CLUE BOOK FOR

TIME & MAGIK
This book contains clues for *Lords of Time, Red Moon*, and *The Price of Magik*.

Also in this book are detailed maps for *Lords of Time*, the first game in the *TIME AND MAGIK* trilogy. Maps for the other two games are not included; but, you should be able to compile your own maps using the clues and the *Lords of Time* maps as guidelines.

As you play the game, note on your maps where you find particular items, people, or creatures. This way, if you neglect to save your game to disk or some other disaster befalls, you'll have an easier time of retracing your steps.
## LORDS OF TIME CLUES

Listed alphabetically below are most of the objects, creatures, people, and locations, in *Lords of Time*.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so you get only a small bit of information at a time, without giving away too much of the game.

**Example: Ale: where (301); details (334). Look up entry 301, and you'll see that the Ale is in the alehouse, north of the village green. Entry 334 tells you to Give the gold nugget to the bartender and you can take the ale. See also (426). Look up 426 and...well, you take it from there!**

A few "red herrings" have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading!

### General

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### Objects, Creatures, & People

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Locations

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191 Archway (Abandon Hope): where (468); time (203); details (416).
192 Barracks: where (532); time (229); details (527).
193 Beach: where (518); time (244); details (315).
194 Coldroom: where (532); time (229); details (525).
195 Carport: where (254); time (229); details (337).
196 Castle: where (401); time (219); details (527).
197 Clock: where (512); time (229); details (317).
198 Cobble Square: where (528); time (219); details (434).
199 Country Cottage: where (519); time (228); details (316).
200 Crete: where (523); time (205); details (527).
201 Dry Cave (with Cavern): where (519); time (226); details (409).
202 Dungoos: where (526); time (219); details (519).
203 Far Future: where (517); time (203); details (412).
204 Field of Flowers: where (383); time (203); details (520).
205 Frozen Forest: where (452); time (211); details (312).
206 Future: where (317); time (206); details (392).
207 Garden: where (516); time (228); details (316).
208 Gates of Wallied City: where (476); time (229); details (520).
209 Hayway: where (514); time (219); details (520).

210 Hypocaust: where (474); time (229); details (513).
211 Ice-Age: where (531); time (211); details (341).
212 Ice-Sheet (Splintered & Slipppery): where (454); time (211); details (522).
213 Intergalactic Bureau-de-change: where (521); time (206); details (463).
214 Invention Cupboard: where (423); time (236); details (270).
215 Invention Room: where (220); time (236); details (473).
216 Laboratory: where (535); time (203); details (530).
217 Light House: where (338); time (229); details (319).
218 Lightship: where (265); time (244); details (316).
219 Middle Ages: where (517); time (219); details (362).
220 Milky Way: where (415); time (206); details (520).
221 Mists of Time: where (462); time (203); details (529).
222 Pirate's Lair: where (472); time (244); details (331).
223 Pit (Animal Trap): where (546); time (236); details (528).
224 Plain of the Rockies: where (531); time (206); details (527).
225 Plant: where (536); time (203); details (396).
226 Portrait Gallery: where (535); time (243); details (527).
227 Prairie: where (471); time (236); details (520).
228 Present: where (317); time (228); details (333).
229 Roman Times: where (517); time (229); details (402).
230 Ruined Land: where (428); time (203); details (271).

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231 Sea Caves: where (479); time (244); details (497).
232 Shed: where (441); time (228); details (316).
233 Short Stairs: where (535); time (243); details (446).
234 Sports & Aerobatics Arena: where (581); time (206); details (534).
235 Starship: where (432); time (206); details (291).
236 Stone Age: where (317); time (236); details (352).
237 Stream: where (366); time (228); details (429).
238 Temple: where (338); time (229); details (351).
239 Throne Room: where (537); time (211); details (315).
240 Timelords' Lair: where (387); time (203); details (276).
241 Time Zones: where (317); time (316); details (317).
242 Tourist Information: where (339); time (206); details (339).
243 Tudor Times: where (317); time (243); details (382).
244 Viking Times: where (317); time (244); details (372).
245 Village Green: where (374); time (219); details (316).
246 Wall: where (278); time (243); details (272).

250 Where you start.
251 Set the wood on fire to scare the mammoth. See (269).
252 Gives you a sword.
253 On the compost heap. See (279).
254 SW, then West several times, from the garden.
255 Kiss the frog.
256 Just a treasure.
257 You score points for treasures: 25 points for each of the 18 ordinary treasures and 50 points for each "ingredient" marked by an hourglass symbol. There are bonuses of 25 for reaching the ruined land, saving the animals, saving the people, and completing the potion to defeat the Timelords. 1000 points total.
258 East of the shed.
259 Wave the valerian at the willow tree.
260 Just beyond the sabre-toothed tiger's cave.
261 It's a magnet. Wave it to attract the keys.
262 He'll defeat the Black Knight for you. See also (282).
263 One of the ordinary treasures.
264 Contains poison. See also (296).
265 Moorred near the beach.
266 You can only enter if you're chasing a gladiator. See also (356).
267 Buried in the dungeons. See also (300).
268 In the tiger's mouth. See (290).
269 Pour out the petrol. See (296).
270 The writing on the wall is an anagram. Say it. See (297).
271 Once here, keep on the move! See (326).
272 Climb into it, then see (328). It contains Water of Strength.
273 Northwest of the garden.
274 It appears when you play the lute.
275 If they notice you, you're dead! See (308).
276 East from the short stairs, then W, W, SW, SE in the maze, I think.
277 Wind it to open the door so you can enter. See also (317).
278 North of the splintered, slippery ice-sheet in the Ice-Age.
279 Eat a mushroom to see the Tooth Fairy.

Answers

250 Where you start.
251 Set the wood on fire to scare the mammoth. See (269).
252 Gives you a sword.
253 On the compost heap. See (279).
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280 Near the dry cave (a little way beyond this). See (309).
281 It will attack unless you trap it. See (307).
282 Wear the armour. Give him a sword. Then go to the Black Knight and wait.
283 In the cottage.
284 In the cobble square.
285 Beyond the ice wall.
286 In the Pirate's Lair.
287 You need the keys to enter. Obtain a lodestone and see (261).
288 In the dry cave, north of the prairie.
289 It's bad, and the tiger won't mind if you pull it out. But first see (220).
290 Ring the bell to summon the Jester.
291 You can only enter if you've got the star.
292 East and South from the hallway.
293 In the Pirate's Lair. Open the chest.
294 See (253) for information. If you've still not worked it out, see (330).
295 Just North of where you start.
296 If dropped, the poison pours out. See (309).
297 Say JAMES WATT to open the door.
298 Just North of the dry cave.
299 In the pit.
300 Keep digging to return to the clock.
301 In the ale-house, north of the village green.
302 The Narcissus rewards you for giving him something to admire his reflection in (109).
303 East of the room guarded by the skeleton.
304 East of the junction guarded by the fox.
305 A tool is needed to open these: see (158). A valuable object is inside; see (342) for further information.
306 Light it with the match or candle. See (353).
307 Throw the net. This holds it for a little while, and see (343).
308 See (355) for how to avoid being seen, and (373) for how to avoid being heard.

309 To kill the plant, drop the bottle on its roots.
310 This is a red flower!
311 Don't open it! See (319).
312 Drop the sicle in the lake by the frozen forest and ...
313 Taking the picture (or opening the archway door) causes Father Time to appear and give you moral support.
314 South of the gates of the walled city.
315 Break the ice cube to free the Snow Queen. She then ... See (252).
316 Nothing special happens here.
317 Turning a cog in the clock selects a time zone. Push the pendulum to open the door to a zone; go North to enter the zone. See (333) for time zone details.
318 There's no answer to this.
319 One of the ingredients. Very valuable!
320 Give this to someone and get a reward.
321 Search it to find something.
322 In the cell.
323 Carry it to break your fall (in the Future).
324 In the Sports & Aerobatics Arena.
325 Northwest of the frozen forest, blocking movement that way.
326 If you stay in the same place for too long, you're dead.
327 Give him the poisoned chocolates.
328 Drink to become strong.
329 Give the catfood to the tiger. But first see (344). Consider (172), too.
330 Take the axe; cut the tree. You'll get (170).
331 Open the chest to reveal Pirate Pete. There may be treasure inside! To deal with the pirate, see (342).
332 Open the car.
333 Time zone 1 is the Present. See (317) to get there. See (341) for more zones.
334 Give the gold nugget to the bartender and you can take the ale. See also (426).

