

CLUE BOOK FOR

TIME

&

MAGIC

# TIME AND MAGIK CLUES

Clue Book Designed & Maps Drawn By  
Kathi B. Somers

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 ale-house, north of the village green*. Entry 334 tells you to *Give the gold nugget to the bartender and you can take the ale*. See also (426). Look up 426 and...well, you take it from there!

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

### General

- 01 Getting started (512).
- 02 All the treasures (427).
- 03 Scoring (257).
- 04 Seeing in the dark (548).
- 05 To carry more, use (146).
- 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).

## LORDS OF TIME CLUES

- 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 Coffer: 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).  
 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).

## LORDS OF TIME CLUES

- 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).  
 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).

LORDS OF TIME CLUES

**Locations**

- 190 Amphitheater:  
where (314); time (229); 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).
- 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).

LORDS OF TIME CLUES

- 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 & Aerobics 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).
- 254 SW, then West several times, from the garden.
- 255 Kiss the frog.
- 256 Just a treasure.
- 257 You score points for treasures: 25 points for each of the 18 ordinary treasures and 50 points for each "ingredient" marked by an hourglass symbol. There are bonuses of 25 for: reaching the ruined land, saving the animals, saving the people, and completing the potion to defeat the Timelords. 1000 points total.
- 258 East of the shed.
- 259 Wave the valerian at the willow tree.
- 260 Just beyond the sabre-toothed tiger's cave.
- 261 It's a magnet. Wave it to attract the keys.
- 262 He'll defeat the Black Knight for you. See also (282).
- 263 One of the ordinary treasures.
- 264 Contains poison. See also (296).
- 265 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 open the door so you can enter. See also (317).
- 278 North of the splintered, slippery ice-sheet in the Ice-Age.
- 279 Eat a mushroom to see the Tooth Fairy.

**Answers**

- 250 Where you start.
- 251 Set the wood on fire to scare the mammoth. See (269).
- 252 Gives you a sword.
- 253 On the compost heap. See (279).

## LORDS OF TIME CLUES

- 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) for how 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. 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 & Aerobatics Arena.  
 325 Northwest of the frozen forest, blocking movement that way.  
 326 If you stay in the same place for too long, you're dead.  
 327 Give him the poisoned chocolates.  
 328 Drink to become strong.  
 329 Give the catfood to the tiger. But first see (344). Consider (172), too.  
 330 Take the axe; cut the tree. You'll get (170).  
 331 Open the chest to reveal Pirate Pete. There may be treasure inside! To deal with the pirate, see (342).  
 332 Open the car.  
 333 Time zone 1 is the Present. See (317) to get there. See (341) for more zones.  
 334 Give the gold nugget to the bartender and you can take the ale. See also (426).

## LORDS OF TIME CLUES

- 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 lens 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 (373) 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.

LORDS OF TIME CLUES

- 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).
- 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.

LORDS OF TIME CLUES

- 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 Coffin, 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).
- 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 and South from the hallway.
- 485 On the other bank of the stream. See (429).
- 486 In Egypt.
- 487 West & South from the portrait gallery.
- 488 Use to cut down the weeping willow.
- 489 Some distance North of the gates of the walled city.
- 490 Unlock them to free the animals...
- 491 In the ottoman.
- 492 In the throne room (surrounding the throne).
- 493 Phial, Stone Pot, Ruby, and see (505).
- 494 A treasure. When you take it, a gladiator steals it. Go to the arena.

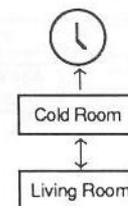
## LORDS OF TIME CLUES

- |   |   |
|---|---|
| 495 Wave the mirror at the brontosaurus.  | 524 Where you enter Viking Times.   |
| 496 At the top of the Milky Way.  | 525 Hot baths.  |
| 497 Dig in the soft ground at the extreme East of the sea caves.  | 526 East of the village green.  |
| 498 Ivory Tusk, Dragon's Wing, Dinosaur Egg.  | 527 Nothing special.  |
| 499 See (495). Then, drop the mirror beside the cavemen. Don't try to push past them.   | 528 Not a nice place at all!  |
| 500 Not in this game!   | 529 The cauldron is important. See (468).   |
| 501 In the chest.   | 530 I'd unlock everything, if I were with you.  |
| 502 Wear these to escape the gladiator and leave the arena.   | 531 Where you enter the Future.   |
| 503 The prince needs it.  | 532 Northeast from the gates of the walled city.  |
| 504 Provides light in the darkness.   | 533 A gift from the cavewoman.  |
| 505 Oriental Rug, Fallen Star, & The Wheel.   | 534 Pay a galactic groat to enter the Sports Centre.  |
| 506 Throw it at the lion. See (281).  | 535 Up from the hallway.  |
| 507 By the waterhole, East of the prairie.  | 536 East from the laboratory.   |
| 508 In the sea caves.   | 537 NW from the frozen forest.  |
| 509 A fragile treasure. Don't drop it!  | 538 You must be strong to pull this away from the hypocaust entrance. You should have previously found a well... See (272). |
| 510 Push to open the exit.  | 539 South-ish from the crater.  |
| 511 Keeps the tiger at bay.   | 540 Just stand there.   |
| 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. | 541 Needed for digging.   |
| 513 Take drinking horn (full) into the hypocaust; drink the water if the heat gets too bad.   | 542 Needed to break ice. In particular, see (93) and (95).  |
| 514 Where you enter the Tudor Period.   | 543 Fire it in the cubicle (south-ish from the crater) to be carried to the Sports Centre.                                  |
| 515 Are you enjoying the game?  | 544 Throw the pebble at the skeleton.   |
| 516 West of the country cottage, through the garden door.   | 545 Somewhere!  |
| 517 North and Up from the prairie.  | 546 West from the prairie.  |
| 518 Dig to find a jewelled coffer. See (300).   | 547 Home on the range.  |
| 519 West from where you enter the Present.  | 548 Use (115), (35), or (73).   |
| 520 Just an ordinary, nice place.   | 549 In the pool near the Sports & Aerobics Arena.   |
| 521 West of the plain.  |   |
| 522 Cold!   |   |
| 523 East and Down from the plain.   |   |

