

RETURN TO EDEN CLUES

O. Listed below are most of the objects, creatures, robots and particularly interesting places in Return to Eden. Look down the alphabetical lists to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out about it. Of course, when you do turn to the answer, you may find that it just gives a short clue and another number to look up.

Try to only read the clues that you are directed to: otherwise you may learn too much. A few red herrings have been mixed in with the real answers to reduce the risk of this.

A great deal of care has gone into the preparation of these clues to make them accurate. If an answer should differ from the game in any respect, though, the game is always right!

Objects, Creatures and Robots

1. Army Ants: location (262), details (310).
2. Autoscythe: location (401), details (442).
3. Balloons: location (320), details (282).
4. Band of Rubber: location (418), details (301).
5. Barrier (Ticket): location (328), details (471).
6. Bean: location (242), details (297).
7. Bed: location (295), details (321).
8. Bee: location (252), details (275).
- 8b. Berry: location (340), details (446).
9. Bevomat: location (176), details (299).
10. Big Robot: location (324), details (486).
11. Bird of Paradise: location (270), details (312).
12. Bird (Ouija): location (263), details (300).
13. Blue Berry: location (340), details (446).
14. Bodyguard: location (341), details (414).
15. Branch (Fragile): location (340), details (446).
16. Brick: location (271), details (257).
17. Bug: location (322), details (443).
18. Bulb: location (172), details (243).
19. Busker: location (402), details (470).
20. Buttons: location (158), details (444).
21. Cables: location (453), details (336).
22. Calculator: location (244), details (385).
23. Catapult: location (301), details (404).
24. City: location (451), details (500).
25. City Fathers: location (144), details (245).
26. Check-in: location (499), details (445).
27. Cherry: location (325), details (472).
28. Cherubim: location (309), details (403).
29. Cleaning Robot: location (304), details (296).
30. Cling Vine: location (418), details (254).
31. Cloak: location (386), details (395).
32. Cold Leaf: location (267), details (303).
33. Compass: location (244), details (261).
34. Cord (Emergency): location (202), details (504).
35. Credit Card: location (302), details (473).
36. Cutters: location (191), details (452).
37. Derelict Robots: location (167), details (326).
38. Doctor Death: location (298), details (382).
39. Dumpy Droid: location (304), details (296).
40. Egg: location (271), details (257).
41. Emergency Cord: location (202), details (504).
42. Enoch: location (464), details (464).
43. Fathers (City): location (144), details (245).
44. Fence: location (285), details (310).
45. Fig Leaf: location (396), details (407).
46. Fire: location (167), details (420).
47. Fish Fungus: location (170), details (291).
48. Fountains: location (334), details (274).
49. Foxgloves: location (266), details (304).
50. Fragile Branch: location (340), details (446).
51. Fruit: location (242), details (416).
52. Geiger Counter: location (244), details (406).
53. Geranium: location (242), details (387).
54. Gloves: location (266), details (303).
55. Godfather: location (341), details (405).
56. Grating: location (483), details (452).
57. Graunch: location (246), details (413).
58. Grid: location (193), details (484).
59. Grill: location (193), details (484).
60. Gunship: location (270), details (339).
62. Helicopter Gunship: location (270), details (339).
63. Helmet: location (337), details (264).
64. House Plant: location (257), details (287).
65. Human Bean: location (332), details (247).
66. Identity Document: location (272), details (338).
67. Jug: location (447), details (414).
68. Junkie: location (453), details (467).
69. Koala: location (299), details (422).
70. Leaf (Cold Leaf): location (267), details (303).
71. Leaf (Fig Leaf): location (396), details (407).
72. Leak: location (248), details (448).
73. Leotard: location (337), details (264).
74. Lever: location (342), details (503).
75. Leviathan: location (187), details (408).
76. Maize: location (266), details (290).
77. Minefield: location (415), details (409).
78. Mushmat: location (295), details (417).
79. Nest: location (273), details (321).
80. Note: location (400), details (410).
81. Nudibots: location (181), details (249).
82. Ouija Bird: location (263), details (300).
83. Parrot's Nest: location (273), details (321).
84. Pea: location (252), details (300).
85. Pepsy Koala: location (299), details (422).
86. Pill: location (266), details (411).
87. Pillars: location (453), details (336).
88. Plate: location (417), details (484).
89. Platforms: location (391), details (391).
90. Plug: location (483), details (449).
91. Quicksand: location (250), details (308).
92. Radcom: location (412), details (482).
93. Radsuit: location (244), details (516).
94. Rat: location (270), details (312).
95. Riverboat: location (306), details (306).
96. Roots: location (269), details (377).
97. Rubber Band: location (418), details (301).

