

HINT TOPICS

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General Help/Hints

How do I use the HINT system -- without "cheating?"

In very general terms, how should I go about solving the game?

How do I deal with the need for a light source in dark places?

What do I do when the lamp's batteries start to wear out?

Outside The Cave

How do I find the cave?

How do I keep from getting lost in the woods?

What should I do with the rose?

What should I do with the apple?

What do I do when the Gigantic Mastiff bites me?

How do I open the safe inside the building?

How do I find the combination for the safe?

Does the grandfather clock have any special purpose or function?

Does the silver cross have any special purpose or function?

What should I do with the urn?

What should I do in the graveyard?

What should I do in the church?

What should I do in the crypt?

Do the bones have any special purpose or function?

How do I escape from the "Odd" room?

How do I avoid dying on the stairs?

How do I get out of the valley?

What is the significance of the "Tool" room?

Below The Building

How do I get past the steel door into the Computer Center?

How can I avoid making the programmer angry with me?

How do I get the access card?

I let the attack dogs out of the closet!! What should I do now?

Do the various computers have any special purpose or function?

What should I do in the Computer Center?

How do I find Witt's office?

How do I keep from freezing to death?

How do I keep from getting lost in the "Rabbit's Warren?"

Does the coat rack have any special purpose or function?

What do I do when I get to the "Soft" room?

Rubbing the rabbit's foot does not seem to do anything. Why not?

Near The Cave Entrance

How do I find the cave?

How do I unlock the grate?

How do I keep from getting killed by dwarves?

How do I get the bird?

What do I do with the rod?

How do I get across the fissure near the hall of mists?

The pirate stole my treasure. What do I do to get it back?

How do I get past the snake?

How do I get the Persian rug?

How do I get the sword out of the stone?

I'm too weak. What would help give me more strength?

What do I do when the bunny bites me?

I keep hearing strange noises. What should I do about them?

What should I do with the toad?

How do I open the safe?

In The Heart Of The Cave

What should I do with the plant?

How do I get past the massive iron door?

How do I get past the ogre?

How do I get past the green slime?

How do I avoid getting lost forever in the ice maze?

How do I get past the penguins in the ice maze?

What should I do with the magazine?

How do I escape from "Witt's End?"

How do I get the emerald out of the Plover room?

How do I keep from breaking the rare ming vase?

What should I do with the giant clam?

Beyond The Oyster

What is the significance of the large "X" painted on the beach?

How do I keep from killing myself on the greased pole?

How do I get the jeweled cane away from the large rabbit?

What do I do after the rabbit bites me?

How do I get out of the "Rabbit's Warren?"

How do I keep from freezing to death?

Over The Rainbow

How do I get over the rainbow the first time?

How do I keep from dying in the desert?

How do I get past the purple people-eater?

What do I do after the scorpion bites me?

How do I get out of the Dwarves' Dungeon?"

How do I get back over the rainbow and return to the main cave?

Across The Troll Bridge

How do I get across the troll bridge?

How do I get the golden chain from the angry bear?

How do I get across the Volcano Gorge?

How do I get beyond the valley of the stone faces?

How do I get rid of the horde of gooseberry goblins?

How do I save myself from the crazed robot boy?

Should I free the Djinn (Genie) from the flask?

How do I find my way through the "Fog-Filled" room?

How do I get the sapphire-encrusted sceptre from the skeleton?

How do I open the safe?

How do I get past the the sleeping basilisk?

How do I get back across the troll bridge?

Above The Beanstalk

What should I do with the plant?

How do I get past the massive iron door?

How do I get to the other side of the cavern?

How do I kill the mad scientist's doberman?

How do I get back from the other side of the cavern?

How do I recover the golden eggs after the troll takes them?

What do I do with the floppy disk?

The End-Game

What do I do with the floppy disk?

How do I recover the treasures that the pirate stole from me?

How do I recover the golden eggs after the troll takes them?

How do I avoid the earthquake?

What do I do until "Closing Time?"

How do I escape from the "Cylindrical Chamber?"

How do I find the final "Treasure" room?

Finding Your Way In Mazes

In general, how do I find my way around in mazes?

How do I keep from getting lost in the "Rabbit's Warren?"

How do I escape from "Witt's End?"

How do I navigate around the "Vending Machine" maze?

How do I find my way through the "Pirate's" maze?

How do I find my way through the "Fog-Filled" room?

How do I avoid getting lost forever in the ice maze?

What is the best way to navigate the "Catacombs?"

How do I keep from getting trapped forever in the "Pea Souper?"

27 Ways To Die

What are the 27 ways to die in the game?

Treasures

- What are the 37 treasures I need to find?
- Where is treasure #1 (beautiful rose)?
- Where is treasure #2 (apple)?
- Where is treasure #3 (silver cross)?
- Where is treasure #4 (golden weathercock)?
- Where is treasure #5 (jeweled urn)?
- Where is treasure #6 (gold watch)?
- Where is treasure #7 (gold key)?
- Where is treasure #8 (rare stamps)?
- Where is treasure #9 (large sparkling nugget of gold)?
- Where is treasure #10 (several diamonds)?
- Where is treasure #11 (precious jewelry)?
- Where is treasure #12 (gem-encrusted helmet)?
- Where is treasure #13 (some bars of silver)?
- Where is treasure #14 (some rare coins)?
- Where is treasure #15 (Persian rug)?
- Where is treasure #16 (platinum pyramid)?
- Where is treasure #17 (shiny mithril ring)?
- Where is treasure #18 (casket full of rare black opals)?
- Where is treasure #19 (finely-carved crystalline sculpture)?
- Where is treasure #20 (jewel-encrusted trident)?
- Where is treasure #21 (some golden eggs)?
- Where is treasure #22 (emerald the size of a plover's egg)?
- Where is treasure #23 (rare ming vase)?
- Where is treasure #24 (glistening pearl)?
- Where is treasure #25 (scrimshaw spyglass)?
- Where is treasure #26 (bag filled with pieces of eight)?
- Where is treasure #27 (jeweled cane)?
- Where is treasure #28 (Chinese jade bracelet)?
- Where is treasure #29 (ruby yacht of Omar Khayyam)?
- Where is treasure #30 (sapphire-encrusted sceptre)?
- Where is treasure #31 (polished metal plate)?
- Where is treasure #32 (iridium crown)?
- Where is treasure #33 (some rare spices)?
- Where is treasure #34 (golden chain)?
- Where is treasure #35 (floppy disk)?
- Where is treasure #36 (string of turquoise beads)?
- Where is treasure #37 (the pirate's treasure chest)?
- How do I recover the treasures that the pirate stole from me?
- How do I recover the golden eggs after the troll takes them?

Earning All The Points

In general, how do I earn points in the game?

