

Jewels of Darkness Hints

HOW TO USE THESE CLUES

This clue booklet contains hints about most of the objects, interesting locations and main puzzles in Colossal Adventure, Adventure Quest and Dungeon Adventure. Look down the list to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry you may find that it gives a short clue and you have to turn to yet more entries if you want to know the full story.

WARNINGS

Try to only read the clue entries that you are actually directed to. Otherwise you may accidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this - you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

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COLOSSAL ADVENTURE

THINGS

- 2 Axe: where it is (210), details (184)
- 4 \times Beans: where they are (135), details (190)
- 6 Bird: where it is (286), details (260)
- 8 Bunch of Keys: where it is (200), details (236)
- 10 \times Canoe: where it is (135), details (190)
- 12 Chain: where it is (289), details (315)
- 14 Chest: where it is (167), details (144)
- 16 Coins: where they are (231), details (225)
- 18 \checkmark Cup: where it is (135), details (135)
- 20 Dragon: where it is (262), details (156)
- 22 Dungeon Door: where it is (300), details (142)
- 24 Eggs: where they are (235), details (188)
- 26 Elves: where they are (138), details (304)
- 28 \checkmark Fish: where it is (135), details (273)
- 30 Gold Nugget: where it is (211), details (159)
- 32 \checkmark Hat: where it is (135), details (174)
- 34 Keys: where they are (200), details (236)
- 36 Magazine: where it is (183), details (263)
- 38 Nugget of Gold: where it is (238), details (159)
- 40 \times Orc: where it is (141), details (239)
- 42 Pearl: where it is (173), details (144)
- 44 Pillow: where it is (266), details (206)
- 46 Pirate's Chest: where it is (167), details (144)
- 48 Platinum Pyramid: where it is (154), details (169)
- 50 Rod: where it is (170), details (139)
- 52 Sceptre: where it is (136), details (180)
- 54 \checkmark Sharp Sand: where it is (135), details (190)
- 56 Snake: where it is (214), details (137)
- 58 Spices: where they are (168), details (169)
- 60 \times Table: where it is (141), details (174)
- 62 Trident: where it is (208), details (268)
- 64 Vase: where it is (176), details (206)
- 3 Bars of Silver: where they are (220), details (144)
- 5 Bear: where it is (233), details (202)
- 7 Bottle: where it is (200), details (287)
- 9 Cage: where it is (182), details (197)
- 11 Carpet: where it is (261), details (156)
- 13 \times Chair: where it is (141), details (174)
- 15 Clam: where it is (234), details (290)
- 17 Crown: where it is (136), details (180)
- 19 Diamonds: where they are (147), details (169)
- 21 Dwarf/Dwarves: loc. (133), details (301)
- 23 Dynamite: where it is (209), details (132)
- 25 Elixir of Life: where it is (155), details (219)
- 27 Emerald: where it is (303), details (169)
- 29 Food: where it is (228), details (202)
- 31 Grate: where it is (73), details (221)
- 33 Jewelry: where it is (193), details (169)
- 35 Lamp: where it is (200), details (305)
- 37 Mirror: where it is (237), details (244)
- 39 Orb: where it is (136), details (180)
- 41 \times Paddle: where it is (149), details (273)
- 43 Pentacle: where it is (155), details (194)
- 45 Pirate: where he is (196), details (201)
- 47 Plant: where it is (151), details (140)
- 49 Rockfall: where it is (205), details (205)
- 51 Rug: where it is (261), details (156)
- 53 Shadowy Figure: where s/he is (267), details (244)
- 55 Skeletons: where they are (130), details (219)
- 57 Spelunker's Gazette: where: (240), details (157)
- 59 Spider: where it is (136), details (230)
- 61 Treasure Chest: where it is (167), details (144)
- 63 Troll: where it is (172), details (284)
- 65 Vending Machine: where it is (297), details (242)

LOCATIONS

- 66 Alcove by narrow passage: loc. (243), details (131)
- 68 Bedquilt: loc. (143), details (148)
- 70 Building: loc. (179), details (198)
- 72 Debris Room: loc. (207), details (226)
- 74 Dark Room: loc. (232), details (186)
- 76 Dungeon Chambers: loc. (213), details (304)
- 78 E. Bank, Hall of Mists Chasm: loc. (166), details (139)
- 80 Game Room: loc. (174), details (141)
- 82 Hall of Mists: loc. (185), details (186)
- 84 Hard Rock: loc. (135), details (171)
- 86 Lava Chasm: loc. (224), details (139)
- 67 Barren Room with Bear: loc. (218), details (202)
- 69 Below Deck: loc. (135), details (149)
- 71 Danger Room: loc. (135), details (190)
- 73 Depression with Grate: loc. (177), details (221)
- 75 "Different" Maze: loc. (192), details (297)
- 77 Dungeon Corridor: loc. (291), details (223)
- 79 East Pit (Two-pit Room): loc. (181), details (203)
- 81 Giant Room: loc. (178), details (175)
- 83 Hall of the Mountain King: loc. (158), details (195)
- 85 Hilltop Below Pinnacle: loc. (146), details (212)
- 87 Maze of "Different" Passages: loc. (294), details (297)
- 89 Maze of Stone Passages: loc. (295), details (223)
- 91 Orange Column in Maze: loc. (134), details (167)
- 93 Picnic Spot: loc. (187), details (276)

- 94 Pinnacle: loc. (316), details (316) 95 Plover Room: loc. (245), details (282)
 96 Room of Roots: loc. (141), details (190) 97 Santa's Grotto: loc. (199), details (164)
 98 Soft Room: loc. (204), details (271) 99 Spiral Stairs: loc. (272), details (296)
 100 Stairs outside Dungeon: loc. (272), details (306) 101 Swiss Cheese Room: loc. (163), details (280)
 102 Throne Room: loc. (273), details (141) 103 Tiny Room: loc. (141), details (273)
 104 Top of Pinnacle: loc. (277), details (230) 105 Troll Bridge: loc. (308), details (284)
 106 Two Pit Room: loc. (246), details (299) 107 Underground Stream: loc. (274), details (278)
 108 Volcano: loc. (162), details 109 Web Cavern: loc. (162), details (247)
 110 W. Bank, Hall of Mists Chasm: loc. (248) details (139) 111 West End of Hall of Mists: loc. (275), details (153)
 112 West End of Long Passage: loc. (248), details (275) 113 West Pit (Two-pit Room): loc. (181), details (160)
 114 Window at Pit: loc. (249), details (244) 115 Witt's End: loc. (152), details (250)
 116 Y2: loc. (252), details (279)

OTHER CLUES

- 117 Entering the caves (161) 118 Bypassing the snake (137)
 119 Finishing the first part of the game (310) 120 Finishing the endgame (317)
 121 All the Treasures (285) 122 All the magic words (253)
 123 Scoring (298)

ANSWERS

- 130 In the dead end, East and North from the Dungeon Corridor
 131 The passage east is very narrow so you can't carry much through it. The emerald is the only object small enough
 132 It explodes when you enter BLAST. For more information see (165)
 133 They appear randomly when you're in the main cave network
 134 S,E,S,S,S,N,E from the West End of the Hall of Mists
 135 Not in this game!
136 In Web Cavern, in the end game
 137 Free the bird from the cage to chase the Snake off
138 In the Dungeon Chambers, in the end game. There are 2 groups
139 Waving the rod creates/destroys a bridge
 140 Water it. For more information see (215)
 141 It does not exist
142 Lock it from the outside for protection
 143 N,D,W,D,W from the Hall of the Mountain Kings
 144 Just a valuable treasure
 145 The Pirate's Chest is hidden here. See (167)
 146 East and up repeatedly from the Depression
 147 On the West Bank of Hall of Mists Chasm
 148 Movement East and West is normal. Other directions move you to random locs. in the caves nearby
 149 It protects you from the orcs
 150 ~~NE~~ from the Swiss Cheese Room **NW**
 151 In the West Pit of Two-pit Room
 152 East repeatedly from Bedquilt
 153 South from here takes you into the "different" maze. See (309)
 154 In the Dark Room
155 At the bottom of the Spiral Stairs in the end game
 156 Attack the Dragon with your bare hands to get the Rug
 157 Leave it somewhere for a bonus. See (115)
 158 Down from the Hall of Mists
 159 A very heavy treasure with no other use. See (216) for how to get it out of the caves
 160 Do something to the plant. See (140)
 161 Find the Grate and enter through it. See (177) for where it is and (221) for more information
 162 East from the Stairs in the end game, about 4 locs. above the Dungeon Door
 163 West from Bedquilt
 164 Where the fairies make toys
 165 Don't hold it, or stand beside it, when this happens. For more information see (254)
 166 West from the main part of the Hall of Mists
 167 The Pirate's Treasure Chest is near the Orange Column in the "Same" Maze. For more info see (229)
 168 Some way from the Troll Bridge, roughly Northeast from it
 169 Just a valuable treasure
 170 In the Debris Room
 171 A propoganda exercise
 172 Under the Troll Bridge. Try crossing it
 173 In the clam (East and North from Bedquilt). If you can't open it, see (189)
 174 It does not exist
 175 The room is nothing special. However it has a link with the eggs, see (217), and the gate is difficult to open, see (255)
 176 In the Oriental Room
 177 Follow the valley South from outside the building
 178 Reached from the West Pit (Two-pit Room) by climbing the plant
 179 East from where you start
180 One of the Elves' Crown Jewels. A treasure