98. Screen: location (427), details (441).
99. Screwfinger: location (155), details (494).
100. Seaweed: location (142), details (468).
101. See Bee: location (252), details (275).
102. Seed: location (242), details (251).
103. Shoot: location (378), details (488).
104. Shovel/Spade: location (371), details (498).
105. Skyhook: location (454), details (465).
106. Snowball 9: location (428), details (505).
107. Sorelips Mutamatic: location (276), details (305).
108. Space Base: location (348), details (508).
109. Squirrel: location (270), details (312).
110. Stalk: location (325), details (310).
111. Stem: location (419), details (424).
112. Stone Fruit: location (242), details (416).
113. Sweet Pea: location (252), details (300).
114. Telescope: location (311), details (278).
115. Tent: location (244), details (385).
116. Ticket: location (305), details (509).
117. Ticket Barrier: location (328), details (471).
118. Tower: location (376), details (466).
119. Tradclads: location (277), details (426).
121. Tramps: location (167), details (326).
122. Travel Pass: location (203), details (509).
123. Tubers: location (396), details (424).
124. Twigs: location (267), details (310).
125. Vine: location (394), details (254).
126. Visor: location (279), details (441).
127. Wall: location (469), details (455).
128. Washing Powder: location (276), details (305).
129. Watch: location (244), details (445).
130. Weeder: location (425), details (450).
131. Well: location (316), details (372).
132. Wishbone: location (281), details (301).

Places

140. Ashy Plain: location (313), details (353).
141. Bank: location (368), details (440).
142. Beach: location (433), details (468).
143. Black Mountains: location (289), details (379).
144. Board Room: location (255), details (333).
145. Broken Lands: location (349), details (366).
146. Casino: location (517), details (284).
147. Caves: location (314), details (367).
148. Charity: location (388), details (381).
149. City Hall: location (501), details (462).
150. Clear Land: location (310), details (512).
151. Cliff: location (456), details (228).
152. Control Room of the Snowball: location (283), details (345).
153. Corridors of Power: location (350), details (365).
154. Dentist: location (384), details (477).
155. DIY Shop: location (431), details (489).
156. Dome: location (459), details (459).
157. Dream Park: location (319), details (351).
158. Elevator: location (502), details (397).
159. Estate Agent: location (370), details (434).
160. Farmland: location (457), details (514).
161. Fence: location (285), details (310).
162. Fire in Hall: location (478), details (256).
163. Forest Edge: location (495), details (461).
164. Fountains of Paradise: location (334), details (274).
165. Habihome: location (429), details (476).
166. Habiviron: location (358), details (484).
167. Hall with Fire: location (439), details (493).
168. Hospital: location (392), details (382).
169. Hothouse: location (352), details (375).
170. Houseplant: location (257), details (287).
171. Human Bean: location (332), details (247).
172. Island above Waterfall: location (430), details (432).
173. Island of the Mighty: location (517), details (288).
174. Kitchen: location (292), details (299).
175. Leafpile: location (318), details (310).
176. Little Kitchen: location (292), details (299).
177. Lost Property: location (354), details (380).
178. Maize: location (266), details (290).
179. Meadow: location (315), details (355).
180. Molehill: location (343), details (258).
181. Nudist Beach: location (293), details (363).
182. Old Curiosity Shop: location (364), details (357).
183. Parkland: location (475), details (491).
184. Platforms in the Forest: location (458), details (503).
185. Platforms for Trains: location (346), details (507).
186. Quicksand: location (250), details (308).
187. River (above Waterfall): location (438), details (463).
188. River (below Waterfall): location (518), details (460).
190. Rivers: location (437), details (356).
191. Room of Roots: location (480), details (373).
192. Seat of Power: location (240), details (487).
193. Shower: location (436), details (484).
194. Snowball 9: location (428), details (506).
195. Space Base/Space Station: location (348), details (508).
196. Space Bus: location (499), details (490).
197. Starbike: location (481), details (435).
198. Statue: location (359), details (393).
199. Stratoglider: location (347), details (362).
200. Theme Park: location (475), details (491).
201. Ticket Barrier: location (328), details (471).
202. Train: location (259), details (507).
203. Travel Agent: location (360), details (389).

