find that it just gives a short clue and that you have to turn to yet more entries to learn the full story.

## Warnings

Try to only read the clue entries that you are actually directed to. Otherwise you may accidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this — you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

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## Things

2. Ale: where it is (301), details (334).
3. Allosaur: where it is (348), details (370).
4. Android: where it is (458), details (463).
5. Apple: where it is (284), details (434).
6. Archway: where it is (466), details (416).
7. Armour: where it is (322), details (477).
8. Axe: where it is (479), details (488).
9. Bars: where they are (480), details (459).
10. Bartender: where he is (301), details (334).
11. Basin: where it is (364), details (443).
12. Bell: where it is (292), details (290).
13. Black Knight: where he is (322), details (407).
14. Bone: where it is (379), details (467).
15. Bottle: where it is (413), details (264).
16. Box (tight shut): where it is (363), details (359).
17. Olive Branch: where it is (460), details (319).
18. Broken Robots: where they are (375), details (305).
19. Brontosaurus: where it is (378), details (478).
20. Buckle: where it is (489), details (494).
21. Bunch of Keys: where they are (389), details (345).
22. Bunch of Leaves: where they are (299), details (461).
23. Caesar: where he is (469), details (418).
24. Cages: where they are (480), details (490).
25. Can: where it is (332), details (269).
26. Candelabra: where it is (285), details (438).
27. Candle: where it is (295), details (482).
28. Cap (Jester's): where it is (357), details (319).
29. Car: where it is (371), details (321).
30. Cards: where they are (292), details (406).
31. Case (Jewellery): where it is (283), details (256).
32. Cask of Ale: where it is (301), details (334).
33. Cat: where it is (338), details (310).
34. Catfood: where it is (391), details (329).
35. Caveman and Cavewoman: where they are (455), details (369).
36. Cavemen: where they are (288), details (499).
37. Cauldron: where it is (462), details (468).
38. Chest: where it is (286), details (331).
39. Chip (Silicon): where it is (350), details (319).
40. Cloak: where it is (440), details (355).
41. Clock: where it is (295), details (277).
42. Club: where it is (280), details (369).
43. Coat: where it is (377), details (433).
44. Coffin: where it is (267), details (256).
45. Cogs: where they are (451), details (421).
46. Coil of Rope: where it is (283), details (394).
47. Coin: where it is (410), details (463).
48. Compost: where it is (258), details (410).
49. Crown: where it is (491), details (438).
50. Cube of Ice: where it is (492), details (315).
51. Cupboard: where it is (283), details (442).
52. Cyberman: where this is (324), details (375).
53. Diamond Teardrop: where this is (294), details (319).
54. Dogs: where they are (487), details (335).
55. Dragon: where he is (464), details (424).
56. Dragon's Wing: where this is (481), details (359).
57. Drinking Horn: where it is (484), details (453).
58. Egg: where it is (298), details (359).
59. Emerald: where it is (349), details (256).
60. Evil Eye: where it is (363), details (359).
61. Fairy: where it is (253), details (414).
62. Fallen Star: where it is (496), details (384).
63. Father Time: where he is (313), details (313).
64. Figurine: where it is (303), details (438).
65. Firefly: where it is (444), details (504).
66. Food: where it is (426), details (424).
67. Fox: where it is (260), details (467).
68. Frankenstein: where he is (338), details (500).
69. Frog: where this is (481), details (255).
70. Fur Coat: where this is (377), details (433).
71. Galactic Groat: where this is (463), details (534).
72. Gauntlet: where this is (322), details (393).
73. Gerrymander: where he is (500), details (338).
74. Ghost: where this is (274), details (274).
75. Gladiator: where he is (399), details (356).
76. Gold Nugget: where it is (533), details (334).
77. Granny: where she is (500), details (520).
78. Grapple Rocket: where it is (349), details (543).
79. Grate: where it is (364), details (538).
80. Handle (Recessed): where it is (501), details (385).
81. Heap of Compost: where it is (258), details (410).
82. Hope: where it is (405), details (416).
83. Horn (Drinking): where it is (484), details (453).
84. Hourglass: where it is (250), details (256).
85. Ice Cube: where it is (492), details (315).
86. Ice Sheet: where it is (312), details (312).
87. Ice Wall: where it is (304), details (457).
88. Icicle: where it is (260), details (408).
89. Ivory Tusk: where it is (377), details (319).
90. Jester: where he is (290), details (445).
91. Joker: where it is (406), details (445).
92. Jumble of Wood: where it is (278), details (251).
93. Keys: where they are (389), details (345).
94. Black Knight: where he is (322), details (407).
95. Lake: where it is (325), details (312).
96. Leaves: where they are (299), details (461).
97. Lightsabre: where it is (435), details (375).
98. Lion: where it is (399), details (281).
99. Lodestone: where it is (302), details (281).
100. Longship: where it is (265), details (316).
101. Looking-glass: where it is (283), details (320).
102. Lords of Time: where they are (387), details (275).
103. Lur: where it is (400), details (342).
104. Lute: where it is (409), details (431).
105. Mammoth: where it is (278), details (377).
106. Map: where it is (497), details (376).
107. Matchbox: where it is (295), details (358).
108. Mattress: where it is (349), details (323).
109. Messenger of the King: where he is (368), details (390).
110. Metronome: where it is (283), details (263).
111. Milestone: where it is (436), details (416).
112. Mirror: where it is (299), details (19).
113. Mushroom Ring: where it is (410), details (279).
114. Narcissus: where this is (485), details (302).
115. Net: where it is (397), details (506).
116. Nugget of Gold: where it is (533), details (334).
117. Olive Branch: where it is (460), details (359).
118. Onyx Figurine: where it is (303), details (263).
119. Opener for Tins: where it is (380), details (344).
120. Ottoman: where it is (487), details (411).
121. Pack of Cards: where it is (292), details (406).
122. Parchment: where it is (497), details (376).
123. Pebble: where it is (280), details (544).
124. Pendulum: where it is (451), details (510).
125. Petrol Can: where it is (332), details (269).
126. Phial: where it is (539), details (509).
127. Pick: where it is (347), details (542).
128. Picture: where it is (250), details (313).
129. Pile of Rubbish: where it is (283), details (321).
130. Pint Pot: where it is (418), details (310).

