

# **THE BLACK CAULDRON**

**Hint Book**

## Introduction

### Welcome to the world of *The Black Cauldron*!

I hope you are having as much fun playing it as all of us had creating it. As the game's head designer and programmer, you would think I'd know everything there is to know about *The Black Cauldron*. However, this game can be played in so many different ways, I'm sure players will be discovering new solutions to its puzzles for quite some time. I've tried to make this book all inclusive, but if you discover a different question, feel free to contact Sierra at (209) 683-6858.

### How to use a hint book

The whole point of playing *The Black Cauldron* is to discover the puzzles and then solve them. However, this might be the first adventure game you've ever played, or, we may have made some puzzles so well hidden (or so obtuse) that you don't even know where to begin. Hence, this hint book. When you get stumped, just look for the question that is closest to your problem.

After locating a question, color the first box with your marker. Hints progress from mildly helpful, to strong, to "ok-here's-the-answer." It's best to read them individually, and in sequence, unless a hint instructs you otherwise. Be sure to read only those hints you really need.

### How NOT to use a hint book

Do *not* indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don't think that every question in here is real: along with the legitimate questions, there are many fakes. Just because I mention a snake in a question near one that you're reading doesn't mean that snakes are important in this game, or even that you'll find a snake anywhere in the game.

### If you've finished *The Black Cauldron*

Even after you've "won" the game, I'm sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning, and try to find another solution to each of the major puzzles. To help you along, I've included a section at the very end of this book called "After The End of the Game." *But*, be *very cautious* using that section, it will ruin the game if you use it too soon!

If you enjoyed this game, be sure to play the other animated adventure games from Sierra: *King's Quest*, *King's Quest II: Romancing the Throne*, *King's Quest III: to Heir is Human and Space Quest*. They are similar to *The Black Cauldron*, but more advanced. Good luck in your adventuring, and here's hoping you enjoy *The Black Cauldron*!

Al Lowe

### General Questions

All I do is wander around! There must be more to (adventure game) life than this?!

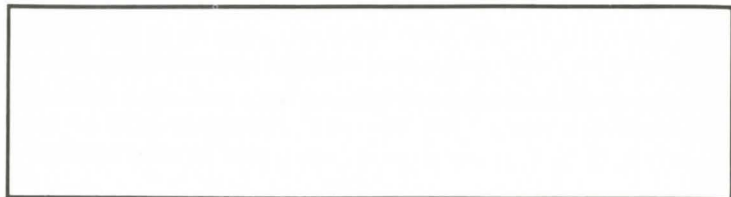
No matter what I type, all I get is "I don't understand that."

I answered the phone and when I hung up, Taran had died from lack of water!

This game is too fast! This game is too slow!

I've found some objects, now how do I use them?


How do I “see” what these objects look like?



I can't remember all those keys!



I keep “failing in my quest” and have to start all over again from the beginning of the game? What am I doing wrong?



## Around Caer Dallben

How do I do what Dallben told me to do?

Why does the goat keep butting me?

Once I start the goat flying, how do I land?

Why is there a footbridge, when I can walk right through the water?

What do I do with Gurgi?

How do I fix the gate to Hen Wen's pen?

I keep losing Hen Wen. How do I keep her with me?

\*

The gwythaint caught Hen Wen; now what?

The Hidden Cottage is appropriately named; it's certainly hidden from me!

## Morva Marsh

How do I get across the marsh?

\*

What do I do with the Fair Folk flying dust?



Do I have to jump in the cauldron to win the game.

What do I do with the extra fairy dust?

How do I deal with the witches?

### The Land of the Fair Folk

Where is the Land of the Fair Folk?

How can I enter the Land of the Fair Folk?



Blank writing lines on page 15. The first four lines are empty. The fifth line is highlighted in yellow. The sixth line is highlighted in yellow. The seventh line is highlighted in yellow. The eighth line is highlighted in yellow. The ninth line is highlighted in yellow. The tenth line is highlighted in yellow.