Besides collecting treasure, how else can I earn points?

What specific daring and/or clever deeds should I do?

What specific "proper" or noble acts should I do?

What specific kind things should I do to or for animals and plants?

What specific evil creatures should I do away with?

What specific items need to be returned to their proper place?

What specific interesting places should I visit and explore?

What specific creative uses of magic should I invoke?

What specific rewards do I get for surviving to the very end?

General Help/Hints

How do I use the HINT system -- without "cheating?"

Hint 1

General Help/Hints

In very general terms, how should I go about solving the game?

Hint 1

General Help/Hints

How do I deal with the need for a light source in dark places?

Hint 1

Hint 2

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General Help/Hints

What do I do when the lamp's batteries start to wear out?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

Hint 10

Hint 11

Hint 12

Hint 13

Hint 14

Hint 15

Hint 16

Outside The Cave

How do I find the cave?

Hint 1

Outside The Cave

How do I keep from getting lost in the woods?

Hint 1

Outside The Cave

What should I do with the rose?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Outside The Cave

What should I do with the apple?

Hint 1

Hint 2

Hint 3

Hint 4

Outside The Cave

What do I do when the Gigantic Mastiff bites me?

Hint 1

Hint 2

Hint 3

Outside The Cave

How do I open the safe inside the building?

Hint 1

Hint 2

Hint 3

Outside The Cave

How do I find the combination for the safe?

Hint 1

Hint 2

Hint 3

Hint 4

Outside The Cave

Does the grandfather clock have any special purpose or function?

Hint 1

Outside The Cave

Does the silver cross have any special purpose or function?

Hint 1

Hint 2

Hint 3

Hint 4

Outside The Cave

What should I do with the urn?

Hint 1

Hint 2

Hint 3

Hint 4

Outside The Cave

What should I do in the graveyard?

Hint 1

Hint 2

Outside The Cave

What should I do in the church?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Outside The Cave

What should I do in the crypt?

Hint 1

Hint 2

Hint 3

Hint 4

Outside The Cave

Do the bones have any special purpose or function?

Hint 1

Outside The Cave

How do I escape from the "Odd" room?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Outside The Cave

How do I avoid dying on the stairs?

Hint 1

Hint 2

Outside The Cave

How do I get out of the valley?

Hint 1

Hint 2

Outside The Cave

What is the significance of the "Tool" room?

Hint 1

Hint 2

Below The Building

How do I get past the steel door into the Computer Center?

Hint 1

Hint 2

Hint 3

Hint 4

Below The Building

How can I avoid making the programmer angry with me?

Hint 1

Hint 2

Hint 3

Hint 4

Below The Building

How do I get the access card?

Hint 1

Below The Building

I let the attack dogs out of the closet!! What should I do now?

Hint 1

Hint 2

Hint 3

Hint 4

Below The Building

Do the various computers have any special purpose or function?

Hint 1

Hint 2

Hint 3

Below The Building

What should I do in the Computer Center?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Below The Building

How do I find Witt's office?

Hint 1

Hint 2

Hint 3

Hint 4

Below The Building

How do I keep from freezing to death?

Hint 1

Hint 2

Hint 3

Below The Building

How do I keep from getting lost in the "Rabbit's Warren?"

Hint 1

Hint 2

Hint 3

Hint 4

Below The Building

Does the coat rack have any special purpose or function?

Hint 1

Hint 2

Below The Building

What do I do when I get to the "Soft" room?

Hint 1

Hint 2

Below The Building

Rubbing the rabbit's foot does not seem to do anything. Why not?

Hint 1

Hint 2

Near The Cave Entrance

How do I find the cave?

Hint 1

Hint 2

Hint 3

Near The Cave Entrance

How do I unlock the grate?

Hint 1

Near The Cave Entrance

How do I keep from getting killed by dwarves?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Near The Cave Entrance

How do I get the bird?

Hint 1

Hint 2

Hint 3

Near The Cave Entrance

What do I do with the rod?

Hint 1

Hint 2

Hint 3

Hint 4

Near The Cave Entrance

How do I get across the fissure near the hall of mists?

Hint 1

Hint 2

Hint 3

Near The Cave Entrance

The pirate stole my treasure. What do I do to get it back?

Hint 1

Hint 2

Near The Cave Entrance

How do I get past the snake?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Near The Cave Entrance

How do I get the Persian rug?

Hint 1

Hint 2

Hint 3

Hint 4

Near The Cave Entrance

How do I get the sword out of the stone?

Hint 1

Near The Cave Entrance

I'm too weak. What would help give me more strength?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Near The Cave Entrance

What do I do when the bunny bites me?

Hint 1

Hint 2

Hint 3

Near The Cave Entrance

I keep hearing strange noises. What should I do about them?

Hint 1

Hint 2

Hint 3

Hint 4

Near The Cave Entrance

What should I do with the toad?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Near The Cave Entrance

How do I open the safe?

Hint 1

Hint 2

Hint 3

Hint 4

In The Heart Of The Cave

What should I do with the plant?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

In The Heart Of The Cave

How do I get past the massive iron door?

Hint 1

Hint 2

Hint 3

Hint 4

In The Heart Of The Cave

How do I get past the ogre?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

In The Heart Of The Cave

How do I get past the green slime?

Hint 1

Hint 2

Hint 3

Hint 4

In The Heart Of The Cave

How do I avoid getting lost forever in the ice maze?

Hint 1

Hint 2

Hint 3

Hint 4

In The Heart Of The Cave

How do I get past the penguins in the ice maze?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

In The Heart Of The Cave

What should I do with the magazine?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

In The Heart Of The Cave

How do I escape from "Witt's End?"

Hint 1

Hint 2

Hint 3

In The Heart Of The Cave

How do I get the emerald out of the Plover room?

Hint 1

Hint 2

Hint 3

In The Heart Of The Cave

How do I keep from breaking the rare ming vase?

Hint 1

Hint 2

Hint 3

Hint 4

In The Heart Of The Cave

What should I do with the giant clam?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Beyond The Oyster

What is the significance of the large "X" painted on the beach?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Beyond The Oyster

How do I keep from killing myself on the greased pole?

Hint 1

Hint 2

Hint 3

Beyond The Oyster

How do I get the jeweled cane away from the large rabbit?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Beyond The Oyster

What do I do after the rabbit bites me?

Hint 1

Hint 2

Hint 3

Beyond The Oyster

How do I get out of the "Rabbit's Warren?"

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Beyond The Oyster

How do I keep from freezing to death?

Hint 1

Hint 2

Hint 3

Over The Rainbow

How do I get over the rainbow the first time?

Hint 1

Hint 2

Hint 3

Over The Rainbow

How do I keep from dying in the desert?