131. Pirate Pete: where he is (331), details (448).
132. Planks: where they are (347), details (429).
133. Porcelain Vase: where it is (545), details (263).
134. Porsche: where it is (371), details (321).
135. Pot (Stone): where it is (298), details (438).
136. Prince: where he is (255), details (262).
137. Pyramid: where it is (486), details (418).
138. Snow Queen: where she is (315), details (252).
139. Ring of Mushrooms: where it is (410), details (279).
140. Robots (Broken): where they are (375), details (305).
141. Rocket (Grapple-Firing): where it is (349), details (543).
142. Rocking Stone: where it is (508), details (510).
143. Rope Coil: where it is (283), details (394).
144. Rubbish Pile: where it is (283), details (321).
145. Ruby: where it is (549), details (340).
146. Rucksack: where it is (283), details (360).
147. Rug: where it is (381), details (256).
148. Sabre-toothed Tiger: where it is (422), details (404).
149. Sandals: where they are (351), details (502).
150. Screwdriver: where it is (365), details (398).
151. Sentries: where they are (314), details (540).
152. Sheet of Ice: where it is (312), details (312).
153. Shoes with Wings: where they are (351), details (502).
154. Shovel: where they are (479), details (541).
155. Skeleton: where it is (280), details (544).
156. Spear: where it is (283), details (511).
157. Star (Fallen): where it is (496), details (384).
158. Stocks: where they are (284), details (434).
159. Stone (Rocking): where it is (508), details (510).
160. Sweetmeats: where they are (484), details (335).
161. Sword: where it is (396), details (503).
162. Teardrop: where it is (330), details (319).
163. Tiger: where it is (422), details (404).
164. Tiger Tooth: where it is (268), details (289).
165. Father Time: where he is (313), details (313).
166. Timelords: where they are (387), details (275).
167. Tin of Catfood: where it is (391), details (329).
168. Tooth Fairy: where she is (279), details (444).
169. Trident: where it is (397), details (343).
170. Tusk: where it is (377), details (319).
171. Tyrannosaurus Rex: where it is (507), details (370).
172. Valerian: where it is (273), details (259).
173. Vase: where it is (545), details (263).
174. Viking Guard: where he is (430), details (400).
175. Wall of Ice: where it is (304), details (457).
176. Weeping Willow: where it is (450), details (294).
177. Well: where it is (276), details (272).
178. Wheel: where it is (423), details (437).
179. Workbench: where it is (324), details (365).
180. Wood: where it is (278), details (251).
181. Wretch: where he is (284), details (434).

