

GNOME RANGER CLUES

This clue sheet starts with lists of things from each part of Gnome Ranger: first general hints, objects, people and places from part 1 and then the same lists for parts 2 and 3.

Look down the appropriate list to find what you want to know about, then look up the bracketed gnumbers after it to find the answers. When words in the answers have capital letters, this means that they can be looked up in turn.

General Hints for Part 1

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|----------|--|----------|--|
| 1 | Beginning the game: details (529). | 5 | Game background: see (646). |
| 2 | Finding things: details (550). | 6 | Going Places: details (569). |
| 3 | Finishing part 1: details (605). | 7 | Ordering people about: details (654). |
| 4 | Ingrid in Wonderland; a multiple-choice game book (441). | 8 | Scoring for Part 1: details (576). |
| | | 9 | Versions of Gnome Ranger: details (479). |

Objects in Part 1

- | | | | |
|-----------|---|-----------|--|
| 10 | Armour: where (130), details (491). | 40 | Grindstone: where (136), details (627). |
| 11 | Bag of Tricks: where (233), details (507). | 41 | Hair: where (15), details (442). |
| 12 | Backpack: where (130), details (409). | 42 | Kennel: where (116), details (551). |
| 13 | Bell: where (85), details (432). | 43 | Keys: where (130), details (491). |
| 14 | Bottle: where (240), details (606). | 44 | Lamp: where (130), details (491). |
| 15 | Brambles: where (407), details (502). | 45 | Letter: where (24), details (458). |
| 16 | Bridle: where (61), details (483). | 46 | Loaf of Bread: where (240), details (579). |
| 17 | Bunch of Keys: where (130), details (491). | 50 | Map: where (130), details (458). |
| 18 | Coin: where (59), details (539). | 51 | Mist: where (120), details (651). |
| 19 | Crock of Gold: where (60), details (492). | 52 | Necklace: where (130), details (530). |
| 20 | Door, Back of Cottage: where (508), details (619). | 53 | Needles: where (616), details (609). |
| 21 | Door, Front of Cottage: where (116), details (570). | 54 | Note: where (22), details (434). |
| 22 | Door of Shop: where (131), details (433). | 55 | Nugget: where (133), details (539). |
| 23 | Drawing Board: where (112), details (649). | 56 | Peg: where (42), details (557). |
| 24 | Envelope: where (81), details (540). | 57 | Pipes: where (101), details (658). |
| 25 | Feather: where (252), details (571). | 58 | Prints: where (59), details (454). |
| 26 | Fence: where (477), details (607). | 59 | Puddle: where (407), details (580). |
| 27 | Fingers: where (495), details (512). | 60 | Rainbow: where (404), details (692). |
| 28 | Flower: where (91), details (530). | 61 | Rock: where (773), details (483). |
| 29 | Food: where (130), details (505). | 62 | Rod: where (130), details (491). |
| 30 | Footprints: where (59), details (454). | 65 | Sandwich: where (130), details (491). |
| 31 | Fungus: where (133), details (521). | 66 | Shovel: where (130), details (717). |
| 35 | Gate: where (26), details (650). | 67 | Shutters: where (131), details (661). |
| 36 | Gnail: where (252), details (608). | 68 | Sign: where (420), details (434). |
| 37 | Gnecklace: where (130), details (530). | 69 | Sofa: where (112), details (509). |
| 38 | Gnote: where (22), details (434). | 70 | Statues; where (116), details (578). |
| 39 | Gnugget: where (133), details (539). | 71 | Wand: where (102), details (707). |
| | | 72 | Waterfall: where (478), details (661). |
| | | 73 | Whistle: where (84), details (657). |

Creatures and People in Part 1

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|-----------|--|-----------|--|
| 80 | Albatross: where (501), details (461). | 85 | Eagle: where (462), details (674). |
| 81 | Centaur: where (130), details (683). | 86 | Guinea Pig: where (514), details (577). |
| 82 | Chicks: where (118), details (410). | 87 | Gnymph: where (401), details (722). |
| 83 | Dog: where (119), details (551). | 88 | Grindleguts: where (690), details (610). |
| 84 | Dog Swarm: where (541), details (689). | 89 | Horse: where (240), details (704). |

- 90** Leprechaun: where (552), details (727).
- 91** Llama: where (111), details (542).
- 92** Nymph: where (401), details (722).
- 93** Orc: where (581), details (675).
- 94** Pixie: where (515), details (704).
- 95** Sloane: where (616), details (684).
- 96** Swarm of Dogs: where (541), details (689).
- 97** Troll: where (545), details (675).
- 100** Uncle Dusty: where (406), details (585).
- 101** Unicorn: where (435), details (708).
- 102** Witch: where (113), details (620).
- 103** Yuppie: where (112), details (497).

Places in Part 1

- 110** Brambles: where (407), details (502).
- 111** Cave: where (402), details (547).
- 112** City: where (545), details (553).
- 113** Cottage, inside: where (517), details (613).
- 114** Cottage, outside: where (116), details (693).
- 115** Forest: where (416), details (484).
- 116** Garden: where (421), details (679).
- 117** Gate: where (26), details (650).
- 118** Gnest: where (405), details (584).
- 119** Kennel: where (116), details (551).
- 120** Marsh: where (436), details (411).
- 121** Nest: where (405), details (584).
- 122** Parlour: where (113), details (676).
- 123** Pinnacle: where (444), details (584).
- 124** Rainbow: where (404), details (692).
- 125** River: where (498), details (554).
- 126** Road: where (463), details (583).
- 130** Shop, inside: where (433), details (546).
- 131** Shop, outside: where (485), details (433).
- 132** Stream: where (498), details (554).
- 133** Swamp: where (436), details (411).
- 134** Underwater: where (501), details (662).
- 135** Waterfall: where (478), details (661).
- 136** Windmill: where (406), details (560).
- 137** Woodland: where (416), details (484).