Hint 1

Hint 2

Hint 3

Hint 4

Over The Rainbow

How do I get past the purple people-eater?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Over The Rainbow

What do I do after the scorpion bites me?

Hint 1

Hint 2

Hint 3

Hint 4

Over The Rainbow

How do I get out of the Dwarves' Dungeon?"

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Over The Rainbow

How do I get back over the rainbow and return to the main cave?

Hint 1

Hint 2

Hint 3

Hint 4

Across The Troll Bridge

How do I get across the troll bridge?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Across The Troll Bridge

How do I get the golden chain from the angry bear?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Across The Troll Bridge

How do I get across the Volcano Gorge?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Across The Troll Bridge

How do I get beyond the valley of the stone faces?

Hint 1

Hint 2

Hint 3

Across The Troll Bridge

How do I get rid of the horde of gooseberry goblins?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Across The Troll Bridge

How do I save myself from the crazed robot boy?

Hint 1

Hint 2

Across The Troll Bridge

Should I free the Djinn (Genie) from the flask?

Hint 1

Hint 2

Hint 3

Hint 4

Across The Troll Bridge

How do I find my way through the "Fog-Filled" room?

Hint 1

Hint 2

Hint 3

Across The Troll Bridge

How do I get the sapphire-encrusted sceptre from the skeleton?

Hint 1

Hint 2

Hint 3

Hint 4

Across The Troll Bridge

How do I open the safe?

Hint 1

Hint 2

Hint 3

Hint 4

Across The Troll Bridge

How do I get past the the sleeping basilisk?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Across The Troll Bridge

How do I get back across the troll bridge?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Above The Beanstalk

What should I do with the plant?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Above The Beanstalk

How do I get past the massive iron door?

Hint 1

Hint 2

Hint 3

Hint 4

Above The Beanstalk

How do I get to the other side of the cavern?

Hint 1

Hint 2

Above The Beanstalk

How do I kill the mad scientist's doberman?

Hint 1

Hint 2

Hint 3

Hint 4

Above The Beanstalk

How do I get back from the other side of the cavern?

Hint 1

Hint 2

Above The Beanstalk

How do I recover the golden eggs after the troll takes them?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Above The Beanstalk

What do I do with the floppy disk?

Hint 1

The End-Game

What do I do with the floppy disk?

Hint 1

The End-Game

How do I recover the treasures that the pirate stole from me?

Hint 1

Hint 2

The End-Game

How do I recover the golden eggs after the troll takes them?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

The End-Game

How do I avoid the earthquake?

Hint 1

The End-Game

What do I do until "Closing Time?"

Hint 1

Hint 2

The End-Game

How do I escape from the "Cylindrical Chamber?"

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

The End-Game

How do I find the final "Treasure" room?

Hint 1

Hint 2

Hint 3

Hint 4

Finding Your Way In Mazes

In general, how do I find my way around in mazes?

Hint 1

Hint 2

Hint 3

Finding Your Way In Mazes

How do I keep from getting lost in the "Rabbit's Warren?"

Hint 1

Hint 2

Hint 3

Hint 4

Finding Your Way In Mazes

How do I escape from "Witt's End?"

Hint 1

Hint 2

Hint 3

Finding Your Way In Mazes

How do I navigate around the "Vending Machine" maze?

Hint 1

Hint 2

Hint 3

Finding Your Way In Mazes

How do I find my way through the "Pirate's" maze?

Hint 1

Finding Your Way In Mazes

How do I find my way through the "Fog-Filled" room?

Hint 1

Hint 2

Hint 3

Finding Your Way In Mazes

How do I avoid getting lost forever in the ice maze?

Hint 1

Hint 2

Hint 3

Hint 4

Finding Your Way In Mazes

What is the best way to navigate the "Catacombs?"

Hint 1

Hint 2

Finding Your Way In Mazes

How do I keep from getting trapped forever in the "Pea Souper?"

Hint 1

Hint 2

Hint 3

Hint 4

27 Ways To Die

What are the 27 ways to die in the game?

Hint 1

Hint 2

Treasures

What are the 37 treasures I need to find?

Hint 1

Treasures

Where is treasure #1 (beautiful rose)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #2 (apple)?

Hint 1

Hint 2

Treasures

Where is treasure #3 (silver cross)?

Hint 1

Hint 2

Hint 3

Hint 4

Treasures

Where is treasure #4 (golden weathercock)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Treasures

Where is treasure #5 (jeweled urn)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Treasures

Where is treasure #6 (gold watch)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Treasures

Where is treasure #7 (gold key)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Treasures

Where is treasure #8 (rare stamps)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #9 (large sparkling nugget of gold)?

Hint 1

Hint 2

Treasures

Where is treasure #10 (several diamonds)?

Hint 1

Hint 2

Treasures

Where is treasure #11 (precious jewelry)?

Hint 1

Hint 2

Treasures

Where is treasure #12 (gem-encrusted helmet)?

Hint 1

Hint 2

Treasures

Where is treasure #13 (some bars of silver)?

Hint 1

Hint 2

Treasures

Where is treasure #14 (some rare coins)?

Hint 1

Hint 2

Treasures

Where is treasure #15 (Persian rug)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #16 (platinum pyramid)?

Hint 1

Hint 2

Hint 3

Hint 4

Treasures

Where is treasure #17 (shiny mithril ring)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #18 (casket full of rare black opals)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Treasures

Where is treasure #19 (finely-carved crystalline sculpture)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #20 (jewel-encrusted trident)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #21 (some golden eggs)?

Hint 1

Hint 2

Treasures

Where is treasure #22 (emerald the size of a plover's egg)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Treasures

Where is treasure #23 (rare ming vase)?

Hint 1

Hint 2

Hint 3

Treasures

Where is treasure #24 (glistening pearl)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

Treasures

Where is treasure #25 (scrimshaw spyglass)?

Hint 1

Hint 2

Treasures

Where is treasure #26 (bag filled with pieces of eight)?

Hint 1

Hint 2

Hint 3

Treasures

Where is treasure #27 (jeweled cane)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Treasures

Where is treasure #28 (Chinese jade bracelet)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

Hint 10

Hint 11

Treasures

Where is treasure #29 (ruby yacht of Omar Khayyam)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Treasures

Where is treasure #30 (sapphire-encrusted sceptre)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Treasures

Where is treasure #31 (polished metal plate)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Treasures

Where is treasure #32 (iridium crown)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Treasures

Where is treasure #33 (some rare spices)?

Hint 1

Hint 2

Treasures

Where is treasure #34 (golden chain)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Treasures

Where is treasure #35 (floppy disk)?

Hint 1

Hint 2

Hint 3

Hint 4

Hint 5

Hint 6

Hint 7

Hint 8

Hint 9

Treasures

Where is treasure #36 (string of turquoise beads)?

