

PART ONE.

JADE STONE ... Hints and Tips

TO START: Ask Sajo "where is the Stone" then north, wait, get manuscript, read it and Ask Sajo "Who can help me", Ask Sajo "Where is Carmon". Collect sword from Father's Room ( NW from the Main Hall ) and petticoat from Your Room ( W from Main Hall )

TO GET MONEY: Examine food in the Dining Hall ( SW from the Main Hall ), get cakes then sell them to the Baker ( S from the Town Square of Nulom ).

TO MEND SHAWL ( IN COTTAGE ): Examine Pedlar ( E,E from Main Hall ), buy thread, examine chair in Your Room, get needle, go to cottage ( E of Town Square ) and Mend Shawl in return for a bag. Drop needle as this is no longer required, put manuscript in bag.

TO GET TINDERBOX: You'll first need to get the dog in the Square but visit the butcher and buy meat ( needed in Part Two ) before you do. Buy Rope from Store ( N of Square ), Catch Dog with rope, go to Small House ( W,W,S,W from Square ) and you will be given your reward.

FOR INFORMATION: Question the Putron in the Dungeon ( D from the courtyard ), but Smile at Guard otherwise he won't let you! Give a coin to the Tramp when you see him.

TO AVOID BEING ROBBED: Pray at the Temple of the Sun ( NE from the Square ) and get talisman then keep it with you. If you are robbed, visit the Dell in the wood ( S,S,SE from the Junction/Pedlar ) to reclaim your possessions.

TO GET BROOCH: Search the rocks in the Cove ( SE,D from Square ) then Get Brooch with Knife ( found by examining the table in the kitchen of the Court ). Then give the brooch to the Hermit ( U, N,E from the Cove ) in return for a ring - wear this to keep yourself informed as to what is going on elsewhere!

LUMBERJACK: Bandage his hand with cotton ( got by tearing the petticoat ) in return for some logs ( needed in Part Two ).

VILLAGE: Examine the straw in the barn for a scythe and get the incense from the Temple of the Moon before visiting Carmon ( W of the Village ).

CARMON: Ask Carmon "Where is the Stone" then West to his bedroom and wait until he pops the question then Say "No" to Carmon in return for a cask. Examine cask then E, Ask Carmon "Where is the blade" and "Where is Russinor".

TO END PART ONE: Go to the clearing ( S,S,SE,SE,S from the Junction ), examine the children then play with them. In the blade, Pour Powder on pool - if you have everything that you need, Russinor will appear - listen carefully, then follow the instructions to save your position to tape in readiness for Part wo... *\* Need Money, Manuscript, logs, incense, tinder box, meat, ring, scythe, sword, bag, cask*

# SOLUTION FOR ' THE JADE STONE '.

## PART TWO.

TO START: Place tape with saved data from the end of Part One, or from within Part Two, into the tape deck and follow the on-screen instructions.

FOR INFORMATION: Listen carefully to Russinor and Sajo - time is all important, as events will occur which effect the manner in which the game ends: total success, total failure, or somewhere in between!

TO ENTER MARSH: From the edge of the wood, go SE to the edge of the marsh, drop logs and carefully cross them.

TO FIND MARCINA: Play flute in the marsh, then listen to what she tells you before leaving.

TO GET STONE: First, find Marcina then return to the Plains S of the edge of marsh and you will see the Henge to the E. Follow Marcina's instructions ( the words needed are the ones given by Carmon; Russinor and Marcina and said in that order. ). Get Stone and keep it with you until needed.

TO ENTER KRADOOM: In the hamlet, W to tavern, buy drink for traveller for a clue, go to top of hill ( SE, Up from hamlet ) and cut brambles with either sword or scythe.

TO PASS SNAKE: Light stick ( found in ruins of old cottage S of hamlet ).

TO GET ARMOUR: Examine rubble of old cottage, N, N to farm, now either sing lullaby softly or rock baby gently to speak to the farmer, ask farmer "Go South", go S,S and ask farmer "Move rubble", open trapdoor, D, get armour. Whilst in hamlet, collect salt from barn ( NW of hamlet ).

TO ENTER CASTLE: You'll need to blow horn to open the gate.

TO GET HORN: Light incense in the bear's cave, he'll kill the Putrons in the camp, return to camp and search bodies.

TO FIND AMANTON: Search the panels in the panelled room in the Castle to discover a secret door. Unlock door with key and go E.

TO GET KEY: Kill Putron in dungeon ( NE, D from courtyard ) with sword ( remember to wear armour ); the key will fall into the cell through the locked barred door. Get wire from the top of the tower, bend wire, return to dungeon and hook keys with wire.

TO GET WIRE: Throw or drop the meat to dispose of the vulture.

TO GO EAST FROM EVIL TEMPLE: Search the untidy room to find a torn page, read this for words needed. In Temple, pour salt and say the words and you can now go east ( but collect the blanket from the panelled room first, and make sure you have the scythe and the stone ).

TO END GAME: For complete success, throw scythe at rope to free Amanton from his cage. You will now be surrounded by fire, which you must extinguish with blanket. Throw stone at orb and you have finished. ( Should you not free Amanton before destroying the orb, he will die; throwing the stone at Mallumo will only result in your death; not ending the game in time may mean that your father and his army have been killed by the Putrons first. )