PART 2

General Hints for Part 2

- 140** Beginning part 2: details (615).
- 141** Finishing part 2: details (730).
- 142** Game background, part 2: see (726).
- 143** Ingredients: see (734).
- 144** Ordering people about: details (732).
- 145** Potions: details (700).
- 146** Scoring for Part 2: details (670).

Objects in Part 2

- 150** Air Bed: where (240), details (555).
- 151** Air Flower: where (586), details (712).
- 152** Air Plant: where (702), details (702).
- 153** Animate Potion: where (706), details (445).
- 154** Antidote: where (711), details (709).
- 155** Beanstalk: where (253), details (701).
- 156** Bed: where (244), details (409).
- 157** Books: where (250), details (413).
- 158** Bowl: where (249), details (412).
- 159** Bulb: where (249), details (437).
- 160** Bush, Elder: where (245), details (503).
- 161** Bush, Tea: where (245), details (591).
- 165** Cabbage: where (240), details (587).
- 166** Cave: where (167), details (731).
- 167** Cave Mouth: where (558), details (731).
- 168** Cheese: where (616), details (704).
- 169** Cherry Berry: where (252), details (704).
- 170** Clump of Mint: where (245), details (503).
- 171** Clump of Thistles: where (245), details (503).
- 172** Compost Heap: where (245), details (723).
- 173** Cup: where (249), details (412).
- 174** Elder Berry: where (175), details (143).
- 175** Elder Bush: where (245), details (503).
- 176** Fern Frond: where (248), details (503).
- 177** Fern Shoot: where (176), details (143).
- 178** Fertilizer: where (715), details (408).
- 179** Gooseberry: where (559), details (573).
- 180** Grot: where (240), details (464).
- 181** Gunge: where (425), details (486).
- 185** Heap of Compost: where (245), details (723).
- 186** Hedge: where (247), details (589).
- 187** Herb Tea: where (721), details (713).
- 188** Ladder: where (240), details (704).
- 189** Leylandii: where (417), details (704).
- 190** Mint Leaf: where (191), details (143).
- 191** Mint Clump: where (245), details (503).
- 195** Plant, Air: where (702), details (702).
- 196** Plant, Stinkwort: where (241), details (756).
- 197** Plants, details (741).
- 198** Pond: where (439), details (590).

- 199** Pot: where (249), details (669).
- 200** Potions: details (700).
- 201** Primrose: where (616), details (704).
- 202** Raspberry: where (545), details (703).
- 203** Rock: where (248), details (622).
- 204** Root: where (526), details (703).
- 205** Rowan Berry: where (210), details (143).
- 210** Rowan Sapling: where (245), details (503).
- 211** Saucer: where (249), details (412).
- 212** Seed: where (249), details (437).
- 213** Stinkwort Plant: where (241), details (756).
- 214** Stinkwort Shoot: where (213), details (143).
- 215** Stump: where (240), details (704).
- 216** Tea Bush: where (245), details (591).
- 217** Tea, Drink: where (721), details (713).
- 218** Tea Leaf: where (428), details (591).
- 219** Telelily, Blue: where (488), details (518).
- 220** Telelily, White: where (488), details (518).
- 221** Thistle Clump: where (245), details (503).
- 222** Thistle Flower: where (221), details (143).
- 225** Wall: where (439), details (561).
- 226** Weed: where (487), details (545).
- 227** Weedkiller: where (728), details (719).

Creatures and "People" in Part 2

- 230** Alchemist: where (446), details (668).
- 231** Beanstalk: where (253), details (701).
- 232** Blimp: where (616), details (525).
- 233** Caterpillar: where (243), details (704).
- 234** Cave: where (167), details (731).
- 235** Greenslave: where (468), details (759).
- 236** Treehouse: where (245), details (753).

Places in Part 2

- 240** Canal: where (501), details (592).
- 241** Cave: where (167), details (731).
- 242** Cliff: where (416), details (724).
- 243** Clifftop: where (618), details (662).
- 244** Cottage: where (524), details (746).
- 245** Garden: where (519), details (720).
- 246** Hedge: where (247), details (589).
- 247** Hillside: where (667), details (729).
- 248** Hilltop: where (447), details (622).
- 249** Kitchen: where (244), details (718).
- 250** Library: where (244), details (413).
- 251** Road: where (470), details (531).
- 252** Roof: where (501), details (661).
- 253** Wall: where (439), details (561).

PART 3

General Hints for Part 3

- 260** Beginning part 3: details (680).
- 261** Finishing the game: details (680).
- 262** Gems/Jewels: details (697).
- 263** Part 3 background: see (594).
- 264** People to order about: details (685).
- 265** Scoring: details (623).

Objects in Part 3

- 270** Amethyst: where (371), details (626).
- 271** Boulder: where (382), details (409).
- 272** Bridge: where (403), details (472).
- 273** Cairn: where (418), details (471).
- 274** Chalk: where (371), details (520).
- 275** Cloudstuff: where (357), details (448).
- 276** Cobblestone: where (382), details (409).
- 277** Dam: where (733), details (742).
- 278** Debris: where (373), details (758).
- 279** Diamond: where (357), details (665).
- 280** Egg: where (333), details (686).
- 281** Elgin Marbles: where (563), details (572).
- 282** Emerald: where (629), details (665).
- 283** Flint: where (382), details (409).
- 284** Flood: where (369), details (754).
- 285** Fossil: where (382), details (449).
- 290** Gate: where (519), details (680).
- 291** Gems: details (697).
- 292** Gold: where (371), details (595).
- 293** Gravel Heap: where (382), details (491).
- 294** Iceberg: where (744), details (750).
- 295** Icebridge: where (403), details (472).
- 296** Icechild: where (374), details (635).
- 297** Icefall: where (450), details (601).
- 298** Icefloe: where (632), details (687).
- 299** Ice Lolly: where (616), details (532).
- 300** Icing: where (564), details (704).
- 301** Jewels: details (697).
- 302** Log: where (278), details (633).
- 305** Millstone: where (359), details (627).
- 306** Pebble: where (382), details (409).
- 307** River: where (475), details (751).