Hint 1

Treasures

Where is treasure #37 (the pirate's treasure chest)?

Hint 1

Treasures

How do I recover the treasures that the pirate stole from me?

Hint 1

Hint 2

Treasures

How do I recover the golden eggs after the troll takes them?

Hint 1

Hint 2

Hint 3

Hint 4

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Hint 9

Earning All The Points

In general, how do I earn points in the game?

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Earning All The Points

Besides collecting treasure, how else can I earn points?

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What specific kind things should I do to or for animals and plants?

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Earning All The Points

What specific evil creatures should I do away with?

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Earning All The Points

What specific items need to be returned to their proper place?

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Earning All The Points

What specific interesting places should I visit and explore?

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Earning All The Points

What specific creative uses of magic should I invoke?

Hint 1

Hint 2

Earning All The Points

What specific rewards do I get for surviving to the very end?

Hint 1

Hint 2

This HINT system is composed of a series of general Topics, Questions and Answers.

The best way to avoid cheating (or -- perhaps a wee bit more diplomatically -- learning more than you really want to know) is to not explore a Topic or a Question unless: (1) you really do understand what the Topic or Question refers to, and (2) you are really stuck and you have exhausted all the ideas you can think of about the puzzles, challenges, etc., associated with that Topic or Question.

Within each Question, you will find a series of Answers where each successive Answer will be revealed as you hit the PgDn key. These Answers will be increasingly helpful and specific until the final Answer given for the Question will tell you the entire solution or answer to the puzzle or whatever the Question is about. As a result, it is possible to discover the complete solution to the HUMONGOUS CAVE game by using the HINT system. However, you will have more fun with the game if you resist the urge to just keep hitting the PgDn key indiscriminately. The real fun of an Adventure game is figuring it out yourself (to the maximum extent possible).

Here is some very general advice:

1. Make a map as you explore the game's various locations. Also note where each object, creature or puzzle is located as you explore.
2. Examine everything. If an object has writing on it, read it. However, don't necessarily believe everything you read. Read the descriptions very carefully for clues. For example, a hungry bear probably needs to be feed; a rusty hinge probably needs to be oiled; a plant crying out "Water..Water.." might need some water.
3. Carry objects that are obviously tools, such as keys to open doors or treasure chests, or shovels to dig for gold, or lamps to provide light in dark places, etc. Also carry objects that are obvious weapons like a gun or knife.
4. However, manage your inventory since you will not be able to carry everything you find. A good idea is to establish a location as a repository and leave stuff there that you will need later.
5. Be aware that some of your resources might be limited and will need to be conserved. For example, the batteries in you lamp will only last a certain amount of time. You should conserve your batteries whenever possible and always be on the look out for objects to either extend the life of your lamp or to use as an alternative light source.
6. Magic is a common theme/trick in adventure games and HUMONGOUS CAVE makes liberal use of magic. Keep you eyes peeled and your ears perked for magical words or magical objects. However, magic only works in limited ways. A magic word may work wonders in one place in the cave and wreck havoc in another. It is a good idea to always be carefully with magic and to save your game before using it!
7. You will find the SCRIPT feature of the game to be very useful. Study your "scripts" for new ideas and to better understand old mistakes.
8. Save your game often! Don't give up! Be creative! Have fun!

1. There are several sources of light to be found in the game.

2. The easiest to find and use is the lamp. The lamp is inside the building.

3. The lamp runs on batteries and is turned on and off by the commands: LIGHT LAMP and EXTINGUISH LAMP.

4. There are also some candles that can be lite with matches.

5. The candles can be found where you might expect to find candles.

6. The candles are in the church.

1. There are several ways to extend the life of the lamp.

2. Find some new batteries and put them in the lamp.

3. You might also try magic.

4. Somewhere in the cave is a place to buy new batteries.

5. Of course, you will need some money, i.e., some coins.

6. You will find a vending machine in one of the mazes that dispenses batteries.

7. There are several magical words that can be used to extend the life of the batteries.

8. Like most magical words in HUMONGOUS CAVE, these can be discovered easily if you just keep your eyes and ears open.

9. Who invented the electric light?

10. Thomas Edison.

11. Of course, things are never that easy!

12. Witt had a number of particular habits.

13. One of which was his like for things to be backwards.

14. Thomas Edison backwards is noside samoht.

15. However, it is important to remember that magic can be very dangerous is not used properly or when really needed.

16. Also remember, when all else fails, you can always read the instructions!

You will be offered a very good hint during the game, but it will cost you points to accept the hint.

You could always stop going into the woods.

1. A rose needs a lot of care.

2. It also needs water.

3. However, the water needs to be in a container.

4. Put the rose in the pitcher.

5. Then add water.

6. You could always smell it.

1. You can always eat it.

2. Or, feed it to someone else.

3. Or, just keep it.

4. It is a treasure, so drop it inside the building.

1. Seek medical attention. He may have rabies.

2. He doesn't, nor will he bite.

3. There is no gigantic mastiff! STOP CHEATING!!!

1. Find or figure out the combination, first.

2. Then repeatedly TURN KNOB and give the numbers for the combination.

3. Finally, after you hear the safe click, OPEN SAFE!

1. Witt must have written it down somewhere.

2. Remember that things are not always what they seem.

3. Examine everything everywhere!

4. The combination is carved on the tree north of the building.

Yes, it tells time.

1. Yes, it is a treasure.

2. Remember the old Dracula movie.

3. The cross protects you from vampire bats.

4. But, only if you are wearing it.

1. You could always respect the resting place of the dead and leave the urn alone.

2. Then again, you might not.

3. The urn is dirty. You should wash it.

4. However, first you need to remove the ashes.

1. Exercise extreme caution.

2. Read the grave stones.

1. What do you think you are supposed to do in a church?

2. Examine everything.

3. PRAY.

4. LIGHT A CANDLE.

5. Not necessarily in that order, however.

1. Exercise extreme caution.

2. Examine everything.

3. Be ghoulish.

4. Open the coffin.

No.

1. Examine everything.

2. Except, of course, the cobwebs.

3. Ask for HELP.

4. Going across the chasm appears to be the only way out.

5. The ladder must be good for something.

6. Throw the ladder across the chasm.

7. Ask for HELP again.

1. Don't use the stairs.

2. Climb the bell ropes.

1. Return to the building.

2. Find the cave.

1. What a dumb question!

2. It contains tools that will be useful to you later in the game.

1. Examine everything.

2. Examine the slot.

3. You need to have the an access card.

4. INSERT ACCESS CARD IN ACCESS SLOT would probably work.

1. Remember the "Golden Rule."

2. Remember the "Boy (or Girl) Scout Oath."

3. Be kind and considerate to the programmer.

4. Don't mess with any of his stuff!!!

Be kind and considerate to the programmer.

