PHOENIX

It is important to remember that certain events are governed by 'TIME' therefore
you only have a set number of moves in which to carry out the necessary actions.
This is especially important at the start of the game when you need to discover the
dying child and obtain the information from him concerning your hands and the means
to keep away the marauding demons ... this prevents you being continually 'killed off'.

Refer to the small map at the bottom of the page for location numbers

At 16 THROW KNIFE to drive away the Demon and then SAY TO CHILD "TELL ME ABOUT THE DEMON"
At 4 SHAKE TREE to find the mistletoe.
At 8 FOLLOW TRACKS
At 10 GIVE MISTLETOE and then SHOW HANDS to get the amulet.
At 14 GET SNAIL
At 31 CUT NETTLES to find the thistle.
At 10 GIVE THISTLE and GIVE TOAD to get the pill.
At 62 EXAMINE TREE and then PRAY TO ODIN
At 65 EXAMINE ROCKFACE
At 68 HIT GONG to attract Hubert
At 70 FEEL AROUND to discover something useful.

Some other points of interest are ...

Turn the head at location 35
Examine the bench at location 29
Examine the door at location 51
Feel around at location 26 to reveal a useful item.
Dig at location 33

Tips ... spread the garlic on the swab - rub the warts with the snail - wear gauntlet
before taking the heart out of the coffin - cut hair and then put hair in eggshell.
If necessary, a simple SAY "HELLO" will allow you to converse with anybody.

MAP

In an attempt to keep the map as accurate as possible , without giving away too much
of the game, the locations have been listed in their correct places but without the
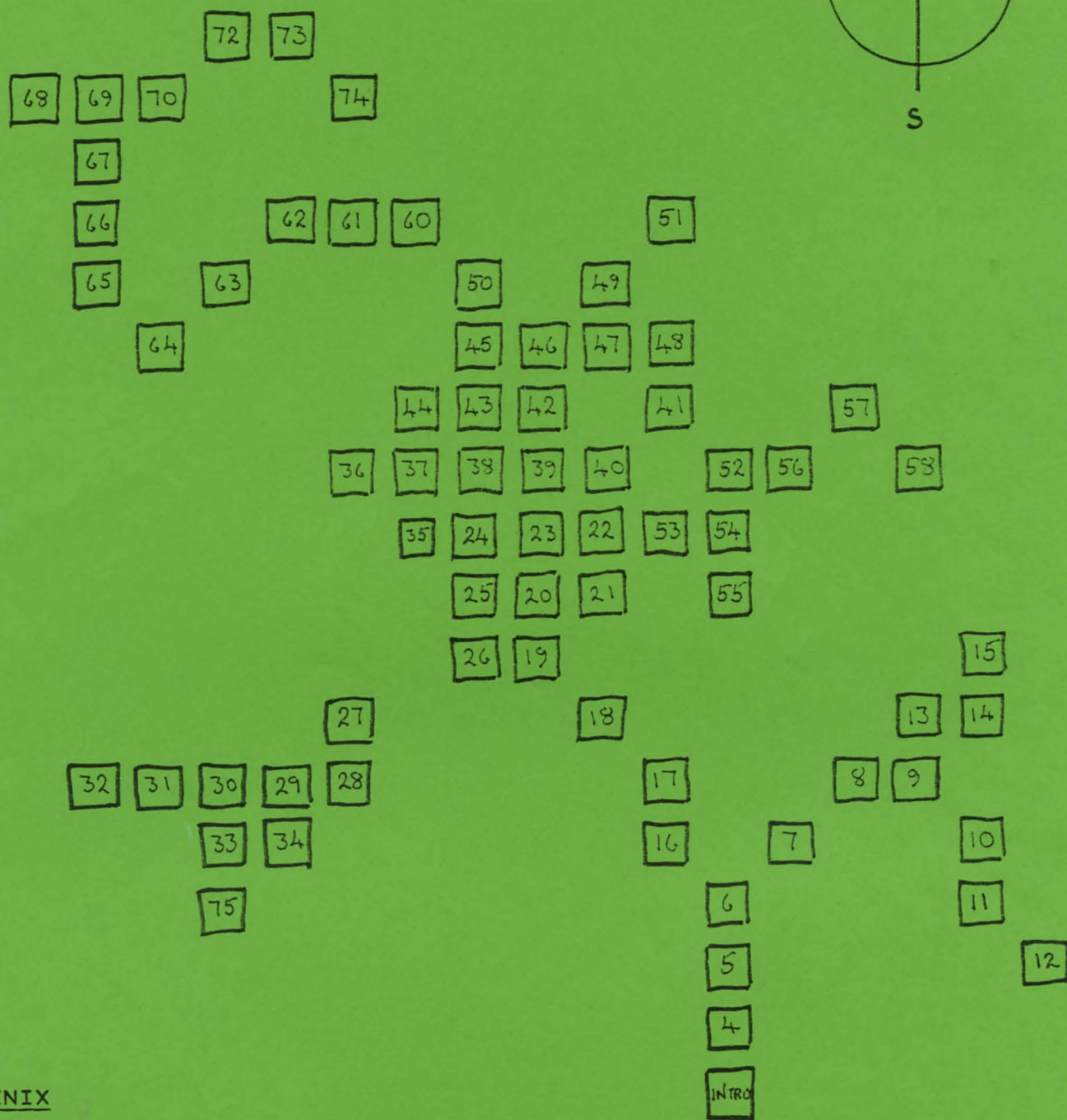connecting pathways ... you can fill these in by yourself.

Also in order to present the map on a reasonable scale it is provided on a seperate
sheet which you should find attached to this one.

Any further queries should be sent to .....

N

W   E

S

72 73

68 69 70   74

67

66   62 61 60   51

65   63   50   49

64   45 46 47 48

44 43 42   41   57

36 37 38 39 40   52 56   58

35 24 23 22 53 54

25 20 21   55

26 19   15

27   18   13 14

32 31 30 29 28   17   8 9

33 34   16   7   10

75   6   11

5   12

4

INTRO

PHOENIX

The rough map.

Please remember that certain locations will not be accessible until either you have performed a pre-determined 'action' or else a set period of time has elapsed and that not all locations can be accessed by the standard NORTH, SOUTH, EAST OR WEST inputs.

Some connecting pathways are 'ONE WAY' only, so ensure that you remember that when it comes to re-tracing your steps and make allowances for it.

Also, some pathways do not 'obey' the laws of the compass ... sorry about that !!!