204. Vermillion Sands: location (293), details (363).
205. Well: location (316), details (372).
206. Woodland: location (438), details (496).
207. Woodpile: location (361), details (374).

Other Clues

220. Reporting Exits (261).
221. Getting Started (510).
222. How to Carry More (297).
223. Illness (327).
224. How to Win (506).
225. Scoring (335).
226. Resurrection (247).
227. Robot behavior (390).
228. The Cliff: descending (317), ascending (282).

Answers

240. In the Board Room.
241. Eat the "Apple". See (297).
242. In the Forest above the Cliff.
243. Water it. See (253).
244. Inside a cupboard. In from where you start.
245. Computers who run the City.
246. East of the Tunnel where the River enters the City.
247. If killed in the Forest, you're resurrected inside a "Human Bean".
248. In the Committee Room of City Hall.
249. Unclad Robots. They throw you out if you're wearing anything.
250. In a Water Meadow, beside the River below the Waterfall.
251. A suck-seed which provides a supply of air. See (260).
252. On the Green Sward in the Forest, above the Cliff.
253. Squeeze the water-Log.
254. Throw over the low branch above the Woodpile.
255. North of the Corridors of Power.
256. Leave it alone.
257. Plant the Brick on the Green Sward, using the Shovel.
258. The only place where you can dig without a Spade. See (265).
259. Arrives at the Platform as regular intervals.
260. Needed for underwater swimming.
261. Carry the Compass if you want details of exits. See (244) for where it is.
262. Living in the Leafpile.
263. Appears when you take the Sweet Pea. Guess why (271).
264. Objects (63) and (73) comprises a spacesuit. Wear them.
265. This reveals a passage down.
266. North of the River, above the Waterfall. See (280) to get there.
267. In the trees. Up, north, northeast and south twice from the Woodpile.
268. Up the Garden Path.
269. Dig in the Tangled Roots in the Forest below the Cliff.
270. Anywhere in the Forest.
271. Drop the Sweet Pea, the Bird, lands to eat it and..
272. In the Cop Shop.
273. Hidden in the Maize, once the Parrot has robbed you. See (286).
274. Listen to (48) to find the address of (141).
275. Drops a telescope and then reclaims it later.
276. In the Well.
277. You start the game wearing them.
278. Look through the Telescope to see details of the City's defences. The See Bee won't let you leave until you drop the Telescope again.
279. Lying on the Seat of Power.
280. You need objects (47), (111) and (123). See also (291).
281. Growing on an ash tree, south of the River above the Waterfall.
282. Pull a balloon and hang on to be carried up the Cliff.
283. Having reached the Snowball, go up twice, west, south and west again.
284. Unlike some casinos, this one is rigged. See (294).
285. At the Edge of the Forest, blocking the way east.
286. From the north bank of the river, where the Pill grows, go north, east, west and south (news).
287. A fast-growing hollow, woody vegetable. Lasts as long as most timber-framed houses.
288. The Emerald Isle. Only here as the setting for a casino, see (284).
289. Overlooking the Broken Land.
290. The way through is (286).
291. Offer the Fish Fungus to the Leviathan.
292. Inside the Little House on the Prairie, south of the Broken Lands.
293. Dig a tunnel from the Many-Coloured Sands, north of the Yellow Brick Road in the Park. But see (81).
294. Whether you say red or black, you win the first 6 bets. Then stop.
295. In the Space Station Habiviron.
296. Clears away litter dropped in the City. Leaves it in (177).
297. Eat the Bean to carry more.
298. In the Hospital.
299. Insert the Credit Card into the Machine in the Little Kitchen.
300. Throw the Sweet Pea to the Ouija Bird. Then it lands and lays a (16).
301. Attach (97) to (132) to make a Catapult.
302. In the Tunnel where the River enters the City Dome.
303. Wear the Foxgloves to protect your hands from the Cold Leaf. See (308) for what to do with this.
304. Shuffling around in the City.
305. Tear the Washing Powder packet apart to get the ticket.