335 Give sweetmeats to the dog to keep the accursed creatures quiet.
336 N and W of the gates of the walled city.
337 Down from here you return to the clock.
338 Not in this game!
339 You're looking at it!
340 Have the ruby lens handy when you examine the broken robot.
341 Time zone 2 is the Ice-Age. See (317) to get there, or (352) for more zones.
342 Blowing the fur summons the Vikings; they will take the pirate away.
343 The trident holds the net around the lion.
344 Open the catfood with the tin opener.
345 An object is necessary to get them from under the door. See (107).
346 In the castle, past the Black Knight.
347 At roadworks, North of where you enter the Present.
348 West of the prairie.
349 In the stargar.
350 In the broken robot. See (340) and (305).
351 Kneel and pray in the temple.
352 Time zone 3 is the Stone-Age. See (317) to go there, or (382) for more zones.
353 It burns well. Do this beside the jumble of wood; the wood is ignited, and the mammoth is scared off. See (377) for further results.
354 The small paddles the dragon.
355 Wear the cloak to become invisible.
356 You can leave only if you're wearing the winged shoes.
357 Give the pike to the Jester to get this.
358 Light one of the matches to see in the dark or to ignite other things.
359 One of the ingredients. Very valuable!
360 Wear this and you can carry more items.
361 Above the crater.

362 Time zone 4 is the Middle Ages. See (317) to go there or (372) for more zones.
363 Find the people from behind the bars (see (388)) and this is your reward.
364 Near the caldarium.
365 Search the workbench to find a screwdriver.
366 West of the garden, over the fance.
367 Near the dry cave.
368 East of the cobble square.
369 Throw the club at the caveman to rescue the cavewoman.
370 This is one of the killer dinosaurs. Lead it to the other one...
371 In the carport.
372 Time zone 5 is the Viking Era. See (317) to go there, or (382) for more zones.
373 Do nothing active while near the Timekings. Don't use transitive verbs.
374 Along the road from where you enter the Middle Ages.
375 Fight the cyberman with the lightsabre (it's a kind of training game system).
376 Read it for details on how to find the pirate. Or, see (417).
377 The tusk and fur coat are left when the mammoth runs off. See (269) for how to achieve this.
378 Above the pit you're trapped in. Then, if you get out, it blocks your movement.
379 North of the sheet of splintered ice, up the mountain, below the tiger's cave.
380 Search the pile of rubbish.
381 West of the portrait gallery.
382 Time zone 6 is the Tudor Era. See (317) to go there, or (382) for more zones.
383 Where you enter the Far Future.
384 See (338) for how to get it safely, and (419) for what it does.
385 Pull this to open a trapdoor and return to the clock.
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386 Climb into it and continue down. See (306) for what to do next.

387 Beyond the plant, above the trapdoor that you'll eventually find.

388 Unlock them. You need (29), of course.

389 Under the shed door, SW of the garden.

390 Give him some ale; he'll repay you with (74).

391 In the cupboard. See (442).

392 Time zone 7 is the Future. See (317) to go there, or (402) for more zones.

393 Wear the gauntlets to protect you from heat. See (448) for how to cool things.

394 Use this to tie the planks together into a longer plank.

395 South and Down from the ruined land.

396 The Snow Queen gives it to you.

397 In the locker of the barracks.

398 Use it to open the broken robots.

399 In the amphitheater.

400 Give the fur to the shivering Viking guard, and he'll hand up a fur.

401 Roughly south of the cobble square, south of a moat. See (424) to get there.

402 Time zone 8 is Roman Times. See (317) to go there, or (412) for more zones.

403 You must do things in the right order. See (418).

404 The spear keeps it at bay. See (329).

405 Read the milestone.

406 Shuffle the cards to find the joker.

407 The prince will help.

408 Shout to get it. See also (312).

409 East and South from the picture gallery.

410 Search the compost heap. See (420).

411 Open it and look in.

412 Time zone 9 is the Far Future. See (317) to go there, or (333) for more zones.

413 Roughly west of the laboratory. See also (425).

14 The Tooth Fairy wants the tiger tooth. See (444).

15 Roughly north of the Intergalactic Bureau-de-change.

16 Drop the milestone to open the archway door. See also (403).

17 Move the stone blocking the passage west. Go West as far as possible. Then Up and East. Do not go Down (the writing includes the phrase "never low").

18 That's not true.

19 It permits you to enter the starship (and, maybe, a few more places).

20 Do this again.

21 Try turning a numbered one of these. See (317).

22 In a cave, North and Up from the splintered sheet of ice.

23 Beyond the door in the invention room.

24 Give the food to the dragon and accept his offer.

25 Dig it up.

26 Visit the messenger. Then see (390).

27 There are nine valuable ingredients — see (460) — and eighteen treasures — see (439).

28 Through the archway, South of the field of flowers.

29 Tie the planks. To make a bridge, drop the planks where the stream is narrow.

30 On the beach.

31 Play this and a ghost appears. If you play it in the right place, see (448).

32 East from where you enter the Future to a junction, then North.

33 Wear it to keep warm. And see (400).

34 Ignore the wraith in the stocks. Mustn't interfere with justice! Despite the temptation, don't throw the apple at him.

35 South and East from the crater.

36 North of where you enter the Middle Ages, beside the lab.

437 Drop it to return to the clock from the invention cupboard. See (259).

438 Another treasure, that's all.

439 Candelabra, Jewelry Case, Clock. See (447).

440 East and Up from inside the plant.

441 SW from the garden.

442 Open it.

443 One of many sources of water.

444 Give the tooth to the Fairy, but refuse her first offer. Accept the second one.

445 Give the joker to the jester.

446 Play the lute on the short stairs to open a secret panel.

447 Jewelled Coffin, Crown, Emerald, and see (458).

448 Pirate Pete steals things to put in his treasure chest. See also (342).

449 Go to a place with water.

450 West, Up, and South from the garden.

451 Inside the clock.

452 Beyond the tiger's cave, East and South from here.

453 Fill this with water from an convenient source. Then see (513).

454 You must get the Ice-Age.

455 See the skeleton. See (260).

456 Onyx, Figure, Drinking Horn, Hourglass, and see (475).

457 Break the ice wall with the ice pick.

458 In the Intergalactic Bureau-de-change.

459 Unlock the bars to free the people. They'll give you a record. See (24).

460 A reward from the Vikings. See (342).

461 Wave at them from the broncostaurus.

462 East of the Timelords' Lair.

463 Give the silver coin to the android in the Intergalactic Bureau-de-change, and receive a galactic grant in exchange.

464 In the forest, north from the cobble square.

465 Olive Branch, Golden Buckle, Jester's Cap, and see (483).

466 In the field of flowers.

467 Give the bone to the fox.

468 In order to win, throw the nine ingredients — see (466) — into this.

469 In Rome.

470 Roughly southeast from the beach.

471 Where you enter the Stone Age.

472 From the sea caves, see (417) for directions.

473 Say Eureka to open the door.

474 South of the caldarium, beyond the grate.

475 Lodestone, Lute, Metronome; see (493).

476 Where you enter Roman Times.

477 Wear it to protect you from the Black Knight.

478 Wave the leaves so it pulls you from the pit. Then see (495).

479 In the shed.

480 In the laboratory.

481 In the moat.

482 Light it with a match so you can see in the dark.

483 Silicon Chip, Box with the Evil Eyes, Diamond Teardrop, and see (490).

484 West and South from the hallway.

485 On the other bank of the stream. See (429).

486 In Egypt.

487 West & South from the portrait gallery.

488 Use to cut down the weeping willow.

489 Some distance North of the gates of the walled city.

490 Unlock them to free the animals...

491 In the ottoman.

492 In the throne room (surrounding the throne).

493 Phal, Stone Pot, Ruby, and see (505).

494 A treasure. When you take it, a gladiator steals it. Go to the arena.
The eight time zones in *Lords Of Time* are illustrated in these maps.