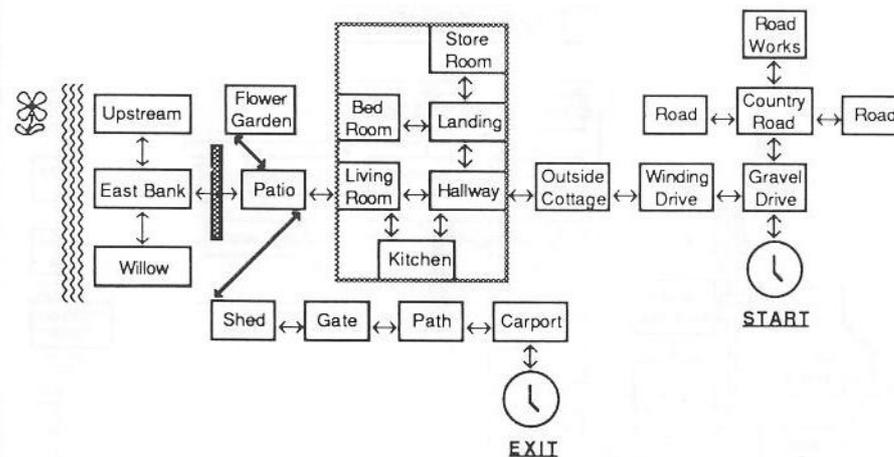
## LORDS OF TIME MAPS

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

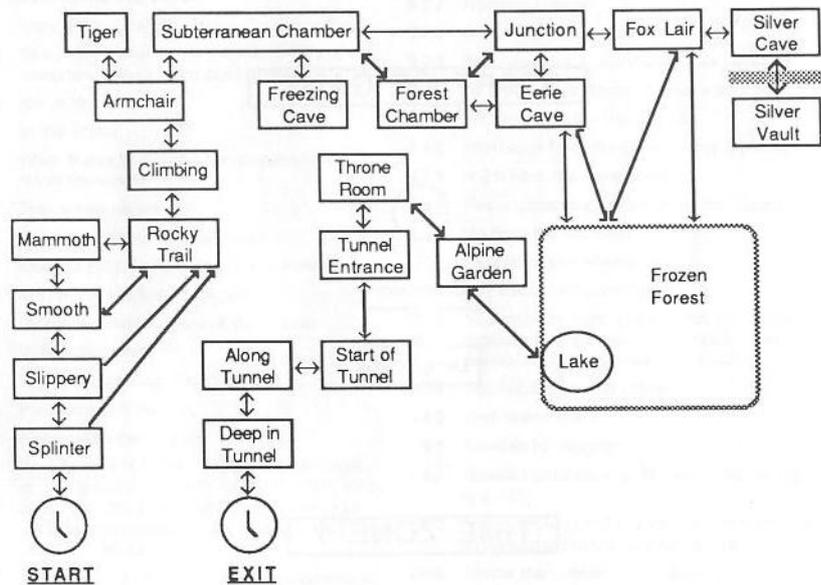
### START OF GAME



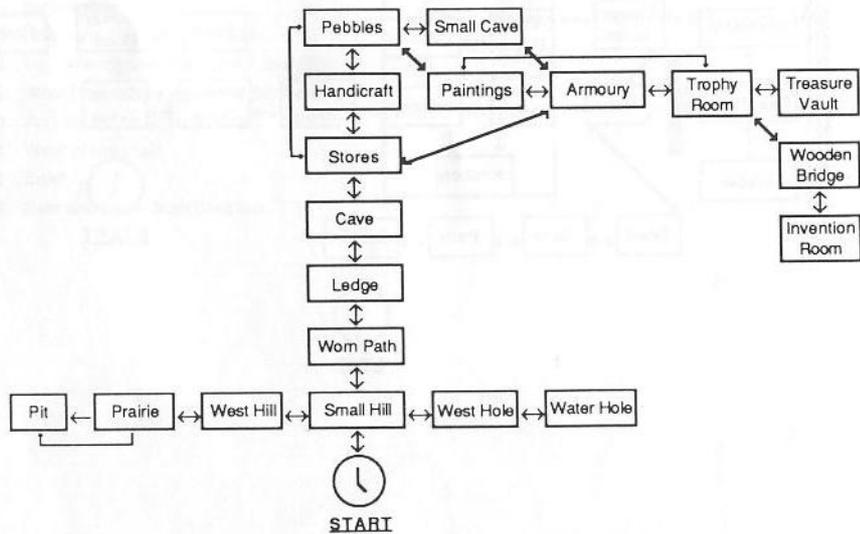