306. Carries you between the Shores of Death and the Island of the Mighty.
307. Hidden in object (114).
308. Drop the Cold Leaf on the Quicksand to freeze it.
309. Guarding the City Door.
310. Play the Stalk with the Twigs to control the Ants. Then see (329).
311. Dropped by the Bee.
312. A cute forest animal. It's harmless, really, but if you don't believe this then see (323).
313. Take the Spade, West, dig and up. Then see (331).
314. Dig at (180).
315. Out from the Stratoglider where you start.
316. South twice from the Statue.
317. You need the para-Shoot. See (103).
318. In the Forest, due south from the bottom of the Waterfall.
319. Due south of the Many-Coloured Sand where you enter the Theme Park from the Ducts of the Undercity.
320. Beside the River below the Waterfall.
321. Nothing special.
322. In the trees, up and north from the Woodpile.
323. It is only hostile to the city robots (with good reason). Thus it will only attack you if... See (330).
324. Blocking the corridor south of the river tunnel under the city wall.
325. At the top of the Forest, east of the Fragile Branch.
326. They prevent you passing. To get rid of them, see (336).
327. You need to eat the Pill. Soon. See (266) for where it is.
328. At the entrances to railway stations. One's south of the Dream Park.
329. Lead them east through the fence and they trample it. See (150) for how to survive in the Clear Land beyond.
330. Wearing the Radsuit makes you look like a robot.
331. Wait until it's safer. Head east through the ashes.
332. One grows in the forest if you get killed.
333. Where you become Mayor. Sit in the Seat of Power.
334. East of the Dream Park.
335. You score 50 points for each of 20 steps on the way to winning. See (474).
336. The Cables power the robots. Pushing the Pillars damages the cables and panics all the nearby robots. They can't get in the way any more.
337. In a Cupboard in the Space Station.
338. You need this in order to visit the listening Bank etc.
339. They are patrolling the Jungle from the city. If you hear one, (399).
340. In the treetops. Use the Platforms in the Forest to get there. See (503).
341. South of the Hall with Fire.
342. On the north Platform in the Forest.
343. East of the Meadow.
344. Don't move.
345. Your final destination.
346. In each station, past the Ticket Barrier.
347. You start inside it.
348. In orbit over Enoch. Reached via the Space Bus.
349. North of the Statue.
350. In City Hall, north of reception.
351. Sponsored by the Estate Agent. See also (397).
352. Due north of the Fountains of Paradise.
353. All that's left of the Meadow after the Starship's attack is a radioactive desert. Walk east.
354. Sponsors of the Nudist Beach. Visit there to find the address. See also (397).
355. Delightful. To leave, head for the (180).
356. Four rivers meet at the city of Enoch: Pison from the west, Gihon from the north, Hiddekel from the east and the Euphrates which flows south to the sea. Much of the game takes place beside the Pison.
357. Sponsored by the unisex dental stylists. See also (397).
358. Inside the Space Base. The space robots imprison you here.
359. South and west along the road from the Many Coloured Sand where you enter the Theme Park.
360. Sponsors of the Statue. A note of their address is hidden inside it. See (400) to get the address and (397) for more information.
361. East and then head south from the bottom of the Waterfall.
362. Unpowered space-to-planet transport with capacity for 100 people.
363. Sponsored by Lost Property. See also (397).
364. South, west twice and in from the Many Coloured Sand where you enter the Theme Park.
365. A maze. Head north, west, north and east to get through.
366. Sponsored by the Do it Yourself store. See also (397).
367. Apparently dug by giant moles. To survive the blast, stay in the comfortable cave south of the domed cave (d, d, d, e, s from the Meadow).
368. Sponsors of the Fountains of Paradise. See also (397).
369. North of the Shores of Death. Wait here for the Riverboat.