- 308** Ruby: where (533), details (599).
- 309** Sack: where (290), details (451).
- 310** Sandstone: where (359), details (627).
- 311** Sapphire: where (368), details (665).
- 312** Signpost: where (366), details (434).

Creatures and People in Part 3

- 320** Fire Elemental: where (375), details (664).
- 321** Icechild: where (374), details (635).
- 322** Icejester: where (355), details (735).
- 323** Icepeople: where (355), details (735).
- 324** Icequeen: where (355), details (735).
- 325** Icewarrior: where (355), details (755).
- 326** Firefighter: where (354), details (743).
- 327** Fireguard: where (354), details (774).
- 328** Fireking: where (354), details (747).

Places in Part 3

- 350** Bank: where (768), details (768).
- 351** Bridge: where (403), details (472).
- 352** Bunker: where (501), details (662).
- 353** Cave Entrance: where (739), details (766).
- 354** Caves, Fire: where (422), details (770).
- 355** Caves, Ice: where (737), details (770).
- 356** Cliff: where (600), details (761).
- 357** Cloud 9: where (736), details (534).
- 358** Clouds: where (418), details (740).
- 359** Dunes: where (501), details (661).
- 360** Flood: where (369), details (754).
- 365** Garden: where (419), details (636).
- 366** Gate: where (519), details (680).
- 367** Glacier: where (602), details (661).
- 368** Iceberg: where (744), details (750).

- 313** Slate: where (382), details (491).
- 314** Snowshoes: where (341), details (760).
- 315** Topaz: where (371), details (626).
- 316** Tree-trunk: where (386), details (655).
- 317** Wall of Fire: where (616), details (664).

- 329** Firepeople: where (354), details (747).
- 330** Gate: where (519), details (680).
- 331** Gnome (Gnut Myjob): where (365), details (636).
- 332** Jack Frost: where (383), details (523).
- 333** Penguin: where (476), details (748).
- 334** Penguins: where (368), details (765).
- 340** Salamander: where (375), details (664).
- 341** Yeti: where (384), details (760).

- 369** Icecaves: where (737), details (770).
- 370** Lake: where (414), details (764).
- 371** Mine: where (616), details (704).
- 372** Mountain: where (566), details (762).
- 373** Outlet Canyon: where (770), details (769).
- 374** Prison: where (645), details (663).
- 375** River of Lava: where (501), details (704).
- 376** River of Water: where (475), details (751).
- 380** River Canyon: where (771), details (763).
- 381** Road: where (535), details (661).
- 382** Rock Garden: where (419), details (636).
- 383** Snowdrift: where (545), details (648).
- 384** Snowslopes: where (641), details (661).
- 385** Tundra: where (501), details (653).
- 386** Wood: where (423), details (456).

Answers

- 400** Behind the Waterfall.
- 401** Ingrid waited in the Forest for her. Then see (415).
- 402** At the gnorthwest corner of the Map. See (50).
- 403** Crossing the River, between Garden and Lake.
- 404** Only visible from just west of the Waterfall. See (430).
- 405** On the Pinnacle. To have got there, see (85).
- 406** Gnomebridge.
- 407** On the Road, gnorth of where Ingrid started.
- 408** When put on a plant, made it grow. See (216).
- 409** Of little use.
- 410** Gneeded teaching some manners, see (424).

- 411** Mist came down if Ingrid carried anything. See (429).
- 412** A container for water. See (452).
- 413** Ingrid read all the Books. See (145).
- 414** At the southeast corner. See (312).
- 415** Grateful for a present: (28) or (37). Then see (427).
- 416** At the gnortheast corner of the area.
- 417** In cluesheets like this one, see (426).
- 418** Atop the Mountain.
- 419** On the southern edge, guarded by Gnut Myjob (331).
- 420** Beside the Gate (35).
- 421** Beyond the Gate, in front of the Cottage.
- 422** Beyond the Entrance (353).
- 423** Beside the western end of the River.
- 424** So Ingrid hit them.
- 425** Created whenever a Potion was made wrong.