1. Perhaps you should seek psychiatric help.

2. There are no attack dogs in the closet.

3. For that matter, there is no closet either.

4. You are cheating again!

1. Of course!

2. Computers always have some special purpose!

3. But, you will have to wait a while to find out their purpose in this game. Be patient.

1. Examine everything!

2. Think about what you would expect to find in a Computer Center for mainframe computers.

3. A special raised floor to hide all of the cables.

4. The floor should be removable.

5. However, you need a special tool.

6. Check out the "Tool" room and then use your imagination!

1. Examine everything!

2. Be creative!

3. Use your imagination!

4. GET DUCT and then keep exploring.

1. You need something to keep you warm!

2. Like a heavy coat!

3. Witt's parka will do the job!

1. You shouldn't have gone in there in the first place unless you had some idea of how you were going to get out!

2. You need something to help you find your way out.

3. Like a map.

4. Or, a compass!

1. Of course!

2. It is a place to hang the parka!

1. Remember the Programmer's secret word!

2. Or, go north twice and climb the stairs up to the building!

1. Remember, you are an Adventurer.

2. Not a rabbit!

1. You will be offered a very good hint during the game, but it will cost you points to accept the hint.

2. Caves are often formed by water.

3. Follow the stream.

With the keys you found inside the building, of course!

1. Fight back!

2. Use the axe to kill them!

3. Perhaps, you can find something that will protect you from dwarf attacks.

4. The cloak will protect you from dwarf attacks.

5. Also remember, when all else fails, you can always read the instructions!

1. You will need a cage to hold it.

2. Also remember, when all else fails, you can always read the instructions!

3. The bird is afraid of the rod.

1. The rod has a great many uses in the game. For example, you can use it to frighten the bird.

2. It can also be used as a weapon.

3. It also has magical powers.

4. Wave the rod occasionally to try its magical powers.

1. There are several ways.

2. Explore.

3. Wave the rod.

1. Find where the pirate hides his treasure. He must have a "hide-out" somewhere in the cave.

2. Look in the pirate's maze for his "hide-out" or treasure room.

1. You could always try to reason with it.

2. Then again, you can try to kill it. In this game, killing things is normally the way to win.

3. May be you can scare it away.

4. The snake is afraid of the bird. (The snake thinks the bird is a Roadrunner, not a Plover).

5. RELEASE THE BIRD FROM CAGE.

1. It is under the dragon.

2. You must kill the dragon to get the Persian rug.

3. You are probably stronger than you think.

4. Use your bare hands to kill the dragon!

You need more strength.

1. You need to eat something.

2. Tuna fish is food!

3. Apples are food, too!

4. Mushrooms are food.

5. Eat the mushrooms!

1. Seek medical attention. He may have rabies.

2. He doesn't, nor will he bite.

3. There is not bunny in this game. STOP CHEATING!!!

1. You could always try to investigate the noises.

2. Try following the pirate to see where he goes!

3. Are the noises "magical" words?

4. Try the "magical" words and see what happens!

1. You could always try to reason with it.

2. Then again, you can try to kill it. In this game, killing things is normally the way to win.

3. Maybe you can scare it away.

4. The snake is afraid of the bird. Perhaps, the toad is also.

5. RELEASE THE BIRD FROM CAGE.

6. Then again, maybe you should try something very different.

7. Make love not war!

8. Kiss the toad! (UGH!!)

1. You will need magic to open the safe.

2. Some magic is dangerous here. Be very careful.

3. Remember the word the skeleton told you.

4. ZORTON (and only ZORTON) will open the safe.

1. What does the plant want you to do?

2. Water it, of course!.

3. It thrives on water.

4. Water it again!

5. It is no ordinary plant. It is a beanstalk. Does that suggest something to you?

6. Climb it!

1. In this game, killing things is normally the way to win.

2. However, doors are different.

3. Examine the door and see if you get any ideas.

4. There is some oil somewhere in the cave, so explore.

1. You could always try to reason with it.

2. Then again, you can try to kill it. In this game, killing things is normally the way to win.

3. Then again, maybe you should try something very different.

4. Then again, perhaps not.

5. Try a different weapon.

6. Use the sword to kill the ogre.

7. Throw the sword at the ogre.

1. In this game, killing things is normally the way to win.

2. Try a different kind of weapon.

3. Use the vial to kill the slime.

4. Throw the vial at the slime.

1. Ask for HELP.

2. Read the sign.

3. Try magic.

4. THURB!

1. Read the sign they are carrying.

2. You need to give them money.

3. Seen any coins lately.

4. In the Telephone booth. Pull the coin return knob.

5. Then open the box. Take the coin.

6. Give that coin to the penguins.

7. Your cheating again!

1. Let me suggest that you read it.

2. Then again, maybe that wont help.

3. Perhaps, it is from the library and needs to be returned.

4. What library? There isn't one in this game. Perhaps, the magazine should be returned to some other location.

5. Are you at your wit's end?

6. If you are, then drop the magazine!

1. There is a trick.

2. It isn't magic.

3. Keep going EAST.

1. You can't take the emerald by using magic to leave the Plover room. You must get out another way.

2. By squeezing through the tight tunnel into the Alcove room from the Plover room.

3. You must drop everything in order to be able to squeeze through the tight tunnel.

1. By being very careful.

2. And by being very gentle.

3. Put it on something soft.

4. Drop the pillow first -- then drop the vase.

1. Where would you expect to find a pearl?

2. Inside an oyster, of course!

3. Remember, that all bivalves look alike!

4. Oyster! Clam! Who can tell the difference? Certainly, not you!

5. You will need a tool or something to open the clam/oyster.

6. Clams and oysters come from the sea.

7. So, you need a "sea-related" tool!

8. Open the clam with the trident.

1. "X" marks the spot!