370. Sponsors of the Dream Park. See also (397).
371. In the Caves.
372. Sponsored by a Charity. See also (397).
373. Root-less people are strangled. You need (96).
374. You need the Vine to (254).
375. Sponsored by the Cop Shop. See also (397).
376. Overlooking the Clear Land and the Farmland.
377. Needed for survival in (191).
378. On the Island above the Waterfall. There is a bulb here. See (243).
379. Sponsored by the Hospital. See also (397).
380. Where the Dumpy Droid takes things.
381. Don't visit here, they are only after your creds.
382. Dangerous. Stay away.
383. Blue, with sharp teeth.
384. Sponsors of the Old Curiosity Shop. See also (397).
385. Useless.
386. East of the Quicksand.
387. Tasty!
388. Sponsors of the Well.
389. Sells you a Travel Pass in return for all your money. Visit here last.
390. Outside the City they treat you as an enemy. Inside, they treat you much as an equal (though everyone knows robots are better than people, really).
391. In the forest, see (184). In the railway station, see (185).
392. Sponsors of the Black Mountains. See also (397).
393. Sponsored by the Travel Agent. A note is hidden inside, see (400) to get it and (397) for more information.
394. Growing amid the Twisty Roots in the forest. South and head east from the base of the Waterfall.
395. Wear it so the robots in the Tower can't see you on the Clear Land.
396. Near the river in the Woodland above the Waterfall.
397. Many places in the Theme Park are sponsored by shops. Search or Listen to discover an advert which gives the address. The numbers indicate the 3 buttons which you must press in the Elevator for the shop concerned (e.g for "23": PRESS O, PRESS 2 and PRESS 3). O O O takes you to the station.
398. It will go away if you ignore it.
399. Don't move.
400. Drop the Koala beside the Statue.
401. Driving backwards and forwards along the Beach.
402. In a duct, east of the Hall with the Fire.
403. Waves a flaming sword to guard the City gate.
404. Shoot the catapult from the Clear Land to propel the Cherry bomb into the Minefield, detonating all the mines and making it safe.
405. Owns the stolen Credit Card. See (414) to get it back.
406. Needed to detect Radiation when you emerge from the Caves after the attack. It allows you to emerge as in (331).
407. A weightless article of clothing.
408. Blocks the river unless you give it the (47).
409. Very dangerous. Don't walk here until you've carried out (404).
410. Read it to find the address of the Travel Agent.
411. Eat it to cure Radiation Sickness.
412. In the storage bay on the lowest level of the Space Bus.
413. Graunch asks 9 riddles in a random-ish order. You need to get most of them right in order to win enough money to complete the games. See (423) for the answers, which are in code. Replace each letter by the one before it, e.g SJHIU means RIGHT.
414. Throw the Jug of Water over the Bodyguard.
415. East of the Fence and the Clear Land.
416. Very heavy. Pull you under if you try swimming. See also (515).
417. Kick the Mushmat and it produces a Plate.
418. In the Woodland, below the Cliff.
419. In the Woodland, above the Cliff.
420. Of no use at all. Keep Away.
421. Incredibly sexy.
422. A delightful pet. Drop it beside the (198) before it becomes too much of a pest.
423. The legs belong to NBO, the rich man wants OPUIJOH, the cold-blooded things are USFFT, the blind god is MPWF, you all know SVNPSV or OFXT, the healer is UJNF, the unfelt thing is MJGF, the pet is GJSF and the genii is a DPNQVUFS.
424. You need objects (47), (111) and (123) to go boating on the River above the Waterfall.
425. Driving round and round the Farmland.
426. Saggy coveralls which would have been the height of fashion is 2050.
427. Above the Seat of Power.
428. In orbit, reached by the Starbike, see (197), from the Space Station.
429. Press virtually any numbers in the elevator. Visit the Estate Agent to buy your own.
430. Sail north from the Riverbank above the Waterfall, see (424), and then steer east, downstream.
431. Sponsors of the Broken Lands. See also (397).