- 426** So I could be rude about them all over again.
- 427** After Ingrid spoke to her, she was glad to help.
- 428** Grew on its Bush, when this was revived. See (178).
- 429** So Ingrid dropped everything, or followed someone.
- 430** If Ingrid moved towards it, it moved too. See (473).
- 431** Gnome Ranger II launch date: April '88.
- 432** A present from the Eagle, rung to summon it to help.
- 433** Ingrid knocked on the Door, waited and followed the Centaur.
- 434** Gave a hint when read.
- 435** Roaming around, and very difficult to track. See (469).
- 436** At the eastern edge of the map. See (50).
- 437** Plant it in the Garden.
- 438** Wound round Ingrid's feet, until she cut it.
- 439** On the Hillside, beyond the Hedge.
- 440** Somewhere, over the Rainbow.
- 441** While Ingrid was exploring the warren, on page 13, a white rabbit rushed past in a great hurry. She followed, but slipped and fell.. See (453).
- 442** A hint to the identity of a magical creature, see (91). Could also be given to the Centaur in trade.
- 443** Burrowing beneath the Swamp.
- 444** West of the map. Ingrid reached the top by.. see (85).
- 445** Put on the Greenslave.
- 446** Only returned when Ingrid had made a cup of Tea.
- 447** Beyond the Hedge and Wall.
- 448** A soft material, ideal as padding. See (459).
- 449** Probably a trilobite. Ingrid was impressed.
- 450** Southwest, then gnorth, from Whitehall.
- 451** A useful container. See (465).
- 452** Used in the slow way of watering the (155).
- 453** Down, down, down she fell. Past the masons from Intercom, patiently carving the rock with blunt chisels. See (460).
- 454** Made by a magical creature, see (466).
- 455** Ate Clouds, see (358).
- 456** The Tree trunk, and replacement tree trunks, appeared here.
- 457** Very hungry, see (29).
- 458** Ingrid read it for information.
- 459** Could have helped the Yeti, see (314).
- 460** Bursting through cobwebs of electric tinsel, Ingrid's fall ended with a soggy squelch upon a heap of remaindered rubbish. See (467).
- 461** A bird of ill-omen, almost incapable of launching itself.
- 462** Flew between the Swamp and the Pinnacle, where it lived.
- 463** Ran gnorth from the Shop, but was blocked by the Cottage.
- 464** Unpleasant mixture, enjoyed by orcs. See (88).
- 465** Perhaps its contents might go unnoticed. See (480).
- 466** Like a horse, see (101).
- 467** Ingrid clutched at a cross labelled Adams but it came away in her hand, leaving her to slide helplessly into the vilest, deepest pit of all Adventuredom. See (474).
- 468** Plant the Seed in (245). Then, see (153).
- 469** Only creatures with a good sense of smell could follow it. See (84).
- 470** It ran gnorth-south across the area.
- 471** Proof that Ingrid was near home.
- 472** Walking south onto it always resulted in (298).
- 473** So she could gnot visit its end herself. See (489).
- 474** Ingrid gasped in horror as she realized her fate: she was trapped in a multiple-choice adventure book! See (482).
- 475** In [sic] ran east-west along the southern edge of the valley.
- 476** Beside the Lake.
- 477** Around the Cottage.
- 478** At the southeast corner of the area.
- 479** Gnome Ranger is available for Amiga disk, Amstrad CPC/PCW disk, IBM PC disk, MAC disk and ST disk (all at 14.95) and for Amstrad CPC tape, Apple II disk, Atari XL/XE disk and tape, Commodore 64 disk and tape, MSX tape and Spectrum tape (all at 9.95). Prices in pounds sterling, from Level 9. Please add 1 pound if outside the UK.
- 480** And be smuggled past the Fireguard. See (374).
- 481** If used in a Potion, made it poisonous.
- 482** What was Ingrid to do? Kill everything in sight (490), look around (500), complain to the author (506).
- 483** Ingrid gneeded help to get the Bridle. See (496).
- 484** Ingrid waited here and someone emerged from hiding.
- 485** Where Ingrid started.
- 486** Eat it to get rid of it. Yes, really. See (143).
- 487** In the wrong place.

- 488** Plant the Bulb in the (245).
- 489** She gneeded help to get the Gold. See (672).
- 490** Ingrid killed an earwig and seven worms, and scored 20 points. She felt she was really getting the hang of the genre and skipped ahead to (500).
- 491** Gnot over-useful.
- 492** Ingrid gave it to the Leprechaun.
- 493** Ingrid gave it to the Eagle.
- 494** Ingrid gave it to the Witch.
- 495** Sprouting, sausage-like, from Ingrid's hands.
- 496** She dropped everything and took the Rock, while someone else - e.g the (87) - was ordered to get the (16).
- 497** A mythical character, hunted by salesmen everywhere.
- 498** Trickling from the Waterfall to the Marsh.
- 499** A flower by any other gname.
- 500** Ingrid was beside a giant table in a round cave. As she watched, a white rabbit rushed across the floor and vanished through a miniature door. Ingrid munched a little cake labelled "eat me" (516), knocked on the door (511), or decided to become teetotal (522).
- 501** Gnot in this game.
- 502** Ingrid examined them to find something of interest.
- 503** A plant on which grew a potion ingredient. See (513).
- 504** Return it to the Eagle.
- 505** Can't afford much of this on what some publishers pay.
- 506** She argued angrily, until he played his trump card and threatened that, unless Ingrid shut up, he would sell her rights to Rose Estes. See (500).
- 507** It could be opened to trap people inside.
- 508** Gnortheast, gnorthwest from the Garden.
- 509** So good.
- 510** Glowed in the dark (a gnot over-useful property). Could be given to the Centaur, in trade.
- 511** The rabbit reappeared, grabbed the cake, ate it in a totally unexpected fashion and retreated again. Ingrid was unable to make any progress without the cake, so she had to cheat and turn back to (500).
- 512** Snap them to summon the Leprechaun, once "recruited".
- 513** Its ingredient regrew when a Potion was destroyed.
- 514** Gnettlefield Farm.
- 515** Tourist gift shops.
- 516** Despite a strange feeling of deja vu, Ingrid daintily popped the cake into her mouth and chewed. Talk about putting on weight! Ingrid grew with incredible speed, sat heavily on the table and squashed it. See (528).
- 517** Through the Back Door (20).
- 518** One of a pair of magical plants. See (527).
- 519** Where Ingrid began.
- 520** Ingrid used it to write on the Blackboard.
- 521** Contact Boggit Offices, The Boggit, Southampton. Oops! Wrong Fungus. See (510) for the right one.
- 522** Ingrid blamed the whole affair on the sixteen jugs of Farthington's best which she and Isfrunt had shared at the Orc's Head last gnight. She would gnever drink again, but that little cake looked tempting. See (516).
- 523** Mythical character, whose window decorations were being banished by central heating and fake diamond leading.
- 524** At the south of the area.
- 525** Tied to heavy things to lift them. See (281).
- 526** Dig to find them.
- 527** Ingrid tried putting something in one of them. See (538).
- 528** Ingrid was gnaw far, far too big for the tiny door. But, looking around at the wrecked table, she gnoticed a little bottle labelled "Drink me". Ingrid was unimpressed (537), burst into tears (543), or drank the bottle (575).
- 529** Ingrid knocked on the Door and followed the Centaur inside. See (536).
- 530** Quite pretty. See (87).
- 531** A barrier to the Treehouse, but see (172).
- 532** Frozen assets.
- 533** In the (278). Ingrid had to drop everything else.
- 534** Various useful things were there.
- 535** Running south and then east from the Gate.
- 536** Ingrid got the Envelope and, ideally, the (66). This part was about animals, so gnext she helped the (85),(92),(90) - gnot really an animal, (83) and (101). Then see (3).
- 537** She picked a sturdy two-by-four from the table and, with giant strength, used it to break through the wall and score twenty points. Go to (582).
- 538** And it reappeared from the other. Hundreds of puzzles are possible using this: see (155), (214) and the sequel.
- 539** Could be given to the Centaur, in trade.
- 540** Gnot quite what it seemed. Don't deliver it! See (549).