**TIME ZONE 1**

- Upstream
- Flower Garden
- Bed Room
- Living Room
- Hallway
- Outside Cottage
- Winding Drive
- Gravel Drive
- Start

**START OF GAME**

- Cold Room
- Living Room

**LORDS OF TIME CLUES**

- 495 Wave the mirror at the brontosaurus.
- 496 At the top of the Milky Way.
- 497 Dig in the soft ground at the extreme East of the sea caves.
- 498 Ivory Tusk, Dragon's Wing, Dinosaur Egg.
- 499 See (495). Then, drop the mirror beside the cave man. Don't try to push past them.
- 500 Not in this game.
- 501 In the chest.
- 502 Wear these to escape the gladiator and leave the arena.
- 503 The prince needs it.
- 504 Provides light in the darkness.
- 505 Oriental Rug, Fallen Star, & The Wheel.
- 506 Throw it at the lion. See (281).
- 507 By the waterhole, East of the prairie.
- 508 In the sea caves.
- 509 A fragile treasure. Don't drop it!
- 510 Push to open the exit.
- 511 Keeps the tiger at bay.
- 512 Try: TAKE PICTURE, TAKE HOURGLASS, N, TAKE EVERYTHING, WIND CLOCK, IN to enter the time-travelling clock. Then, see (517) to use the clock. Try: LIGHT MATCH, LIGHT CANDLE.
- 513 Take drinking horn (full) into the hypocaust; drink the water if the heat gets too bad.
- 514 Where you enter the Tudor Period.
- 515 Are you enjoying the game?
- 516 West of the country cottage, through the garden door.
- 517 North and Up from the prairie.
- 518 Dig to find a jewelled cofffer. See (300).
- 519 West from where you enter the Present.
- 520 Just an ordinary, nice place.
- 521 West of the plain.
- 522 Cold!
- 523 East and Down from the plain.
- 524 Where you enter Viking Times.
- 525 Hot baths.
- 526 East of the village green.
- 527 Nothing special.
- 528 Not a nice place at all.
- 529 The caution is important. See (466).
- 530 I'd unlock everything, if I were with you.
- 531 Where you enter the Future.
- 532 Northeast from the gates of the walled city.
- 533 A gift from the cavewoman.
- 534 Pay a galactic groat to enter the Sports Centre.
- 535 Up from the hallway.
- 536 East from the laboratory.
- 537 NW from the frozen forest.
- 538 You must be strong to pull this away from the hypocaust entrance. You should have previously found a wall... See (272).
- 539 South-east from the crater.
- 540 Just stand there.
- 541 Needed for digging.
- 542 Needed to break ice. In particular, see (93) and (95).
- 543 Fire it in the cubicle (south-east from the crater) to be carried to the Sports Centre.
- 544 Throw the pebbles at the skeleton.
- 545 Somewhere!
- 546 West from the prairie.
- 547 Home on the range.
- 548 Use (115), (35), or (73).
- 549 In the pool near the Sports & Aerobatics Arena.
**RED MOON CLUES**

Listed alphabetically below are most of the objects, creatures, people, and locations in *Red Moon*.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so you get only a small bit of information at a time, without giving away too much of the game.

Example: Acid: where (234); details (300). Look up entry 234, and you'll see E, S, S, E from (174). Look up 174 and... well, you take it from there!

A few "red herrings" have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading!

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### Objects, Creatures, & People

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RED MOON CLUES

55. Drellas: where (362); details (369).
56. Dulciem: where (304); details (464).
57. Dust: where (230); details (377).
58. Dwarf: where (152); details (396).
59. Emerald: where (442); details (262).
60. Exploding Foot: where (250); details (253).
61. Fan: where (198); details (459).
62. Fire: where (170); details (225).
63. Flashing Lights: where (274); details (397).
64. Flash: where (211); details (267).
65. Fleg: where (297); details (302).
66. Fungus: where (342); details (393).
67. Gas Mask: where (244); details (433).
68. Gate: where (155); details (305).
69. Giant: where (170); details (392).
70. Gloves: where (207); details (321).
71. Glowing Sphere: where (251); details (434).
72. Grasper: where (362); details (292).
73. Grating: where (208); details (455).
74. Grid: where (182); details (341).
75. Grill: where (159); details (367).
76. Guise: where (344); details (310).
77. Guardian: where (465); details (472).
78. Handle: where (233); details (349).
79. Healer: where (151); details (340).
80. Hill of Beams: where (211); details (264).
81. Square Hole: where (168); details (349).
82. Horsehoe: where (364); details (413).
83. Iron: see (343).
84. Kelt: where (294); details (473).
85. Key: where (222); details (339).
86. Lamp: where (192); details (265).
87. Leaves: where (307); details (264).
88. Lights Flashing: where (274); details (397).
89. Line: where (199); details (311).
90. Linen Shirt: where (227); details (348).
91. Magician: where (212); details (369).
92. Mail (Chain): where (244); details (375).
93. Mandarin: where (162); details (432).
94. Man in the Moon: where (209); details (224).
95. Mask (Gas): where (244); details (433).
96. Meat: where (312); details (405).
97. Medallion: where (474); details (262).
98. Merlin: where (154); details (352).
99. Metal Gate: where (196); details (305).
100. Mole: where (220); details (398).
101. Moon Crystal: where (484); details (475).
102. Mummy: where (272); details (444).
103. Mummy Dust: where (230); details (377).
104. Mushroom: where (313); details (270).
105. Necklace: where (479); details (262).
106. Newling: where (382); details (369).
107. Nezzen: where (151); details (340).
108. Oil: where (296); details (315).
109. Oyster Fungus: where (342); details (393).
110. Pearl: where (252); details (226).
111. Pills: where (355); details (405).
112. Poison: where (408); details (408).
113. Pool of Acid: where (234); details (300).
114. Potion: where (179); details (387).
115. Rafting: where (415); details (402).
116. Rat: where (229); details (292).
117. Red Line: where (189); details (311).
118. Red Moon Crystal: where (484); details (475).
119. Reflection: where (189); details (347).
120. Ring: where (447); details (264).
121. Safe: where (238); details (316).
122. Sarcoaphagus: where (201); details (475).
123. Saba the Sage: where (403); details (481).
124. Scorpion Man: where (336); details (398).
125. Scroll: where (368); details (400).
126. Shield: where (414); details (480).
127. Shirt: where (227); details (348).
128. Silver Bars: where (198); details (226).
129. Sog: where (382); details (369).
130. Sphere: where (251); details (434).
131. Spices: where (212); details (333).
132. Spider: where (250); details (344).
133. Square Hole: where (188); details (349).
134. Statue: where (163); details (248).
135. Sword: where (170); details (319).
136. Thin Red Line: where (189); details (311).
137. Tiny Door: where (194); details (332).
138. Troll: where (362); details (309).
139. Tubing: where (477); details (445).
140. Vampire: where (162); details (433).
141. Watchdog: where (178); details (386).
142. Water: where (478); details (469).
143. Weapons: see (355).
144. Wellington Boots: where (191); details (232).
145. Wizard: where (196); details (416).
146. Worm: where (185); details (298).
147. Xiz: where (196); details (416).
148. Ziz: where (212); details (369).
149. Zombi: where (250); details (287).
150. Chimney: where (326); details (379).
151. Circular Lamplight Room: where (240); details (374).
152. Crater of Volcano: where (345); details (259).
153. Cryt: where (440); details (432).
154. Dark Junction: where (430); details (374).
155. Entrance Hall: where (242); details (305).
156. Fantastic Chamber: where (231); details (374).
157. Flashing Lights: where (274); details (397).
158. Flooded Tunnel: where (462); details (445).
159. Folly: where (300); details (431).
160. Forest: where (439); details (239).
161. Forge: where (350); details (451).
162. Grass Plain: where (254); details (290).
163. Grass Yound: where (373); details (333).
164. Great Hall: where (305); details (259).
165. Hall of the Unwelcome: where (222); details (289).
166. Hospital: where (278); details (239).
167. House: where (235); details (324).
168. Kennel: where (383); details (386).
169. Lake: where (305); details (356).
170. Marbling Tower: where (255); details (485).
171. Maze of Tiny Passages: where (486); details (474).
172. Metal Room: where (488); details (341).
173. Mirror Room: where (438); details (379).
174. Mound: where (254); details (290).
175. Paradise: where (323); details (331).
176. Plain: where (373); details (332).
177. Pool of Acid: where (234); details (300).
178. Potions: where (419); details (333).
179. Red Room: where (418); details (311).
180. River Tunnel: where (462); details (445).
181. Ruined Stone House: where (235); details (342).
RED MOON CLUES