#### Locations

182. Amphitheater: location (314), time (221), details (266).
183. Archway (Abandon Hope): location (466), time (195), details (416).
184. Barracks: location (532), time (221), details (527).
185. Beach: location (524), time (236), details (316).
186. Caldarium: location (532), time (221), details (525).
187. Carport: location (254), time (220), details (337).
188. Castle: location (401), time (211), details (527).
189. Clock: location (512), time (220), details (317).
190. Cobble Square: location (526), time (211), details (434).
191. Country Cottage: location (519), time (220), details (316).
192. Crater: location (523), time (198), details (527).
193. Dry Cave (with Cavemen): location (516), time (228), details (499).
194. Dungeons: location (346), time (211), details (518).
195. Far Future: location (317), time (195), details (412).
196. Field of Flowers: location (383), time (195), details (520).
197. Frozen Forest: location (452), time (203), details (312).
198. Future: location (317), time (198), details (392).
199. Garden: location (516), time (220), details (316).
200. Gates of Walled City: location (476), time (221), details (520).
201. Hallway: location (514), time (211), details (520).
202. Hypocaust: location (474), time (221), details (513).
203. Ice-Age: location (317), time (203), details (341).
204. Ice-Sheet (Splintered & Slippery): location (454), time (203), details (522).
205. Intergalactic Bureau-de-change: location (521), time (198), details (463).
206. Invention Cupboard: location (423), time (228), details (270).
207. Invention Room: location (280), time (228), details (473).
208. Laboratory: location (395), time (195), details (530).
209. Light House: location (338), time (221), details (310).
210. Longship: location (265), time (236), details (316).
211. Middle Ages: location (317), time (211), details (362).
212. Milky Way: location (415), time (198), details (520).
213. Mists of Time: location (462), time (195), details (529).

214. Pirate's Lair: location (472), time (236), details (331).
215. Pit (Animal Trap): location (546), time (228), details (528).
216. Plain (Flat & Rocky): location (531), time (198), details (527).
217. Plant: location (536), time (195), details (386).
218. Portrait Gallery: location (535), time (235), details (527).
219. Prairie: location (471), time (228), details (520).
220. Present: location (317), time (220), details (333).
221. Roman Times: location (317), time (221), details (402).
222. Ruined Land: location (428), time (195), details (271).
223. Sea Caves: location (470), time (236), details (497).
224. Shed: location (441), time (220), details (316).
225. Short Stairs: location (535), time (235), details (446).
226. Sports & Aerobatics Arena: location (361), time (198), details (534).
227. Starship: location (432), time (198), details (291).
228. Stone Age: location (317), time (228), details (352).
229. Stream: location (366), time (220), details (429).
230. Temple: location (336), time (221), details (351).
231. Throne Room: location (537), time (203), details (315).
232. Timelords' Lair: location (387), time (195), details (275).
233. Time Zones: location (317), time (318), details (317).
234. Tourist Information: location (339), time (198), details (339).
235. Tudor Times: location (317), time (235), details (382).
236. Viking Times: location (317), time (236), details (372).
237. Village Green: location (374), time (211), details (316).
238. Well: location (276), time (235), details (272).