- 181 Down from the Two-pit Room, West of the Swiss Cheese Room
182 In the cobble crawl passage, in and West from the Grate
183 In the anteroom, East and East again from Bedquilt
184 Throw it at the evil dwarves to get rid of them in the first part of the game
185 West repeatedly and down from the Debris Room
186 Just an ordinary room
187 East and South repeatedly from the Building
188 They are a treasure with a special feature. See (217)
189 The Trident is needed
190 It is no help at all
191 Do not touch it!
192 South from the West End of the Long Passage
193 South of the Hall of the Mountain Kings
194 It only allows you to see if your lamp is off. There's another use, too, see (230)
195 You can get rid of the snake if you try. See (137)
196 If you are carrying any treasure in the caves, he may appear to rob you
197 It is needed for you to catch the bird. If the bird keeps flying away. See (256)
198 Where you should leave treasures to get full points for them. Some magic words work here
199 Greenland, I'm told
200 In the building
201 When the pirate has robbed you, see (196), he takes the loot to his treasure chest in the maze. See (167)
202 Feed the sandwiches to the bear to pacify him. Then see (270)
203 Fill the bottle with oil. Then see (255)
204 East of the Swiss Cheese Room
205 There are many rockfalls. All of them are impassible
206 If lying on the ground, the pillow protects the vase when you drop it
207 In, West and West from the Grate
208 Beyond the gate North of the Giant Room. See (255) to open the gate
209 In the Colossal Cavern at the start of the end game
210 The first dwarf throws it at you. Keep it!
211 South of the Hall of Mists
212 It really is unclimbable. You reach the top in the end game
213 North and South of the Dungeon Corridor in the end game
214 In the Hall of the Mountain Kings
215 The bottle can be filled at the River, Reservoir etc. Water the plant twice to make it grow. Then see (258)
216 Go to Y2 and say PLUGH
217 The eggs return to the Giant Room when you say FEE (return), FIE (return), FOE (return), and finally FOO. See (257) for how to use this
218 Across the troll bridge, east to the fork and down repeatedly. Then In
219 Drop the Elixir of Life on the Skeletons in the end game
220 South of Y2, North of the Hall of the Mountain Kings
221 Unlock the grate with the key from the Building. Then enter
222. You can catch it in the cage. If it flies away, see (292). It's quite useful, see (137)
223 From the top of the ladder in the Maze of Stone Passages, move East and down before heading West.
224 West of the Dungeon Corridor in the end game
225 They are a treasure, and also have a use. See (242)
226 Saying XYZZY returns you to the building
227 West, up and North from West Two-pit Room
228 At the Picnic Spot in the Forest
229 A diagonal move eg. SW is needed to reach it. See (259) as well
230 When the Spider is staring at the pentacle, throw it off the pinnacle.
231 Down the well in the Building
232 Northeast from the Plover Room
233 In the Barren Room
234 East and North from Bedquilt
235 In the Giant Room
236 Unlocks things. See (221) and (270)
237 In Mirror Canyon
238 In the low room, South of the Hall of Mists
239. Leave it strictly alone!
240 East twice from Bedquilt
241 It is a treasure
242 When you drop coins beside the vending machine, it replaces your lamp batteries. See (297) for the loc
243 North and West of the Oriental Room
244 The mirror is just there to confuse you by showing your shadowy reflection at the Window onto the Pit
245 East of the Alcove, through a narrow crack
246 West of the Swiss Cheese Room
247 Don't climb the web until you've got rid of the Spider, see (230)
248 West of the East bank
249 There are actually two of these. The main one is west of Y2
250 Leave something here for a bonus, see (57). Move south repeatedly to leave
251 Scenery at the extreme north of the "world". It can't be passed
252 North twice from the Hall of the Mountain Kings
253 XYZZY, PLUGH and see (264) for more
254 Drop it beside the sleeping dwarves and retreat southwest, first
255 Having filled the bottle, use it to oil the Giant Room Gate

- 256 The rod frightens if off. Don't carry this when you're trying to catch it
- 257 If you were to pay the troll with it, and then use its "power"...
- 258 Climb it
- 259 It only appears when the pirate has robbed you, and his loot is beside it
- 260 Take it to the Snake. See (9) and (137)
- 261 Under the dragon, SW and W of the Hall of the Mountain Kings
- 262 On the rug, SW and W of the Hall of the Mountain Kings
- 263 Leave it somewhere for a bonus. See (115)
- 264 FEE, FIE, FOE, FOO and see (281) for more
- 265 ABRA, CADABRA and SESAME
- 266 In the Soft Room
- 267 Visible from the Window at the Pit
- 268 A treasure with another function, see (290)
- 269 It protects you from ghosts
- 270 Unlock the bear with the Keys. Then see (311)
- 271 The vase can be dropped here, though there's not much point in this
- 272 West from the Lava chasm in the end game
- 273 Never heard of it!
- 274 Above Web Cavern. Feeds into the Reservoir
- 275 South from here takes you into the "Different" Maze
- 276 Don't drop litter!
- 277 Above the Spiral Stairs
- 278 Follow it West to emerge safe by the Reservoir
- 279 Say PLUGH here to return to the building. See (283) as well
- 280 The exits NW and S only let you pass some of the time
- 281 PLOVER is the last one. They all work if you say them in the right way and, for some, in the right place
- 282 Say a magic word here
- 283 The magic word mentioned in (281) works too!
- 284 Normally, you lose a treasure to the troll in payment for crossing. Give one to him. to cross NE without paying see (319) and to return free see (311)
- 285 There are 15 in the first part of the game. See (302) for details
- 286 In and repeatedly West from the Grate, in a splendid chamber
- 287 It can be filled with liquids. See (215) and (79)
- 288 The rod frightens it. You can open it, if you know how. See (312)
- 289 Restraining the bear
- 290 The trident allows you to open the clam
- 291 Between the "Stone" Maze and the Dungeon Door
- 292 The rod frightens it
- 293 South from the West End of the Hall of Mists
- 294 South from the West End of the Long Passage
- 295 At the top of the ladder in the end game
- 296 They climb from the pit to the Top of the Pinnacle
- 297 The "Different" Maze holds the Vending Machine. See (309) to find it
- 298 You score 30, minus 10 per death, plus 30 for reaching the Hall of Mists, plus 50 for reaching the end game. 5 points for finding each treasure, plus 10 for owning or collecting it - the crown jewels count 50 each, though. There are also bonuses of 9 for not using Quit, and 1 for not using Save - and 5 for leaving the right object in the right place. 20 for exploding the dynamite. 80 for killing the evil dwarves, 100 for surviving the blast, 100 for each group of elves rescued and 100 for finishing the game. A total of 1100
- 299 Try going down into the pits
- 300 Between the stairs and the Dungeon
- 301 Wandering dwarves are always hostile. Either run away (they won't follow outside the central part of the caves) or throw the axe at them. Let sleeping dwarves lie
- ☆302 The first five are: a gold nugget, bars of silver, jewelry, diamonds and the emerald. See (307) for more
- 303 In the Plover Room
- 304 Unlock the live elves with the key. To save the skeleton elves, see (219)
- 305 Light the lamp to see in darkness, and turn it off in light to save batteries. It is just possible to finish without needing new batteries but if you do need them see (242)
- 306 The dungeon door is here. See (142)
- 307 Platinum pyramid, gold eggs, ming vase, trident, pearl, and see (313)
- 308 From the Oriental Room, West, Southwest, North
- 309 From the West End of the Long Passage, S. Climb, at Vending Machine, N, Up, out again
- 310 Collect all the treasures (see 121) and the endgame will start automatically
- 311 Take the bear and throw it at the troll
- 312 Use the trident
- 313 Coins, chain, rug, pirate's chest, and spices - plus the 3 elvish crown jewels in the end game
- 314 Use the aqualung
- 315 It locks up the bear, but it is very valuable - one of the treasures
- 316 It rises from a hilltop and is totally unclimbable - though the endgame involves visiting the top via a central spiral staircase
- 317 Use the dynamite to blast the evil dwarves, escape the flood via the maze of stone passages, rescue all three groups of elves, into Web Cavern and dispose of the spider, up the web with the crown jewels and out of the cave
- 318 Smash the vase
- 319 Give the gold eggs
- 320 Jump through the window