193 Sanctum of Alchemy: where (241); details (340).
194 Small, Narrow Room: where (489); details (332).
195 Stained Room: where (370); details (239).
196 Starway: where (452); details (416).
197 Straw-filled Room: where (322); details (333).
198 Stunning Fantastic Chamber: where (231); details (374).
199 East of the Dark Junction: see (103).
200 Tiny Passages: where (488); details (474).
201 Tomb of Litter Muindor Axelan: where (406).
202 Tower: where (229); details (476).
203 Treasure Vault: where (453); details (334).
204 Turkish Bath: where (454); details (239).
205 Underwater Travel: see (445).
206 Vault (Moon Crystal): where (246); details (484).
207 Volcanic Crater: where (345); details (259).
208 Wall (Blocked): where (228); details (455).
209 Wall (Water-filled): where (487); details (445).
210 Windy Cave: where (266); details (374).
211 Windy Store Room: where (258); details (290).
212 Work Room of Zio: where (365); details (435).

Answers
220 Monday on television.
221 Wear to ward off (134).
222 Across the chasm (158).
223 Inside (121).
224 Answer his riddles to reach (185).
225 Extinguish it. See (243).
226 Treasure.
227 In the wardrobe, NW of (160).
228 SW, SW, W from (160).
229 W, S from the mound.
230 When (102) is present, see (246).
231 Beyond the acid pool.
232 Rubber. See (249).
233 Examine (38).
234 E, S, S, E from (174).
235 South of where you start.
236 On a cloud.
237 North of (168).
238 In (203).
239 Nothing special.
240 Due South of the bone room.
241 Down and due East from the Great Hall.
242 Beyond the pale.
243 Use Magic. A spell or (25).
244 Beyond (137).
245 Garlic keeps off (140).
246 Hint: read (30); see (267).
247 Search (97).
248 Attacks. See (255) to avoid this.
249 Wear for insulation. See (260).
250 Not in this game.
251 Drop (115).
252 Examine (66).
253 Possibly at Cadbury castle. See (250).
254 Where you start.
255 Wear (41).
256 In the grassy plain.
257 Say OLLABIN.
258 West and due South from the forge.
259 Scenic, but nothing special.
260 Protects you in (182).
261 50 per treasure — see (11) — with bonuses (275).
262 A treasure.
263 Arcade game. Win every time by crouching at the left end of the screen and stepping on your opponent's toe.
264 Search them.
265 Light the lamp and carry it, or use (130).
266 Treasure made of iron.
267 Contains air. See (12).
268 Repels the vampire.
269 Liquifies the zombie.
270 Eat it. See (279).
271 Misleading. See (281).
272 In the sarcomphagus. See (277).
273 W, S, SE, W from the straw-filled room.
274 South and East from the red room.
275 50 initially; 200 for the crystal; -10 per death; -1 per game-save; plus 50 each for the achievements in (205).
276 SE of the stained room.
277 Read the book. See (283).
278 South of the straw-filled room.
279 You shrink. See (288).
280 You grow. See (287).
281 Turn (121) instead.
282 Say OBIS beside (122).
283 Wear it to dodge better.
284 Each treasure owned or in (178); entering the caves; reaching (189); reviving Kellf, bridge-building; killing mummy and leaving with the crystal.
285 SW and S from the forge.
286 Bad for you.
287 And can use (137). You lose hit points, temporarily.
288 Spectacular scenery.
289 Dig.
290 An iron weapon.
291 Avoid this. There's no point in fighting it.
292 Part of the safe.
293 SE and E from the crypt.
294 Examine it; light it to see in the dark; see (8).
295 Due North of the crypt.
296 Here.
297 Buy it.
298 Say SARATH and visit the house.
299 Drop (40) to neutralize it.
300 Wear them and you can carry more items.
301 Eat it in order to carry more items.
302 Dig at (184).
303 Open the gate with (85).
304 In the sarcomphagus. See (277).
305 SE, E, E from the circular lamplight room.
306 Apparate when you take (101).
308 Yucky!
309 Don't cross the line. See (327), instead.
310 E, E, SE, N, E from the castle entrance.
311 E, E, SE from the forge.
312 U, N from the chimney.
313 Plays no part in the game, because Aspinall forgot it.
314 Forget the dial. See (281).
315 Several items protect you in combat by absorbing your opponent's blows. See (329).
316 Drop in (187).
317 A very effective weapon. See (326) to carry it.
318 Very literal. See (311).
319 North of the lake or, North then NE from the pothole.
320 D, E, S, S from the east end of the great hall.
321 Coming soon.
322 Leave treasures here.
323 When creatures or people are killed in combat, they may return as ghosts and attack again. Killing ghosts is futile, so run away if you can. To avoid creating ghosts, see (337).
324 Above the fire. See (335).
RED MOON CLUES

327 Rub it out.
328 Wear (70) first.
329 Ring, Shield, & Chain Mail.
330 N, E, N from the pot hole.
331 Not in this game.
332 Shrink. See (353).
333 Nothing special.
334 Open the safe. See (316).
335 Extinguish it; see (243); then tackle the grill.
336 W, S from the straw-filled room.
337 Avoid fights, if possible, and see (358).
338 N, E, NW, W from the mound.
339 Unlocks the gate.
340 Buy everything. See (351).
341 Electrified. See (357).
342 In the lake. See (356).
343 You can't use magik if any iron object is nearby on the ground, carried, or worn.
344 Try a gruesome adventure.
345 N, E, U, U, N from the mound.
346 East of flashing lights.
347 Its hit points, etc., are set equal to yours on entry. See (354).
348 Wear it to protect your skin from (39).
349 Put (75) in (81) and turn.
350 D, SE, E, W from the pot hole.
351 Give Nezzon three objects. See (359).
352 My hero.
353 Eat (104).
354 You can bias the odds by using (104), (114), and (120) properly.
355 Axe, Dagger, Sword, Magik.
356 Drain it. See (349).
357 Wear (144).
358 Dispose of things properly (no brute force).
359 As useless as possible.

