

CLUE BOOK FOR

TIME

&

MAGIC

TIME AND MAGIK CLUES

**Clue Book Designed & Maps Drawn By
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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 nuggets 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

- 01** Getting started (512).
- 02** All the treasures (427).
- 03** Scoring (257).
- 04** Seeing in the dark (548).
- 05** To carry more, use (154).
- 06** Travelling in time (317).

Objects, Creatures, & People

- 10** Ale: where (301), details (334).
- 11** Allosaur: where (348), details (370).
- 12** Android: where (458), details (463).
- 13** Apple: where (284), details (434).
- 14** Archway: where (466), details (416).
- 15** Armour: where (322), details (477).
- 16** Axe: where (479), details (488).
- 17** Bars: where (480), details (459).
- 18** Bartender: where (301), details (334).
- 19** Basin: where (364), details (443).
- 20** Bell: where (292), details (290).
- 21** Black Knight: where (322), details (407).
- 22** Bone: where (379), details (467).
- 23** Bottle: where (413), details (264).
- 24** Box (tight shut): where (363), details (359).
- 25** Branch (Olive): where (460), details (319).
- 26** Broken Robots: where (375), details (305).
- 27** Brontosaurus: where (378), details (478).
- 28** Buckle: where (489), details (494).
- 29** Bunch of Keys: where (389), details (345).
- 30** Bunch of Leaves: where (299), details (461).
- 31** Caesar: where (469), details (418).
- 32** Cages: where (480), details (490).
- 33** Can (Petrol): where (332), details (269).
- 34** Candelabra: where (285), details (438).
- 35** Candle: where (295), details (482).
- 36** Cap (Jester's): where (357), details (319).
- 37** Car: where (371), details (321).
- 38** Cards: where (292), details (406).
- 39** Case (Jewelry): where (283), details (256).
- 40** Cask of Ale: where (301), details (334).
- 41** Cat: where (338), details (310).
- 42** Catfood: where (391), details (329).
- 43** Caveman & Cavewoman: where (455), details (369).
- 44** Cavemen: where (288), details (499).
- 45** Cauldron: where (462), details (468).
- 46** Chest: where (286), details (331).
- 47** Chip (Silicon): where (350), details (319).
- 48** Cloak: where (440), details (355).
- 49** Clock: where (295), details (277).
- 50** Club: where (280), details (369).
- 51** Coat: where (377), details (433).
- 52** Coffin: where (267), details (256).
- 53** Cogs: where (451), details (421).
- 54** Coil of Rope: where (283), details (394).
- 55** Coin: where (410), details (463).
- 56** Compost: where (258), details (410).
- 57** Crown: where (491), details (438).
- 58** Cube of Ice: where (492), details (315).
- 59** Cupboard: where (283), details (442).
- 60** Cyberman: where (324), details (375).

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- 61** Diamond Teardrop: where (294), details (319).
- 62** Dogs: where (487), details (335).
- 63** Dragon: where (464), details (424).
- 64** Dragon's Wing: where (481), details (359).
- 65** Drinking Horn: where (484), details (453).
- 66** Egg: where (298), details (359).
- 67** Emerald: where (349), details (256).
- 68** Evil Eye: where (363), details (359).
- 69** Fairy: where (253), details (414).
- 70** Fallen Star: where (496), details (384).
- 71** Father Time: where (313), details (313).
- 72** Figurine: where (303), details (438).
- 73** Firefly: where (444), details (504).
- 74** Food: where (426), details (424).
- 75** Fox: where (260), details (467).
- 76** Frankenstein: where (338), details (500).
- 77** Frog: where (481), details (255).
- 78** Fur Coat: where (377), details (433).
- 79** Galactic Groat: where (463), details (534).
- 80** Gauntlet: where (322), details (393).
- 81** Gerrymander: where (500), details (338).
- 82** Ghost: where (274), details (274).
- 83** Gladiator: where (399), details (356).
- 84** Gold Nugget: where (533), details (334).
- 85** Granny: where (500), details (520).
- 86** Grapple Rocket: where (349), details (543).
- 87** Grate: where (364), details (538).
- 88** Handle (Recessed): where (501), details (385).
- 89** Heap of Compost: where (258), details (410).
- 90** Hope: where (405), details (416).
- 91** Horn (Drinking): where (484), details (453).
- 92** Hourglass: where (250), details (256).
- 93** Ice Cube: where (492), details (315).
- 94** Ice Sheet: where (312), details (312).
- 95** Ice Wall: where (304), details (457).
- 96** Icicle: where (260), details (408).
- 97** Ivory Tusk: where (377), details (319).
- 98** Jester: where (290), details (445).
- 99** Joker: where (406), details (445).
- 100** Jumble of Wood: where (278), details (251).
- 101** Keys: where (389), details (345).
- 102** Knight (Black): where (322), details (407).
- 103** Lake: where (325), details (312).
- 104** Leaves: where (299), details (461).
- 105** Lightsabre: where (435), details (375).
- 106** Lion: where (399), details (281).
- 107** Lodestone: where (302), details (261).
- 108** Longship: where (265), details (316).
- 109** Looking-glass: where (283), details (320).
- 110** Lords of Time: where (387), details (275).
- 111** Lur: where (400), details (342).
- 112** Lute: where (409), details (431).
- 113** Mammoth: where (278), details (377).
- 114** Map: where (497), details (376).
- 115** Matchbox: where (295), details (358).
- 116** Mattress: where (349), details (323).
- 117** Messenger of the King: where (368), details (390).
- 118** Metronome: where (283), details (263).
- 119** Milestone: where (436), details (416).
- 120** Mirror: where (299), details (27).
- 121** Mushroom Ring: where (410), details (279).
- 122** Narcissus: where (485), details (302).
- 123** Net: where (397), details (506).
- 124** Nugget of Gold: where (533), details (334).
- 125** Olive Branch: where (460), details (359).
- 126** Onyx Figurine: where (303), details (263).
- 127** Opener for Tins: where (380), details (344).
- 128** Ottoman: where (487), details (411).
- 129** Pack of Cards: where (292), details (406).
- 130** Parchment: where (497), details (376).
- 131** Pebble: where (280), details (544).
- 132** Pendulum: where (451), details (510).
- 133** Petrol Can: where (332), details (269).
- 134** Phial: where (539), details (509).
- 135** Pick: where (347), details (542).
- 136** Picture: where (250), details (313).
- 137** Pile of Rubbish: where (283), details (321).
- 138** Pint Pot: where (418), details (310).
- 139** Pirate Pete: where (331), details (448).
- 140** Planks: where (347), details (429).

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- 141** Porcelain Vase: where (545), details (263).
142 Porsche: where (371), details (321).
143 Pot (Stone): where (298), details (438).
144 Prince: where (255), details (262).
145 Pyramid: where (486), details (418).
146 Snow Queen: where (315), details (252).
147 Ring of Mushrooms: where (410), details (279).
148 Robots (Broken): where (375), details (305).
149 Rocket (Grapple): where (349), details (543).
150 Rocking Stone: where (508), details (510).
151 Rope Coil: where (283), details (394).
152 Rubbish Pile: where (283), details (321).
153 Ruby: where (549), details (340).
154 Rucksack: where (283), details (360).
155 Rug: where (381), details (256).
156 Sabre-Toothed Tiger: where (422), details (404).
157 Sandals: where (351), details (502).
158 Screwdriver: where (365), details (398).
159 Sentries: where (314), details (540).
160 Sheet of Ice: where (312), details (312).
161 Shoes with Wings: where (351), details (502).
162 Shovel: where (479), details (541).
163 Skeleton: where (280), details (544).
164 Spear: where (283), details (511).
165 Star (Fallen): where (496), details (384).
166 Stocks: where (284), details (434).
167 Stone (Rocking): where (508), details (510).
168 Sweetmeats: where (484), details (335).
169 Sword: where (396), details (503).
170 Teardrop: where (330), details (319).
171 Tiger: where (422), details (404).
172 Tiger Tooth: where (268), details (289).
173 Father Time: where (313), details (313).
174 Timelords: where (387), details (275).
175 Tin of Catfood: where (391), details (329).
176 Tooth Fairy: where (279), details (444).
177 Trident: where (397), details (343).
178 Tusk: where (377), details (319).
179 Tyrannosaurus Rex: where (507), details (370).
180 Valerian: where (273), details (259).
181 Vase: where (545), details (263).
182 Viking Guard: where (430), details (400).
183 Wall of Ice: where (304), details (457).
184 Weeping Willow: where (450), details (294).
185 Well: where (276), details (272).
186 Wheel: where (423), details (437).
187 Workbench: where (324), details (365).
188 Wood: where (278), details (251).
189 Wretch: where (284), details (434).