ADVENTURE QUEST

OBJECTS AND CREATURES

- 2 AGALIAREPT: loc. (334), details (390)
4 Ball (Silver): loc. (412), details (394)
6 Bane Fire: loc. (312), details (218)
8 Bible Belt: loc. (330), details (226)
10 Black Horror: loc. (241), details (210)
12 Bottle: loc. (220), details (282)
14 Bridges: more information (310)
16 Buttercup: loc. (361), details (361)
18 Clam: loc. (254), details (420)
20 Coals: loc. (285), details (296)
22 Compass: loc. (417), details (427)
24 Demon Lord: loc. (334), details (390)
26 Dots (Black and White): more information (228)
28 Dragon: loc. (272), details (372)
30 Earth-Stone: loc. (235), details (449)
32 Emerald Eye: loc. (241), details (262)
34 Fish: loc. (211), details (318)
36 Fruit: loc. (203), details (238)
38 Garlic: loc. (215), details (277)
40 Giant: loc. (401), details (394)
42 Hand: loc. (281), details (336)
44 Imp: loc. (330), details (426)
46 Keys: loc. (220), details (338)
48 Lizard: loc. (201), details (226)
50 Medallion Talisman: loc. (230), details (240)
52 Nest: loc. (414), details (258)
54 Nimrod: loc. (330), details (361)
56 Orge: loc. (241), details (210)
58 Orchid: loc. (345), details (346)
60 Pan Pipes: loc. (230) details (255)
62 Pile of Rocks: loc. (385), details (356)
64 Quicksand: loc. (260), details (280)
66 Rope: loc. (321), details (339)
68 Scroll: loc. (212), details (379)
70 Shadows: loc. (289), details (341)
72 Slab of Rock: loc. (273), details (391)
74 Snakes: loc. (349), details (255)
76 Sphinx: loc. (221), details (371)
78 Staff: loc. (409), details (433)
80 Star-Stone: loc. (325) details (365)
82 Stones of the Elements: more information (373)
84 Sun-Stone: loc. (278), details (323)
86 Table: loc. (220), details (359)
88 Tentacled Creature: loc. (241), details (210)
90 Trident: loc. (292), details (269)
92 Vampire: loc. (239), details (277)
94 Well: loc. (220), details (256)
96 Will O'Wisp: loc. (326), details (222)
98 Wizard: loc. (200), details (212)
100 Worm: loc. (355), details (381)
- 3 Bag of Wind: loc. (241), details (213)
5 BALROG: loc. (287), details (410)
7 Bell: loc. (211), details (319)
9 Black Dots: more information (228)
11 Boots: loc. (233), details (214)
13 Brazier: loc. (325), details (308)
15 Bunch of Keys: loc. (220), details (338)
17 Chains: loc. (370), details (386)
19 Cloak: loc. (434), details (275)
21 Coll of Rope: loc. (321), details (339)
23 Dancing Water: loc. (226), details (330)
25 Djinn: loc. (425), details (333)
27 Dracula: loc. (239), details (277)
29 Dryad: loc. (362), details (362)
31 Egg: loc. (272), details (258)
33 Face in the Marsh: loc. (281), details (360)
35 Flames and Fires: more information (424)
37 Gallows: loc. (208), details (337)
39 Ghosts: loc. (348), details (341)
41 Glowing Coals: loc. (285), details (296)
43 Hole under Water: loc. (363) details (324)
45 Jelly-Fish: loc. (211), details (318)
47 Lamp: loc. (223), details (191)
49 Lung-Fish: loc. (219), details (236)
51 Mist-Stone: loc. (257), details (406).
53 Net: loc. (376), details (318)
55 Octopus: loc. (229), details (207)
57 Onion: loc. (288), details (375)
59 Orcs: more information (252)
61 PHOENIX: loc. (258), details (225)
63 Priestess: loc. (249), details (268)
65 Rock Pile: locs. (385), details (356)
67 Ruby: loc. (404), details (210)
69 Sandworm: loc. (355), details (381)
71 Sharks: loc. (293), details (302)
73 Sling: loc. (220), details (304)
75 Snowman: loc. (245), details (386)
77 Spider: loc. (400), details (408)
79 Standing Stones: loc. (366), details (341)
81 Statue: loc. (250), details (422)
83 Sun-Dial: loc. (383), details (404)
85 Sword: loc. (202), details (317)
87 Talisman Medallion: loc. (230), details (240)
89 Towers: more information (243)
91 Unicorn: loc. (247), details (346)
93 Vampire House: loc. (239), details (320)
95 White Dots: more information (228)
97 Wind-Bag: loc. (241), details (213)
99 Wolves: loc. (231), details (244)

PLACES

- 101 Alcove in Dark Tower: loc. (286), details (416)
103 Bane Fire: loc. (312), details (218)
105 Black Pillar: loc. (335), details (319)
107 Bridge of Rope: loc. (224), details (261)
109 Building at End of Road: loc. (300), details (204)
111 Canyon in the Desert: loc. (365a), details (402)
113 Cave: above Volcano: loc. (227), details (445)
115 Cave, near Snowman: loc. (398), details (291)
117 Church, under Water: loc. (254), details (319)
119 Crater of Volcano: loc. (299), details (313)
121 Crevasse, under Water: loc. (248), details (324)
123 Desert: loc. (266), details (367)
125 Dry Canyon in the Desert: loc. (331), details (402)
127 Gallows: loc. (208), details (337)
129 Gate of Gold: loc. (353), details (323)
131 Gate of Glass: loc. (421), details (406)
133 Grate: loc. (216), details (209)
- 102 Altar: loc. (415), details (204)
104 Beaches: loc. (259), details (279)
106 Black Tower: loc. (217), details (344)
108 Bridge of Stone: loc. (352), details (410)
110 Cairn-Topped Hill: loc. (322), details (329)
112 Causeway in the Marsh: loc. (440), details (405)
114 Cave, Massive: loc. (367), details (319)
116 Cave, of the Sun-Dial: loc. (393), details (391)
118 Clearing in the Forest: loc. (428), details (346)
120 Coals, glowing redly: loc. (285) details (296)
122 Dark Tower: loc. (217), details (344)
124 Dragon's Lair: loc. (368), details (418)
126 Edge of the Fertile Land: loc. (266), details (204)
128 Gate of Rock: loc. (431), details (419)
130 Gate of Silver: loc. (311), details (365)
132 Glowing Coals on Ground: loc. (285), details (296)
134 Gully leading to Waterfall: loc. (216), details (377)

- 135 Hall of Marble: loc. (226), details (319)
- 137 Hilltop with Cairn: loc. (322), details (329)
- 138 Hot Passage: loc. (347), details (296)
- 140 Ledge above the River: loc. (358) details (204)

- 142 Marsh: loc. (429), details (405)
- 144 Moor: loc. (234), details (441)
- 146 Octopus Lair: loc. (369), details (207)
- 148 Orc Tower: loc. (253), details (305)
- 150 Pinnacle rising from Forest: loc. (288), details (212)
- 152 Pyramid: loc. (221), details (381)
- 154 Ramp up the Dark Tower: loc. (443), details (430)
- 156 Rivers: more information (232)
- 158 Rocky Outcrop: loc. (237), details (205)
- 160 Sheep Track: loc. (380), details (394)
- 162 Snowfield: loc. (314), details (386)
- 164 Stairs behind the Waterfall: loc. (382), details (430)
- 166 Stairs inside the Orc Tower: loc. (321), details (210)
- 168 Standing Stones: loc. (366), details (341)
- 170 Temple to the Sun: loc. (349), details (249)
- 172 Tower - Dark Tower: loc. (217), details (344)
- 174 Tower Room (in the Vampire House): loc. (384), details (439)
- 176 Tree in the Forest: loc. (437), details (448)
- 178 Underwater Crevasse: loc. (248), details (324)
- 180 Vampire House: loc. (239), details (320)
- 182 Wadi: loc. (378), details (402)

- 136 Hell-Well: loc. (242), details (246)
- 139 Lake: loc. (351), details (259)
- 141 Ledge along West Wall of Cave: loc. (392), details (442)
- 143 Mills of God: loc. (361), details (361)
- 145 Oasis: loc. (223), details (267)
- 147 Orc Lair: loc. (444), details (449)
- 149 Pillar in the Desert: loc. (335), details (319)
- 151 Pit of the Demon Lord: loc. (389), details (446)
- 153 Quicksand: loc. (260), details (280)
- 155 Ravine down from Moor: loc. (413), details (319)
- 157 Road to Ruin: loc. (361), details (226)
- 159 Rope Bridge: loc. (224), details (261)
- 161 Sheltered Wadi in Desert: loc. (378), details (402)
- 163 Snowman's Cave: loc. (398), details (291)
- 165 Stairs up Mountainside: loc. (327), details (305)
- 167 Stalagmite: loc. (309), details (438)
- 169 Sun-Dial Cave: loc. (393), details (391)
- 171 Throne Room: loc. (206), details (390)
- 173 Tower guarded by Orcs: loc. (253) details (305)
- 175 Track up the Mountainside: loc. (380), details (394)
- 177 Underwater Church: loc. (254), details (204)
- 179 Underwater Hang-gliding School (226), details (361)
- 181 Volcano Crater: loc. (299), details (313)
- 183 Well: loc. (220), details (256)

OTHER CLUES

- 190 Scoring (297)
- 192 All the objects (306)
- 194 How to get things to the Dark Tower (324)

- 191 Seeing in the Dark (276)
- 193 Brief details of the Route to the Dark Tower (403)
- 195 Why do I get resurrected in a different place each time? See (399)

ANSWERS

- 200 On the Pinnacle, when you first visit there
- 201 In the Underwater Hang-gliding School
- 202 Give object (32) to thing (81)
- 203 Drop the staff
- 204 Nothing special happens here
- 205 You're safe here if the Sandworm emerges. See also (251)
- 206 In the Dark Tower, beyond the Gate of Glass
- 207 Carry the Bag to defeat the Octopus
- 208 On the stairs up the Mountainside
- 209 You can't move this, or go through it. For what was beyond here, play our previous game "Colossal Adventure". It was sealed up long before the time of "Adventure Quest"
- 210 Throw the Ruby at the creature in the Orc Tower
- 211 In the Underwater Church
- 212 The Wizard hands you the Scroll
- 213 Open it to blow the Djinn away. See also (207)
- 214 They protect against Quicksand
- 215 It's the Onion
- 216 South of the Building where you start
- 217 Out of the Tower Room Window, South across Quicksand
- 218 This is the source of the Demon Lord's power. To destroy it. See (263)
- 219 On the Ledge above the River
- 220 In the Building
- 221 In the Desert. From the Edge of the Fertile Land, try: N,N,N,W,N, LOOK, E,E
- 222 The Will O'Wisp can't harm you directly, and you can't touch it, but you don't visit there unless you can walk on Quicksand!
- 223 In the Desert, beyond the Djinn
- 224 Between the Ledge along the West Wall of Cave and the Orc Lair
- 225 The PHOENIX is your companion. See also (270)
- 226 Not in this game
- 227 West, beyond the Dragon
- 228 There are two types of dots: white dots, see (283); and black dots, see (294). Four of each
- 229 East of the Underwater Crevasse
- 230 At the end of the path leading North past the Unicorn
- 231 In the forest round the Building at the End of the Road
- 232 There are three rivers. The first flows South along a valley from the Building where you start; the second flows North into the lake in the crater, see (298); and the third drains South off the Moor, along a Ravine, falling to the marsh below. See (301)