#### Other Clues

239. All the treasures (427).
240. Scoring (257).
241. Travelling in time (317).
242. Seeing in the dark (548).
243. Getting started (512).
244. To carry more, use (146).

#### Answers

250. Where you start.
251. Set the wood burning to scare the mammoth. See (269).
252. Gives you a sword.
253. On the compost heap. See (279).
254. SW, then West several times from the Garden.
255. Kiss the frog.
256. Just a treasure.
257. You score points for treasures: 25 points for each of the 18 ordinary treasures and 50 points for each "ingredient" marked by an hourglass symbol. There are bonuses of 25 for: reaching the Ruined Land, saving the animals, saving the people, and completing the potion to defeat the Timelords. 1000 points total.
258. East of the shed.
259. Wave the Valerian at the Willow Tree.
260. Just beyond the sabre-toothed tiger's cave.
261. It is a kind of magnet. Wave it to attract the keys.
262. He will defeat the Black Knight for you. See also (282).
263. One of the ordinary treasures.
264. Contains poison. See also (296).
265. Moored near the beach.
266. You can only enter if you're "chasing" a gladiator. See also (356).
267. Buried in the dungeons. See also (300).
268. In the tiger's mouth. See (289).
269. Pour out the petrol. See (306).
270. The writing on the wall is an anagram. Say it. See (297).
271. Once here, keep on the move! See (326).
272. Climb into it, then see (328). It contains Water of Strength.
273. Northwest of the garden.
274. It appears when you play the lute.
275. If they notice you, you're dead! See (308).
276. East from the short stairs, then W, W, SW, SE in the maze, I think.
277. Wind it to the open door so you can enter. See also (317).
278. North of the splintered, slippery ice-sheet in the Ice-Age.
279. Eat a mushroom to see the Tooth Fairy.
280. Near the dry cave (a little way beyond this).
281. It will attack unless you trap it. See (307).
282. Wear the armour. Give him a sword. Then go to the Black Knight and wait.
283. In the Country Cottage.
284. In the Cobble Square.
285. Beyond the Ice Wall.
286. In the Pirate's Lair.
287. You need the keys to enter. Obtain a lodestone and see (261).
288. In the Dry Cave north of the Prairie.
289. It's bad, and the tiger won't mind if you pull it out. But first see (329).
290. Ring the bell to summon the Jester.
291. You can only enter if you've got the star.
292. East and south from the hallway.