Locations

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| 190 Amphitheater: where (314), time (221), details (266).
191 Archway (Abandon Hope): where (466), time (203), details (416).
192 Barracks: where (532), time (229), details (527).
193 Beach: where (524), time (244), details (316).
194 Caldarium: where (532), time (229), details (525).
195 Carport: where (254), time (228), details (337).
196 Castle: where (401), time (219), details (527).
197 Clock: where (512), time (228), details (317).
198 Cobble Square: where (526), time (219), details (434).
199 Country Cottage: where (519), time (228), details (316).
200 Crater: where (523), time (206), details (527).
201 Dry Cave (with Cavemen): where (516), time (236), details (499).
202 Dungeons: where (346), time (219), details (518).
203 Far Future: where (317), 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 Walled City: where (476), time (229), details (520). |
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- 209** Hallway: where (514), time (219), details (520).
- 210** Hypocaust: where (474), time (229), details (513).
- 211** Ice-Age: where (317), time (211), details (341).
- 212** Ice-Sheet (Splintered & Slippery): 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 (280), time (236), details (473).
- 216** Laboratory: where (395), time (203), details (530).
- 217** Light House: where (338), time (229), details (310).
- 218** Longship: where (265), time (244), details (316).
- 219** Middle Ages: where (317), 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 (Flat & Rocky): where (531), time (206), details (527).
- 225** Plant: where (536), time (203), details (386).
- 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 (317), time (229), details (402).
- 230** Ruined Land: where (428), time (203), details (271).
- 231** Sea Caves: where (470), time (244), details (497).
- 232** Shed: where (441), time (228), details (316).
- 233** Short Stairs: where (535), time (243), details (446).
- 234** Sports & Aerobotics Arena: where (361), 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 (336), time (229), details (351).
- 239** Throne Room: where (537), time (211), details (315).
- 240** Timelords' Lair: where (387), time (203), details (275).
- 241** Time Zones: where (317), time (318), 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** Well: where (276), time (243), details (272).

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).
- 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.

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- 264** Contains poison. See also (296).
- 265** Moored 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 (289).
- 269** Pour out the petrol. See (306).
- 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 the open 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.
- 280** Near the dry cave (a little way beyond this).
- 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 country 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 (329).
- 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 (259) 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 (340) 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) to avoid being heard.
- 309** To kill the plant, drop the bottle on its roots.
- 310** This is a red herring!
- 311** Don't open it! See (319).
- 312** Drop the icicle 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. Try low numbers first. 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 castle.
- 323** Carry it to break your fall (in the Future).
- 324** In the Sports & Robotics 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.

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- 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 dogs to keep the accursed creatures quiet.
- 336** N and W of the Gates of the walled city.
- 337** Down from here returns you to the clock.
- 338** Not in this game!
- 339** You're looking at it!
- 340** Have the ruby lense handy when you examine the broken robots.
- 341** Time zone 2 is the Ice-Age. See (317) to get there, or (352) for more zones.
- 342** Blowing the lur 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 starship.
- 350** In the broken robots. 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 (362) 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 smell pacifies the dragon.
- 355** Wear the cloak to become invisible.
- 356** You can leave only if you're wearing the winged shoes.
- 357** Give the joker 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** Free 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 fence.
- 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 Timelords. 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 (392) for more zones.
- 383** Where you enter the Far Future.
- 384** See (393) for how to get it safely, and (419) for what it does.
- 385** Pull this to open a trapdoor and return to the clock.
- 386** Climb into it and continue down. See (309) 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).

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- 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 (449) 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 over a lur.
- 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).
- 414** The Tooth Fairy wants the Tiger Tooth. See (444).
- 415** Roughly north of the Intergalactic Bureau-de-change.
- 416** Drop the milestone to open the archway door. See also (405).
- 417** 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").
- 418** That's not true!
- 419** It permits you to enter the starship (and, maybe, a few more places).
- 420** Do this again.
- 421** Try turning a numbered one of these. See (317).
- 422** In a cave, North and Up from the splintered sheet of ice.
- 423** Beyond the door in the invention room.
- 424** Give the food to the dragon and accept his offer.
- 425** Dig to get it.
- 426** Visit the messenger. Then see (390).
- 427** There are nine valuable ingredients - see (465) - and eighteen treasures - see (439).
- 428** Through the archway, South of the field of flowers.
- 429** Tie the planks. To make a bridge, drop the planks where the stream is narrow.
- 430** On the beach.
- 431** Play this and a ghost appears. If you play it in the right place, see (446).
- 432** East from where you enter the Future to a junction, then North.
- 433** Wear it to keep warm. And see (400).
- 434** Ignore the wretch in the stocks. Mustn't interfere with justice! Despite the temptation, don't throw the apple at him.
- 435** South and East from the crater.
- 436** North of where you enter the Middle Ages, beside the road.
- 437** Drop it to return to the clock from the invention cupboard. See (256).
- 438** Another treasure, that's all.
- 439** Candelabra, Jewelry Case, Cloak. 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 Coffers, Crown, Emerald, and see (456).
- 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 any convenient source. Then see (513).
- 454** Where you enter the Ice-Age.
- 455** On the narrow bridge, SE from the skeleton. See 280.
- 456** Onyx, Figurine, Drinking Horn, Hourglass, and see (475).

LORDS OF TIME CLUES

- 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 them at the brontosaurus.
- 462** East of the Timelords' Lair.
- 463** Give the silver coin to the android in the Intergalactic Bureau-de-change, and receive a galactic groat 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 (465) - 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 Eye, Diamond Teardrop, and see (498).
- 484** West & 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** Phial, Stone Pot, Ruby and see (505).
- 494** A treasure, When you take it, a gladiator steals it. Go to the arena.
- 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 cavemen. 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 (317) to use the clock. Try: LIGHT MATCH, LIGHT CANDLE.
- 513** Take the 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 coffer. 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 cauldron is important. See (468).
- 530** I'd unlock everything, if I were with you.

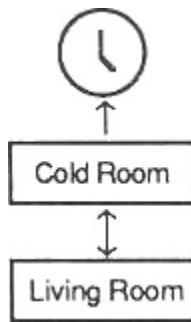
LORDS OF TIME CLUES

- 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 goat 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 well and... See (272).
- 539** South-ish 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-ish from the crater) to be carried to the Sports Centre.
- 544** Throw the pebble 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.

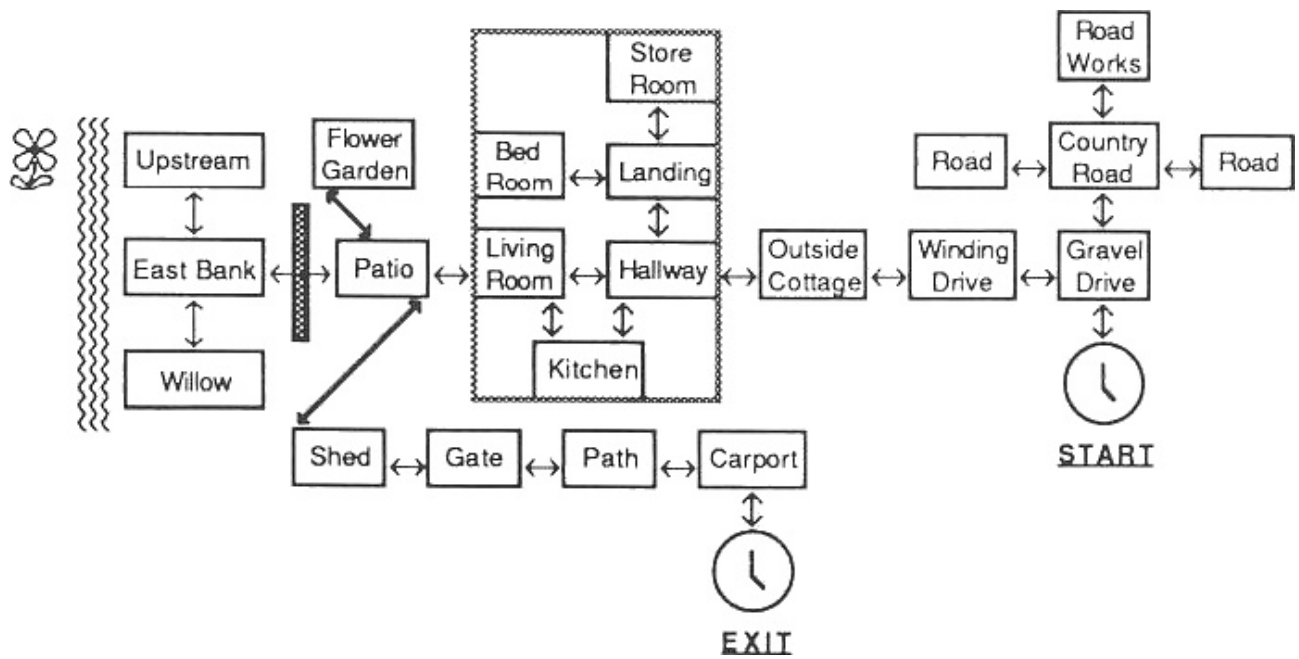
LORDS OF TIME MAPS

The eight time zones in *Lords Of Time* are illustrated in these maps.