- 233 In the Tower Room of the Vampire House
 234 Far below the Stone Bridge. See also (290)
 235 Above the Stalagmite
 236 Each time you take this, it changes what you can breathe. See also (264)
 237 East of the Pyramid
 238 It's not too important, but you can eat it. See also (284)
 239 In the Marsh. See also (271)
 240 Carry it when you enter the Throne Room of the Black Tower. Then see (265)
 241 In the room at the top of the Stairs inside the Orc Tower
 242 At the bottom of the Volcano Crater. See also (313)
 243 There are two towers; the Orc Tower, see (148) and the Dark Tower. See (122)
 244 They don't follow you if you leave the Forest. See also (274)
 245 On the Snowfield
 246 You are attacked by fire elementals but can fight them off with the sword. See also (275)
 247 In a Clearing in the Forest
 248 At the North of the Lake
 249 The Priestess lives in the Temple to the Sun. See also (268)
 250 North of the massive Cave
 251 When the Sandworm emerges beside the Sphinx, this is engulfed
 252 Orcs are evil goblins who serve the Demon Lord. There are four groups of these loathsome creatures. The first lot guard their Orc Tower and will kill anyone who approaches, see (316). The second contingent have a Lair near the massive Cave. The third group are guarding the Cairn-Topped Hill North of the Moor, see (329). Finally, the Dark Tower is swarming with Orc soldiers and servants, see (332)
 253 Blocking the Stairs up the Mountainside
 254 In the Lake
 255 Play the Pipes to charm the Snakes away
 256 There's no reason to visit here during the game. However, if you can get here with a light - and it stays lit - there is a message for you to read
 257 In the Marsh, due east of the Standing Stones and some way from them. See also (222)
 258 Drop the egg in the burning Nest
 259 There are two beaches, on the North and South sides of the crater Lake. To travel between them, you need to cross the Lake, under water, see (264). To open the door from the North beach, see (307)
 260 In the Marsh, some way East of the Standing Stones, and South of the Vampire House
 261 Cross this to retrieve the Earth-Stone when the Orcs have stolen it. If the orcs are pursuing you, see (295)
 262 Give it to the Statue to be rewarded. See (85)
 263 The PHOENIX helps, if it is following you
 264 Taking the Lung-Fish switches what you can breathe between air and water. Thus it is possible to take it, jump down into the river, cross the lake under water, drop the Lung-Fish and take it again before climbing up to the beach on the north shore
 265 Wave it. Then see (416)
 266 Due North of the Building where you start
 267 A source of water. Look in the pool, too
 268 Her temple is blocked by creatures of the Demon Lord, but she can help if you get rid of them
 269 When dropped, it draws water from the Earth. In this way, it created the oasis. For its purpose in the game, see (302)
 270 Let it follow you when you seek out the Demon Lord in the Black Tower
 271 From the Standing Stones, move: E,E,S,S,S,W,W,IN
 272 In the Dragon's Lair
 273 On the North side of the Dry Canyon, fairly near the Oasis
 274 They're really very timid. Throw things to scare them off
 275 The Insulation Cloak protects you in the Hell-Well. See (296) for more information about it
 276 Find the lamp, light it and carry it: see (47). See also (318)
 277 Eat the Garlic for protection against Vampires
 278 West of the Bridge of Stone, on the Altar
 279 There are two beaches. Anything dropped in the river is washed up on the South beach. You need to reach the North beach, see also (259)
 280 You'll drown without the water-proof Boots
 281 In the Marsh
 282 It can be filled with liquid. See also (303)
 283 These mark teleport destinations. They have no use in themselves
 284 This warms you slightly on the Moor. See (308) for how to get warm permanently
 285 In the Hot Passage
 286 From the Throne Room, move: N,W,W,W,S,E
 287 On the Bridge of Stone, if you've taken the Sun-Stone
 288 Up repeatedly from the Grate or Gulley
 289 Below the Standing Stones
 290 Either jump down from the East side of the chasm (West of the Hot Passage), or (better) smite the Bridge of Stone from under the Balrog's feet with the sword
 291 Move Out to return to the Snowfield. Try throwing thins. See also (339)
 292 In the pool at Oasis
 293 In the lake
 294 These mark teleport exists. The exit below each Black Dot takes you to the corresponding White Dot, far away. This is one way of returning for objects which you may have left behind, earlier in the game
 295 Cut it with your sword
 296 Throw the cloak onto the glowing Coals so you can walk on them

- 297 Scoring is for each "Stone of the Element" owned, with bonuses for getting deeper into the game, and completing your task in the Dark Tower. Points are lost for taking a long time, and for being killed
- 298 When the ledge gives way, you must climb up. The river ends in rapids which descend to the lake, and you'll die if you can't breathe water
- 299 Between the Cave above the Volcano and Hell-well
- 300 IN from where you start
- 301 There are steps down into the Ravine on its West side, at the Southern edge of the Moor
- 302 Carry the Trident to fend off Sharks
- 303 Fill it when water is nearby, then drink the water if you are thirsty in the Desert. See also (340)
- 304 You need a sling stone too. Use (4). See (394)
- 305 Don't approach the Tower unless you have got rid of the Orcs. See (316)
- 306 The magic items are the Stones-of-the-Elements, see (373), and the Medallion Talisman of Good. For other objects, see (315)
- 307 Oil it, see (354). Then unlock it, see (357)
- 308 Drop the Brazier to warm yourself. See also (341)
- 309 In the massive Cave
- 310 There are two bridges. One is of Rope, see (107) and the other is of Stone, see (108)
- 311 In the Dark Tower, above the Gate of Gold
- 312 In the Pit
- 313 To descent the Volcanic Crater, wait in the Cave above the Volcano until fires leap to NE and SW. Then move DOWN every other turn, e.g; D, LOOK, D, INV etc. Take the insulation Cloak on the way
- 314 At the top of the Stairs up the Mountainside
- 315 Water-proof Boots, Bottle, Brazier, Bunch of Keys, insulation Cloak, Egg, Emerald Eye, Ruby, Lung-Fish, Fruit and see (328)
- 316 Bypass the Orc Tower via the Sheep Track. Scare off the Giant. Then get the Snowman to help you, see (386)
- 317 A valuable weapon. Carry it with you. Examples of its uses are (336) and (408)
- 318 Catch the luminous Jelly in the Net to provide light under water
- 319 Just scenery
- 320 Move Out to return to the Causeway. I hope you've eaten the Garlic! See also (217) to reach the Black Tower
- 321 In the Orc Tower
- 322 To the North of the bleak Moor. See also (374)
- 323 Insert the Sun-Stone into the Gate of Gold. See also (435)
- 324 Things dropped at the West end of the Crevasse, under water, are sucked away. See (342) for where they end up; You can also throw things off the ledge in the Snowman Cave, and out of the Vampire House window, to move them forward
- 325 On the Cairn-Topped Hill
- 326 In the Marsh, due East of the Standing Stones
- 327 Up from the East end of the Sheltered Wadi in the Desert
- 328 Jelly-Fish, Lamp, fishing Net, Onion (Garlic really), Orchid, Pan Pipes, Staff of the Seasons, Coil of Rope, Scroll and silver Ball. See also (350)
- 329 Escape down the steep hillside
- 330 Not in this game
- 331 West of the Wadi
- 332 Avoid them! Perhaps you could use the (50) to give yourself more time
- 333 If you push past the Djinn, or rub the lamp when he is inside, he will zap you to random locs. in fury. This could leave you under water. See also (343)
- 334 In the Throne Room
- 335 In the Desert. From the Edge of the Fertile Land, move: N,N,E,E
- 336 Cut the skeletal Hands with the Sword
- 337 Warning scenery. Don't go any nearer to the Orc Tower while it's guarded
- 338 The keys are useful for unlocking things. See (386) and (357)
- 339 Tie the Rope to the Stalagmite in the Snowman's Cave so you can go down. Then see (298)
- 340 Fill the bottle with oil from the Wadi, too. See also (259)
- 341 The Ghosts drain your life energy. Drop the Brazier to dispel them
- 342 The foot of the Black Tower
- 343 Open the Wind-Bag to blow the Djinn away
- 344 The Lair of the Demon Lord, AGALAREPT. You must use the Stones-of-Elements to gain entry, then use (50). Then, head for the Bane-Fire in the Pit
- 345 In the Gully. See (359)
- 346 Give the Orchid to the Unicorn and follow it
- 347 West of the bottom of Hell-Well
- 348 Below the Standing Stones
- 349 On top of the Pyramid. See (76) and (255)
- 350 Sling, Snowman, Sun-dial, Sword, Table, Trident and Wind-Bag. Early versions of the game have a Compass
- 351 At the end of the river, see (339)
- 352 West of the Hot Passage
- 353 In the Dark Tower, above the Gate of Rock
- 354 Use oil from the Bottle
- 355 In the Desert. It gets closer as you try to escape. See (387)
- 356 Push the Rocks down on the Orcs guarding their Tower See (386)
- 357 Use the key to unlock the door from the north Beach
- 358 Above the River, see (339) to get there. Drop everything and climb up
- 359 Drop the Table below the Orchid and you can reach it