2. Haven't you ever read "Treasure Island?"

3. Perhaps, "X" marks the spot where the pirate buried his treasure -- then again, perhaps not.

4. You will need something to dig with, of course.

5. Use the shovel from the Tool room to dig.

6. Dig deeply!

1. You probably need special climbing equipment.

2. Examine everything!

3. Examine the tennis shoes.

1. You could always try to reason with it.

2. Then again, you can try to kill it. In this game, killing things is normally the way to win.

3. Then again, maybe you should try something very different.

4. Then again, perhaps not.

5. Maybe the rabbit will accept something in trade for the cane.

6. If the rabbit had his foot back, he would not need his cane.

7. GIVE FOOT TO RABBIT!

1. Seek medical attention. He may have rabies.

2. He doesn't, nor will he bite.

3. STOP CHEATING!!!

1. Ask for HELP.

2. Read the sign.

3. Try magic.

4. THURB!

5. Perhaps, you need a tool.

6. The compass will point the way out.

1. You need something to keep you warm!

2. Like a heavy coat!

3. Witt's parka will do the job!

1. Maybe you need a special tool.

2. Haven't you ever read "The Wizard of OZ?"

3. Use the magical shoes!

1. You probably need special equipment to keep cool.

2. Also, be sure to take lots of water!

3. Ice cubes would be even better.

4. Get the ice cubes from the penguins!

1. You could always try to reason with it.

2. Then again, you can try to kill it. In this game, killing things is normally the way to win.

3. Then again, maybe you should try something very different.

4. Then again, perhaps not.

5. You need a very special weapon.

6. Check out the Dwarves' Armory for all sorts of weapons.

7. Use the flame thrower!

1. Seek medical attention. He may have rabies.

2. He doesn't, but his bite is very, very poisonous.

3. And very, very painful!

4. Pray!

1. Ask for HELP.

2. Read the sign.

3. Try magic.

4. Perhaps, you need a tool.

5. Examine the iron door and its lock.

6. The door isn't even locked! Just open it and leave.

1. Maybe you need another special tool.

2. Haven't you ever read "Alice in Wonderland?"

3. Drink the magical potion!

4. There is no magical potion and there is no rainbow. Quit trying to cheat!

1. Read the sign.

2. What does the troll demand you do? What does he want?

3. Throw him a treasure.

4. However, not just any treasure.

5. One of the treasures has magical properties and can be retrieved.

6. Throw the eggs to the troll.

1. You will need to unchain the bear to get the chain.

2. You need to calm the bear, first.

3. Examine the bear for clues.

4. Feed the bear to calm it down.

5. Then unlock the bear and then unlock the chain.

1. You need a magical tool to get across the gorge.

2. Perhaps, something that has worked before can be used again.

3. Wave the rod.

4. However, you will need something to protect you from the heat and fumes of the volcano.

5. The ring will protect you.

1. You need some kind of special tool!

2. Or, a magical "tool" word.

3. MELENKURION, i.e., the name of the "Tool" Division of Witt Construction Company.

1. In this game, killing things is normally the way to win.

2. Then again, maybe you should try something very different.

3. Then again, maybe not.

4. So, be creative and try a different weapon.

5. Throw the vial at them.

6. Or, throw the dragon's teeth at them. These teeth had to be good for something in this game. Right?

1. I didn't run into and crazed robots.

2. And neither did you. Cheating again?

1. Yes!

2. However, you will need to be very careful.

3. Put the flask in something that can contain the Djinn first.

4. Put the flask inside the Pentagram, first!

1. Your lamp is useless in the fog.

2. So, extinguish it in the fog.

3. Follow the "faint glow of light."

1. You must find the skeleton, first!

2. The skeleton is in the middle of the "Catacombs."

3. You will need a map to guide you through the catacombs.

4. You will need a great deal of strength to grab the sceptre from the skeleton's grasp.

1. You will need magic to open the safe.

2. Some magic is dangerous here. Be very careful.

3. Remember the word the skeleton told you.

4. ZORTON (and only ZORTON) will open the safe.

1. Be quiet and careful. Remember that basilisks can petrify someone or something with their stare!

2. In this game, killing things is normally the way to win.

3. Then again, maybe you should try something very different.

4. Remember that basilisks can petrify someone with their stare!

5. So, be creative and try a different weapon.

6. Carry the polished metal plate past the basilisk.

1. How did you get across the troll bridge in the first place?

2. Whatever worked before will probably work again.

3. Perhaps, you should throw the troll another treasure.

4. Or perhaps, you should throw something else!

5. Throw something unusual!

6. Something that might frighten the troll!

7. THROW THE BEAR! (Really!)

1. What does the plant want you to do?

2. Water it, of course!.

3. It thrives on water.

4. Water it again!

5. It is no ordinary plant. It is a beanstalk. Does that suggest something to you?

6. Climb it!

1. In this game, killing things is normally the way to win.

2. However, doors are different.

3. Examine the door and see if you get any ideas.

4. There is some oil somewhere in the cave, so explore.

1. Go down through the hole (i.e., through the whirlpool) in the cavern by the waterfall.

2. You will need to be very strong to survive a trip through the whirlpool.

1. You have this thing with dogs, don't you?

2. READ MY LIPS -- NO MORE DOGS!!!

3. There is no doberman in this game.

4. Your cheating again!

1. Read the sign and use your imagination.

2. Ride out in style.

1. Use magic.

2. Check out the Giant room where you found the eggs in the first place.

3. Read the room description!

4. "They have returned to their rightful place!"

5. Where do you think the "rightful place" for the eggs might be?

6. Check out the section on the "End-Game."

Come on, now! What do you think you do with it?

Come on, now! What do you think you do with it?

1. Find where the pirate hides his treasure.

2. Look in the pirate's maze for his treasure room.

1. Use magic.

2. Check out the Giant room where you found the eggs in the first place.

3. Read the room description!

4. "They have returned to their rightful place!"

5. Where do you think the "rightful place" for a nest full of eggs might be?

6. In the tree in the "Thick Woods."

7. Among the very highest branches of the tree.

8. Chop the tree down to get to its very highest branches.

9. The axe must be good for something else besides just killing dwarves.

You can't avoid it if you wish to finish the game.

1. Anything you want to do.

2. Just wait until the cave closes.

1. You might try magic.

2. There are SEVERAL magical words that can be used here.

3. Of course, things are never that easy!

4. Remember that Witt had a number of particular habits.

5. One of which was his like for things to be backwards.

6. Think about all the magical words -- backwards.

7. Make an alphabetical list of the magical words.

8. Enter each magical word on the list -- backwards!

9. ZORTON, XYZZY, etc.

1. Examine everything.

2. Things are not always as they seem.

3 Examine the "slit" in the streambed.

4. Go DOWN through the "2-foot" slit.

1. To get around in mazes, you'll first have to get your bearings so that you know where you are. I suggest that you draw a careful, accurate map of the tunnel system; for clarity's sake, keep your lines as straight as is feasible and draw in all of the dead ends and such. Once you've got a complete and accurate map, examine it carefully; if your thoughts refuse to clarify, you might try using the old Yoga trick of standing on your head, and see if that helps.

2. The tried-and-true method for solving mazes is to drop items in rooms as you move through the maze. Then keep track of your moves (e.g., SOUTH, SOUTH, EAST) until you return to one of the items you dropped. Then map each sub-section of the maze by systematic trial and error by keeping track of the relative position of the various items (and their respective rooms) from one another.

3. Remember that some mazes have "tricks" such as magic or special "tools" to help you get into and out of them. Be imaginative and persistent!