360 Appears when you enter the room of mirrors. See (347).
361 Don't attack every creature you meet; their ghosts may return to fight again! Equip yourself for combat with armour (317) and weapons (355). If you want to fight with magik, don't carry anything made of iron. Sometimes, you can retreat. Use (114) if you're badly injured.
362 W, SW, N from the circular lamp filled room.
363 North of the beautiful room; South of the crypt.
364 W and NW from the mound.
365 D, E, NE from the windy store room.
366 In the sanctum of alchemy. See (340).
367 Remove it with (46).
368 West of the straw-filled room.
369 Mostly harmless.
370 From the east end of the great hall: D, E, S, S, E, S, S, D.
371 South of the stairway or NW of the great hall.
372 Behind the tapestry.
373 West of the mound.
374 Scenic.
375 Tackle your reflection. See (360).
376 Uncomfortable iron armour. Wear (90) first.
377 Kills any one creature permanently (no ghost).
378 A musical.
379 See (326) and (76).
380 Magik doesn't work in a room of mirrors—see (343). Spells require energy from the casters body. So you lose 1 hit point every time you try to cast a spell (whether or not it works). Each spell is associated with an object and only works if you have that object. For example, if you want to CAST ESCAPE, you need the ducimer. Examine the lamp (86) for details.
381 Wear for protection against heat. See (135).
382 D, E, S from the east end of the great hall.
383 N, W, N, N, E from the straw room.
384 Grows a bridge. See (395).
385 Grow a beanstalk. See (59).
386 Kill the dog. See (405).
387 Drink it. See (407).
388 Normally, this returns you to the grassy mound. See (406).
389 Drop for a rare Extinguisher spell.
390 Explains how to deal with (102).
391 Insert the pills. See (399).
392 Impossibly hostile. Just about the only creature you can't avoid fighting.
393 Examine it.
394 Drop it in the lake.
395 Drop it beside the chasm and see (409).
396 Play the ducimer.
397 Extinguish them. Drop (25).
398 Read it. See (390).
399 Give the meal to (52).
400 Read it when you've taken (21) to the right place. See (390).
401 CAST ESCAPE while holding the ducimer. See (388).
402 Drop it inside for (71).
403 East from the circular lamp filled room.
404 Take the acorn. See (395).
405 Poison the meat. See (391).
406 CAST ESCAPE on the mound to return to the last place you used it. Use it to ferry items to and from places deep in the caves.
407 Restores hit points to their starting values.
408 Pills. See (111).
409 Read the scroll.
410 Every other thing in (422).
411 Open the chest. See (420).
412 Akali. See (119).
413 Magnetic. See (423).
414 SE of the crypt.
415 W, SW, N from the Turkish bath.
416 Give Xizz a treasure. See (425).
417 W, W, SW, NW from the chasm.
418 N, E from the kennel.
419 Dust East of the mound.
420 Wear the gas mask.
421 Roughly NE of where you start, beyond the metal gate or North of the lake.
422 Silver Bars, Black Ball, Book, Box, Brooch, Cloak, Iron Coins, Crucifix, Crown, Ductimer, Medallion, Mermaid, Necklaces, Opal, Pearl, Diamond, Emerald.
423 Wave it in (208).
424 Stretch the waders.
425 (30) is best, because you can get it back easily.
426 Take the Red Moon crystal to the ruined stone house.
427 North of the river tunnel.
428 Use to move the grill.
429 Play it, see (152); use it for Magik, see (10).
430 N, NW from the bone room.
431 Drain the lake. See (36), then (349).
432 The crucifix comes in handy. See (441).
433 Wear it when handmade (35). See (445).
434 Provides light, as long as you stay inside.
435 Accept his offer.
436 W, SW, N, W from the Turkish bath.
437 West of the dark junction.
438 Up and due North from the stained room.
439 South of the pot hole.
440 Dust North of the beautiful room.
441 Bring the glowing sphere.
442 South to the stone house, take everything, and go back to the mound. See (450).
443 In the box. Take care.
444 A weapon. Also needed for the Zap spell.
445 To survive underwater, you need (64), (67), and (139).
446 Say OLLABIN.
RED MOON CLUES

447 Beyond the cave lake: SE, D, W, S from the beautiful room.
448 Inside the bottle.
449 Capture the wind.
450 To the lake: E, E, S, E, N, N and search the bushes. See (458).
451 Fight (59) and extinguish (62).
452 Inside the marble tower, leading down to the maze.
453 D, E, SE from the windy store room.
454 N, E, W from the stone kennel.
455 Wave (82).
456 Bribe the giant.
457 Bribe Mandana.
458 Insert the handle and turn it. See (488).
459 Wave it to create a great wind. See (471).
460 In the sarcophagus.
461 Very literal. See (311).
462 Throw it to extinguish the dragons' fire.
463 East of the metal room.
464 Play it for (32) and use as a focus for the Escape spell.
465 Try the fan. See (459).
466 SW from the treasure vault.
467 In the blocked well. Use (82) to get them.
468 North onto the drained lake and open the oyster, N and SW to the metal gate and open it with the key. Now you have access to the whole castle. Good luck!
469 To survive underwater, see (12). Or, take the bottle and see (470).
470 Fill with water for Kelf.
471 Wave to defeat the dragons.
472 Keep clear, if you have the emerald.
473 Fill the bottle with water and give it to him.
474 SE, SW from the base of the staircase.
475 Take to the ruined stone house in order to win.
476 Say OBIS to open it.

477 From the windy store room, go Down and due South.
478 All over the place.
479 In the chimney, beyond the gift.
480 Absorb hostile blows.
481 See (369).
482 SE, E, S, D from the circular lamplight room.
483 Quite big. See (1).
484 East of the flashing lights and guarded by dragons. You need (51).
485 Say HUMAIKAAAT to enter.
486 Below the stairway.
487 E, SE, N from the forge.
488 South of the vast circular lamplight room.
489 From the pothole: D, SE, then continue Down.

PRICE OF MAGIK CLUES

Listed alphabetically below are most of the objects, creatures, people, and locations in Price of Magik.

To find out about an entry in the list, look up the bracketed numbers next to the entry. Keep looking up the numbered answers until you have all the information you need about an entry. These clues are designed so you get only a small bit of information at a time, without giving away too much of the game.

Example: Altars: details (345). Look up entry 345, and you'll see For the one with the Red Moon, see (125), and for the one with the Talisman, see (154). Look up 125 and...well, you take it from there!

A few "red herrings" have been mixed in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading.

General
01 Getting started (574).
02 Age (464).
03 Combat (504).
04 Defeating Myglar (530).
05 Magik (423).
06 OOPS (576).
07 Orders to Creatures (533).
08 Sanity/Scoring (552).
09 Stamina/Health (526).
10 Seeing in the Dark (264).
11 Travel (503).
12 Winning (566).
20 Bandages: where (363); details (325).
29 Bat: where (450); details (536).
30 Bell: where (183); details (450).
31 Black Ball: where (342); details (449).
32 Blade of Sword: where (460); details (278).
33 Blue Box: where (261); details (269).
34 Bloodworm: where (230); details (301).
35 Boot: where (208); details (584).
36 Bonus: where (194); details (390).
37 Books: where (209); details (377).
38 Broom: where (279); details (326).
39 Cage: where (180); details (277).
40 Candle: where (249); details (354).
41 Chair: where (250); details (483).
42 Cherub: where (201); details (262).
43 Chests: where (187); details (371).
44 Chute: where (292); details (442).
45 Claw: where (546); details (335).
46 Claymore: where (356); details (610).
47 Clock: where (190); details (475).
48 Clever Hool: where (57); details (537).
49 Cross: where (203); details (260).
50 Crowbar: where (247); details (325).
51 Crystal Ball: where (342); details (323).