432. A bulb is here. See (243).
433. South of the Minefield.
434. Sells you a Habihome if you've an identity card and enough creds.
435. Pull the Starter and the bike transports you to the Snowball 9.
436. At the east of the Habiviron.
437. The River Pison flows east from the Ashes, over the Waterfall, and under the City Wall. This is roughly the route you should take. For the other rivers, see (356).
438. East on the Ashes, south of the River. It continues below the Cliff.
439. Almost due south of Graunch, past Big Robot.
440. Visit here with a Credit Card and an Identity Card to get a loan.
441. Wear the Visor, look at a number and blink.
442. Wait at the west end of the beach. Board it, and wait until it reaches the bank of the Euphrates. Then leave.
443. Hums to confuse the sensors in the Clear Land.
444. Press them to go places. See also (397).
445. A waste of time.
446. The Fragile Branch will bear no weight unless glued by the Berry. Even then you can't carry more than one ordinary object across it.
447. On the Roof, east and repeatedly up from the corridor just past Big Robot.
448. Vital in a Democracy. but unimportant in this game.
449. Pull it to deactivate Big Robot.
450. Wait where you leave the Autoscythe until the Weeder arrives. Wait one more turn. Board the Weeder and wait until it reaches the other river bank. Then leave.
451. In a wide valley, east of the plain where the Stratoglider landed, a klom or so beyond the Cliff. To get there from the Woodland below the Cliff, see (310), (468) and (450). Then go north and swim east into the City. See (102) and (112).
452. Cutting (56) with (36) is one way of reaching a Railway Station.
453. West of the Hall with the Fire.
454. Lowered all the way from the Snowball 9 in orbit. Appears over the Meadow.
455. Impassible. Head south to the Beach at the southern end, instead.
456. Running north-south, dividing the Woodland.
457. Bounded by a wall to the west, the City Dome and River Euphrates to the east, the beach to the south and the River Pison to the north.
458. There are two of these on the western edge of the trees below the Cliff. Initially, from the Woodpile, go up, north, west, west; or up, north, north, west and west - depending which platform you want.
459. Covers the City, providing a controlled climate inside. See (24).
460. The only way into the City is to swim underwater. You need to cross the Farmland (using the Autoscythe and Weeder) to get there.
461. Woodland overlooking the Clear Land at the east edge of the Woodland. See (310) to get past the Fence.
462. Where you get elected Mayor.
463. You need to cross to the other bank, see (424) and then (430) to reach the Island above the Waterfall. See (408) for details of the Leviathan.
464. The name of the City. See (24).
465. Usual means of loading/unloading starships in orbit.
466. Guarding the Farmland etc. Wear the Cloak and avoid disturbing the wheat for a longer life.
467. Addicted to direct-stim. Useless.
468. The Seaweed is attacking the Farmland: rearing out onto the beach. It is very dangerous to walk east onto the Beach. See (2).
469. East of the Clear Land - blocking the direct route east to the Farm.
470. Give the Credit Card to the Busker and he opens a way to the Theme Park.
471. You need the Ticket or Travel Pass to go through. See (509).
472. Whatever you do, don't drop it! See also (404).
473. Your money. Absolutely vital to completing the game. See (413) and (146) to increase your creds. It's essential to get the Card back if you lose it - for example, the shops don't permit you to visit them without any money.
474. Dig into the Mole Hill, sleep in the comfortable cave, grow the House Plant and feed the Leviathan. Then see (479).
475. In the City, accessed from the first railway station or by getting past the Busker.
476. A modern environment for living. Everyone who is anyone owns one.
477. The most fearsome place in the known Galaxy.
478. South of Graunch, past Big Robot.