King Eiddileg keeps sending me away!

Blank writing lines on page 16. The first line is highlighted in yellow. The second line is highlighted in yellow. The third line is highlighted in yellow.

Getting to the Horned King's castle

How do I climb the rock pile?

Blank writing lines on page 16. The first line is empty. The second line is empty. The third line is empty. The fourth line is highlighted in yellow.

How can I get Hen Wen to go with me up the rocks?

Anyway, why would you take Hen Wen toward the Home-  
ing's castle?

How do I get around the solid granite cliff?

I keep falling off here!

Why doesn't my flying dust work right?

I've reached the end of my rope! Now what?

How can I untie the rope from the tree?

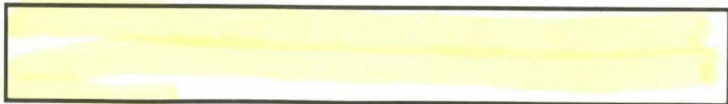
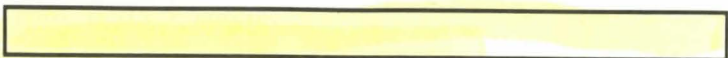
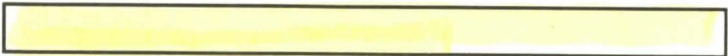
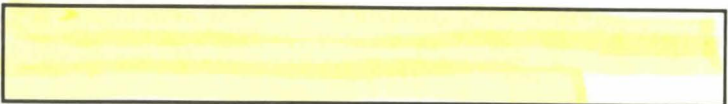
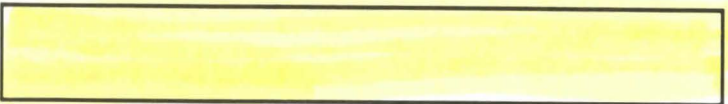
I'm climbing the (sheer rock) walls. But not very well!

I'm having trouble negotiating the bridges leading to the Horned King's castle.

### **Around the Horned King's castle**

How can I enter the castle?

How can I get across that moat?

A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.

Can I get across that drawbridge?

An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.

I can fly across the waterfall; now what?

A rectangular box with a yellowed, aged appearance, likely for a drawing or answer.

I'm climbing the (castle) walls. But not too well!

An empty rectangular box for a drawing or answer.An empty rectangular box for a drawing or answer.

## Inside the Horned King's Castle

### On the Upper Floor

What are the tapestries for?

Is the staircase negotiable?

What can I do on the balcony of the Horned King's throne room?

I'm on the throne room balcony and can see Hen Wen -- what do I do?

Hen Wen has “told everything” to the Horned King! Now what?

Creeper wants to “try out the Cauldron.” What do I do?

## On the Ground Floor

I’m in the throne room. Where is everybody?

How do I drink the wine from the casks?

How do I get out of the castle?

Can I lower the drawbridge?

After I free the gwythaint from his perch, what next?

I keep getting caught by the henchmen!

That cook reminds me of someone!

### Dungeon

How do I get past the guard?

Help! I'm being held prisoner in the Horned King's dungeon!



How do I get out of the dungeon?

What is the significance of Fflewder Fflamm?

What do I do with Fflewder's instrument?

**Below the dungeon**

How do I find the magic sword?

I've found the Horned King's Army of the Dead, but nothing happens.

How can I escape from these tunnels?

## Near the End of the Game

### In the Horned King's Secret Chamber

I walk into the Secret Chamber and the Horned King is putting skeletons into the Cauldron. He sees me, and chases me out! This happens over and over again. What do I do now?

I jump to the floor, but the Horned King always chases me away!

## Dealing with the Witches

I feel like something is wrong. No matter what I try to offer the witches, they give me the same thing.

### After “The End” of the game

CAUTION: Read these questions only if you have *literally* seen “The End” of The Black Cauldron. This is so potent we even made the questions invisible! Reading this page will surely spoil the game for you, if you read it before completing the game on your own.