Objects, Creatures, & People
020 Altars: details (345).
021 Angel: where (228); details (442).
022 Ant Army: where (226); details (381).
023 Ashes: where (364); details (266).
024 Axe: where (425); details (302).
026 Balloons: details (576).
028 Ballon: where (430); details (422).
027 Bag: where (244); details (293).
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<thead>
<tr>
<th>52</th>
<th>Curtain: where (189); details (350).</th>
</tr>
</thead>
<tbody>
<tr>
<td>53</td>
<td>Dark Spawn: where (554); details (508).</td>
</tr>
<tr>
<td>54</td>
<td>Dead Idol: where (263); details (427).</td>
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<td>55</td>
<td>Demon: where (250); details (483).</td>
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<td>56</td>
<td>Desk: where (240); details (293).</td>
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<td>57</td>
<td>Devils: where (317); details (442).</td>
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<td>58</td>
<td>Diamond: where (127); details (443).</td>
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<tr>
<td>59</td>
<td>Doors: details (404).</td>
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<td>60</td>
<td>Doppelganger: where (226); details (537).</td>
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<td>61</td>
<td>Extoplasm: where (430); details (303).</td>
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<tr>
<td>62</td>
<td>Elder Gods: where (203); details (289).</td>
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<td>63</td>
<td>Elves: where (151); details (537).</td>
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<tr>
<td>64</td>
<td>Eyesight: where (203); details (264).</td>
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<tr>
<td>65</td>
<td>Eyes: where (284); details (264).</td>
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<td>66</td>
<td>Fields: where (205); details (291).</td>
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<td>67</td>
<td>Ferryman: where (208); details (584).</td>
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<td>68</td>
<td>Fish: where (507); details (595).</td>
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<td>69</td>
<td>Front Door: where (281); details (439).</td>
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<tr>
<td>70</td>
<td>Garbage: where (214); details (333).</td>
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<td>71</td>
<td>Gateway: where (377); details (354).</td>
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<tr>
<td>72</td>
<td>Ghost: where (328); details (372).</td>
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<td>73</td>
<td>Ghosts of Things: where (336); details (428).</td>
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<tr>
<td>74</td>
<td>Ghost: where (268); details (444).</td>
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<td>75</td>
<td>Giant Creatures: details (286).</td>
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<td>76</td>
<td>Gnome: where (199); details (341).</td>
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<td>77</td>
<td>Gold: where (27); details (447).</td>
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<td>78</td>
<td>Gollem: where (429); details (480).</td>
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<td>79</td>
<td>Grandmother Clock: where (193); details (475).</td>
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<td>80</td>
<td>Grendelin: where (462); details (483).</td>
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<td>81</td>
<td>Grimoire: where (209); details (302).</td>
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<td>82</td>
<td>Hawkmoth: where (430); details (442).</td>
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<td>83</td>
<td>Hilt of Sword: where (457); details (534).</td>
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<td>84</td>
<td>Hobbit: where (402); details (419).</td>
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<td>85</td>
<td>Hoop (Cowman): where (57); details (442).</td>
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<td>86</td>
<td>Horror: where (287); details (314).</td>
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<td>87</td>
<td>Idol: where (263); details (427).</td>
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<td>88</td>
<td>Imp: where (317); details (341).</td>
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<td>89</td>
<td>Inscription: where (469); details (467).</td>
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<td>90</td>
<td>Knife: where (153); details (610).</td>
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<td>91</td>
<td>Knocker: where (196); details (467).</td>
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<td>92</td>
<td>Knuckledbone: where (312); details (590).</td>
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<td>93</td>
<td>Kobold: where (317); details (341).</td>
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<td>94</td>
<td>Lake: where (221); details (204).</td>
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<td>95</td>
<td>Lever: where (460); details (278).</td>
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<td>96</td>
<td>Lounge: where (289); details (413).</td>
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<td>97</td>
<td>Mail: where (469); details (210).</td>
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<td>98</td>
<td>Magik Words: details (441).</td>
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<td>99</td>
<td>Mandrake: where (203); details (269).</td>
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<td>100</td>
<td>Militant: where (250); details (340).</td>
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<td>101</td>
<td>Mirror: details (373).</td>
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<td>102</td>
<td>Monkey: where (351); details (331).</td>
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<td>103</td>
<td>Moon: where (283); details (347).</td>
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<td>104</td>
<td>Moonbeast: where (214); details (403).</td>
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<td>105</td>
<td>Moth: where (430); details (442).</td>
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<td>106</td>
<td>Mummy: where (210); details (316).</td>
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<td>107</td>
<td>Mygalar: where (216); details (615).</td>
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<td>108</td>
<td>Nameless Horror: where (287); details (314).</td>
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<td>109</td>
<td>Nasty Something: where (174); details (395).</td>
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<td>110</td>
<td>Night Mare: where (402); details (483).</td>
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<td>111</td>
<td>Oak Panels: where (218); details (346).</td>
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<td>112</td>
<td>Ogre: where (430); details (421).</td>
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<td>113</td>
<td>Olfam: where (260); details (431).</td>
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<td>114</td>
<td>Parolament: where (68); details (467).</td>
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<td>115</td>
<td>Pendulum: where (47); details (307).</td>
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<td>116</td>
<td>Pictures: details (510).</td>
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<td>117</td>
<td>Pilfer: where (221); details (435).</td>
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<td>118</td>
<td>Plate Armour: where (471); details (290).</td>
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<td>119</td>
<td>Plaque: where (305); details (559).</td>
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<td>120</td>
<td>Poltergeist: where (462); details (442).</td>
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<td>121</td>
<td>Portrait: where (305); details (513).</td>
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<td>122</td>
<td>Postcard: where (394); details (377).</td>
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<td>123</td>
<td>Prism: where (229); details (458).</td>
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<td>124</td>
<td>Rainbow: where (430); details (393).</td>
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<td>125</td>
<td>Red Moon: where (283); details (347).</td>
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<td>126</td>
<td>Riddle: where (308); details (561).</td>
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<td>127</td>
<td>Ring: where (92); details (312).</td>
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<td>128</td>
<td>Robes: where (183); details (448).</td>
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<td>129</td>
<td>Rope: where (217); details (384).</td>
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<td>130</td>
<td>Salt: where (371); details (309).</td>
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<td>131</td>
<td>Sarcophagus: where (210); details (325).</td>
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<td>132</td>
<td>Scissors: where (493); details (447).</td>
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<td>133</td>
<td>Screech: where (153); details (472).</td>
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<td>134</td>
<td>Secret Dooms: where (397); details (482).</td>
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<td>135</td>
<td>Shield: where (129); details (461).</td>
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<td>136</td>
<td>Shovel: where (290); details (469).</td>
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<td>137</td>
<td>Silver Mail: where (469); details (310).</td>
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<td>138</td>
<td>Skeletron: where (511); details (348).</td>
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<td>139</td>
<td>Skull: where (312); details (330).</td>
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<td>140</td>
<td>Slug: where (365); details (392).</td>
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<td>141</td>
<td>Snow: where (188); details (432).</td>
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<tr>
<td>142</td>
<td>Something Nasty: where (174); details (349).</td>
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<tr>
<td>143</td>
<td>Spawn (Dark): where (554); details (506).</td>
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<td>144</td>
<td>Spectre: where (480); details (500).</td>
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<td>145</td>
<td>Spider: where (186); details (383).</td>
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<td>146</td>
<td>Staff: where (271); details (338).</td>
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<td>147</td>
<td>Standing Stones: where (241); details (320).</td>
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<td>148</td>
<td>Statue: where (410); details (382).</td>
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<td>149</td>
<td>Stone Fish: where (400); details (393).</td>
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<tr>
<td>150</td>
<td>Sugar: where (395); details (318).</td>
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<tr>
<td>151</td>
<td>Sword: details (401).</td>
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<tr>
<td>152</td>
<td>Sylph: where (317); details (393).</td>
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<tr>
<td>153</td>
<td>Table: where (219); details (293).</td>
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<td>154</td>
<td>Talisman: where (391); details (362).</td>
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<td>155</td>
<td>Tapesty: where (306); details (478).</td>
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<td>156</td>
<td>Territorial: where (432); details (509).</td>
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<td>157</td>
<td>Torch: where (433); details (502).</td>
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<td>158</td>
<td>Trumpet: where (294); details (452).</td>
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<td>159</td>
<td>Valonien: where (233); details (313).</td>
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<tr>
<td>160</td>
<td>Vampire Bat: where (450); details (536).</td>
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<tr>
<td>161</td>
<td>Veil: where (420); details (386).</td>
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<td>162</td>
<td>Vine: where (169); details (271).</td>
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<tr>
<td>163</td>
<td>Wardrobe: where (315); details (293).</td>
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<tr>
<td>164</td>
<td>Wargame: where (243); details (478).</td>
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<tr>
<td>165</td>
<td>Water: where (457); details (592).</td>
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<tr>
<td>166</td>
<td>Web: where (247); details (333).</td>
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<td>167</td>
<td>Weight: where (391); details (357).</td>
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<td>168</td>
<td>Worrwolf: where (192); details (560).</td>
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<tr>
<td>169</td>
<td>Worg: where (317); details (360).</td>
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<tr>
<td>170</td>
<td>Wheel: where (578); details (329).</td>
</tr>
<tr>
<td>171</td>
<td>Wight: where (202); details (444).</td>
</tr>
<tr>
<td>172</td>
<td>Wishing Well: where (483); details (474).</td>
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<tr>
<td>173</td>
<td>Wolvesbane: where (234); details (564).</td>
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<tr>
<td>174</td>
<td>Woodpile: where (249); details (296).</td>
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<td>175</td>
<td>Wurr: where (223); details (301).</td>
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<tr>
<td>176</td>
<td>Werewolf: where (231); details (318).</td>
</tr>
<tr>
<td>177</td>
<td>Zombi: where (272); details (318).</td>
</tr>
</tbody>
</table>