START OF GAME

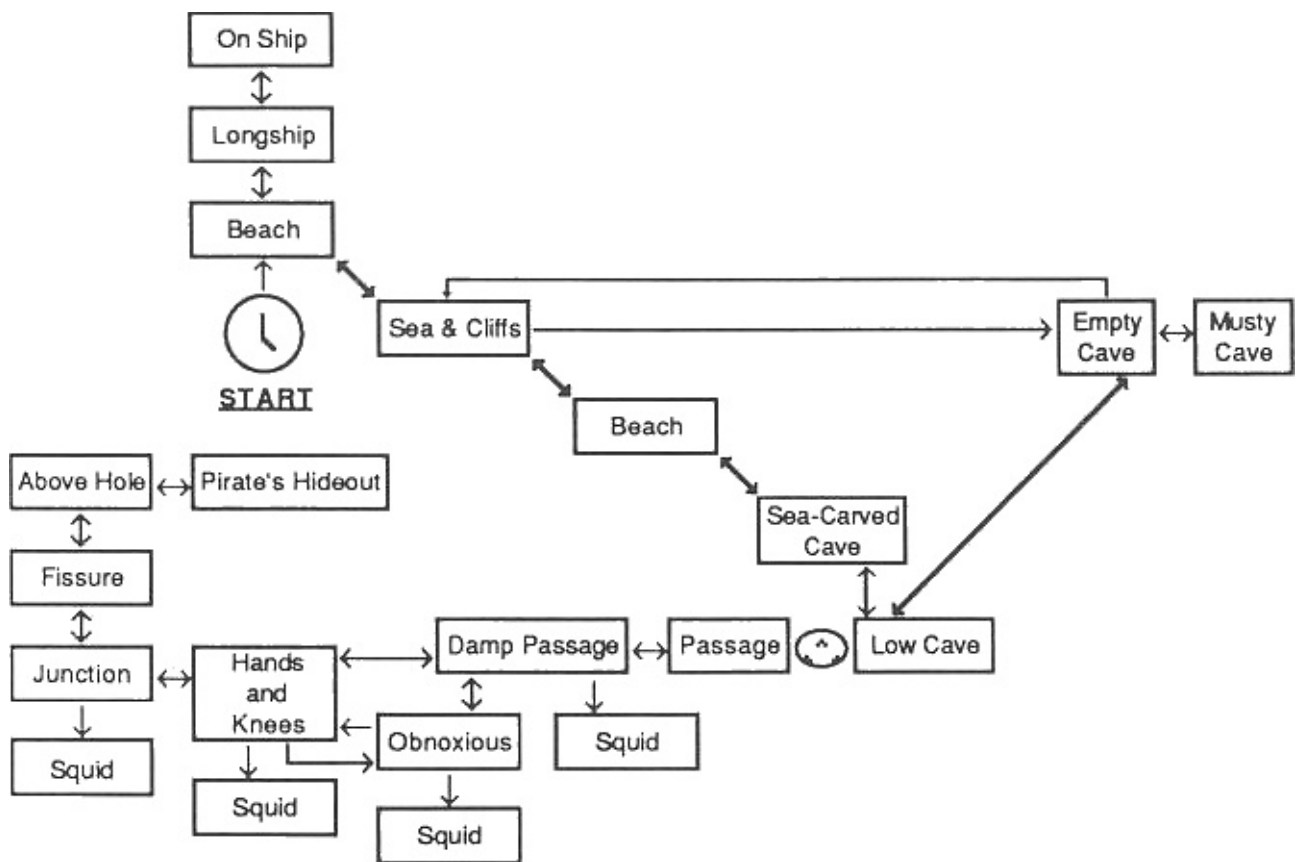


TIME ZONE 1

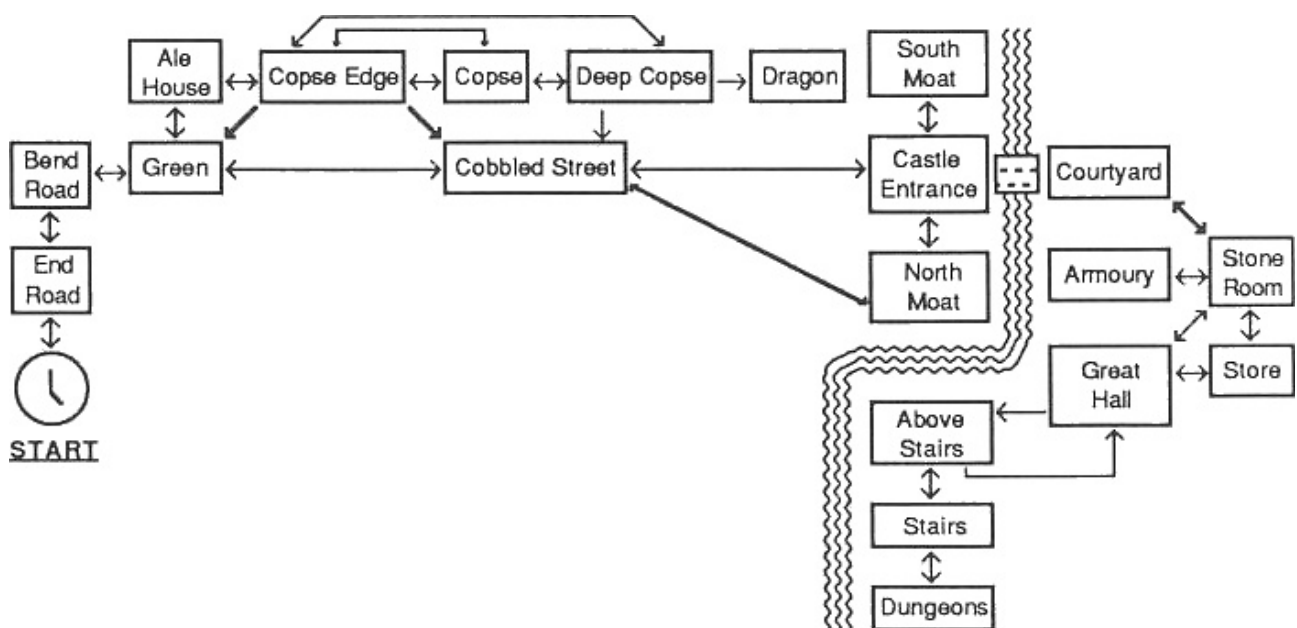


LORDS OF TIME MAPS

TIME ZONE 4

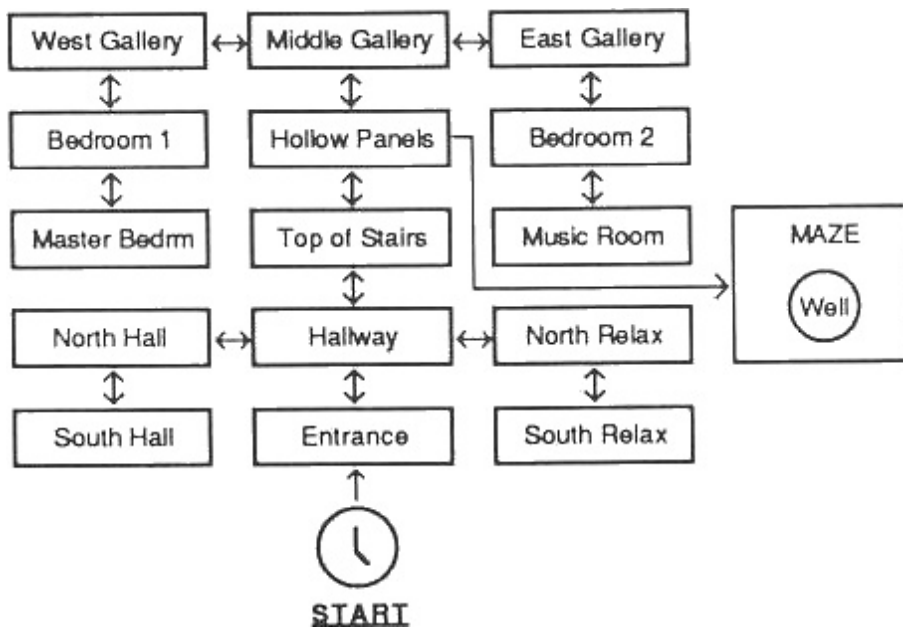


TIME ZONE 5

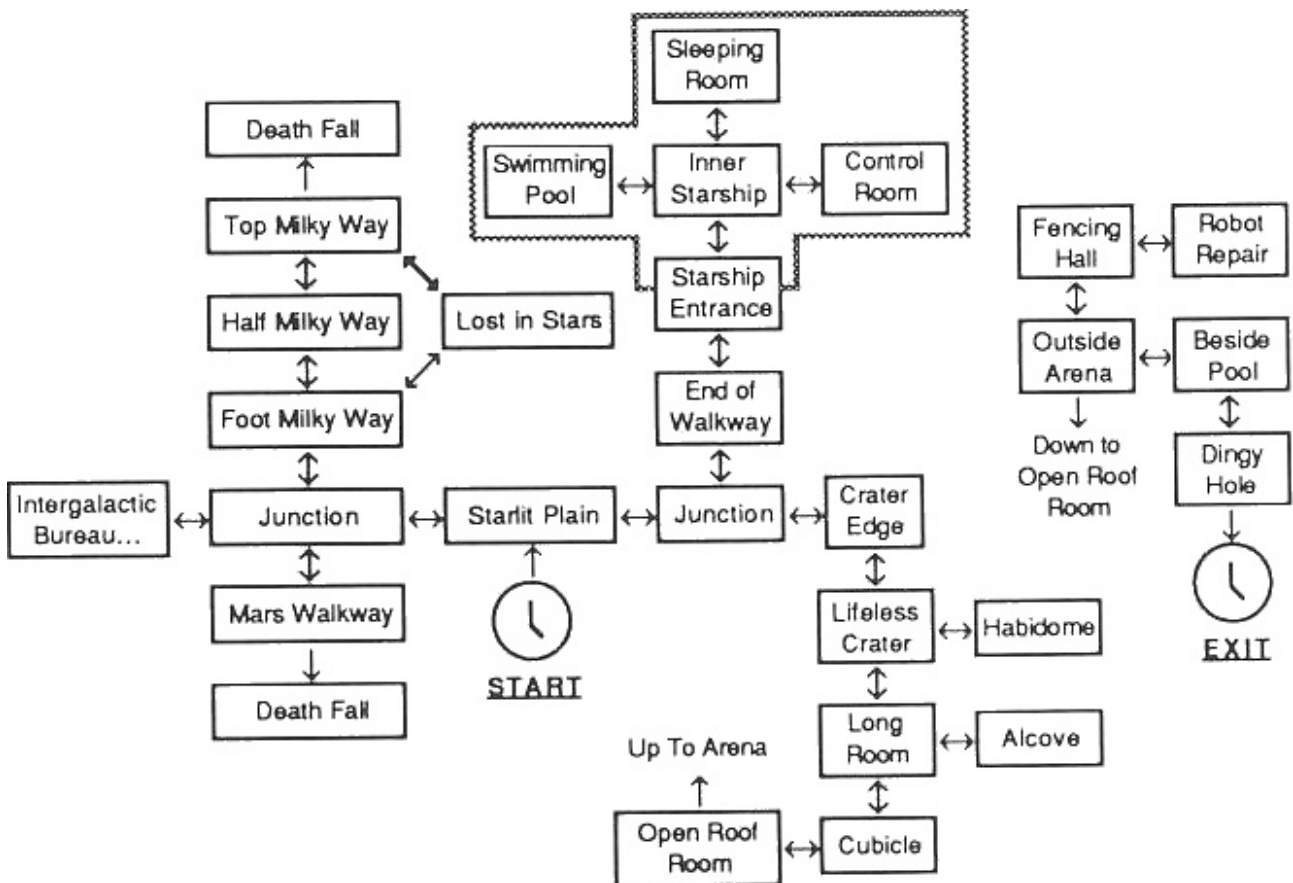


LORDS OF TIME MAPS

TIME ZONE 6

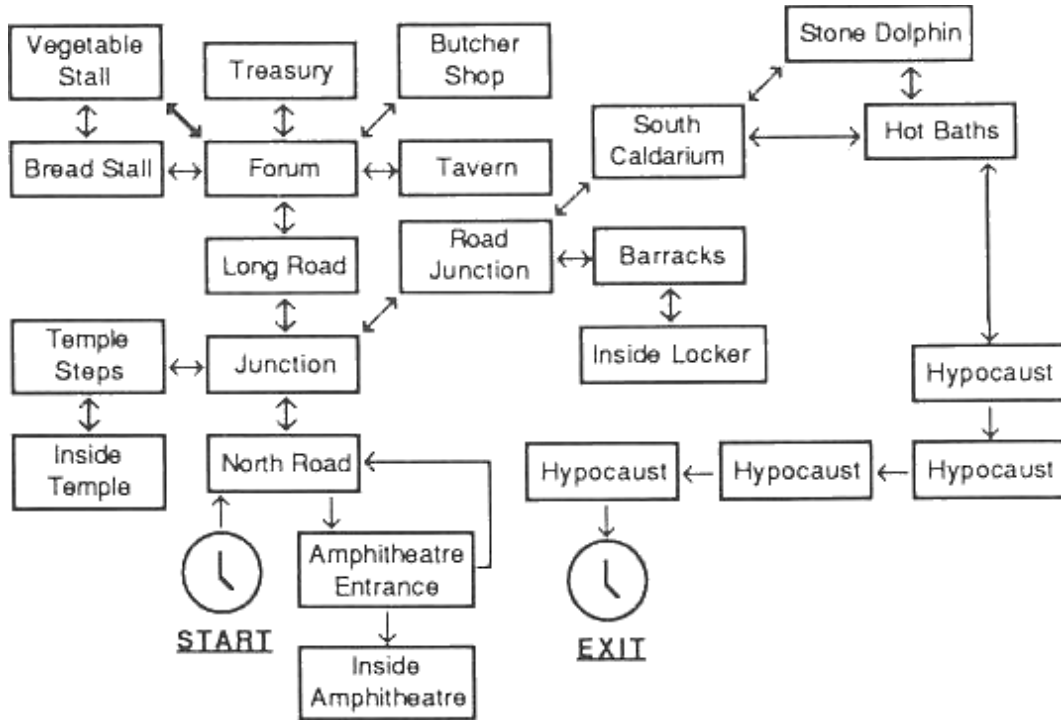


TIME ZONE 7

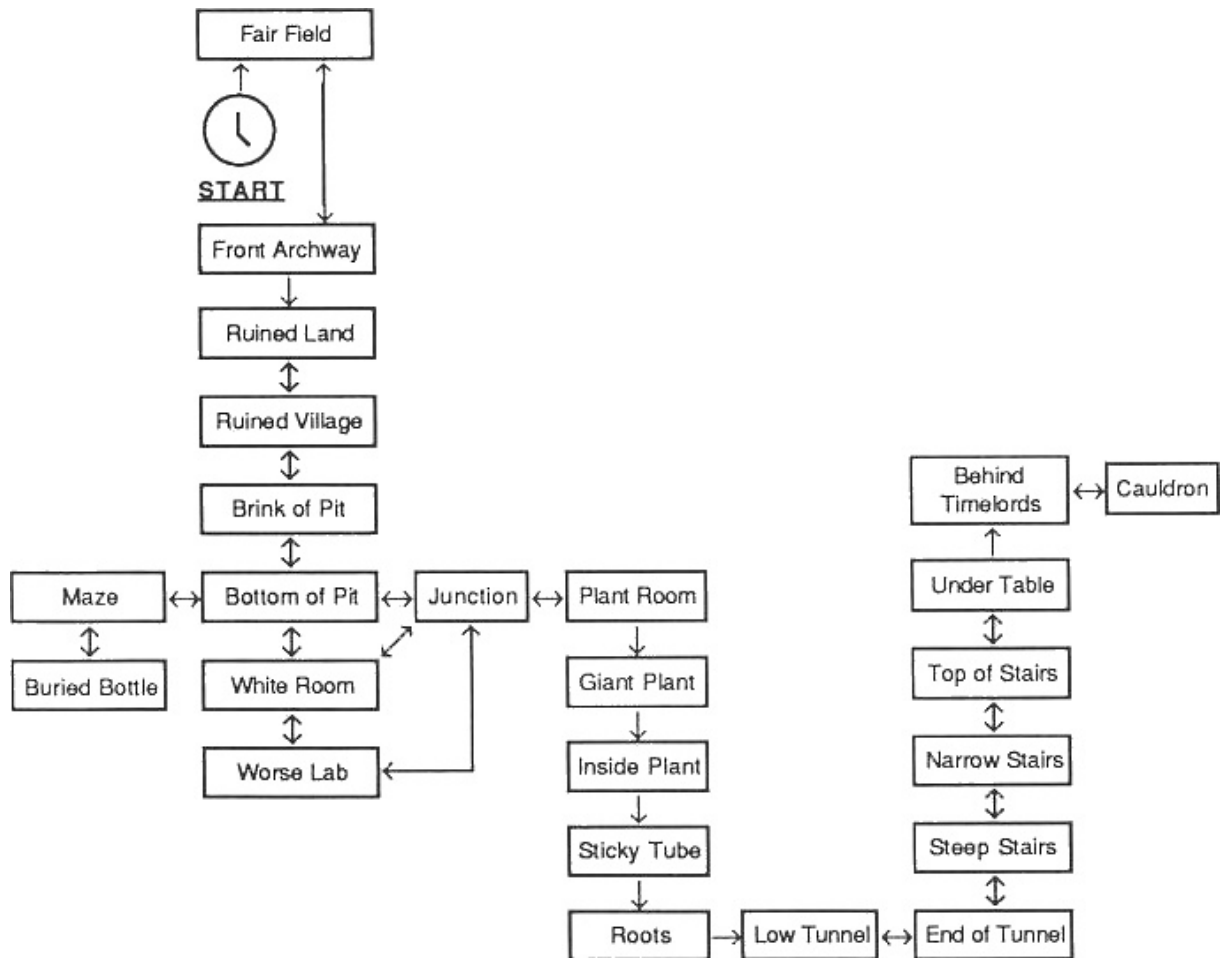


LORDS OF TIME MAPS

TIME ZONE 8



TIME ZONE 9



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 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

- 1** Getting Started: (442).
- 2** Combat: (361).
- 3** Ghosts: (325).
- 4** Iron: (343).
- 5** Magik: (380).
- 6** Scoring: (261).
- 8** Seeing in the Dark (265).
- 9** Tarot: (331).
- 10** Teleport: (401).
- 11** Treasures: (410).
- 12** Underwater Travel: (445).
- 13** Winning: (426).