293. In the Pirate's Lair. Open the chest.
294. See (259) for information. If you've still not worked it out, see (330).
295. Just north of where you start.
296. If dropped, the poison pours out. See (309).
297. Say James Watt to open the door.
298. Just north of the Dry Cave.
299. In the Pit.
300. Keep digging to return to the clock.
301. In the ale-house, north of the village green.
302. The Narcissus will reward you if you give him something to admire his reflection in. See (101).
303. East of the room guarded by the Skeleton.
304. East of the junction guarded by the fox.
305. A tool is needed to open these: see (150). A valuable object is inside, see (340) for further information.
306. Light it with the match or candle. See (353).
307. Throw the net. This holds it for a little while. And see (343).
308. See (355) for how to avoid being seen, and (373) to avoid being heard.
309. Drop the bottle on the plant's roots to kill it.
310. This is a red herring!
311. Don't open it! See (319).
312. Drop the icicle in the lake by the frozen forest and...
313. Taking the picture, or opening the archway door, causes Father Time to appear and give you moral support.
314. South of the Gates of the walled city.
315. Break the ice cube to free the Snow Queen. She then .. (see 252).
316. Nothing special happens here.
317. Turning a cog in the clock selects a time zone. Push the pendulum to open the door to that zone, and go north to enter it. For example: TURN COG 1, PUSH PENDULUM, GO NORTH. There is a way back to the clock from the first eight of the time zones. Try low numbers first. See (333) for time zone details.
318. There's no answer to this.
319. One of the "ingredients". Very valuable!
320. Give this to someone for a reward.
321. Search it to find something.
322. In the castle.
323. Carry it to break your fall (in the future).
324. In the Sports & Aerobatics Arena.
325. NW of the frozen forest, blocking movement that way.
326. If you stay in the same place for too long, you're dead.
327. Give him the poisoned chocolates.
328. Drink to become strong.
329. Give the cat food to the tiger. But first see (344). Consider (164) too.
330. Take the axe and cut the tree. You get object (162).
331. Open the chest to reveal Pirate Pete. There may be treasure inside! To deal with the pirate, see (342).
332. Open the car.
333. Time zone 1 is the present. See (317) to get there, or (341) for more zones.
334. Give the gold nugget to the bartender and you can take the ale. See also (426).
335. Give sweetmeats to the dogs to keep the accursed creatures quiet.
336. North and west of the Gates of the walled city.
337. Down from here returns you to the clock.
338. Not in this game!
339. You're looking at it!
340. Have the ruby lense handy when you examine the broken robots.
341. Time zone 2 is the Ice-age. See (317) to get there, or (352) for more zones.
342. Blowing the lur summons the Vikings who will take the pirate away.
343. The trident holds the net firmly round the lion.
344. Open the catfood with the tin opener.
345. An object is necessary to get them from under the door. See (99).
346. In the castle, past the Black Knight.
347. At roadworks, north of where you enter the Present.
348. West of the prairie.
349. In the starship.
350. In the broken robots. See (340) and (305).
351. Kneel and pray in the temple.
352. Time zone 3 is the Stone-age. See (317) to go there or (362) for more zones
353. It burns well. If you do this beside the jumble of wood, the wood is lit too and the mammoth is scared off. See (377) for further results.
354. The smell pacifies the dragon.
355. Wear the cloak to become invisible.
356. You can only leave if you're wearing the winged shoes.
357. Give the joker to the jester to get this.
358. Light one of the matches to see in the dark, or to light other things.
359. One of the "ingredients". Very valuable!
360. If you wear this, you can carry more.
361. Above the crater.
362. Time zone 4 is the Middle Ages. See (317) to go there or (372) for more zones.
363. Free the people from behind the bars, see (388), and this is your reward.
364. Near the caldarium.
365. Search the workbench to find a screwdriver.
366. West of the garden, over the fence.
367. Near the dry cave.
368. East of the Cobble Square.
369. Throw the club at the caveman to rescue the cavewoman.
370. This is one of the killer dinosaur. Lead it to the other one...
371. In the carport.
372. Time zone 5 is the Viking era. See (317) to go there or (382) for more zones.