1. You shouldn't have gone in there in the first place unless you had some idea of how you were going to get out!

2. You need something to help you find your way out.

3. Like a map.

4. Or, a compass!

1. There is a trick.

2. It isn't magic.

3. Keep going EAST.

1. There is a trick -- of sorts.

2. It isn't magic.

3. Notice that the "names" of the rooms actually are different -- even though they are quite similar.

From the "West End - Hall of Mists" go SOUTH, UP, UP, NORTH, then DOWN to the "Bird Chamber."

1. Your lamp is useless in the fog.

2. So, extinguish it in the fog.

3. Follow the "faint glow of light."

1. Ask for HELP.

2. Read the sign.

3. Try magic.

4. THURB!

1. The best way is to use the map (made up from two pieces of paper) to guide you through the catacombs.

2. As a last resort, try the old "tried-and-true" method.

1. You shouldn't have gone in there in the first place unless you had some idea of how you were going to get out!

2. You need something to help you find your way out.

3. Like a Braille map.

4. There is no "Pea Souper" in this game. Quit cheating!!

Don't read any further unless you want to get detailed information about the various threats, evils, challenges, etc. in the game.
Warning -- this may "spoil" some of your fun!!

1. The wheatstone bridge collapses and you fall to your death.
2. The troll bridge collapses and you fall to your death.
3. Hot fumes from the volcano burn your lungs.
4. You get trapped in the "Dead End."
5. You sink into the quicksand.
6. The game wizard gets impatient with the stupidity of your moves and he ends the game early.
7. You experience a "hardware failure."
8. You are bitten by vampire bats.
9. You die from a spider bite.
10. The dwarves attack and kill you.
11. You fall into a pit and break every bone in your body.
12. You fall into a pit and starve to death.
13. You freeze to death.
14. The gooseberry goblins get you.
15. Rover, the cave security guard, gets you.
16. You fall into a volcano.
17. The basilisk's stare turns you to stone.
18. You get slimed!
19. You sink into the marsh.
20. The stairs collapse and you fall to your death.
21. You lose your grip on the greased pole.
22. You say the "wrong" magical word near water or a sharp weapon.
23. You say a special magical word in an effort to recharge your lamp's batteries when they are already charged.
24. You are careless with the vial and it explodes.
25. The ogre kills you.
26. You break the mirror and have the ultimate in "bad luck."
27. You carelessly jump in wrong place.

1. A beautiful rose
2. An apple
3. A silver cross
4. A golden weathercock
5. A jeweled urn
6. A gold watch
7. A gold key
8. Rare stamps
9. A large sparkling nugget of gold
10. Several diamonds
11. Some precious jewelry
12. A gem-encrusted helmet
13. Some bars of silver
14. Some rare coins
15. A Persian rug
16. A platinum pyramid
17. A shiny ring (crafted of the finest mithril)
18. A small casket full of rare black opals
19. A finely-carved crystalline sculpture
20. A jewel-encrusted trident
21. Some golden eggs
22. Emerald the size of a plover's egg
23. Rare ming vase
24. Glistening pearl
25. Scrimshaw spyglass
26. Bag filled with pieces of eight
27. Jeweled cane
28. Chinese jade bracelet
29. Ruby yacht of Omar Khayyam
30. Sapphire-encrusted sceptre
31. Polished metal plate
32. Iridium crown
33. Some rare spices
34. Golden chain
35. Floppy disk
36. String of turquoise beads
37. Pirate's treasure chest