- 360 One of the Dark Tower's defences, activated if you look for trouble in the marsh. To fend it off, see (397)
- 361 Dunno
- 362 In "Dungeon Adventure"
- 363 At the West end of the underwater Crevasse
- 364 Norman Tebbit
- 365 Insert the Star-Stone into the Gate of Silver, See also (435)
- 365 North and West from the Rocky Outcrop
- 366 Down and South from the Ravine on the bleak Moor
- 367 North of the North Beach, beyond the door
- 368 West of the North end of the massive Cave
- 369 East of the Underwater Crevasse
- 370 Holding the Snowman
- 371 It prevents access to the Pyramid. See (396)
- 372 You need to put out its fire. See (388)
- 373 Corresponding to the elements of Earth, Fire, Air and Water, the four stones are the Earth-Stone, Sun-Stone, Star-Stone and Mist-Stone. The first 8 regions of the game correspond to a repeated sequence of the same elements in the same order
- 374 From where you enter the Moor, move: N,W,N,N
- 375 Eat it. This is really Garlic
- 376 On the south Beach
- 377 See (209) for the Grate, and (359) to get the Orchid
- 378 North from the Rocky Outcrop in the Desert
- 379 Read it. See (193) for more detail on what it means
- 380 Curving West of the Orc Tower on the mountainside, it joins the Stairs up the mountainside above and below the tower - bypassing it
- 381 The worm gets closer as you move in the desert, but gets further away if you do anything else. Thus it can be controlled. See (387)
- 382 Leading down from the Moor to the Marsh. See (413)
- 383 In the Sun-Dial Cave
- 384 South and Up from where you enter the Vampire House
- 385 On the Stairs up the Mountainside, above the Orc Tower
- 386 Use the keys to unlock the Snowman. Then (395)
- 387 From the Edge of the Fertile Land, move: N,N,N,W,N, LOOK, E,E,E. The Worm emerges on the sand below you, while you are safe on the Rocky Outcrop. It engulfs the Sphinx
- 388 Throw a bottle of water at it
- 389 From the Alcove, move: W,N,E,N,N,N,D,D,N
- 390 Use the Talisman. See (240)
- 391 Say 'Open Sesame'
- 392 From the North Beach, move: North through the door, W,W,N
- 393 Behind the Slab of Rock, North of the Dry Canyon
- 394 Wave the sling to scare the Giant, who remembers what happened to Goliath. You need the silver Ball, too
- 395 Take the Snowman with you, then go and push the Pile of Rocks
- 396 Use the Sandworm to shift it. See (381)
- 397 Drop or throw something to make ripples and disturb the "reflections"
- 398 Above the Snowfield
- 399 Adventure Quest takes you on a long journey to the Dark Tower, through 8 different regions. To save unnecessary travel, you are always resurrected near the middle of the region where you "died". For example, death in the Desert is followed by resurrection near the Oasis in the Desert
- 400 At the top of the Stalagmite, guarding the Earth-Stone
- 401 Blocking the Sheep-Track
- 402 As in the rest of the Desert, you get thirsty and need water to drink
- 403 Search the Forest, solving the puzzles and locating everything useful. Then cross the Desert, and see (411)
- 404 Give the Sun-Dial to the Priestess and accept the Ruby in return
- 405 It's guarded by skeletal Hands (42) and also by (33). Avoid the Quicksand, too. To get through it safely, see (436)
- 406 Insert the Mist-Stone into the Gate of Glass. See also (435)
- 407 Have you got the Emerald Eye? See (262)
- 408 The Spider guards the Earth-Stone. The Sword will keep it at bay (almost)
- 409 On the top of the pinnacle
- 410 Smite the Bridge of Stone with Sword to topple the Balrog into the Abyss
- 411 Solve the secrets of the Orc Tower, Pyramid and Djinn (in roughly this order), before entering the Snowman's Cave and exploring the territory beyond. See (423)
- 412 In the Tree in the Forest
- 413 From the Calm-Topped Hill, move: D,S,S,S,S,E,D,D
- 414 South of the Glowing Coals
- 415 West of the Bridge of Stone
- 416 Hide in the Alcove after you've temporarily thwarted the Demon Lord, while His Orcs run off to search for you elsewhere
- 417 On the Pinnacle, in early versions of this game
- 418 You must get rid of the Dragon. See (388)
- 419 Insert the Earth-Stone into the Gate of Rock. See also (435)
- 420 You can open it with the trident but alas, it seems that someone has already taken its pearl
- 421 In the Dark Tower, above the Gate of Silver
- 422 Got the Emerald Eye? See (262)

- 423 Get the Lung-Fish from the Ledge, ferry everything across the Lake and open the door from the north Beach, get the Sword and Earth-Stone (twice). Send your valuables to the Black Tower. Then visit the Dragon, see (432)
- 424 Fires leap from the Volcanic Crater to one-third of the locs. on the path round it each time. They slowly spiral clockwise. See (313). There are living fire elementals in Hell-Well. See (246)
- 425 South of the Dry Canyon
- 426 A printer made by Nascom
- 427 An assembler produced by Nick
- 428 South and East of where you start
- 429 Below the Stairs behind the Waterfall
- 430 Nothing special happens here
- 431 Above the Ramp up the Dark Tower
- 432 Down the Volcano, defeat the Balrog and reach the bleak Moor. Visit the Calm-Topped Hill, down to the Marsh and eventually reach the Black Tower. From here, it's all up to you
- 433 Drop the Staff-of-the-Seasons to produce Food
- 434 Half-way up the path round the Volcanic Crater
- 435 Each stone matches a gate in the Black Tower (work out which alchemical element matches each gate/stone pair)
- 436 From the Standing Stones, dispel the Shadows and go to the Vampire House. See (271). Then, if you take the Boots, you are safe from Quicksand
- 437 From where you start, move: W,W,W,S,S,S
- 438 Climb up it
- 439 Out of the window takes you to the Dark Tower. Try throwing things
- 440 From the Standing Stones, move: E,E,S,S,S,W
- 441 This is a very cold place. To keep warm, see (308) or (36)
- 442 Before you head North across the massive Cave, wait here to chase the orc archer away. See also (449)
- 443 Out and South from the Tower Room of the Vampire House
- 444 Across the Bridge of Rope, East of the Ledge along the West Wall
- 445 A good place from which to study the Volcanic Crater in safety
- 446 Here is the Bane-Fire, see (218)
- 447 It's 3.30 am. Nearly finished!
- 448 Drop everything and then climb up it
- 449 Visit the Orc Lair after an orc has stolen the Earth-Stone from you. The orcs will be all celebrating, so if you avoid their feast hall you should have no trouble in retrieving the Stone. See also (419)

DUNGEON ADVENTURE

OBJECTS AND CREATURES

- | | | | |
|----|--|----|--|
| 2 | AGALIAREPT: loc. (338), details (384) | 3 | Agate: loc. (388), details (362) |
| 4 | Amethyst: loc. (417), details (371) | 5 | Ants: loc. (327), details (467) |
| 6 | Army of Orcs: loc. (318), details (483) | 7 | Axe: loc. (454), details (489) |
| 8 | Bag of Nails: loc. (306), details (368) | 9 | Black Tower Door: loc. (310), details (315) |
| 10 | Bed of Gold: loc. (357), details (320) | 11 | Belt of the giants: loc. (401), details (429) |
| 12 | Berry: loc. (509), details (326) | 13 | Bird with Yellow Feathers: loc. (337), details (407) |
| 14 | Black Sphere: more information (343) | 15 | Blindfold: loc. (447), details (548) |
| 16 | Blue Collar: loc. (336), details (408) | 17 | Bolt on the Door: loc. (539), details (558) |
| 18 | Boulder: loc. (561), details (550) | 19 | Bow: loc. (450), details (466) |
| 20 | Box: loc. (559), details (385) | 21 | Bridges: more information (553) |
| 22 | Brooch of an Elephant: loc. (301), details (437) | 23 | Buttons on the Throne: details (332) |
| 24 | Carving: loc. (489), details (471) | 25 | Case - Packing Case: loc. (412), details (449) |
| 26 | Caterpillar: loc. (386), details (302) | 27 | Chair: loc. (415), details (471) |
| 28 | Chandeller: loc. (523), details (551) | 29 | Chest of Treasure: loc. (539), details (481) |
| 30 | Cliff Stairs: loc. (325), details (550) | 31 | Coffin: loc. (365), details (330) |
| 32 | Coins: loc. (425), details (320) | 33 | Cold Cream: loc. (336), details (431) |
| 34 | Collars of Various Colours: more information (344) | 35 | Cracked Pot: loc. (372), details (387) |
| 36 | Cross loc. (499), details (560) | 37 | Crucifix: loc. (347), details (560) |
| 38 | Cube of Sticky Metal: loc. (552), details (364) | 39 | Dark Tower Door: loc. (310), details (315) |
| 40 | Demon Lord: loc. (338), details (384) | 41 | Diamond: loc. (458), details (362) |
| 42 | Dice: loc. (425), details (432) | 43 | Door to the Dark Tower: loc. (310), details (315) |
| 44 | Door which is armoured: loc. (339), details (524) | 45 | Dragon: loc. (341), details (309) |
| 46 | Dragon's Bed: loc. (357), details (320) | 47 | Driftwood: loc. (412), details (308) |
| 48 | Dryad: loc. (442), details (489) | 49 | Dwarf: loc. (395), details (513) |
| 50 | Egg of Gold: loc. (337), details (380) | 51 | Elemental of Fire: loc. (400), details (456) |
| 52 | Elephant Brooch: loc. (301), details (437) | 53 | Emerald: loc. (473), details (371) |
| 54 | Ethnic Carving: loc. (489), details (320) | 55 | Evil Gem: loc. (444), details (434) |
| 56 | Face Mask: loc. (493), details (517) | 57 | Face of Stone: loc. (314), details (439) |
| 58 | Field of Poppies: loc. (468), details (488) | 59 | Figurine Octopus: loc. (423), details (435) |
| 60 | Fire Elemental: loc. (400), details (456) | 61 | Flame Jet: loc. (312), details (308) |
| 62 | Fire Elemental: loc. (400), details (456) | 63 | Gauntlet: loc. (447), details (329) |
| 64 | Gem of Evil: loc. (444), details (434) | 65 | Gems of Cental Dungeon: more info (506) |
| 66 | Ghostly Orcs: loc. (397), details (479) | 67 | Giant Ants: loc. (327), details (467) |