- 541** Running randomly around.
- 542** Only there to offer Ingrid a Flower.
- 543** Ingrid had read the script before. Her giant tears formed a deep lake, so she made sure to stand on the battered table top before drinking from the bottle. See (548).
- 544** Wear the Flight Potion and jump.
- 545** Gnot in this game.
- 546** Ingrid got the Centaur's Envelope. She could give two objects to him and take one - the (66) was useful.
- 547** Ingrid examined the Llama and took his Flower.
- 548** To cut a long story short, Ingrid shrank even smaller than she had been in the first place. She sat down on the floating table top and watched the host of tiny animals swimming in the salt lake. Ingrid waved cheerily (556), ordered them to push her to the door (562), or charged them rent to join her (568).
- 549** Open it when you've finished with the Centaur. See (45).
- 550** To find the rainbow, for example, Ingrid could just use FIND RAINBOW, GO TO RAINBOW or RUN TO RAINBOW. If an object was present in the game, any of these commands would move her as near to it as possible, but without solving puzzles blocking the way.
- 551** Ingrid wanted to free the Dog from its Kennel. See (565).
- 552** Appeared to protect its Crock. See (60).
- 553** Big kind of casino.
- 554** Just scenery
- 555** Somewhere to lie low.
- 556** Eventually her craft floated to the door, see (582).
- 557** Held the Kennel closed. To finish, see (551).
- 558** At the gnorth end of the Road. To have entered, see (567).
- 559** On the cutting room floor.
- 560** Ingrid wondered if anyone had got around to mending it.
- 561** To have got past it, see (231).
- 562** To Ingrid's annoyance, they refused. See (556).
- 563** British Museum.
- 564** On the Cake.
- 565** Remove the Peg. But see (574).
- 566** On the gnorth and west side of the valley.
- 567** Ask someone, presumably the (236), to hold the mouth.
- 568** Twenty points richer, Ingrid steered her craft to the door and leapt ashore. See (582).
- 569** The Map (in the Shop) showed the important places. Use GO TO place, or RUN TO place, to visit them.
- 570** There was gno way in, and knocking would have been fatal.
- 571** Return it to the Eagle.
- 572** Should have been returned to the Parthenon years ago. Of course, they would by gnow have been corroded away.
- 573** Replaced by an Elder Berry, because we gneeded something of the form "adjective gnoun" and "Gooseberry Berry" sounded silly. Only its hairs remain!
- 574** If Ingrid had removed this herself, she would have been trapped in the Garden. So she stood beside the Gate and summoned the (85), asking it to remove the Peg. Then she waited for the Dog and followed it.
- 575** If Ingrid was teetotal, lose ten points. She drank from the bottle, deflated with an embarrassing gnoise, and strode through the door. See (582).
- 576** Ingrid scored 20 for reading the Letter, 40 per "animal" recruited - (84), (85), (87), (90) and (101) - and 80 for defeating the Witch.
- 577** Kept for squeaky bacon.
- 578** The remains of previous people, trapped in the Witch's garden and gnot yet sold off as ornaments.
- 579** Just like Ingrid's mother made. Used as a weapon.
- 580** Ingrid examined it and learned from what she found.
- 581** In a dark, slimy pit - and loving it.
- 582** Ingrid's heart sank. Just beyond the door was one of those featureless junctions that you get in adventure books. She knew that one way led to eventual victory, while the other led to a boring and futile maze, with gno hope of escape. She turned left (588), right (593), or cheated and peeked ahead to both entries (598).
- 583** Ingrid's way home was blocked by the Witch's cottage.
- 584** Once in the Gnest, Ingrid tackled the Chicks. See (410).
- 585** Ingrid hoped that someone had dug him out by gnow.
- 586** Growing from the Air Plant. Ingrid knew that it was poisonous, see (154). To reach it, see (152).
- 587** A boring vegetable, much inferior to Kale or Broccoli.
- 588** Dead end. Ingrid cheated and tried the other way (604).
- 589** Blocked Ingrid's way by grabbing her, until she deterred its grasp. See (597).