1. Outside the cave.

2. A rose needs a lot of care.

3. It also needs water.

4. However, the water needs to be in a container.

5. Put the rose in the pitcher.

6. Then add water.

1. Outside the cave.

2. Near an apple tree, of course.

1. Outside the cave.

2. Where would you expect to find a cross?

3. In a church.

4. Behind the alter.

1. Outside the cave.

2. In the church.

3. A weathercock is normally found on the roof where it can be blown by the wind.

4. If not on the roof, try some other high place.

5. In the belfry.

1. Outside the cave.

2. Where would you expect to find an urn?

3. In a crypt.

4. Where would you expect to find a crypt?

5. Near a graveyard or a church.

6. The urn is dirty. You should wash it.

7. However, first you need to remove the ashes.

1. Below the building.

2. Way .. way .. way .. below the building.

3. Under the floor.

4. What kind of floor is removable?

5. A computer room floor.

6. You need a special tool to lift the floor.

7. Use the suction cups.

8. Look around; examine things; you are bound to find it.

1. Below the building.

2. In the left pocket.

3. In Witt's parka.

4. In Witt's office.

5. Where would Witt need a parka?

6. Where it is very cold.

7. There is cold air blowing through the air-conditioning duct.

8. Get the duct and climb in.

1. Below the building.

2. Where would you normally expect to find stamps?

3. On letters.

4. Where would you normally expect to find letters?

5. In an office.

6. In Witt's office.

1. Near the cave entrance.

2. In the "Nugget of Gold" room, of course.

1. Near the cave entrance.

2. On the west side of the fissure.

1. Near the cave entrance.

2. In the south side chamber.

1. Near the cave entrance.

2. In the Morion room.

1. Near the cave entrance.

2. In the low north-south passage.

1. Near the cave entrance.

2. In the west side chamber.

1. Near the cave entrance.

2. In the secret canyon.

3. Under the dragon.

4. You must kill the dragon to get the Persian rug.

5. You are probably stronger than you think.

6. Use your bare hands!

1. In the heart of the cave.

2. In the "Dark-room."

3. Near the "Plover" room.

4. Say PLOVER when you hear the word.

1. In the heart of the cave.

2. Near the Giant room.

3. In a room with glassy walls.

4. You must kill the ogre to get the ring.

5. Use the sword to kill the ogre.

6. Throw the sword at the ogre.

1. In the heart of the cave.

2. Beyond the room with glassy walls.

3. Beyond the evil-looking green slime.

4. You must destroy the evil-looking green slime, first.

5. Throw something at the slime.

6. Throw the vial at the slime.

7. See clue number 3 -- and keep hunting.

1. In the heart of the cave.

2. Beyond the room with glassy walls.

3. Beyond the evil-looking green slime.

4. Near the bottomless pit.

5. Near the ice room.

6. In the ice maze.

1. In the heart of the cave.

2. Beyond the Giant room.

3. You must get past the massive iron door.

4. Examine the door.

5. Oil the hinges.

6. Near the cavern by the waterfall.

1. In the heart of the cave.

2. In the Giant room.

1. In the heart of the cave.

2. In the Plover room.

3. You can't take the emerald by using magic to leave the Plover room. You must get out another way.

4. By squeezing through the tight tunnel from the Alcove into the Plover room.

5. You must drop everything in order to be able to squeeze through the tight tunnel.

1. In the heart of the cave.

2. The ming vase is located in an "appropriate" room.

3. In the "Oriental" room.

1. In the heart of the cave.

2. Where would you expect to find a pearl?

3. Inside an oyster, of course!

4. Remember, that all bivalves look alike!

5. Oyster! Clam! Who can tell the difference? Certainly, not you!

6. You will need a tool or something to open the clam/oyster.

7. Clams and oysters come from the sea.

8. So, you need a "sea-related" tool!

9. Open the clam with the trident.

1. Beyond the oyster.

2. In the south end of the Jonah room.

1. Beyond the oyster.

2. In a pirate's ship, or boat, or dinghy. Whatever!

3. On the beach.

1. Beyond the oyster.

2. Down the hole.

3. Down the shaft.

4. The rabbit has the cane. Maybe the rabbit will accept something in trade for the cane.

5. If the rabbit had his foot back, he would not need his cane.

1. Across the troll bridge.

2. Beyond the volcano gorge.

3. Use a magical tool to get across the gorge.

4. Wave the rod.

5. You need something to protect you from the heat and fumes of the volcano.

6. The ring will protect you.

7. You need to get beyond the valley of the stone faces.

8. You need a tool.

9. Or, a magical "tool" word.

10. MELENKURION, i.e., the name of the "Tool" Division of Witt Construction Company.

11. The bracelet is in the "Translucent" room.

1. Across the troll bridge.

2. Beyond the volcano gorge.

3. Beyond the "Fog-Filled" room.

4. Your lamp is useless in the fog.

5. Extinguish your lamp in the fog.

6. The ruby yacht is the "Nondescript" room.

1. Across the troll bridge.

2. Beyond the volcano gorge.

3. North of the Basilisk.

4. In the middle of the "Catacombs."

5. You will need a map to guide you through the catacombs.

6. The skeleton has the sceptre.

7. You will need a great deal of strength to grab the sceptre from the skeleton's grasp.

1. Across the troll bridge.

2. Beyond the volcano gorge.

3. North of the Basilisk.

4. Near the entrance to the "Catacombs."

5. In the storage room.

1. Across the troll bridge.

2. Beyond the volcano gorge.

3. North of the Basilisk.

4. Inside the safe.

5. You will need magic to open the safe.

6. Some magic is dangerous here. Be very careful.

7. Remember the word the skeleton told you.

8. ZORTON will open the safe.

1. Across the troll bridge.

2. In the chamber of boulders.

1. Across the troll bridge.

2. In the "Barren" room.

3. You will need to unchain the bear to get the chain.

4. You need to calm the bear, first.

5. Examine the bear for clues.

6. Feed the bear to calm it down.

7. The unlock the bear and then unlock the chain.

1. Above the beanstalk.

2. Beyond the Giant room.

3. You must get past the massive iron door.

4. Examine the door.

5. Oil the hinges.

6. Beyond the cavern by the waterfall.

7. Down the hole (i.e., through the whirlpool) in the cavern by the waterfall.

8. You will need to be very strong to survive a trip through the whirlpool.

9. On a balcony overlooking Witt's Treasure Room.

1. The beads are with the floppy disk.

1. In the pirate's maze.

1. Find where the pirate hides his treasure.

2. Look in the pirate's maze for his treasure room.

1. Use magic.

2. Check out the Giant room where you found the eggs in the first place.

3. Read the room description!

4. "They have returned to their rightful place!"

5. Where do you think the "rightful place" for a nest full of eggs might be?

6. In the tree in the "Thick Woods."

7. Among the very highest branches of the tree.

8. Chop the tree down to get to its very highest branches.

9. The axe must be good for something else besides just killing dwarves.

1. By doing daring, noble and/or clever deeds during your adventure.

2. And by collecting treasures.

3. Each treasure in worth 15 points.

4. In order for a treasure to count toward your score, it must be either carried or dropped inside the building or inside the safe (the safe inside the cave -- not the safe inside the building).

1. By doing daring and/or clever deeds during your adventure.

2. By doing the "proper" or noble thing.

3. By being kind to animals and plants.

4. By doing away with evil creatures of all kinds.

5. By returning things to their proper place.

6. By visiting and fully exploring interesting places.

7. By using magic in creative ways.

8. By being persistent and surviving to the very end.

Don't read any further unless you want to get detailed information about the various puzzles, challenges, etc. in the game and the specific points for each. Warning -- this will "spoil" your fun if you have not already solved the game!!

Here are some specific "deeds" and their points:

- 15 points -- Getting the sword from rock
- 15 points -- Opening the safe using the combination
- 10 points -- Throwing something into chasm, then asking for HELP
- 15 points -- Attaching the suction cups to computer center floor
- 10 points -- Oiling the rusty door
- 15 points -- Opening the clam with the trident
- 15 points -- Getting the sceptre and the "Zorton" hint
- 10 points -- Digging the hole down to the shaft room
- 10 points -- Chopping down the tree

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Here are some specific "deeds" and their points:

10 points -- Printing the AGT order form

15 points -- Praying in the church while a candle is lit

10 points -- Reading the commandment list in the church

10 points -- Stopping to smell the beautiful rose

10 points -- Ringing the church bells

15 points -- Freeing the Djinn from the flask

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Here are some specific "deeds" and their points:

10 points -- Kissing the toad

5 points -- Watering the plant the first time

4 points -- Watering the plant the second time

10 points -- Feeding the bear

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Here are some specific "deeds" and their points:

10 points -- Frightening away the troll with the bear

10 points -- Killing the snake

10 points -- Attacking the dragon with your bare hands

15 points -- Attacking the ogre with the sword

15 points -- Throwing the dragon's teeth at the goblins

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Here are some specific "deeds" and their points:

1 point -- Dropping the magazine at Witt's End

10 points -- Reading the floppy disk in the computer

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Here are some specific "deeds" and their points:

15 points -- Visiting Hell

10 points -- Removing the grate from the air-conditioning duct

15 points -- Going down into the whirlpool after eating mushroom

Don't read any further unless you want to get detailed information about the various puzzles, challenges, etc. in the game and the specific points for each. Warning -- this will "spoil" your fun if you have not already solved the game!!

Here are some specific "deeds" and their points:
15 points -- Retrieving the eggs using magic
15 points -- Saying "Melenkurion" at the Stone Face

Don't read any further unless you want to get detailed information about the various puzzles, challenges, etc. in the game and the specific points for each. Warning -- this will "spoil" your fun if you have not already solved the game!!

Here are some specific "deeds" and their points:

40 points -- Making it to the "Cave closing soon" announcement

20 points -- Entering the "Master Game"

30 points -- Finding the final Treasure room