Objects, Creatures, & People

- 20** Acid: where (234), details (300).
- 21** Acorn: where (247), details (384).
- 22** Angel: where (185), details (331).
- 23** Armour: see (317).
- 24** Axe: where (192), details (291).
- 25** Ball (Black): where (199), details (389).
- 26** Bars (Silver): where (198), details (226).
- 27** Beans: where (210), details (264).
- 28** Blacksmith Giant: where (170), details (392).
- 29** Bletch: where (336), details (369).
- 30** Book: where (299), details (398).
- 31** Boots: where (191), details (232).
- 32** Bostog: where (152), details (396).
- 33** Box: where (223), details (411).
- 34** Braces: where (227), details (301).
- 35** Bridge: where (404), details (404).
- 36** Bottle: where (183), details (470).
- 37** Brooch: where (460), details (262).
- 38** Bushes: where (168), details (264).
- 39** Chain Mail: where (244), details (376).
- 40** Chalk: where (366), details (412).
- 41** Cloak: where (427), details (221).
- 42** Cloaked Statue: where (163), details (248).
- 43** Codex Oedipus: where (299), details (398).
- 44** Coins: where (467), details (266).
- 45** Crowbar: where (167), details (428).
- 46** Crown: where (303), details (226).
- 47** Crucifix: where (463), details (268).
- 48** Dagger: where (338), details (444).
- 49** Dagget: where (250), details (309).
- 50** Demon: where (189), details (461).
- 51** Dial: where (293), details (271).
- 52** Dog: where (178), details (386).
- 53** Dragons: where (308), details (465).
- 54** Dragonewt: where (250), details (239).
- 55** Drellap: where (362), details (369).
- 56** Dulcimer: where (304), details (464).
- 57** Dust: where (230), details (377).
- 58** Dwarf: where (152), details (396).
- 59** Emerald: where (443), details (262).
- 60** Exploding Foot: where (250), details (263).
- 61** Fan: where (198), details (459).
- 62** Fire: where (170), details (225).
- 63** Flashing Lights: where (274), details (397).
- 64** Flask: where (211), details (267).
- 65** Frog: where (297), details (302).
- 66** Fungus: where (342), details (393).
- 67** Gas Mask: where (244), details (433).
- 68** Gate: where (156), details (305).
- 69** Giant: where (170), details (392).
- 70** Gloves: where (207), details (381).
- 71** Glowing Sphere: where (251), details (434).
- 72** Grasper: where (363), details (292).

RED MOON CLUES

- 73** Grating: where (208), details (455).
74 Grid: where (182), details (341).
75 Grill: where (159), details (367).
76 Grue: where (344), details (310).
77 Guardian: where (466), details (472).
78 Handle: where (233), details (349).
79 Healer: where (151), details (340).
80 Hill of Beans: where (211), details (264).
81 Square Hole: where (168), details (349).
82 Horseshoe: where (364), details (413).
83 Iron: (343).
84 Kellf: where (294), details (473).
85 Key: where (233), details (339).
86 Lamp: where (192), details (295).
87 Leaves: where (307), details (264).
88 Lights (Flashing): where (274), details (397).
89 Line: where (189), details (311).
90 Linen Shirt: where (227), details (348).
91 Magician: where (212), details (369).
92 Mail (Chain): where (244), details (376).
93 Mandana: where (162), details (432).
94 Man in the Moon: where (298), 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 (156), details (305).
100 Mole: where (220), details (398).
101 Moon Crystal: where (484), details (475).
102 Mummy: where (272), details (446).
103 Mummy Dust: where (230), details (377).
104 Mushroom: where (313), details (270).
105 Necklace: where (479), details (262).
106 Newtling: where (382), details (369).
107 Nezzon: 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 (366), details (405).
112 Poison: where (408), details (408).
113 Pool of Acid: where (234), details (300).
114 Potion: where (175), details (387).
115 Raisin: 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 (183), details (347).
120 Ring: where (447), details (284).
121 Safe: where (238), details (316).
122 Sarcophagus: where (201), details (476).
123 Saxa the Sage: where (403), details (481).
124 Scorpion Man: where (336), details (369).
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 (168), 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 (369).
139 Tubing: where (477), details (445).
140 Vampire: where (162), details (432).
141 Watchdog: where (178), details (386).
142 Water: where (478), details (469).
143 Weapons: (355).
144 Wellington Boots: where (191), details (232).
145 Wizard: where (196), details (416).
146 Worm: where (185), details (298).
147 Xiiz: where (196), details (416).
148 Ziix: where (212), details (369).
149 Zombi: where (250), details (287).

Locations

- 150** Acid Pool: where (234), details (300).
151 Alchemist's Sanctum: where (241), details (340).
152 Beautiful Room: where (417), details (396).
153 Bone Room: where (273), details (239).
154 Camelot: where (253), details (374).
155 Castle: where (421), details (483).
156 Castle Entrance: where (321), details (305).

RED MOON CLUES

- 157** Cave (Windy): where (286), details (374).
158 Chasm: where (276), details (404).
159 Chimney: where (326), details (379).
160 Circular Lamplit Room: where (240), details (374).
161 Crater of Volcano: where (345), details (259).
162 Crypt: where (440), details (432).
163 Dark Junction: where (430), details (374).
164 Entrance Hall: where (242), details (305).
165 Fantastic Chamber: where (231), details (374).
166 Flashing Lights: where (274), details (397).
167 Flooded Tunnel: where (482), details (445).
168 Folly: where (330), details (431).
169 Forest: where (439), details (239).
170 Forge: where (350), details (451).
171 Grassy Mound: where (254), details (290).
172 Grassy Plain: where (373), details (333).
173 Great Hall: where (306), details (259).
174 Helix of Het: where (222), details (289).
175 Hospital: where (278), details (239).
176 House: where (235), details (324).
178 Kennel: where (383), details (386).
179 Lake: where (330), details (356).
180 Marble Tower: where (256), details (485).
181 Maze of Tiny Passages: where (486), details (474).
182 Metal Room: where (488), details (341).
183 Mirror Room: where (438), details (375).
184 Mound: where (254), details (290).
185 Paradise: where (323), details (331).
186 Plain: where (373), details (333).
187 Pool of Acid: where (234), details (300).
188 Pothole: where (419), details (333).
189 Red Room: where (418), details (311).
190 River Tunnel: where (482), details (445).
191 Rubber Room: where (437), details (259).
192 Ruined Stone House: where (235), details (324).
193 Sanctum of Alchemy: where (241), details (340).
194 Small, Neat Room: where (489), details (332).
195 Stained Room: where (370), details (239).
196 Stairway: where (452), details (416).
197 Straw-filled Room: where (322), details (333).
198 Stunningly Fantastic Chamber: where (231), details (374).
199 East of the Dark Junction.
200 Tiny Passages: where (486), details (474).
201 Tomb of Litter Muurdox Avatar: where (436).
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 (346), details (484).
207 Volcanic Crater: where (345), details (259).
208 Well (Blocked): where (228), details (455).
209 Well (Water-filled): where (487), details (445).
210 Windy Cave: where (286), details (374).
211 Windy Store Room: where (258), details (290).
212 Work Room of Ziix: 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.

RED MOON CLUES

- 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 (257).
- 247** Search (87).
- 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 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 zombi.
- 270** Eat it. See (279).
- 271** Misleading. See (281).
- 272** In the sarcophagus. 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 (285).
- 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.
- 283** Say OBIS beside (122).
- 284** Wear it to dodge better.
- 285** Each treasure owned or in (176); entering the caves; reaching (189); reviving Kelf; bridge-building; killing mummy and leaving with the crystal.
- 286** SW and S from the forge.
- 287** Bad for you.
- 288** And can use (137). You lose hit points, temporarily.
- 289** Spectacular scenery.
- 290** Dig.
- 291** An iron weapon.
- 292** Avoid this. There is no point in fighting it.
- 293** Part of the safe.
- 294** SE and E from the crypt.
- 295** Examine it; light it to see in the dark; see (8).
- 296** Due North of the crypt.
- 297** Nowhere.
- 298** Buy it.
- 299** Say SATARH and visit the house.
- 300** Drop (40) to neutralize it.
- 301** Wear them and you can carry more items.
- 302** Eat it in order to carry more items.
- 303** Dig at (184).
- 304** Due west of the great hall.
- 305** Open the gate with (85).
- 306** E, E, NE, N from the castle entrance.
- 307** SE, E, E from the circular lamplit room.
- 308** Appear when you take (101).
- 309** Cute. Almost worth £9.95 by itself.
- 310** Yucky!
- 311** Don't cross the line. See (327), instead.
- 312** E, E, SE, N, E from the castle entrance.
- 313** E, E, SE from the forge.
- 314** U, U, NW from the chimney.
- 315** Plays no part in the game, because Aspinall forgot it.
- 316** Forget the dial. See (281).
- 317** Several items protect you in combat by absorbing your opponent's blows. See (329).
- 318** Drop in (187).
- 319** A very effective weapon. See (328) to carry it.