373. Do nothing active while near the Timelords. No transitive verbs.
374. Along the road from where you enter the Middle Ages.
375. Fight the cyberman with the lightsabre (it's a kind of training game system)...
376. Read it for details on how to find the pirate. Or see (417).
377. The tusk and fur coat are left when the mammoth runs off. See (269) for how to achieve this.
378. Above the pit in which you are trapped. Then, if you get out, it's blocking your movement.
379. North of the sheet of splintered ice, up the mountain, below the tiger's cave.
380. Search the pile of rubbish.
381. West of the portrait gallery.
382. Time zone 6 is the Tudor era. See (317) to go there or (392) for more zones.
383. Where you enter the Far Future.
384. See (393) for how to take it safely, and (419) for what it does.
385. Pull this to open a trapdoor and return to the clock.
386. Climb into it and continue down. See (309) for what to do next.
387. Beyond the plant, above the trapdoor that you will find eventually.
388. Unlock them: you need object (21) of course.
389. Under the shed door, SW of the garden.
390. Give him some ale, and he'll repay you with (66).
390. Give him some ale, and he'll repay you with (66).
391. In the cupboard. See (442).
392. Time zone 7 is the Future. See (317) to go there or (402) for more zones.
393. Wear the gauntlets to protect you from heat. See (449) for how to cool things.
394. Use this to tie the planks together into a longer plank.
395. South and Down from the Ruined Land.
396. The Snow Queen gives it to you.
397. In the locker of the barracks.
398. Use it to open the broken robots.
399. In the amphitheater.
400. Give the fur to the shivering Viking guard and he will hand over a lur.
401. Roughly south of the Cobble Square, south of a moat. To get there, see (424).
402. Time zone 8 is Roman Times. See (317) to go there, or (412) for more zones.
403. You MUST do things in the right order. See (418).
404. The spear keeps it at bay. See also (329).
405. Read the milestone.
406. Shuffle the cards to find the joker.
407. The prince will help.
408. Shout to get it. See also (312).
409. East and south from the picture gallery.
410. Search the compost heap. See also (420).
411. Open it and look in.
412. Time zone 9 is in the Far Future. See (317) to go there, or (333) for more zones.
413. Roughly west of the laboratory. See also (425).
414. The Tooth Fairy wants the Tiger Tooth. See (444).
415. Roughly north of the Intergalactic Bureau de Change.
416. Drop the milestone to open the archway door. See also (405).
417. Move the stone blocking the passage west. Go west as far as possible. Then up and east. Do not go down (the writing includes the phrase "never low").
418. This is a red herring.
419. It permits you to enter the starship (and, maybe, a few more places).
420. Do this again.
421. Try turning a numbered one of these. See (317).
422. In a cave, north and up from the splintered sheet of ice.
423. Beyond the door in the Invention Room.
424. Give the food to the dragon and accept his offer.
425. Dig to get it.
426. Visit the messenger. Then see (390).
427. There are nine valuable "ingredients", see (465), and eighteen treasures, see (439).
428. Through the archway, south of the Field of Flowers.
429. Having tied the planks, drop them where the stream is narrow, to bridge it.
430. On the beach.
431. Play this and a ghost appears. And, if you play it in the right place, see (446).
432. East from where you enter the Future to a junction, then north.
433. Wear it to keep warm. And see (400).
434. Leave the wretch in the stocks alone. Must not interfere with Justice! Despite the temptation, do not throw the apple at him, though.
435. South and east from the Crater.
436. North of where you enter the Middle Ages, beside the road.
437. Drop it to return to the clock from the invention cupboard. See (256).
438. Another treasure, that's all.
439. Candelabra, Jewellery Case, Cloak and see (447).
440. East and up from inside the plant.
441. SW from the garden.
442. Open it.
443. One of many sources of water.
444. Give the tooth to the Fairy, but refuse her first offer. Accept the second one, though!
445. Give the Joker to the Jester.
446. Play the lute on the Short Stairs to open a secret panel.
447. Jewelled Coffin, Crown, Emerald and see (456).
448. Pirate Pete steals things to put in his treasure chest. See also (342).
449. Go to a place with water.
450. West, up and south from the Garden.