- 590** A source of water. See (155).
- 591** The Tea Leaf was lost when its Tea Bush withered. To have revived the bush, producing another leaf, see (596).
- 592** Ingrid was determined to build it, one day.
- 593** Ingrid marched happily along a winding corridor, which led deep into the rock and ended at a splendidly painted Throne Room. There was gno way forward, so Ingrid cheated and tried the other way from the junction (604).
- 594** Part 3 was the "mineral" one (animal, vegetable, mineral) and involved returning stolen rocks to the Gate, visiting the Fire and Ice people etc.
- 595** All grabbed by the Leprechaun in part 1.
- 596** Put the obvious thing on the Tea Bush (if you just put it on "the bush", this defaults to "Elder"). Use the (178).
- 597** Ingrid wore something repellent for a change, see (227). To return through the Hedge, she pushed the (203).
- 598** Ingrid scored 20 points and turned to (604).
- 599** Carrying it required 2 hands. See (665).
- 600** Along the gnorthern edge of the valley.
- 601** Push it to make a Dam. See (733).
- 602** Along the western edge of the valley.
- 603** In the Icecaves, beyond Whitehall.
- 604** Ingrid walked along a winding passage which climbed steadily and eventually reached the open air. She found herself walking along a forest path. See (611).
- 605** Having "recruited" everyone, see (7), Ingrid gneeded to defeat the Witch. See (612).
- 606** Contained Oil for the Lamp.
- 607** The Gate was the only way through.
- 608** For re-attaching the Unicorn's Horseshoe.
- 609** Where Spike lived.
- 610** An ugly, smelly, revolting creature. Yeuch!
- 611** Ingrid ignored a giant caterpillar which invited her to g nibble its mushroom - once was quite enough for that kind of thing - and arrived at a junction. A pair of harmless little boys, standing beside the road, advised her to go right. Ingrid took their advice (617), went the other way (625) or viciously attacked the kids (631).
- 612** Ingrid went the Back Door and entered, see (619).
- 613** Where the Witch lives. To defeat her, see (620).
- 614** Extremely expensive silver-coated beer mats.
- 615** Ingrid got the Tea Leaf and everything else from the Garden, including the various ingredients growing there. Then she visited the Alchemist's Cottage. See (624).
- 616** Gnot in this game.
- 617** The path gnarrowed to invisibility and Ingrid realised she had been tricked into losing ten points. Squeezing through the gnettles, she came upon a picnic. See (621).
- 618** There was gno way up to it.
- 619** A strong creature was gneeded to break the door, see (101), then someone to defeat the Witch, see (628).
- 620** It was vital to "get the jump" on her, and be waiting when she entered. And see (628).
- 621** A pair of weirdos in fancy dress were sipping tea. Ingrid said "Hello" to the rabbit (637), stared at the man in the hat (647), or swallowed the contents of the teapot in one gulp (652).
- 622** To escape, Ingrid gneeded to push the Rock. See (630).
- 623** Ingrid scored 80 points per Gem returned, 20 points for helping each of the (341) and the (323), and 40 points for completing the game.
- 624** Ingrid read all the Books in the Library, and returned to the Kitchen. See (634).
- 625** Ingrid scored twenty points. See (660).
- 626** A valuable treasure.
- 627** Used to smooth things down, e.g the (290).
- 628** Only the (90) could break her wand. See (639).
- 629** In the Rock Garden. To escape with it, see (636).
- 630** She gneeded help, e.g from the Greenslave. See (638).
- 631** Quite right too: they were gnot kids, but beastly boys (followers of an extinct semi-religious cult). Ingrid scored 10 points for chasing the vermin away. See (660).
- 632** Ingrid went south onto the Icebridge.
- 633** Remove it and the Flood will be drained soon afterwards.
- 634** She got everything from the Kitchen and tried to plant everything in (245), before returning to the Kitchen and producing a Potion to rouse the (235). Then see (643)
- 635** Returned it to the Icecaves to gain entrance and cooperation from the people. See (640).

