

The Enchanted Cottage - Objects - where they can be found and how they are used.

Sack - Examine boat. It will hold any item and you can also hide in it.

Paddle - Examine boat. Its use is obvious.

Pebble - lift heavy rock. You will have to drop everything when you do. Drop it through the left eye socket of the skull to pin point the location of the treasure chest.

Ore - dig at site of old quarry. Carry it with the spell book when you change the daisy chain to steel. CAST STEEL.

Boots - move bed in cellar. Access to cellar through trapdoor which is only opened when you LOOK AROUND up the tree adjacent to the house. Wear the boots when you cross the mountains.

Alarm clock - in cottage south of the giant. Wind it and CAST AWAKEN if also carrying the spell book when you meet the sleeping mountain guide.

Seed - on top of the stale bun. Carry it and spell book at quarry site and CAST OPEN to move the rock door. Once inside WAIT until your eyes become accustomed to the dark before moving.

Stranger - lost in the quicksands. Search him when you find him to find a fob watch. Give him the coconut to revive him.

Ben Gunn - guarding the treasure chest. To get him to move show him the parchment.

Giant - on south side of the chasm. Carry mirror and spell book and CAST OREFLECTION. He falls and forms a north-south bridge.

ODaisies - outside cottage south of the giant. PICK DAISIES - MAKE DAISY CHAIN. See ore.

O

VOicious dog - carry steel chain and CAPTURE DOG or CHAIN DOG.

OSpy hole - move bed in cellar. LOOK THROUGH HOLE. WAIT. An exit will be revealed on the south side of the counter.

Safe - on north side of the counter in house containing the dog. You need to know the combination to open it.

Moss - in cave reached beyond the Troll. Just get moss and then feed goat that is barring your way up the mountain.

Iceicle - in Ice Cavern on the mountain pass. SHOUT or JUMP or CLAP HANDS to make icicle fall. Do not drop it. Carry it and spell book to location approaching the quicksands. CAST FREEZE.

Parchment - the stranger gives it you in exchange for the coconut. Take it to cottage containing a stove and HEAT PARCHMENT for the writing to appear.

Ear trumpet - found after the goat is fed. Take it and spell book to location of Echo Valley and CAST ECHO to learn combination of the safe.

Troll - on road south of moss cave. Drop sack and HIDE. The troll will trundle by and fall into the water.

Bronze key - found after you have successfully crossed the mountain. Go back to Enchanted Cottage and INSERT BRONZE KEY.

Silver key - in the safe. Use see above.

Gold key - in treasure chest. Dig with spade after you have dropped the pebble through the left socket of the skull. Hit padlock with the hammer and then open the chest.

Mountain guide - after you have roused him just input GUIDE ME or LEAD ME in answer to his query. Make sure that you follow him absolutely when on the mountain, otherwise it's a nasty death. He will wait for you while you investigate the Ice Cavern but don't dawdle too long.

Spade - search the vegetation west of the north side of chasm. See ore and chest.

Snake - found beyond the open rock door. Carry fob watch and spell book and CAST HYPNOTISE to put it to sleep.

Coconut - found up tree beyond the snake. See stranger.

Cube - in the Enchanted Cottage. Examine it and read label. PRESS RED SIDE - PRESS GREEN SIDE - PRESS WHITE SIDE - PRESS YELLOW SIDE.

Spinning discs - appear after you have opened up the cube. JUMP ON (COLOUR) DISC to be transport out of the cottage.

Hammer - look under counter on the north side. See chest.