- 68 Giants: loc. (401), details (313)
70 Goat: loc. (346), details (440)
72 Green Collar: loc. (404), details (408)
74 Hammer: loc. (306), details (562)
76 Haystack: loc. (393), details (410)
78 Hood of the Executioner: loc. (491), details (500)
80 House of Wights: loc. (383), details (305)
82 Jar of Cold Cream: loc. (336), details (431)
84 Killer Willow: loc. (355), details (453)
86 Lapis Lazuli: loc. (360), details (320)
88 Machine with Button: loc. (398), details (457)
90 Mask: loc. (493), details (517)
92 Mirror: loc. (355), details (374)
94 Mushrooms: loc. (522), details (563)
96 Nasty Images: loc. (512), details (528)
98 Nest of the Roc: loc. (316), details (452)
100 Octopus Figurine: loc. (423), details (435)
102 Opal: loc. (353), details (371)
104 Orc Army: loc. (318), details (483)
106 Ore Lump: loc. (411), details (471)
108 Pearl: loc. (484), details (362)
110 Pendant of Star: loc. (426), details (471)
112 Pig: loc. (427), details (566)
114 Poppy Pod: loc. (378), details (340)
116 Potato Silver: loc. (331)
118 Ramp: loc. (334), details (472)
120 Red-Gold Ring: loc. (350), details (511)
122 Roc: loc. (316), details (421)
124 Rope of Silk: loc. (302), details (452)
126 Salt-Pig: loc. (427), details (566)
128 Shield: loc. (458), details (542)
130 Siren: loc. (355), details (304)
132 Sleep Spell: loc. (208), details (495)
134 Silver of Fried Potato: loc. (331), details (402)
136 Sphere of Black: more information (343)
138 Staff of Bone: loc. (391), details (494)
140 Star Pendant: loc. (426), details (471)
142 Stick - Hollow Stick: loc. (336), details (315)
144 Stones in U-Shaped Passage: loc. (259), details (319)
146 Stone with Grooves: loc. (335), details (307)
148 Sword: loc. (486), details (573)
150 Teeth of the Dragon: loc. (309), details (570)
152 Thorne: loc. (392), details (332)
154 Tortured Images: loc. (512), details (528)
156 Treasure near Flame Jet: loc. (538), details (572)
158 Tree - Willow: loc. (355), details (453)
160 Vampire: loc. (359), details (474)
162 Violet Collar: loc. (404), details (408)
164 Wedge of Wood: loc. (583), details (557)
166 Wights: loc. (527), details (565)
168 Yellow Collar: loc. (391), details (408)
69 Giant's Belt: loc. (326), details (429)
71 Golden Pathway: loc. (379), details (448)
73 Grub: loc. (386), details (302)
75 Hand: loc. (328), details (463)
77 Helmet: loc. (347), details (377)
79 Horn: loc. (346), details (483)
81 Invisible Objects: loc. (356), details (441)
83 Jet of Flame: loc. (312), details (306)
85 Lamp of Helmet: loc. (352), details (377)
87 Lump of Ore: loc. (411), details (471)
89 Marble Tower: loc. (396), details (514)
91 Medallion of the Sun: loc. (400), details (456)
93 Mithril Collar: loc. (360), details (408)
95 Nails: loc. (306), details (368)
97 Needle: loc. (529), details (471)
99 Nest of the Yellow Bird: loc. (345), details (407)
101 Onyx Oryx: loc. (360), details (320)
103 Orange Collar: loc. (450), details (408)
105 Orc Ghosts: loc. (397), details (479)
107 Packing Case: loc. (412), details (449)
109 Pedestals: loc. (540), details (408)
111 Pictures (Evil Images): loc. (512), details (528)
113 Popples, growing in field: loc. (468), details (488)
115 Pot, Cracked: loc. (372), details (387)
117 Rakshasa: loc. (375), details (521)
119 Red Collar: loc. (403), details (408)
121 Rhinestone: loc. (424), details (362)
123 Rock Crystal: loc. (386), details (471)
125 Ruby: loc. (416), details (362)
127 Sapphire: loc. (579), details (371)
129 Silver Collar: loc. (444), details (408)
131 Skeletons: loc. (395), details (494)
133 Slime: loc. (498), details (387)
135 Snake: loc. (353), details (385)
137 Spices: loc. (403), details (321)
139 Stairs up the Cliff: loc. (325), details (550)
141 Statue: loc. (464), details (424)
143 Stone in Moss Room: loc. (223), details (428)
145 Stone, rolling down from above: loc. (561), details (550)
147 Stone Face: loc. (314), details (439)
149 Sun Medallion: loc. (400), details (456)
151 Thief: loc. (399), details (574)
153 Topaz: loc. (526), details (362)
155 Tower of Marble: loc. (396), details (514)
157 Treasure Chest: loc. (539), details (481)
159 Trident: loc. (365), details (322)
161 Video Nasties: loc. (512), details (528)
163 Wand: loc. (425), details (324)
165 White House: loc. (383), details (305)
167 Will O'Wisp: loc. (575) details (460)
169 Zombie: loc. (527), details (571)

PLACES

- 180 Ants Nest: loc. (465), details (467)
182 Barracks: loc. (477), details (546)
184 Blocked Passage: loc. (515), details (496)
186 Branch of Tree: loc. (317), details (326)
188 Bridge - Rickety: loc. (536), details (379)
190 Bridge - Wooden: loc. (327), details (478)
192 Chamber - Upper: loc. (389), details (485)
194 Cliff Stairs: loc. (325), details (550)
196 Condemned Cell: loc. (361), details (462)
198 Crusher Room: loc. (501), details (557)
200 Dark Tower Door: loc. (310), details (315)
202 Doorway with Holes: loc. (363), details (542)
204 Empty Room: loc. (381), details (455)
206 Face of Stone: loc. (314), details (439)
208 Forest: loc. (333), details (445)
210 Gatehouse: loc. (535), details (556)
212 Gravel Bank: loc. (543), details (546)
214 Hilltop: loc. (549), details (510)
216 Infinite Plain: loc. (349), details (497)
218 Jelly Room: loc. (530), details (554)
220 Killer Willow: loc. (355), details (453)
181 Aqueduct: loc. (541), details (541)
183 Black Tower: loc. (476), details (537)
185 Blocked Steps: loc. (480), details (496)
187 Bridge - Drawbridge: loc. (547), details (315)
189 Bridge - Tongue: loc. (394), details (546)
191 Chamber - Lower: loc. (376), details (494)
193 Chimney: loc. (446), details (300)
195 Completed Dungeon? loc. (311), details (311)
197 Crack leading North: loc. (327), details (467)
199 Dark Tower: loc. (476), details (537)
201 Doorway with Acid Smell: loc. (363), details (548)
203 Dry Marsh: loc. (475), details (316)
205 Exit Chamber: loc. (502), details (578)
207 Field of Popples: loc. (468), details (488)
209 Giant Ants Nest: loc. (465), details (467)
211 Golden Pathway: loc. (379), details (448)
213 Hand Room: loc. (363), details (463)
215 Horror Pics on the Wall: loc. (512), details (528)
217 Island: loc. (534), details (555)
219 Jet of Fire: loc. (312), details (308)
221 Lower Chamber: loc. (376), details (494)

222 Marsh: loc. (475), details (316)
224 Narrow Crack: loc. (327), details (467)
226 Nest of Yellow Bird: loc. (345), details (407)
228 Panelled Room: loc. (373), details (490)
230 Pit: loc. (436), details (487)
232 Poppy Field: loc. (468), details (488)
234 Ramp: loc. (334), details (472)
236 Roc's Nest: loc. (316), details (452)
238 Salt Cellar: loc. (390), details (518)
240 Slime Cave: loc. (498), details (533)
242 Stables: loc. (532), details (410)
244 Statue Room: loc. (502), details (424)
246 Stone Face: loc. (314), details (439)
248 Strong Room: loc. (544), details (581)
250 Throne: loc. (392), details (332)
252 Tight Junction: loc. (520), details (474)
254 Tool Room: loc. (306), details (546)
256 Tree Branch: loc. (509), details (326)
258 Upper Chamber: loc. (389), details (485)
260 Viewing Gallery: loc. (492), details (451)
262 Woodland Road: loc. (358), details (418)

223 Moss Room: loc. (438), details (428)
225 Nest of Roc: loc. (316), details (452)
227 Odd Little Room: loc. (342), details (459)
229 Pedestals: more information (540)
231 Plain: loc. (349), details (497)
233 Puddle: loc. (303), details (482)
235 River: loc. (354), details (420)
237 Round Room: loc. (430), details (414)
239 Skinner Room: loc. (519), details (525)
241 Slippery Ramp: loc. (519), details (577)
243 Stairs up the Cliff: loc. (325), details (550)
245 Stepping Stones: loc. (348), details (304)
247 Stone with Grooves: loc. (335), details (307)
249 Sweet-Smelling Cave: loc. (327), details (580)
251 Throne Room: loc. (422), details (584)
253 Tongue Bridge: loc. (394), details (582)
255 Tower of Marble: loc. (396), details (514)
257 Troll's Lair: loc. (327), details (580)
259 U-Shaped Passage: loc. (531), details (319)
261 White House: loc. (383), details (305)

