

A SERPENTINE TALE

SOLUTION

PAGE 1/3

HELP,GET SCROLL,READ SCROLL,

(It has clues on it.)

GET CHEST,X CHEST,GET BOX,X BOX,GET SNUFF,SMIFF SNUFF.

(Now you know the effect snuff can have.)

(You don't need the other items)

LOOK NORTH,FEEL OBJECT. (Clue 1)

(After any two inputs the tail of a serpent will appear and smash the boat)

SWIM,(if you don't have the chest you will drown) SWIM,

(The head of the serpent appears)

GRAB TONGUE.

(You are now in the serpents throat. When it's dark keep WAITING the mouth will open and close. You can only carry out actions when the light shines in.) (Clue 2)

GET POT,SEARCH DEBRIS,GET NET,JUMP OUT.

(Now act fast and make sure you swim in the right direction)

THROW BOX (To blind the serpent) (Clue 3)

SWIM NORTH (You have reached the rocks.)

X ROCKS,GET GUANO,LOOK AROUND,(You can see a fisherman)

SHOUT (The fisherman rescues you)

ASK KAAL (He is upset about his net)

GIVE NET (He tells you to ask Tooman. This also places Tooman in his house)

UP

Look around the village and surrounding countryside then take Kaal's advice and visit Tooman.

ASK TOOMAN (He is too busy to talk, at the moment,but will tell you that his wife is in the church (This places her there) and to make yourself useful) In the barn there is a broken plough, and in the stable a harness. At the top of the lane LOOK EAST over the gate to see Bess, (If you go into the field with the gate open Bess will escape) CLIMB GATE, X BESS (She is wearing a head-collar with a piece of rope attached) GET ROPE (Bess will not let you) In the orchard X TREE will reveal an apple which you can't reach.

Visit the inn and X CUSTOMERS to find the Smith,the Store keeper and the Lady,who lives in Rose cottage.

(sometime after this they will leave and return to their home or occupation)

Leave the inn and visit the church. (Toomans wife is standing on a ladder) Attempt to GET PRODUCE and Rhona will leave.

GET LADDER and the PAPER. X PAPER (This gives clues both that you should be ploughing a field and where to do it) Take the ladder to the orchard CLIMB LADDER,GET APPLE.

Go to the barn GET PLOUGH. Take it to the smithy (when transporting the plough you cannot carry anything else and anything you may be carrying will automatically be dropped so make a note of where things get left and go back to get them as necessary)

ASK JASUM to mend the plough. (He doesn't have any iron but tells you that he filled an order for the cooper)

Go to the Inn. IN YARD. (The landlord stops you) CLEAR TABLES, GET BOTTLES (Dran asks you to take them out) IN YARD, X BARRELS, GET HOOP. (The hoop will only be there if you have spoken to Jasum)

Take the hoop to the smithy and Jasum will mend the plough. GET PLOUGH Take it to the field at the South end of the lane. Go and get the apple and go to the North end of the lane. CLIMB GATE, GIVE APPLE to Bess. GET ROPE (If you DROP ROPE anywhere, except in the field with the gate shut, she will run away.) OPEN GATE.

Take Bess to the stable. GET HARNESS, HARNESS BESS. Take Bess to where you left the plough. FASTEN HARNESS, PLOUGH FIELD.

Go and get the scroll. Take it to the farmhouse and SHOW SCROLL to Tooman. He tells you about a barrow outside the village and a haunted field. (Clue 4) RAMSAVE

Before you can explore the barrow you need to have a light. Visit the store, it sells what you need but you have no money. Go and get the pot of guano and take it to Rose cottage. GIVE GUANO to Merion to fertilise her roses and she will give you a gold coin. (But Borden does not have any change)

X BAR, (The slate tells you the price of ale)

BUY DRINK (If Jasum is there the drink will be for him or you can buy one for yourself. Either way you get a silver coin in change)

Go to the store, BUY LANTERN.

Take the road SE from the village square then E to where there is a megalith. X MEGALITH (It is the stone the scroll mentions)

SOUTH will take you to the standing stones X STONES, X ALTAR. (If you visit these stones before doing the ploughing it will be too early in the day. Just before sunset your shadow will be cast over the altar stone. By then you will be tired and need a rest. Clue 5)

SLEEP. You wake up in the early morning. X ALTAR (now you can see a gorse bush on the hill) E, U, X BUSH. (an entrance to the barrow is revealed.) IN HOLE (you are too tall) CRAWL IN (If, at this point, you have not bought a lantern you will have to LOAD or RAMLOAD a position before SLEEP as you won't be able to see in the barrow. Nor can you buy it now)

A SERPENTINE TALE

SOLUTION

Page 3/3

In the barrow there is a coffin. X COFFIN, X SKELETON. (The skeleton wants to be reunited with its head. Clue 4)

Go to the barn and GET the MATTOCK take it to the ploughed field and DIG. (you uncover a skull but are unable to pick it up)
Go back to the barn TIP SACK, GET SACK. return to field and GET SKULL.

Take the skull back to the barrow and PLACE SKULL into the coffin. Your reward appears. A gold torque in the shape of a serpent, GET TORQUE.
Before leaving the barrow SEARCH POTTERY to find some tweezers, GET TWEEZERS.

Go to the megalith and STRIKE STONE (You are told to read the scroll. Clue 6)
The only way you can follow the instructions on the scroll is to be invisible. There is an invisibility spell in the store but, as Borden has now reduced his prices still further, it costs 1 bronze coin. Go to the inn (As it's still early it may be closed but it will open soon. Don't wait, go for a walk) X FLOOR, (You can see a bronze coin) GET BRONZE (with tweezers) Go to the store and BUY SPELL, X SPELL.

Go to the megalith. DROP (everything except the TORQUE and the SPELL) REMOVE and DROP ATTIRE, WEAR TORQUE, OPEN CONTAINER, STRIKE STONE.

THE END