RED MOON CLUES

- 320** Very literal. See (311).
- 321** North of the lake - or North, then NE from the pothole.
- 322** D, E, S, S, D from the east end of the great hall.
- 323** Coming soon.
- 324** Leave treasures here.
- 325** 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).
- 326** Above the fire. See (335).
- 327** Rub it out.
- 328** Wear (70) first.
- 329** Ring, Shield, & Chain Mail.
- 330** S, E, N, N from the pothole.
- 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). Examine objects to see if they're iron.
- 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 (78) in (81) and turn.
- 350** D, SE, S, E, W from the pothole.
- 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 lamplit room.
- 363** North of the beautiful room; South of the crypt.
- 364** W and NW from the mound.
- 365** D, E, E, NE from the windy store room.
- 366** In the sanctum of alchemy. See (340).
- 367** Remove it with (45).
- 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, 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 ghosts).
- 378** A musical.
- 379** See (326) and (75).
- 380** Magik does not work if iron is present - see (343). Spells require energy from the caster's 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 dulcimer. Examine the lamp (86) for details.
- 381** Wear for protection against heat. See (135).
- 382** D, E, S, S from the east end of the great hall.
- 383** N, W, N, N, E from the stained room.
- 384** Grows a bridge. See (395).
- 385** Grow a beanstalk. See (09).
- 386** Kill the dog. See (405).

RED MOON CLUES

- 387** Drink it. See (407).
- 388** Normally, this returns you to the grassy mound. See (406).
- 389** Drop for a free Extinguish spell.
- 390** Explains how to deal with (102).
- 391** Insert the pills. See (399).
- 392** Implacably 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 dulcimer.
- 397** Extinguish them. Drop (25).
- 398** Read it. See (390).
- 399** Give the meat to (52).
- 400** Read it when you've taken (21) to the right place. See (395).
- 401** CAST ESCAPE while holding the dulcimer. See (388).
- 402** Drop it inside for (71).
- 403** East from the circular lamplit 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 this spell. Use it to ferry items to and from places deep in the caves.
- 407** Restores your hit points to their start values.
- 408** Pills. See (111).
- 409** Read the scroll.
- 410** Every other thing in (422).
- 411** Open with care! See (420).
- 412** Alkali. See (113).
- 413** Magnetic. See (423).
- 414** SE of the Crypt.
- 415** W, SW, N from the Turkish bath.
- 416** Give Xiiz a treasure. See (425).
- 417** W, W, SW, NW from the Chasm.
- 418** N, E, S from the kennel.
- 419** Due 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, Dulcimer, Medallion, Mermaid, Necklace, 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 (38), then (349).
- 432** The crucifix comes in handy. See (441).
- 433** Wear it when handling (33). 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 pothole.
- 440** Due 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.
- 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 (69) 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, N, W from the stone kennel.
- 455** Wave (82).
- 456** Bribe the giant.
- 457** Bribe Mandana.
- 458** Insert the handle and turn it. See (468).
- 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.

RED MOON CLUES

- 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 grill.
- 480** Absorbs hostile blows.
- 481** See (369).
- 482** SE, E, S, D from the circular lamplit room.
- 483** Quite big. See (1).
- 484** East of the flashing lights and guarded by dragons. You need (61).
- 485** Say HUMKAAT to enter.
- 486** Below the stairway.
- 487** E, E, SE, N from the forge.
- 488** South of the vast circular lamplit 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 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: (528).
- 10** Seeing in the Dark: (264).
- 11** Travel: (503).
- 12** Winning: (586).

Objects, Creatures, & People

- 20** Altars; details (345).
- 21** Angel: where (228); details (442).
- 22** Ant Army: where (226); details (381).
- 23** Ashes: where (364); details (288).
- 24** Axe: where (425); details (302).
- 25** Balls: details (276).
- 26** Balloon: where (430); details (422).
- 27** Bag: where (244); details (293).
- 28** Bandages: where (363); details (325).
- 29** Bat: where (450); details (536).
- 30** Bell: where (183); details (426).
- 31** Black Ball: where (342); details (445).
- 32** Blade of Sword: where (460); details (278).
- 33** Blue Box: where (261); details (299).
- 34** Bloodworm: where (232); details (301).
- 35** Boat: where (208); details (584).
- 36** Bones: where (184); details (390).
- 37** Books: where (209); details (377).
- 38** Broom: where (279); details (326).
- 39** Cage: where (182); 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 (324); details (442).
- 45** Claw: where (564); details (335).
- 46** Claymore: where (386); details (610).
- 47** Clock: where (193); details (475).
- 48** Cloven Hoof: where (57); details (537).
- 49** Cross: where (203); details (280).
- 50** Crowbar: where (247); details (325).
- 51** Crystal Ball: where (342); details (323).
- 52** Curtain: where (189); details (350).
- 53** Dark Spawn: where (554); details (506).
- 54** Dead Idol: where (263); details (427).
- 55** Demon: where (250); details (483).
- 56** Desk: where (240); details (293).
- 57** Devil: where (317); details (442).
- 58** Diamond: where (127); details (443).
- 59** Doors; details (404).
- 60** Doppelganger: where (225); details (537).
- 61** Ectoplasm: where (430); details (303).
- 62** Elder Cross: where (203); details (280).
- 63** Elves: where (191); details (537).
- 64** Eyebright: where (203); details (264).
- 65** Eyes: where (284); details (264).
- 66** Feldspar: where (205); details (291).
- 67** Ferryman: where (208); details (584).
- 68** Fish: where (507); details (595).
- 69** Front Door: where (281); details (439).
- 70** Gargoyle: where (214); details (333).
- 71** Gateway (Glowing): where (327); details (344).
- 72** Ghost: where (328); details (372).

PRICE OF MAGIK CLUES

- 73** Ghosts of Things: where (336); details (428).
74 Ghoul: where (268); details (444).
75 Giant Creatures: details (286).
76 Gnome: where (199); details (341).
77 Gold: where (27); details (447).
78 Golem: where (429); details (480).
79 Grandmother Clock: where (193); details (475).
80 Gremlin: where (462); details (483).
81 Grimoire: where (209); details (282).
82 Hawkmoth: where (430); details (442).
83 Hilt of Sword: where (457); details (334).
84 Hobbit: where (402); details (415).
85 Hoof (Cloven): where (57); details (442).
86 Horror: where (287); details (314).
87 Idol: where (263); details (427).
88 Imp: where (317); details (341).
89 Inscription: where (465); details (467).
90 Knife: where (153); details (610).
91 Knocker: where (196); details (467).
92 Knucklebone: where (312); details (390).
93 Kobold: where (317); details (341).
94 Lake: where (221); details (304).
95 Lever: where (460); details (278).
96 Lounge Lizard: where (289); details (413).
97 Mail: where (469); details (310).
98 Magik Words: details (441).
99 Mandrake: where (203); details (269).
100 Militant: where (330); details (340).
101 Mirrors: details (373).
102 Monkey: where (351); details (331).
103 Moon: where (283); details (347).
104 Moonbeast: where (214); details (403).
105 Moth: where (430); details (442).
106 Mummy: where (210); details (318).
107 Myglar: where (216); details (515).
108 Nameless Horror: where (287); details (314).
109 Nasty Something: where (174); details (349).
110 Night Mare: where (462); details (483).
111 Oak Panels: where (218); details (346).
112 Ogre: where (430); details (421).
113 Oxfam: where (260); details (431).
114 Parchment: where (56); details (467).
115 Pendulum: where (47); details (307).
116 Pictures; details (510).
117 Pillar: where (221); details (435).
118 Plate Armour: where (471); details (290).
119 Plaque: where (305); details (599).
120 Poltergeist: where (462); details (442).
121 Portrait: where (306); details (513).
122 Postcard: where (394); details (377).
123 Prism: where (229); details (455).
124 Rainbow: where (430); details (393).
125 Red Moon: where (283); details (347).
126 Riddle: where (308); details (361).
127 Ring: where (92); details (512).
128 Robes: where (163); details (448).
129 Rope: where (217); details (384).
130 Salt: where (371); details (309).
131 Sarcophagus: where (210); details (325).
132 Scissors: where (483); details (447).
133 Scroll: where (153); details (472).
134 Secret Doors: where (397); details (482).
135 Shield: where (138); details (461).
136 Shovel: where (292); details (409).
137 Silver Mail: where (459); details (310).
138 Skeleton: where (311); details (348).
139 Skull: where (312); details (390).
140 Slug: where (236); details (392).
141 Snow: where (188); details (433).
142 Something Nasty: where (174); details (349).
143 Spawn (Dark): where (554); details (506).
144 Spectre: where (462); details (500).
145 Spider: where (166); details (383).
146 Staff: where (271); details (338).
147 Standing Stones: where (241); details (270).
148 Statue: where (410); details (382).
149 Stone Fish: where (400); details (393).
150 Sugar: where (395); details (318).
151 Sword: details (401).
152 Sylph: where (317); details (393).
153 Table: where (219); details (293).
154 Talisman: where (391); details (352).
155 Tapestry: where (306); details (478).
156 Terrorists: where (432); details (509).
157 Torches: where (432); details (562).
158 Trumpet: where (294); details (452).
159 Valerian: where (234); details (313).
160 Vampire Bat: where (450); details (536).
161 Velvet Glove: where (430); details (368).
162 Vine: where (196); details (271).