OTHER CLUES

280 Scoring (419)
282 All the Treasures (474)
284 Teleport System (408)
286 Resurrection (457)

281 Seeing in the Dark (443)
283 Getting Started (545)
285 How to Carry More (323)

ANSWERS

300 It's hot here. Wear something for protection. See (366)
301 Beyond the Doorway with the Acid Smell
302 Hug (or Squeeze) the Caterpillar
303 In the Dry Marsh
304 The Siren would have no effect if you were temporarily deaf. See (367)
305 There's a valuable Trident in here. Are you protected from Wights?
306 Southeast of the Jelly Room
307 Just scenery. A carved fingertip in the nostril of the Stone Face
308 Light the Driftwood at the Jet of Fire. For more light when this burns out, see (377)
309 Kill it. Use object (148). This violence is, regrettably, necessary for the plot
310 On the Drawbridge
311 Buy the next fantastic trilogy from Level 9 and Rainbird Software - "Silicon Dreams"
312 Between the Bridge Tongue and the Round Room. In the throat of Stone Face
313 "Seven at one blow" is a clue. See (326)
314 North of the river. Many rooms and caves are carved inside it
315 Blow the Hollow Stick on the Drawbridge
316 The Roc is likely to snatch you from the Dry Marsh. Then you must escape from its nest
317 In the Forest, North and Up from the road
318 During the night an army of Orcs arrives to surround the Dungeons
319 Leave no stone unturned
320 Just a valuable treasure
321 A treasure which has survived from the time of Colossal Adventure!
322 An expensive thing of no practical use. Treat it as a treasure for the purposes of this game
323 Use object (25) and object (69)
324 It's a Sleep Wand. Wave it in the Lower Chamber to put the "flint thrower" to sleep
325 Leading upwards from the White House on the Stone Face to the Gate House above
326 Drop the Berry onto the Giants from the Branch above them
327 Beyond the Troll guarding the Golden Pathway, in the "Mushroom Farm" which produced food for the orc garrison who once guarded these caves
328 On the ramp, pointing into the Hand Room
329 Use it to protect your hand when taking object (120)
330 A Zombi 'lives' in the coffin. See (368) before taking the Trident
331 In the Barracks. From the Jelly Room, move: W,W,S
332 Push a numbered button (e.g. PUSH ONE) for something to happen. See also (370)
333 East along the road which runs south of the "tongue" Bridge over the River
334 This Spiral around the central dungeon. It's North of the Aqueduct or Down from the Viewing Gallery
335 Southwest from the Lower Chamber
336 In the cupboard South of the Panelled Room
337 In the Yellow Bird's Nest
338 In the Evil Gem. This is the demon's "life" on the material plane
339 Opposite the silver hoop, at the north end of the Aqueduct
340 Waving it makes a loud noise. This has two effects. See (367) and (407)
341 In the Upper Chamber
342 Push button 4 to raise the Throne up to here. Then down from the Throne

- 343 There are actually two Black Spheres. Each tries to destroy anything near it. See (369)
- 344 There are 8 collars. See (382) to find them. They form part of a security and teleport system, see (408)
- 345 South of the River, east of the Marble Tower
- 346 On top of the Stone Face, below the Cliff Stairs
- 347 Just north of the Jet of Flame
- 348 Crossing the River to the Island
- 349 The southern boundary of the game landscape, south of the Marble Tower and Yellow Bird's Nest
- 350 Just off the ramp, near the very top
- 351 Above the Slime Room
- 352 Part of the Helmet. See (77)
- 353 In the ornate Box. See (385)
- 354 Flowing East-West across the landscape, between the tall carved cliffs to the North and the smooth plain and forest to the South. A tongue bridge and stepping stones cross it
- 355 On the Island
- 356 North of the Wooden Bridge, north of the Troll's Lair. You bump into them
- 357 Underneath the Dragon. See (309)
- 358 South of the River, leading East into the Forest
- 359 At the Tight Junction, North of the Lower Chamber or West from the Panelled Room
- 360 In the Odd Little Room
- 361 About half-way up the Ramp
- 362 One of the gems found in the Central Dungeon. Very valuable. See also (506)
- 363 About two-thirds of the way up the Ramp
- 364 Carry this when searching the See (410)
- 365 In the White House, South of the Blue Pedestal
- 366 Wear the Cold Cream for protection. especially when visiting (193)
- 367 Waving the Poppy Pod makes you temporarily deaf. See (304)
- 368 Nail the Coffin shut with the Hammer and Nails
- 369 When one is following you, head quickly for the other one. They can destroy each other
- 370 The buttons have the following functions: 1= open hole: 2=close hole: 3= gas fills the room: 4= raise throne to Odd Room: 5= lower throne but see (459): 6=alarm: 7=fire fills the room: 8=status report: 9=teleport to the Pit
- 371 One of the gems found in the Central Dungeon. Very valuable. See also (506)
- 372 In the Barracks. From the Jelly Room, move West and South
- 373 Due West of the Jelly Room, in the Barracks
- 374 Reflects spells. In particular, see (433)
- 375 On the Hilltop, if you look for them
- 376 South of the Tight Junction, or due Southwest of the Round Room
- 377 The Helmet Lamp can be used to get more light. See (406)
- 378 Near the Poppy Field
- 379 Eat the Mushrooms near the rickety Bridge to see it
- 380 Just a valuable treasure
- 381 Near the bottom of the Ramp
- 382 The Red Collar is in the Troll's Lair; the Orange Collar is worn by the Body near the Round Room; the Yellow Collar is near here, too. See also (405)
- 383 On the nose of the Great Stone Face. East from the Tight Junction, out of the ear, West and South
- 384 His life is in the Evil Gem, where He retreated for safety when the Dark Tower was almost destroyed at the end of Adventure Quest. If anyone takes the Gem, this will allow the Demon Lord to escape into the body of the unwise investigator. But you can destroy it. See (434)
- 385 Don't open the Box until the Snake inside is dead. See (409)
- 386 In the Roc's Nest
- 387 Fill the Pot with Slime. Then see (413)
- 388 Beyond the Crusher Room
- 389 Above the Lower Chamber
- 390 North of the Aqueduct, at the bottom of the Ramp
- 391 Northeast of the Round Room
- 392 In the Throne Room
- 393 East of the Round Room
- 394 Up from where you start, crossing the River from the Plain to the Stone Face
- 395 In the Lower Chamber
- 396 On the Plain South of the River, West of the Yellow Bird's Nest
- 397 Blocking the route between the Throne Room and the Pit
- 398 Inside the Packing Case
- 399 In the Forest, beyond where the Sleep Spell is cast
- 400 In an alcove off the Chimney
- 401 In the Forest, North of the Woodland Road
- 402 Believe it or not, the Rat is scared of the potato
- 403 In the Troll's Lair
- 404 Somewhere or other
- 405 The Blue Collar which belonged to the Orc Guard Commander is in the cupboard South of the Panelled Room, the Silver Collar of the Demon Lord's familiar is in the Pit and the Mithril Collar is in the Odd Room. There are two other collars - finding them is up to you, if you want something else to do
- 406 Find something luminous to go in the Helmet Lamp. See (460)
- 407 Wave the Poppy Pod to scare the Yellow Bird
- 408 Wear a Collar. See (461)
- 409 Drop it in water (e.g. at the bottom of the Ramp)
- 410 The Cube of Sticky Metal is a magnet. Carry it when searching the Haystack

- 411 In the cave near the bottom of the Cliff Stairs. The Dwarf can find this
- 412 On the beach where you start
- 413 Drop it beside the Goat before you take the Horn
- 414 The "Lion Door" North from here just leads to a pit. After all, pride comes before a fall! See also (466)
- 415 Southeast of the Lower Chamber
- 416 In the Hand Room
- 417 In the Condemned Cell
- 418 Walking East takes you into an ambush. But see (92)
- 419 You score 15 points per treasure. Plus 3 bonuses of 15. The total is 600. See (470) for details of the bonuses
- 420 Full of Pirahnas. You can't swim here
- 421 An enormous bird, reputed to eat elephants. See (316)
- 422 In the Dark Tower, beyond the Drawbridge and the door
- 423 In a dark room, Northwest from the Round Room
- 424 Turn the Statue to open a door
- 425 In the Forest, beyond where the sleep spell strikes
- 426 Due East from the Jelly Room, beyond the giant rat. See (402)
- 427 In the Salt Cellar
- 428 Stop the rolling stone. It will gather the moss. Then you can go East
- 429 Wear the Belt and you are stronger. Can carry more
- 430 North of the tongue Bridge over the River. Up and due North from where you start
- 431 Wear it for protection against heat. See (469)
- 432 Carry the Dice when you visit the Rakshasa
- 433 It reflects Sleep Spells. Try a walk in the Forest
- 434 Take it, and hit it with the Hammer before the Demon defeats you
- 435 Take it into the room Northeast of the Round Room
- 436 North-ish from the Throne Room, beyond the Ghostly Orcs
- 437 The brooch expands when thrown. Perhaps this would make it a weapon See (462)
- 438 Beyond the U-Shaped Passage. See (319)
- 439 Long ago, the cliff below the Dark Tower was carved into the hideous semblance of an orc's head. Its tongue formed the entry-bridge to a network of confused caves beyond, and its eyes and bulbous nose provide a vantage point for defenders. The main intent, however, was to strike dread into any who dared to approach. The Demon Lord kept the basic structure of the face intact, but hollowed out more chambers beyond it to make accommodation for his armies. Much of the game is set in these chambers, and you start beside the chin of the Face
- 440 Try to make the stone below the goat's feet slippery. See (387)
- 441 Eat the Invisible Mushrooms so the Troll can't see you
- 442 Protecting the Willow Tree
- 443 Initially, I'd search the area South of the River before the sun sets. It's light until then. Next, see (308)
- 444 In the Pit
- 445 Definitely worth exploring to find the Giants and the Thief. See also (418)
- 446 Above the Jelly Room
- 447 Search the body in the room beyond the Doorway with Holes
- 448 Eat the psychedelic Mushrooms South of the Ricketty Bridge
- 449 This is bigger inside than out! See (508)
- 450 Search the body west of the Round Room
- 451 The Demon Lord stood here to watch events in the Central Dungeon below. Prisoners would be released to venture down the Ramp - supposedly to escape if they solved all the problems
- 452 Tie a Rope to the nest and slide down to escape. No Rope? See (302)
- 453 It's only got 6 branches. See (503)
- 454 Below the Killer Willow
- 455 You don't really think I'd put an empty room in this adventure, do you? See (507)
- 456 Wear something for protection against heat. Object (33) to be precise
- 457 Explore the Packing Case. Press the button on the Machine. Now you will be resurrected if you die near the machine. If your soul is stronger, you can be resurrected from death even if this happens far from the machine. See (521)
- 458 In the Room near the Nasty Images
- 459 Button 5 on the Throne will only operate to lower it from the Odd Room if this contains..... See (504)
- 460 Wear the Helmet and take the Will O'Wisp. See (585)
- 461 Stand on a Pedestal. See (505)
- 462 Throw the Elephant Brooch at the Executioner
- 463 Throw the Red-gold Ring into the Hand Room before entering
- 464 In the Statue Room
- 465 Below the Bridge of Wood
- 466 Carry a bow so that you're an archer and can go Southwest from the Round Room. To go Southeast, wear one of the (34)
- 467 Eat a Mushroom South of the Ants Nest to shrink. Then they won't notice you head past them (or, maybe you could squeeze through cracks in the rock). Once past the Ants, see (564)
- 468 At the West end of the East-west Road South of the River
- 469 And explore the Chimney
- 470 Killing the Dragon, Evil Gem and Vampire score 15 points each
- 471 Just a valuable treasure
- 472 This spirals round the Central Dungeon. It's not a safe place!
- 473 In the glass room, about half way up the Central Dungeon
- 474 There are quite a lot of treasures. For the dungeon treasures - gems that you need to escape from the Central Dungeon - see (506). For the "ordinary" treasures, see (576). For the magic treasures, see (516)