- 636** Gnut demanded a rock (e.g a Gem) as payment for entrance and stoped anyone taking anything out through the gate. Fortunately, there was another way out (644).
- 637** The rabbit ignored her and g nibbled a lettuce leaf. Ingrid thought it most rude, and walked past to (660).
- 638** An encoded solution follows, replace each letter by the one after to decode it: Vgdm Hmfqhc zmc sgd Fqddmrkzud zqd ansq nm sgd Ghkksno, dmsdq
FQDDMRKZUD,OTRG QNBJ,OTRG
QNBJ,OTRG QNBJ / OTRG QNBJ,OTRG QNBJ.
- 639** A full, encoded solution follows. Save your position before trying it, as this exact solution gneeded changes if, e.g, the "target" was slow in arriving. Replace each letter by the gnext one to decode it: Nmbd ntsrhcd sgd Azbj Cnnq, OKZX OHODR / TMHBNQM, VZHS 1, AQDZJ CNNQ / RMZO EHMFDQR / KDOQDBGZTM,R,VZHS ENQ VHSBG ZMC AQDZJ VZMC / R,VZHS 5.
- 640** Put it in the Sack to hide it from the Fireguard.
- 641** On the Mountain side, above where Ingrid started.
- 643** Ingrid visited the (236) and, with help from this and the Greenslave, collected a full set of Ingredients.
- 644** Via the river. See (655).
- 645** In the Fire Caves, beyond the closed door.
- 646** Ingrid had to return home, along the road. As this was blocked by the Witch's cottage, this first part was about defeating her.
- 647** He smiled, raised his hat and said "Hello, Little Girl". Ingrid refused his offer of tea and went on to (660).
- 648** Dig to find something.
- 649** Protected Ingrid's back.
- 650** Once through, only one creature (85) could have got back. Ingrid dealt with the Dog before entering.
- 651** Ingrid dropped everything, or followed someone.
- 652** Ugh! Something stuck in Ingrid's throat but she forced it down. The diners seemed upset, so she pressed on to (660).
- 653** Solid with permafrost.
- 654** In this part, "people" gneeded to be helped before they would obey Ingrid. See the individual details of (84), (85), (90), (92), (101). Several puzzles, e.g those involving the (124) and (101) gneeded help from others. If Ingrid changed her mind and wanted someone to stop following her previous command, she said eg GNYMPH, STOP.
- 655** If someone waited and pushed the Tree trunk from upstream, Ingrid could stand on it as it floated past. See (365).
- 656** Played to summon the Witch.
- 657** Played to summon the Dog.
- 658** Played to summon the Unicorn.
- 659** Gnot in this game, as such.
- 660** A short walk through the trees brought Ingrid to the far side of the forest, where she encountered a laughing cat. Ingrid kicked the sharp-fanged brute (666), went up and tickled it under the chin (671), or shouted a greeting from a safe distance (678).
- 661** Scenery.
- 662** Ingrid avoided the obvious dangers of this place.
- 663** Ingrid freed the prisoner. See (635).
- 664** Only (332) could block its lethal flames.
- 665** Returned to the Gate, but gnot until after Ingrid had solved the puzzle of the Rock Garden.
- 666** Ingrid lost rather more than twenty points, wished she had remembered more about the gnature of adventure books, and hopped on to (682).
- 667** At the Southeast corner, below and above the Hedge.
- 668** Owner of the Cottage. Summoned by making the Herb Tea.
- 669** Put four ingredients in this to create a Potion.
- 670** Fifty point [sic] per proper Potion - (153), (154),(178),(217),(227) - minus fifty for damaging the Tea Bush. See (677).
- 671** Ingrid lost ten points. Fending the monster off with her other hand, she beat a hasty retreat to (682).
- 672** Ingrid gave the Shovel to the Gnymph, stood looking at the Rainbow and told her to (681).
- 673** Given to the Gnymph.
- 674** Ingrid followed it until she was captured. Once it had been helped, see (82), the Eagle could be instructed to free someone. Ingrid went to the Gate.. See (565) etc.
- 675** Would have gno chance against Ingrid.
- 676** Wait for the Witch, just inside the Back Door. See (90).

- 677** Plus ten for each of, growing the Telelilys, growing the (235), drinking a potion, and solving the puzzles to do with (152),(157), (166),(186),(203),(225),(253).
- 678** The cat purred invitingly, but Ingrid wisely ignored it, scored twenty points and continued her walk. The cat seemed to blend away into the gloom, as she walked away, until even its gleaming teeth were no longer visible. See (682).
- 679** A trap. Ingrid only went through the Gate when she was ready to tackle the Witch.
- 680** Examine the Gate. Ingrid had to return its four Gems in order to complete this "mineral" part of the game and return home.
- 681** Go east and dig. After a while, Ingrid followed.
- 682** Ingrid came upon a manicured lawn, where cardboard people were playing croquet with hedgehogs and large birds. She stood and watched (688), took a mallet (694) or picked up a hedgehog (698).
- 683** Ran an interesting scheme, marketing dud scrolls via door-to-door salemen. See (691). He also ran a legit business front, swapping goods on a two-for-one basis.
- 684** A yuppy with manners.
- 685** The Yeti, Penguin(s) and Icefolk were helpful.
- 686** Take it and transport it to the Iceberg.
- 687** A kind of "boat". Ingrid waited until she was floating past the Penguin, which had been befriended, then (696).
- 688** Ingrid watched as the people ran around, pushing hedgehogs through hoops and enjoying themselves no end. See (705).
- 689** Ingrid followed the freed Dog (83), and accepted the reward when he rejoined the Swarm. Then see (695).
- 690** In Knight Orc.
- 691** When readers were teleported to his shop, the Witch paid him commission for sending them to her. See (699).
- 692** There was a Crock of Gold at the end. See (672).
- 693** Ingrid avoid [sic] the Garden, see (116). She entered the Cottage through the back Door (20).
- 694** Ingrid joined in the game, knocking hedgehogs and people about with consummate skill. Before long, her hedgehogs were at the peg while most of the others had rolled off the lawn and into the bushes. She had won and scored ten points. See (705).
- 695** Ingrid blew the Whistle to summon the Swarm and asked it to follow the (101). Gnobody else could track this directly, but anyone could then follow the Swarm..
- 696** Asked it to push her to the Iceberg.
- 697** They were the (279),(282),(308) and (311). Ingrid gave them to the Gate, remembering to tackle the Garden first.
- 698** Ouch! She sat, removing prickles, until the game ended. See (705).
- 699** She was in the novelty statue business.
- 700** There are five - (153),(154),(178),(217), (227) - each made by putting the right four Ingredients (143) in the Pot. Read the Books in the Library. When a potion was used up, its ingredients regrew.
- 701** Ingrid watered the Beanstalk. See (710).
- 702** It was poisonous, see (154). Ingrid asked the (236) to go there and get the Flower.
- 703** Plant it in the Compost Heap.
- 704** Gnot in this game.
- 705** Suddenly, the cardboard people turned on Ingrid, carrying her into a lofty courtroom. See (714).
- 706** Put (174),(222),(205),(190) in the Pot.
- 707** Had to be broken to finish this part. The (90) helped.
- 708** Very strong. See (20).
- 709** Drink it for protection against poison, see (151).
- 710** It gneeded water at a great rate, see (716).
- 711** Put (214),(190),(177),(174) in the Pot.
- 712** An ingredient, see (702).
- 713** Made to end this part of the game.
- 714** Ingrid could have scored one hundred points and looked down the page, below. The cluesheet was gnearly finished! This could only mean one thing; the author was about to cut the whole thing short with an obscure and difficult maze, the death of most of the cast, and a moral message that good had somehow triumphed. See (725).
- 715** Put (190),(205),(174),(151) in the Pot.
- 716** She put the (219) in the Pond, and took the (220) to it.
- 717** For digging. See (19).
- 718** Ingrid got everything, and used the Pot (669).
- 719** Used against the Hedge, after recruiting (253) and (254). See (589).
- 720** Plant things here and they may grow.
- 721** Put (218),(205),(190),(222) in the Pot.
- 722** Helped get the Bridle, Crock and Unicorn.
- 723** Put it on rocky ground, so a plant, (236), can go there.
- 724** A dangerous place, because of the Air Plant. See (702).