### Did you do this? Or did you do that?

Q Sample: What did you feed Hen Wen at the beginning of the game?

The gruel that was hanging in Dallben’s fireplace.

The dried corn that was in the leanto behind Dallben’s house.

Q

Q

Q

Q

Q

Q

Q

Q

Q

**Did you also try:**

Number of points

Maximum possible score is 230.

### Location of all objects

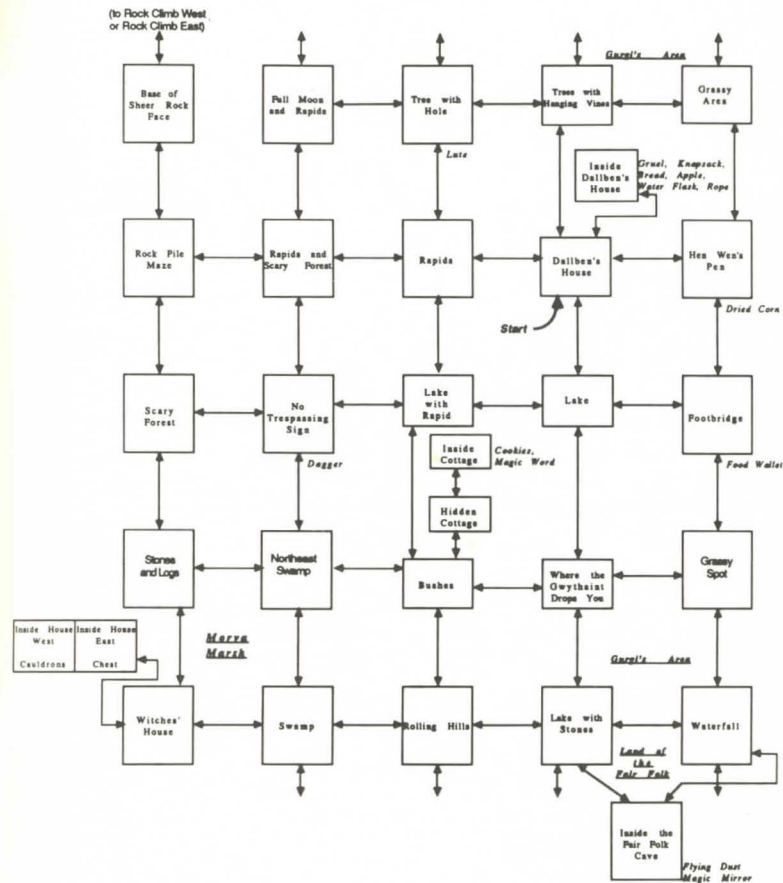
## Objects

### Where found

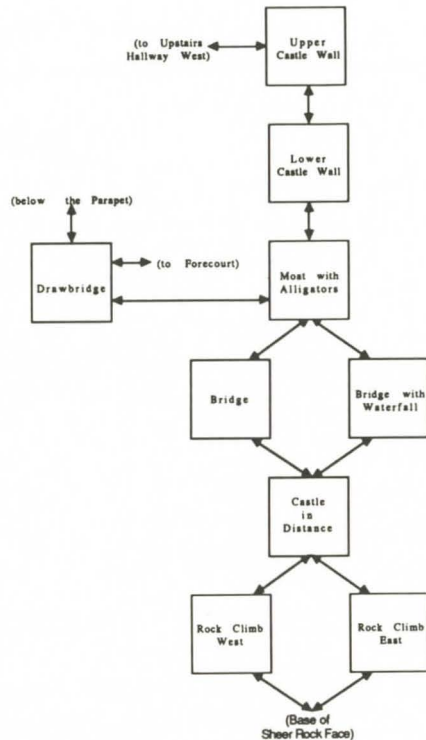
**Where used**

40

(CAUTION! DO NOT read the following line unless you find it impossible to finish the game on the amount of food you can find on your own!)