- 474 Carry the Cross or Crucifix to keep off the Vampire. See also (565)
- 475 On the top of the cliff, round the Dark Tower. Head South and Down from the Throne Room
- 476 Climb the Cliff Stairs. Say the Password, use the Hollow Stick to open th door from the Drawbridge and you're there
- 477 West of the Jelly Room
- 478 A sturdy bridge across the middle of a cave, above the Ants Nest. Nothing special
- 479 In Adventure Quest, these Orcs left their post and allowed an intruder into the Pit. Now they are doomed to remain on duty for ever - or until someone breaks the Evil Gem and destroys the last remnant of the Demon Lord's Power
- 480 Northeast from the Jelly Room
- 481 Just a valuable item. You can't open it
- 482 When the Dark Tower was almost destroyed, a week ago, the rock below the Marsh was split and the water could escape. Now this puddle is all that remains. To catch the Will OWisp, see (460)
- 483 Blow the Horn or plant the Dragon's Teeth to defeat the Orc Army
- 484 In the Pig. See (566) for more information
- 485 You've presumably noticed the dormant Dragon. See (309)
- 486 East of the Moss Room. See (428)
- 487 The Centre of the Demon Lord's Power, when He ruled most of Middle Earth
- 488 You can't cross the Poppy Field. It's the West edge of the game map
- 489 Attack the Killer Willow with the Axe. Then spare it when the Dryad asks you to
- 490 Where the garrison commander lived. You can't go down
- 491 West of the Condemned Cell
- 492 Down from the Throne Room, after you've opened a hole in the floor
- 493 In the Dry Marsh. Look for it
- 494 Carry the Bone Staff and wave it to command the Skeletons to leave. The Wand is useful too, see (324)
- 495 The Mirror protects you by reflecting these
- 496 A dead end
- 497 The Southern edge of the map
- 498 North from the Jelly Room
- 499 West of the Tight Junction
- 500 Wear this and you'll find how the previous executioner was recruited
- 501 Two thirds of the way up the Ramp
- 502 Near the bottom of the Ramp
- 503 Throw at least 6 things at it, to use up the branches, before you approach
- 504 An odd number of objects
- 505 Say a colour. For example SAY GREEN. See (567)
- 506 There are 10 gems, of which any 9 would unlock the Exit door. The gems are: Agate, Amethyst, Diamond, Emerald, Opal, Pearl, Rhinestone, Ruby, Sapphire and Topaz
- 507 Move up and East
- 508 In twice, then take the Chandeller. Next, see (457)
- 509 Up a forest tree
- 510 Wait for the Rakshasa
- 511 Wear the Gauntlet before taking it. Then see (463)
- 512 At the top of the Ramp
- 513 The Dwarf is willing to share her treasure which is in a cave near the Cliff Stairs. Like all Middle Earth Dwarves, she has a fine black beard (illustrators please note)
- 514 Only accessible from the Green Pedestal, this is a look-out tower
- 515 Various places. A lot of passages were blocked by the general devastation at the end of Adventure Quest and they cannot be opened in this game
- 516 Cube of Sticky Metal, Spices, Hollow Stick, Helmet with Lamp, Dragon's Bed, Giant's Belt, Cross, Crucifix, Horn, Face Mask, Mirror, Octopus Figurine, Staff of Bone, Sword and Wand
- 517 Formerly a defence of the Dark Tower, this is now just a treasure. You can't do anything with it
- 518 Don't look back!
- 519 About one third of the way up the Ramp
- 520 North of the Lower Chamber of West of the Panelled Room
- 521 Rakshasa are powerful energy beings who love to wager - preferably when their opponent cannot afford to lose. Do you have object (42)? If you win they will strengthen the fires of your soul, allowing you to be resurrected even if far away from the Machine. See (286) for more about resurrection
- 522 In the mushroom farm, North of the Jelly Room or beyond the Dwarf's cave. They are all over the place. Clue (327) says slightly more
- 523 In the Packing Case
- 524 Unlock it from the inside, then open it from the outside
- 525 When animals are taught to feed themselves, pressing a button to deliver food, the apparatus is called a "Skinner Box" after an early Psychologist. In this case the reward is somewhat different!
- 526 Beyond the Empty Room
- 527 In the white House
- 528 Wear the blindfold, or simply close your eyes, to shut them out. In the Real World, of course, this requires punitive legislation
- 529 In the Haystack. See (410)
- 530 Up from the U-Shaped Passage
- 531 Southeast of the Round Room. Wear a collar
- 532 East of the Round Room
- 533 You can't cross this, but see (387)
- 534 North of the Stepping Stones. See (304)
- 535 At the top of the Cliff Stairs
- 536 Above the Slime Cave

- 537 North of the Drawbridge. To enter, see (315)
- 538 East of the Flame Jet , Apparently
- 539 In the Strong Room
- 540 Throughout the caves. The best way of reaching them is (408)
- 541 Flowing North-to-South above the Mushrooms. Originally, this was intended to drip water onto the developing fungus below. Now it's almost dry
- 542 The Shield protects you from darts
- 543 Where you start. On the North bank of the River, below the Stone Face
- 544 North of the Narrow Crack
- 545 Make a map. Explore the area outside the caves, South of the River, first. Find a way of carrying more. When you've tackled the outside, light the Driftwood at the Jet of Flame and head into the caves north of the River. Good Luck! Look up the other clues 281-286 for more information
- 546 Just an ordinary area
- 547 North of the Gatehouse
- 548 Wear the Blindfold for protection against acid
- 549 South and West-ish from the Tongue Bridge
- 550 Avoid being in an exposed place when the Boulder passes!
- 551 Take it to invert the room
- 552 West of the Round Room
- 553 See clues (187-190)
- 554 Throw the Body to the Jellies
- 555 The main problem is to get past the Killer Willow. See (453)
- 556 Literally: SAY THE PASSWORD
- 557 Drop the Wedge in the Crusher Room. It's also good for (568)
- 558 Pull it to unlock the door. You'll need to actually open it from the other side
- 559 In the box room, about half way up the Ramp
- 560 Carry this to fend off the Vampire. See also (565) and then (568) for how to kill the Vampire
- 561 Bounding down the Cliff Stairs, or down the Ramp towards you
- 562 Use it with the Nails, and also...See (368)
- 563 Eat all of them , except the one in the Troll's Lair. (Eating mushrooms is one of the adventure cliches, along with keys to unlock doors and a lamp to see in the dark)
- 564 Nibble the growth Mushroom to grow to normal size, and again to become a Giant. Now South, past the Ants. By eating the two mushrooms near the Ants nest you can change size at will. While you are small, how about visiting (224) nearby. Then return and become normal size
- 565 Carry Cross and Crucifix to keep off the wights. You can't kill these
- 566 Drop the pig in water. It dissolves, revealing a pearl
- 567 This should move you to the Pedestal whose colour you said - if its colour is no higher than that of your collar. The order of colours follows the spectrum (with silver, gold and mithril being the highest of all). For example, if you were wearing the Orange Collar, you could go to Red and Orange Pedestals but not to any other. Try the system out
- 568 Throw the Wooden Wedge at the Vampire. The Cross works, too. Both resemble stakes
- 569 Beyond the Statue Room
- 570 Plant them only if there's an Army for the warriors to fight
- 571 If you take the Trident without nailing the coffin shut, he rises on auto-cue and attacks
- 572 This treasure is in the open, right by the entrance to the caves. Something must be wrong with it. Indeed, the treasure is just a trap to catch unwary thieves and it conceals a pit beneath all the illusory loot
- 573 Use it to kill the Dragon
- 574 When you can escape his Sleep Spell, venture East into the Forest
- 575 Over a Puddle in the Dry Marsh
- 576 Ethnic Carving, Chair, Treasure Chest, coins, Gold Egg, Lapis Lazuli, Needle, Onyx, Oryx, Lump of Ore, Rock Crystal, Star Pendant, Sun Medallion and Trident
- 577 Avoid it by using the ladder to bypass this part of the Ramp
- 578 Carry 9 Gems and the Packing Case when you enter here. Wear the Helmet to provide light. Once inside, see (586)
- 579 Select the mystery reward once past the Skinner Room
- 580 The Troll's Lair is where he keeps his loot. You need to be invisible to enter. See (81)
- 581 Visit this room while small, see (467), via the Narrow Crack. Unlock its door. Then return and open the door from the outside, near the Silver Pedestal
- 582 The entrance to the caves behind the Great Stone Face
- 583 Near the Black Pedestal
- 584 Climb up onto the Throne
- 585 To get to the Will O'Wisp: climb the Cliff Stairs; say The Password to enter the Gatehouse; blow the Hollow Stick to enter the Black Tower; south and down to the Dry Marsh; then north-ish to the Puddle. You may need to escape from the Roc
- 586 This room is dedicated to EXIT. Remember them? A group who believed that people had a right to decide for themselves how long they should live. Got a rather bad press for obvious reasons. If you want to continue in this game, carry the Cross and Crucifix when leaving the Exit Room (enter the Case and swap these for the Gems which you are carrying)