451. Inside the clock.
452. Beyond the tiger's cave, east and south from here.
453. Fill this with water from any convenient source. Then see (513).
454. Where you enter the Ice-age.
455. On the narrow bridge, southeast from the skeleton (see 280).
456. Onyx Figurine, Drinking Horn, Hourglass and see (475).
457. Break the ice wall with the ice pick.
458. In the Intergalactic Bureau de Change.
459. Unlock the bars to free the people. They give you a record: see (16).
460. A reward from the Vikings. See (342).
461. Wave them at the Brontosaurus.
462. East of the Timelords' lair.
463. Give the silver coin to the android in the Intergalactic Bureau de Change to receive a galactic groat in exchange.
464. In the forest, north-ish from the Cobble Square.
465. Olive Branch, Golden Buckle, Jester's Cap and see (483).
466. In the Field of Flowers.
467. Give the bone to the fox.
468. Throw the nine ingredients, see (465), into this to win.
469. In Rome.
470. Roughly southeast from the beach.
471. Where you enter the Stone Age.
472. From the sea caves, see (417) for directions.
473. Say Eureka to open the door.
474. South of the Caldarium, beyond the grate.
475. Lodestone, Lute, Metronome and see (493).
476. Where you enter Roman Times.
477. Wear it to protect you from the Black Knight.
478. Wave the leaves so it pulls you from the pit. Then see (495).
479. In the shed.
480. In the laboratory.
481. In the moat.
482. Light it with a match so you can see in the dark.
483. Silicon Chip, Box holding the Evil Eye, Diamond Teardrop and see (498).
484. West and south from the hallway.
485. On the other bank of the stream. See (429).
486. In Egypt.
487. West and south from the Portrait Gallery.
488. Use to cut down the weeping willow.
489. Some way north of the Gates of the Walled City.
490. Unlock them to free the animals...
491. In the ottoman.
492. In the throne room (surrounding the throne).
493. Phial, Stone Pot, Ruby and see (505).
494. A treasure; When you take it, a gladiator steals it. Go to the arena.
495. Wave the mirror at the Brontosaurus.
496. At the top of the Milky Way.
497. Dig in the soft ground at the extreme east of the Sea Caves.
498. Ivory Tusk, Dragon's Wing, Dinosaur Egg.
499. First see (495). Then drop the mirror beside the cavemen. Don't try to push past them.
500. Not in this game!
501. In the chest.
502. Wear these to escape the gladiator and leave the arena.
503. The prince needs it.
504. Provides light in the darkness.
505. Oriental Rug, Fallen Star and The Wheel.
506. Throw it at the lion. See (281).
507. By the waterhole, east of the prairie.
508. In the Sea Caves.
509. A fragile treasure. Don't drop it.
510. Push to open the exit.
511. Keeps the tiger at bay.
512. Try: TAKE PICTURE, TAKE HOURGLASS, N, TAKE EVERYTHING, WIND CLOCK, IN to enter the time-travelling clock. Then see (317) to use it. Try LIGHT MATCH and LIGHT CANDLE too.
513. Take the drinking horn (full) into the Hypocaust with you, and drink the water if the heat gets too much.
514. Where you enter the Tudor Period.
515. Many thanks to Chris Queen and all the other play-testers.
516. West of the Country Cottage, through the garden door.
517. North and Up from the Prairie.
518. Dig to find a jewelled coffer, and see (300).
519. West from where you enter the Present.
520. Just an ordinary, nice place.
521. West of the plain.
522. Cold!
523. East and down from the plain.
524. Where you enter Viking Times.
525. Hot baths.
526. East of the Village Green.
527. Nothing special.
528. Not a nice place at all!
529. The cauldron is important. See (468).
530. I'd unlock everything if I were with you.
531. Where you enter the Future.
532. Northeast-ish from the Gates of the Walled City.
533. A gift from the cavewoman.
534. Pay a Galactic Groat to enter the Sports Centre.
535. Up from the Hallway.
536. East from the Laboratory.
537. NW from the Frozen Forest. See (312).
538. You must be strong to pull this away from the entrance to the Hypocaust. You should have previously found a well and... see (272).
539. South-ish from the crater.
540. Just stand there.
541. Needed for digging.
542. Needed to break ice. In particular, see (85) and (87).
543. Fire it in the cubicle, south-ish from the crater, to be carried to the Sports Centre.
544. Throw the pebble at the skeleton.
545. Somewhere!
546. West from the Prairie.
547. Home on the range.
548. Use object (107), (27) or (65).
549. In the pool near the Sports & Aerobatics Arena.