**Locations**

<p>| 180 | Atlas: details (345). |
| 181 | Arch-Roofed Corridor: where (405); details (433). |
| 182 | Attic: where (438); details (389). |
| 183 | Bell: where (355); details (597). |
| 184 | Bone Room: where (516); details (321). |
| 185 | Bosky Acres: where (483); details (275). |</p>
<table>
<thead>
<tr>
<th>324</th>
<th>At every one-way exit.</th>
<th>325</th>
<th>Its puzzle was left out during programming.</th>
</tr>
</thead>
<tbody>
<tr>
<td>326</td>
<td>For the FLY spell. See (527).</td>
<td>327</td>
<td>SE, NE from the hall of statues.</td>
</tr>
<tr>
<td>328</td>
<td>Appears when you touch the plate armour.</td>
<td>329</td>
<td>For the DED spell. See (511).</td>
</tr>
<tr>
<td>330</td>
<td>Liverpool.</td>
<td>331</td>
<td>Take it to the cold store. See also (25).</td>
</tr>
<tr>
<td>332</td>
<td>For the CAN spell. See (520).</td>
<td>333</td>
<td>Tell it the answer. See (126).</td>
</tr>
<tr>
<td>334</td>
<td>You can't reach it from beneath. See (151).</td>
<td>335</td>
<td>For SAN spell. See (517).</td>
</tr>
<tr>
<td>336</td>
<td>If you kill anything, its ghost can come back. See (514).</td>
<td>337</td>
<td>E, SW, W, SW from the landing stage.</td>
</tr>
<tr>
<td>338</td>
<td>Socialists who mean it.</td>
<td>339</td>
<td>In a cold place. See (102).</td>
</tr>
<tr>
<td>340</td>
<td>Not in the game.</td>
<td>341</td>
<td>For the SPY spell. See (320).</td>
</tr>
<tr>
<td>342</td>
<td>Gives any spell focus. See (5).</td>
<td>343</td>
<td>For the one with the Red Moon, see (125).</td>
</tr>
<tr>
<td>344</td>
<td>For the one with the talisman, see (154).</td>
<td>345</td>
<td>There's a secret room in one room. See (357).</td>
</tr>
<tr>
<td>346</td>
<td>Touch it to become young. twice. See (360).</td>
<td>347</td>
<td>Kill it, using magic (if you want the shield).</td>
</tr>
<tr>
<td>348</td>
<td>Originally a gnomer. Exam ine it for a bonus.</td>
<td>349</td>
<td>Cut it with any weapon.</td>
</tr>
<tr>
<td>350</td>
<td>Go through the glowing gateway.</td>
<td>351</td>
<td>Rub it to travel to and from somewhere. See (221).</td>
</tr>
<tr>
<td>352</td>
<td>Wear them to walk on the lake.</td>
<td>353</td>
<td>Blow it out quickly. Then see (343).</td>
</tr>
<tr>
<td>354</td>
<td>NW, SW from the library.</td>
<td>355</td>
<td>Up from the north tower.</td>
</tr>
<tr>
<td>356</td>
<td>Push the panels. See (370) for the right room.</td>
<td>357</td>
<td>NEast of the entrance hall.</td>
</tr>
<tr>
<td>358</td>
<td>W, D, NW, W from the winding corridor.</td>
<td>359</td>
<td>CAST FLY on it to see what's beneath.</td>
</tr>
<tr>
<td>360</td>
<td>Read the riddle. The answer is the third word of (600).</td>
<td>361</td>
<td>Beside the front door.</td>
</tr>
<tr>
<td>362</td>
<td>From the woodpile. See (296).</td>
<td>363</td>
<td>Somewhere else.</td>
</tr>
<tr>
<td>364</td>
<td>SE, N from the priest hole.</td>
<td>365</td>
<td>Northwest of the entrance hall.</td>
</tr>
<tr>
<td>366</td>
<td>CAST FLY on the weight before doing anything else.</td>
<td>367</td>
<td>CAST FLY on the weight before doing anything else.</td>
</tr>
<tr>
<td>368</td>
<td>Wear it to breathe underwater.</td>
<td>369</td>
<td>Rub the talisman.</td>
</tr>
<tr>
<td>370</td>
<td>S, SE from the misty corridor.</td>
<td>371</td>
<td>Open the right chest and look in. See (385).</td>
</tr>
<tr>
<td>372</td>
<td>Cast the mirror in the attic with (58) to make the little one. Use this for (458).</td>
<td>373</td>
<td>Cut everything.</td>
</tr>
<tr>
<td>374</td>
<td>Northwest of the roof garden.</td>
<td>375</td>
<td>D, D, S from the slime slide. Beyond the slug.</td>
</tr>
<tr>
<td>376</td>
<td>South of the ice room.</td>
<td>377</td>
<td>Rub the lamp.</td>
</tr>
<tr>
<td>378</td>
<td>West of the front door.</td>
<td>379</td>
<td>Scare them off. See (398).</td>
</tr>
<tr>
<td>380</td>
<td>Pretty useless. See (400).</td>
<td>381</td>
<td>Cut the (166) with a weapon.</td>
</tr>
<tr>
<td>382</td>
<td>Pull it, if you like.</td>
<td>383</td>
<td>CAST DOW at each turn. See also (396) and (458).</td>
</tr>
<tr>
<td>384</td>
<td>CAST FIN at it.</td>
<td>385</td>
<td>CAST DOW at each turn. See also (396) and (458).</td>
</tr>
<tr>
<td>386</td>
<td>Held by the statue. Use magik to get it. See (400).</td>
<td>387</td>
<td>N. N. W. W. W. from the glowing gateway.</td>
</tr>
<tr>
<td>388</td>
<td>A quick way of getting around.</td>
<td>389</td>
<td>There's something behind the mirror. See (373). To see in the dark, see (294).</td>
</tr>
<tr>
<td>390</td>
<td>Bury it in the herb garden. You need (196).</td>
<td>391</td>
<td>SW and S from the spherical junction. See (367).</td>
</tr>
<tr>
<td>392</td>
<td>Throw salt at it.</td>
<td>393</td>
<td>Pretty, but totally useless.</td>
</tr>
<tr>
<td>394</td>
<td>Just inside the front door.</td>
<td>395</td>
<td>Every where.</td>
</tr>
<tr>
<td>396</td>
<td>For example, CAST DOW AT RED CHEST. See also (95).</td>
<td>397</td>
<td>In (216) and (240). CAST SEE.</td>
</tr>
<tr>
<td>398</td>
<td>CAST IBM at them.</td>
<td>399</td>
<td>In, N, NW, N, SE from the portico. See (22).</td>
</tr>
<tr>
<td>400</td>
<td>See (119), then give the mail to the statue. Then, look at the statue and see (411).</td>
<td>401</td>
<td>Stuck through the ceiling. See (414).</td>
</tr>
<tr>
<td>402</td>
<td>Excellent books and lesser games.</td>
<td>403</td>
<td>Frighteningly horrible. Hence, see (413).</td>
</tr>
<tr>
<td>404</td>
<td>The interesting ones are (196) and in (242). For secret doors, see (134).</td>
<td>405</td>
<td>SW from the oak-panelled corridor.</td>
</tr>
<tr>
<td>406</td>
<td>SW, N, NW, S from the rock-walled room.</td>
<td>407</td>
<td>Northeast from the spherical junction.</td>
</tr>
<tr>
<td>408</td>
<td>N, NW from the collapsing junction.</td>
<td>409</td>
<td>To bury things. See (72).</td>
</tr>
<tr>
<td>410</td>
<td>Down from the slime slide, past the slug.</td>
<td>411</td>
<td>CAST FIN at it.</td>
</tr>
<tr>
<td>412</td>
<td>SW, SE from the attic.</td>
<td>413</td>
<td>It doesn't like others of its kind. See (419).</td>
</tr>
<tr>
<td>414</td>
<td>Find the blade above the hill. See (216). Then see (278) to free it.</td>
<td>415</td>
<td>Skillful and infected with bugs.</td>
</tr>
</tbody>
</table>