PRICE OF MAGIK CLUES

- 163** Wardrobe: where (315); details (293).
164 Wargame: where (243); details (478).
165 Water: where (437); details (592).
166 Web: where (247); details (383).
167 Weight: where (391); details (367).
168 Werewolf: where (192); details (568).
169 Werepig: where (317); details (360).
170 Wheel: where (578); details (329).
171 Wight: where (202); details (444).
172 Wishing Well: where (483); details (474).
173 Wolfsbane: where (234); details (568).
174 Woodpile: where (249); details (296).
175 Worm: where (232); details (301).
176 Wraith: where (231); details (318).
177 Zombi: where (272); details (318).

Locations

- 180** Altars: details (345).
181 Arch-Roofed Corridor: where (405); details (453).
182 Attic: where (438); details (389).
183 Belfry: where (355); details (597).
184 Bone Room: where (516); details (321).
185 Bosky Acres: where (483); details (275).
186 Catacombs: where (363); details (297).
187 Cellar Off Seadog's Room: where (601); details (371).
188 Cold Store: where (406); details (440).
189 Collapsing Junction: where (356); details (496).
190 Distorted Junction: where (273); details (275).
191 Druid Glade: where (185); details (477).
192 Elm-Panelled Corridor: where (358); details (83).
193 Entrance Hall: where (298); details (475).
194 Ferry: where (208); details (584).
195 Fountain of Wisdom: where (274); details (341).
196 Front Door: where (281); details (439).
197 Garden (Herb): where (320); details (374).
198 Garden (Roof): where (337); details (275).
199 Garden (Market): where (363); details (454).
200 Glowing Gateway: where (327); details (344).
201 Hall of Statues: where (407); details (572).
202 Hanging Tentacles: where (366); details (321).
203 Herb Garden: where (320); details (374).
204 Ice Room: where (518); details (600).
205 Inner Sanctum: where (487); details (321).
206 Laboratory: where (408); details (605).
207 Lakeside: where (221); details (304).
208 Landing Stage: where (359); details (584).
209 Library: where (494); details (275).
210 Marble Vault: where (339); details (377).
211 Mists of Time: where (609); details (388).
212 Misty Corridor: where (490); details (170).
213 Molehill: where (363); details (483).
214 Moon Room: where (378); details (593).
215 Musty Hall: where (322); details (155).
216 Myglar's Base: where (546); details (530).
217 North Tower: where (375); details (606).
218 Oak-Panelled Corridor: where (416); details (346).
219 Office: where (412); details (491).
220 Ominous Chamber: where (493); details (605).
221 Other Plain: where (369); details (369).
222 Oxfam: where (260); details (431).
223 Pentagonal Room: where (376); details (275).
224 Pillar: where (221); details (435).
225 Porsche: where (570); details (537).
226 Portico: where (387); details (501).
227 Priest Hole: where (521); details (605).
228 Pyramid: where (462); details (483).
229 Recess: where (417); details (321).
230 Red Room: where (602); details (275).
231 Reflecting Room: where (608); details (321).
232 River Tunnel: where (594); details (562).
233 Rock-Walled Room: where (522); details (562).
234 Roof Garden: where (337); details (275).
235 Scullery: where (418); details (275).
236 Slime Slide: where (596); details (140).
237 Smithy: where (363); details (600).
238 Spherical Junction: where (598); details (562).

PRICE OF MAGIK CLUES

- 239** Spherical Rock Bubble: where (604); details (361).
240 Study: where (527); details (134).
241 Stonehenge: where (607); details (270).
242 Stone Room: where (399); details (427).
243 Table Room: where (420); details (164).
244 Treasury: where (365); details (562).
245 Underwater: where (591); details (591).
246 Vine: where (362); details (271).
247 Web Cavern: where (525); details (383).
248 Winding Corridor: where (556); details (275).
249 Woodshed: where (380); details (421).
250 Worm Wood: where (363); details (483).

Answers

- 260** Oxfam, 274 Banbury Road, Oxford OX2 7DZ.
261 In the middle of Stonehenge. See (241) and (270).
262 Wake it using the spell named in (452).
263 Beyond the locked door. See (242).
264 Rub eyebright into eyes.
265 Don't bite off more than you can chew.
266 Drop it in the (94).
267 Melt the (77) in the (237).
268 SW, W from the roof garden.
269 Take it confidently, without hesitation.
270 The best way in is SE, SE, W, SW, NW, NE, S.
271 Cut the (162) with any weapon.
272 South of the pentagonal room.
273 NW and N from the rock-walled room.
274 A mythical place.
275 Just an ordinary place.
276 There are two: (31) and (51). See also (102).
277 Provided to hold (29). but not really needed.
278 Pull the lever.
279 East of the entrance hall.
280 Placates the bat. For DET spell. See (463).
281 Where you start.
282 For the MAD spell. See (470).
283 On an altar. Northeast and North from the distorted junction.
284 Part of you.
285 For the GAS spell. See (466).
286 Ants, Bloodworm, Slug, Spider.
287 See (69) or (129).
288 For the ZAP spell. See (473).
289 Buy it a drink.
290 Wear it for protection in combat.
291 For the SEE spell. See (482).
292 S, E from the oak-panelled corridor.
293 A container. Examine it.
294 Held by the cherub. See (262).
295 For the HID spell. See (492).
296 Light it: but first deal with the (142).
297 Keep moving.
298 Open the front door, In, and NW.
299 For the IBM spell. See (476).
300 Throw it at Myglar to kill him.
301 The bat chases it away.
302 A weapon. For the KIL spell. See (488).
303 For the WOW spell. See (498).
304 Drink the water.
305 Underwater (245). See (68).
306 SE of the bone room.
307 For the DOW spell. See (495).
308 In, D, D, D, SW, N from the pillar.
309 Throw it at the slug.
310 For the FIN spell. See (479).
311 Walking about, near (235).
312 Pull up the (99).
313 For the FIX spell. See (502).
314 Gets you a bonus.
315 North of the attic.
316 For the EYE spell. See (485).
317 Down from the (172).
318 Leave it alone.
319 For the MIS spell. See (505).
320 West of the woodshed.
321 Just an ordinary place.
322 E, E, S from the misty corridor.
323 For the ESP spell. See (508).
324 At every one-way exit.
325 Its puzzle was left out during programming.
326 For the FLY spell. See (527).
327 SE, NE from the hall of statues.
328 Appears where you touch the plate armour.
329 For the DED spell. See (511).
330 Liverpool.
331 Take it to the cold store. See also (25).

PRICE OF MAGIK CLUES

- 332** For the CAN spell. See (520).
- 333** Tell it the answer. See (126).
- 334** You can't reach it from beneath. See (151).
- 335** For SAN spell. See (517).
- 336** If you kill anything, its ghost can come back.
- 337** NE, NE from the misty corridor.
- 338** For the HYP spell. See (514).
- 339** E, SW, W, SW from the landing stage.
- 340** Socialists who mean it.
- 341** Not in the game.
- 342** In a cold place. See (102).
- 343** For the SPY spell. See (523).
- 344** Gives any spell focus. See (5).
- 345** For the one with the Red Moon, see (125). For the one with the talisman, see (154).
- 346** There's a secret door in one room. See (357).
- 347** Touch it to become young... twice. See (360).
- 348** Kill it, using magik (if you want the shield).
- 349** Originally a gummer. Examine it for a bonus.
- 350** Cut it with any weapon.
- 351** Go through the glowing gateway.
- 352** Rub it to travel to and from somewhere. See (221).
- 353** Wear them to walk on the lake.
- 354** Blow it out quickly. Then see (343).
- 355** Up from the north tower.
- 356** NW, SW from the library.
- 357** Push the panels. See (370) for the right room.
- 358** Northeast of the entrance hall.
- 359** W, D, NW, W from the winding corridor.
- 360** CAST FLY on it to see what's beneath.
- 361** Read the riddle. The answer is the third word of (603).
- 362** Beside the front door.
- 363** Somewhere else.
- 364** From the woodpile. See (296).
- 365** SE, N from the priest hole.
- 366** Northwest of the entrance hall.
- 367** CAST FLY on the weight before doing anything else.
- 368** Wear it to breathe underwater.
- 369** Rub the talisman.
- 370** S, SE from the misty corridor.
- 371** Open the right chest and look in. See (385).
- 372** Bury all its bones. See (36), (92), and (139).
- 373** Cut the mirror in the attic with (58) to make the little one. Use this for (458).
- 374** Take everything.
- 375** Northwest of the roof garden.
- 376** D, D, S from the slime slide. Beyond the slug.
- 377** Just for amusement.
- 378** South of the ice room.
- 379** Rub the lamp.
- 380** West of the front door.
- 381** Scare them off. See (398).
- 382** Pretty useless. See (400).
- 383** Cut the (166) with a weapon.
- 384** Pull it, if you like.
- 385** CAST DOW at each in turn. See also (396) and (459).
- 386** Held by the statue. Use magik to get it. See (400).
- 387** N, N, W, N, W from the glowing gateway.
- 388** A quick way of getting around. There are exits from the Mists of Time to most places in the game.
- 389** There's something behind the mirror. See (373). To see in the dark, see (264).
- 390** Bury it in the herb garden. You need (136).
- 391** SW and S from the spherical junction. See (367).
- 392** Throw salt at it.
- 393** Pretty, but totally useless.
- 394** Just inside the front door.
- 395** Everywhere.
- 396** For example. CAST DOW AT RED CHEST. See also (5).
- 397** In (218) and (240). CAST SEE.
- 398** CAST IBM at them.
- 399** In, N, NW, N, N, SE from the portico. See (22).
- 400** See (119). then give the mail to the statue. Then, look at the statue and see (411).
- 401** Stuck through the ceiling. See (414).
- 402** Excellent books and lesser games.
- 403** Frighteningly horrible. Hence, see (413).
- 404** The interesting ones are (196) and in (242). For secret doors, see (134).