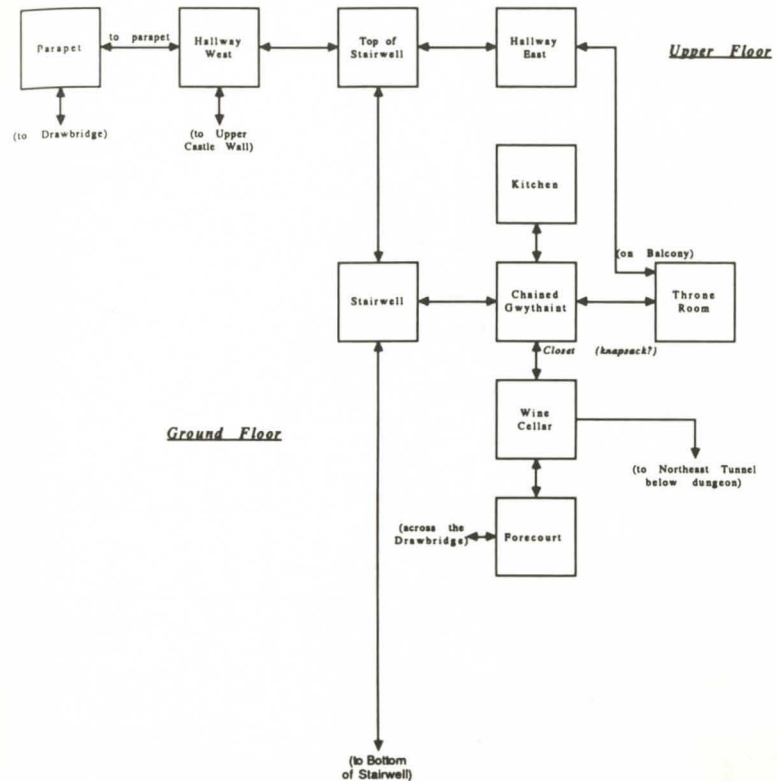


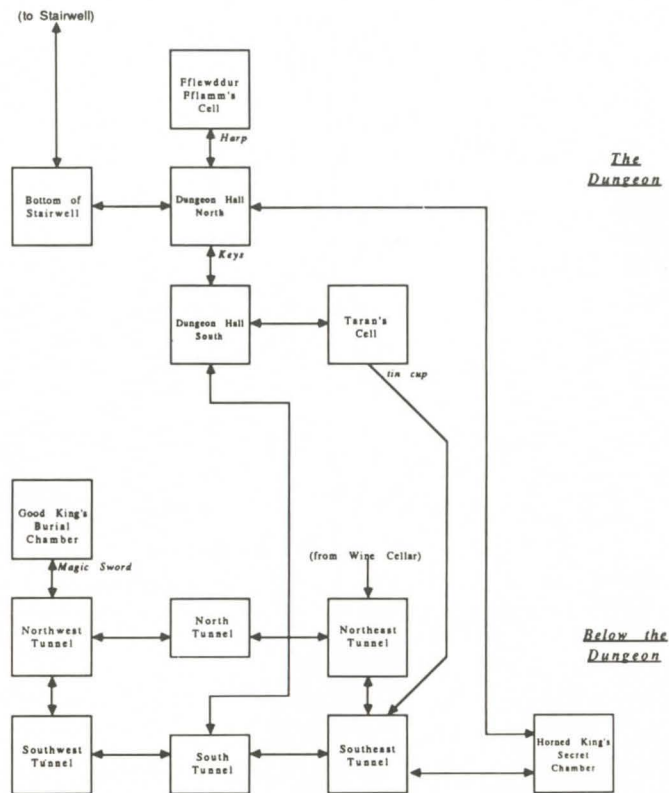




Outside the  
Horned King's  
Castle

Traveling to  
the Horned  
King's Castle







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