**PRICE OF MAGIK CLUES**

<table>
<thead>
<tr>
<th>416</th>
<th>SW, W, D, E, SE from the attic.</th>
</tr>
</thead>
<tbody>
<tr>
<td>417</td>
<td>Beyond the mirror. See (373).</td>
</tr>
<tr>
<td>418</td>
<td>South of the rock-walled room.</td>
</tr>
<tr>
<td>419</td>
<td>Wave a mirror at it.</td>
</tr>
<tr>
<td>420</td>
<td>Southeast of the roof garden.</td>
</tr>
<tr>
<td>421</td>
<td>Examine everything, and see corresponding hints.</td>
</tr>
<tr>
<td>422</td>
<td>A Red Moon gnomick.</td>
</tr>
<tr>
<td>423</td>
<td>See (436) for details. To use magik, see (133). For a complete list of spells, see (441).</td>
</tr>
<tr>
<td>424</td>
<td>In the sarcophagus.</td>
</tr>
<tr>
<td>425</td>
<td>South of the red room. Be careful, see (434).</td>
</tr>
<tr>
<td>426</td>
<td>Ring it to summon the nameless hero.</td>
</tr>
<tr>
<td>427</td>
<td>Involved in the trickiest puzzle. See (531).</td>
</tr>
<tr>
<td>428</td>
<td>It's your own fault for killing things.</td>
</tr>
<tr>
<td>429</td>
<td>West from the winding corridor.</td>
</tr>
<tr>
<td>430</td>
<td>South of the repository. See (341).</td>
</tr>
<tr>
<td>431</td>
<td>A famine-fighting charity.</td>
</tr>
<tr>
<td>432</td>
<td>All over the place.</td>
</tr>
<tr>
<td>433</td>
<td>Search it, once the (102) has gone.</td>
</tr>
<tr>
<td>434</td>
<td>Wear armour, or send someone else in first.</td>
</tr>
<tr>
<td>435</td>
<td>Go inside and head down.</td>
</tr>
<tr>
<td>436</td>
<td>To use a spell, you need to know its name (BBM, etc) and own the focus object (Blue Box, etc). There's a different focus for every spell. See (446) for details and (459) for an example.</td>
</tr>
<tr>
<td>437</td>
<td>In many places. See especially (84) and (245).</td>
</tr>
<tr>
<td>438</td>
<td>Up the vine, then West.</td>
</tr>
<tr>
<td>439</td>
<td>Examine it, open it, or knock on it.</td>
</tr>
<tr>
<td>440</td>
<td>Enough to freeze the whiskets off a thingamajig.</td>
</tr>
<tr>
<td>441</td>
<td>Named in the following clues: (260), (292), (268), (291), (299), (302), (307), (310), (313), (323), (326), (329), (335), (336), (343), (450), (455), (458).</td>
</tr>
<tr>
<td>442</td>
<td>You can't do anything about it.</td>
</tr>
</tbody>
</table>
553. See (206) to learn. Focus, see (66) and (291).
554. CAST BOM to weaken the picture that's North from the red room.
555. See (115) to learn. Focus, see (115) and (307).
556. NW. S. S. from the red room.
557. See (65) to learn. Focus, see (88) and (310).
558. CAST ESP; CAST HYP to control it. See (565).
559. See (33) to learn. Focus, see (33) and (299).
560. If hypnotized (338), can take the wheel.
561. See (69) to learn. Focus, see (51) and (323).
562. Just scenery.
563. See (164) to learn. Focus, see (24) and (302).
564. From the dark spawn. See (554).
565. See (199) to learn. Focus, see (41) and (332).
566. CAST ESP again; type IDOL, OPEN DOOR.
567. See (155) to learn. Focus, see (159) and (313).
568. The wolfsbane keeps the werewolf away.
569. See (20) to learn. Focus, see (170) and (329).
570. Parked next to the Volvo.
571. See (119) to learn. Focus, see (45) and (335).
572. Wake the cherub using the spell in (452).
573. See (220) to learn. Focus, see (38) and (326).
574. Look at the door and vines. Eventually, you'll climb the vine and enter the attic, but first, West to the woods.
575. See (79) to learn. Focus, see (158) and (452).
576. ODPS is just like the UNDO command.
577. See (69) to learn. Focus, see (146) and (338).
578. In the misty corridor. To take it, see (29).
579. See (114) to learn. Focus, see (101) and (458).
580. Each spell is associated with an object (its focus) and only works if you have that object. For example, if you want to CAST FLY, you need the broom. See also (568).
581. See (148) to learn. Focus, see (40) and (343).
582. Examine everything. Then the nasty, light the wood; extinguish the candle before it burns away. Take everything; go West. See (592).
583. See (123) to learn. Focus, see (123) and (455).
584. Give any object to the ferryman, then hop in. See (591).
585. See (153) to learn. Focus, see (61) and (282).
586. Find all the focus objects and learn all the magik spells. Use them. Then take the Mylar (515) and cancel his magik.
587. See (227) to learn. Focus, see (49) and (280).
588. Each spell cast makes you a year older.
589. See (191) to learn. Focus, see (48) and (449).
590. Take everything from the garden. Now EXAMINE ALL and you're on your own.
591. The boat passes above an underwater plaque. Try to read the plaque. See (599).
592. See (207) and (245).
593. Dispose of the moon beast – see (405). Then tell the gargoyle the answer to the riddle.
594. North of the ferry.
595. Become this, while in the boat. See (591).
596. S, S from the distorted jungle.
597. Take the bat. See (29).
598. N, N, W, S from the river tunnel.
599. See (68). Then, read plaque to learn about the SAN spell.
600. Flying helps.
601. S, NW, SW from the oak-panelled corridor.
602. SE, SW from the pentagonal room.
603. Cast the fear spell.
604. In, D, D, S, W, N from the pier.
605. Go there to learn a spell.
606. Pulling the rope is a way to summon the horror.
607. Using the spell in (452), waken the picture in the cock-walleted room.
608. SW, SE, N from the pentagonal room.
609. Use the ZEN spell. See (570).
610. A weapon.