PRICE OF MAGIK CLUES

- 405** S, SW from the oak-panelled corridor.
- 406** S, S, NW, S from the rock-walled room.
- 407** Northeast from the spherical junction.
- 408** N, NW from the collapsing junction.
- 409** To bury things. See (72).
- 410** Down from the slime slide, past the slug.
- 411** CAST FIN at it.
- 412** SW, SE from the attic.
- 413** It doesn't like others of its kind. See (419).
- 414** Find the blade above the hilt. See (218). Then see (278) to free it.
- 415** Slothful and infested with bugs.
- 416** SW, W, D, E, SE from the attic.
- 417** Beyond the mirror. See (373).
- 418** South of the rock-walled room.
- 419** Wave a mirror at it.
- 420** Southeast of the roof garden.
- 421** Examine everything, and see corresponding hints.
- 422** A Red Moon gimmick.
- 423** See (436) for details. To use magik, see (133). For a complete list of spells, see (441).
- 424** In the sarcophagus.
- 425** South of the red room. Be careful; see (434).
- 426** Ring it to summon the nameless horror.
- 427** Involved in the trickiest puzzle. See (531).
- 428** It's your own fault for killing things.
- 429** West from the winding corridor.
- 430** South of the repository. See (341).
- 431** A famine-fighting charity.
- 432** All over the place.
- 433** Search it, once the (102) has gone.
- 434** Wear armour, or send someone else in first.
- 435** Go inside and head down.
- 436** To use a spell, you need to know its name (IBM, 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.
- 437** In many places. See especially (94) and (245).
- 438** Up the vine, then West.
- 439** Examine it, open it, or knock on it.
- 440** Enough to freeze the whatsits off a thingamajig.
- 441** Named in the following clues: (280), (282), (288), (291), (299), (302), (307), (310), (313), (323), (326), (329), (335), (338), (343), (452), (455), and (458).
- 442** You can't do anything about it.
- 443** Use it to cut something. See (101).
- 444** Kill it, or leave the horrible thing alone.
- 445** Protects you from any one spell.
- 446** Names are three-letter words, in capitals. Spells are spread around the game. See also (580).
- 447** Useless.
- 448** Wear until you find someone deserving (456).
- 449** For the FAR spell. See (532).
- 450** In the belfry. You need (49) in order to take it.
- 451** Buried in the dead end.
- 452** For the BOM spell. See (538).
- 453** Read you-know-what. Tricky, eh? See (484).
- 454** Time to rent a movie.
- 455** For the XAM spell. See (535).
- 456** Give to the (78).
- 457** NE, N from the entrance hall. You can't do anything about it, directly. See (414).
- 458** For the ZEN spell. See (529).
- 459** If you own the pendulum and want to know if the golem is magikal, CAST DOW AT GOLEM. The pendulum swing can be interpreted for an answer (it takes experience to do this).
- 460** Sticking up in a hidden room, off (218).
- 461** Blocks enemy attacks.
- 462** In the gloom. See (250).
- 463** Detects some dangers. See (533).
- 464** Any improvement to your score or any use of magik increases your age. You die at 100. See also (481).
- 465** High up in the arch-roofed corridor. See (484).
- 466** Sleep gas surrounds the target. See (541).
- 467** Examine it to learn a spell. See (484).
- 468** Use it to lasso the hilt.
- 469** Worn by the golem. See (480).
- 470** Makes target mad. See (489).
- 471** West of the bone room. See (72).
- 472** Read it to learn about magik.
- 473** Lightning strikes the target. See (543).
- 474** Drop the gold into it.

PRICE OF MAGIK CLUES

- 475** Wait to learn a spell. Examine the (47).
- 476** Makes target fearful, uncertain, and doubtful. See (559).
- 477** Somewhere else.
- 478** Use magik to waken it, to learn a spell.
- 479** Turns mail-wearing target into a fish. See (549).
- 480** Give it something comfortable to wear. See (128).
- 481** Touching something rejuvenates you. See (125).
- 482** A spell to detect secret doors. See (553)
- 483** Not in this game.
- 484** CAST FLY on yourself.
- 485** Creates a flying eye. See (557).
- 486** Play it to charm the snake.
- 487** W, S from the collapsing junction. See (496).
- 488** Makes target berserk. See (499).
- 489** Lets you use harder spells. See also (585).
- 490** SW, W, D, E, N from the attic.
- 491** Examine the table and take everything.
- 492** Detects hidden objects. See (547).
- 493** SW, SE, NE, S, S, E from the pentagonal room.
- 494** E, N from the bone room.
- 495** Is target magik? See (555).
- 496** Cut the curtain with any weapon.
- 497** N, NE, W, N, N from the oak-panelled corridor.
- 498** Impress target so it will obey you. See (545).
- 499** To make you fight better. See (563).
- 500** Give it the bones.
- 501** Scare away the ants. See (398).
- 502** Cure target. See (567).
- 503** There's a spell which helps. See (529); also (221) and (241).
- 504** To attack it, type KILL WEREWOLF each turn. You'll do better if you have a weapon and some armour. Magikal combat is possible, using the spell named in (288). See (5).
- 505** Make target clumsy in combat. See (551),
- 506** Has very sharp claws. See (45).
- 507** Created by the spell named in (310).
- 508** Look into room in target direction. See (561).
- 509** Always have black hats, to distinguish them from the freedom fighters in white hats.
- 510** Magikally waken them in order for things to happen.
- 511** Dead zone. Cancel all spells. See (569).
- 512** It's a diamond ring. See (443).
- 513** Magikally wake it, to be taunted.
- 514** Hypnotize target so it obeys you. See (577).
- 515** A very old, powerful, evil wizard. See (530).
- 516** NE, N, NW, N from the entrance hall.
- 517** Make target sane. See (571).
- 518** E, NE, S, S, S from the stone room, See (427).
- 519** CAST IBM at them.
- 520** Cancel animation of target. See (565).
- 521** North of the study. See (482).
- 522** In, W, W from the front door.
- 523** See room where target is. See (581).
- 524** Killing him is not good enough, as he'll just return as a ghost. See (534) instead.
- 525** E, SW, W, SE, E, SE from the landing stage.
- 526** Target can fly. See (573).
- 527** N, NW from the library.
- 528** You start with 100 stamina points, and lose some for each wound. 0 stamina means death. See (539).
- 529** Takes you to the Mists of Time (388). See (579).
- 530** Remove his use of magik. See (540).
- 531** Get the door opened from (he other side. See (542).
- 532** Teleport to where you last used magik. See (483).
- 533** They won't obey just like that. See (544).
- 534** Cancel all spells with the magik named in (329). See also (31).
- 535** Examines magik properties of the target. See (583).
- 536** The (49) helps when taking it. See (548).
- 537** Yet another dummy entry.
- 538** Brings some inanimate things to life. See (575).
- 539** To restore health, use the spell in (313).
- 540** Make him sane with the spell in (335). Then see (524),
- 541** See (150) lo learn. Focus, see (150) and (285).

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- 542** CAST ESP EAST to see beyond it. Then see (550).
- 543** See (164) to learn. Focus, see (23) and (288).
- 544** Use the spell in (338).
- 545** See (213) to learn. Focus, see (21) and (303).
- 546** Northwest from the Moon room. See (593).
- 547** See (185) to learn. Focus, see (161) and (295).
- 548** It chases away the bloodworm and (560).
- 549** See (137) to learn. Focus, see (137) and (310).
- 550** CAST BOM at the idol and see (558).
- 551** See (41) to team. Focus, see (169) and (319).
- 552** Score involves becoming a better magician, shown by a decrease in sanity. You score points for learning spells, obtaining spell focuses, the first use of each spell, and for visiting locations. There are a couple of bonuses, too. The lower your sanity is, the more spells you can use.
- 553** See (206) to learn. Focus, see (66) and (291).
- 554** CAST BOM to waken 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 (55) to learn. Focus, see (88) and (316).
- 558** CAST ESP; CAST HYP to control it. See (566).
- 559** See (33) to learn. Focus, see (33) and (299).
- 560** If hypnotized (338), can take the wheel.
- 561** See (69) to team. 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 vine. Eventually, you'll climb the vine and enter the attic; but, first, West to the woodshed. See (582).
- 575** See (79) to learn. Focus, see (158) and (452).
- 576** OOPS is just like the UNDO command.
- 577** See (89) 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 (588).
- 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 (590).
- 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 (81) and (282).
- 586** Find all the focus objects and learn all the magik spells. Use them. Then tackle Myglar (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).

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- 593** Dispose of the moonbeast - see (403).
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 junction.
- 597** Take the bat. See (29).
- 598** N, N, NW, N 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, D, SW, N from the pillar.
- 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 rock-walled room.
- 608** SW, SE, N from the pentagonal room.
- 609** Use the ZEN spell. See (579).
- 610** A weapon.