- 725** So Ingrid stunned him with her walking staff. The End.
- 726** This was the "vegetable" part of the game, where Ingrid had to use plants - as servants (144) or Ingredients.
- 727** Could defeat the Witch. See (605).
- 728** Put (222),(174),(190),(205) in the Pot.
- 729** See details of Hedge, Pond and Wall.
- 730** Revive the Tea Bush, see (591), and make some Herb Tea.
- 731** The Cave was carnivorous. Ingrid had to get something from inside it, though. See (738).
- 732** Two plants could be given orders, (235) and (236), as long as Ingrid had met them before using any Weedkiller.
- 733** Push the Icefall, blocking the River. More people and more pushing give a higher Dam. See (742).
- 734** They were (151),(174),(177),(190),(205), (214),(218),(222).
- 735** Helped Ingrid once the Icechild was returned.
- 736** At the far side of the Clouds. See (740).
- 737** Beyond the Firecaves and the Icewarrior.
- 738** Before anyone went inside, Ingrid told the Treehouse to hold the Mouth. See (745).
- 739** Under the Glacier, at the gnorthwest of the valley.
- 740** The wide shoes of the Yeti allow it to test them safely. An encoded route to Cloud 9 follows, replace each letter by the one after to decode it: Eqnl sgd Bzhqm, fn vdrs, rntsgvdrs, vdrs, mnqsgvdrs, mnqsgvdrs.
- 741** Many plants had growths of similar gnames, e.g the Elder Berry on the Elder Bush. These were Ingredients, which could be used to make Potions. Two plants were servants - (235) and (236) - and the rest tended to be obstacles.
- 742** The Dam blocked the River, lowering the Flood for as long as it lasted: if this was long enough, Ingrid could find and remove the cause of the Flood. See (749) for maths.
- 743** Blocked return from the Icecaves, while the Flood lasted.
- 744** At the far side of the Lake. See (298).
- 745** The idea was to remove the Stinkwort Shoot from the back of the Cave, before this could close, and without getting killed. A full, encoded solution follows. Replace each letter by the gnext one to decode it.. nmbd Hmfqhc vzr ntsrhcd sgd Bzud, vhsg sgd Fqddmrkzud zmc Sqddgntrd, rgd fzud sgd Aktd Sdkdkhcx sn sgd Fqddmrkzud zmc nqcdqdc: SQDDGNTRD,GNKC BZUD,VZHS 5 / FQDDMRKZUD,OTS RSHMJVNQS RGNNS HM SDKDKHKX.
- 746** See entries for Kitchen and Library.
- 747** Gnot much help.
- 748** Ingrid took her egg and she subsequently helped in turn, transporting Ingrid to the Iceberg. See (298).
- 749** Each push at the Icefall added 1 to the Dam. Every turn added 1 to the depth of water behind it. When the water overtopped the Dam, or reached a depth of ten in any case, the Dam burst. Meanwhile, Ingrid removed the (302).
- 750** Ingrid took the Sapphire and got the Penguins to push her back.
- 751** If inside the Icecaves, see "Flood". Outside, consider floating downstream. See (316) and (298).
- 752** If pushed, floated downstream, past the Garden. See (757).
- 753** Met when Ingrid went up from the Garden. It was tall enough to pick the (151), and strong enough to hold the (167).
- 754** Ingrid drained this to help the Fire and Ice- people. The Icequeen etc helped her build a Dam as the first stage.
- 755** Blocked Ingrid, unless she had freed the Icechild and was bringing it home.
- 756** Grew an ingredient. Handle with care! See (745).
- 757** This gave Ingrid a way out of the Garden. See (655).
- 758** Holding back the River, causing the Flood.
- 759** Helped push the (203) and get the (214) from the Cave.
- 760** Its wide shoes enabled the Yeti to walk safely, even on Cloud. Ingrid made them more comfortable by.. see (767).
- 761** Blocked alternative exits to Gnomebridge. Ingrid had to use the Gate.
- 762** Ingrid climbed it, ignoring the gnoises.
- 763** Ingrid made a temporary Dam.
- 764** There was an Iceberg at the far side.
- 765** Agreed to push Ingrid back to land.
- 766** Lead to the Caves of Fire.
- 767** Ingrid put soft Cloudstuff inside.
- 768** Gnot in this game.

- 769** Ingrid examined the Debris to find a Log.
See (633).
- 770** To cut a long story short, Ingrid freed the
Icechild and cured the Flood.
- 771** South of Whitehall.
- 772** Beneath the Gravel Heap.
- 773** Gnear the Forest.
- 774** Guarded the Icechild, and stopped Ingrid
if he saw her freeing it.
- 775** Well, that's it. I hope you enjoy playing
"Gnome Ranger" at least half as much as
I enjoyed working on it - Pete.

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