479. Eat the Pill, grow the para-SHOOT, mend the Branch and freeze the Quicksand. Then see (485).
480. South and West of Big Robot.
481. In the docking bay of the Space Station. From the Cupboard, go out, south, east and continue south. Warning, see (264).
482. A radio communicator. Vital for establishing contact between the Space Station and the Snowball 9. See also (506).
483. In the ventilation duct, east and then west from the hall just south of Big Robot.
484. Drop the Plate over the drainage Grid in the Shower. Then see (494).
485. Destroy the Fence, and the Mines, bypass Big Robot and recover the Credit Card from the Godfather. Then see (492).
486. Give him the credit card. Then find the Plug. See (449).
487. Control centre of the City. See also (441).
488. A para-SHOOT. You need it in order to descend the cliff.
489. Visit here to get the Screwfinger.
490. Takes you to the orbiting Space Station.
491. City recsport zone. Fun, frolics and foliage. Many places are funded by local shops: see (397).
494. Get the Ticket, buy the Koala, own your own Habihome and become Mayor. Then see (497).
493. Where robot misfits hang out.
494. Use the Screwfinger to open the ventilation Grill in the Shower.
495. East of the Woodland below the Cliff.
496. Where the first part of the game takes place. The idea is to collect useful plants which you will need to get through the City defences.
497. Reach the Space Station, escape from the Habiviron, travel to the Snowball and win by getting the Radcom to the Control Room.
498. Needed for digging. See (257), (269), (293) and (513).
499. In the Space Port, reachable from Railway Station 4.
500. Where the colonists will live. Currently it's inhabited by Robots.
501. North from railway Platform 3. Unfortunately the train doesn't stop here. See (504).
502. North from railway Platform 2.
503. There are 2 Platforms, supported by vines over a pulley. If you pull the Lever, the lighter Platform goes up and the heavier one down. You weigh the same as five ordinary objects, so if you were to put six things on the south Platform and then stand on the north Platform carrying nothing, you'd go up when you pulled the Lever. Note that objects (45) and (112) weigh different amounts.
504. Pulling the Emergency Cord stops the train for a while. See (511).
505. Interstellar Colony Ship featured in "Snowball" by Level 9 Computing.
506. You win by taking the Radcom to the Snowball's control room. This involves buying a House, visiting City Hall and becoming Mayor, using the Space Bus to reach the Space Base in orbit, escaping from the Habiviron and using the Star Bike to reach the Snowball.
507. Wait on the Platform for the Train. It visits the stations in order: Park, Shops, City Hall, Spaceport and back to the Park.
508. Defends Eden from orbit. To escape from the Habiviron, see (484). Having done this, head rapidly for the Cupboard (west twice, north, open door and in) where you can hide from the robots. Then find the Star Bike.
509. You need the Ticket or the Travel Pass to go through the Ticket Barrier. The Ticket is a single, valid for one trip only, but the Travel Pass lets you have as many journeys as you like.
510. From the Stratoglider Control Room, go in. Wear the Radsuit and take the Compass and Geiger Counter. Out, out and east to the Molehill: see (258), then (367) and (513).
511. Then you can return to the Platform, climb down onto the track and walk east or west to the next station.
512. Wear the Cloak to hide from the robot guards in the Tower, and carry the Bug to confuse the sensors. Then head for the west end of the Beach. See also (77).
513. Digging in the cave west of where you find the Shovel, opens up a tunnel to the surface.
514. A very dangerous place. Don't move in the wheat. See (450).
515. Together, the Stone and Seed allow you to swim into the City.
516. Wear this for protection against the radiation caused when the starship attacks.
517. Travel on the Riverboat.
518. East of the Waterfall. See also (451) to reach the City.
519. Clues are copyright (C) 1984 Level 9 Computing.