### TIME ZONE 1



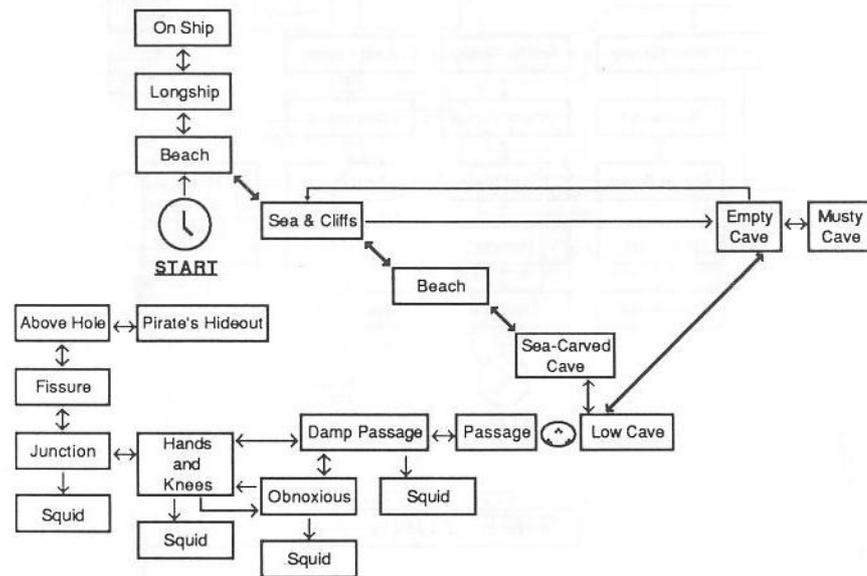
TIME ZONE 2



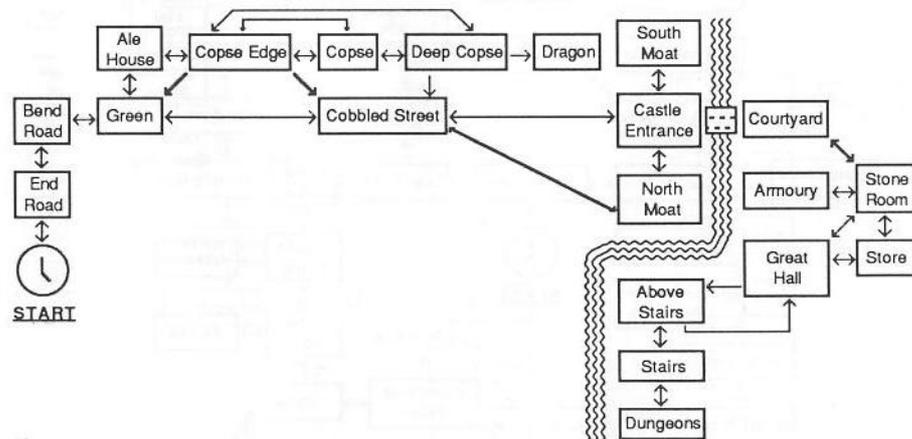
TIME ZONE 3



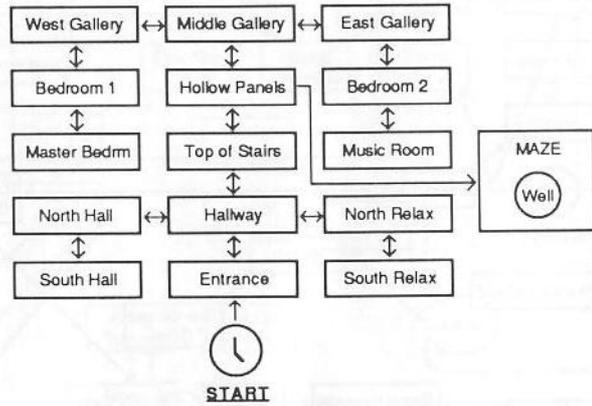
TIME ZONE 4



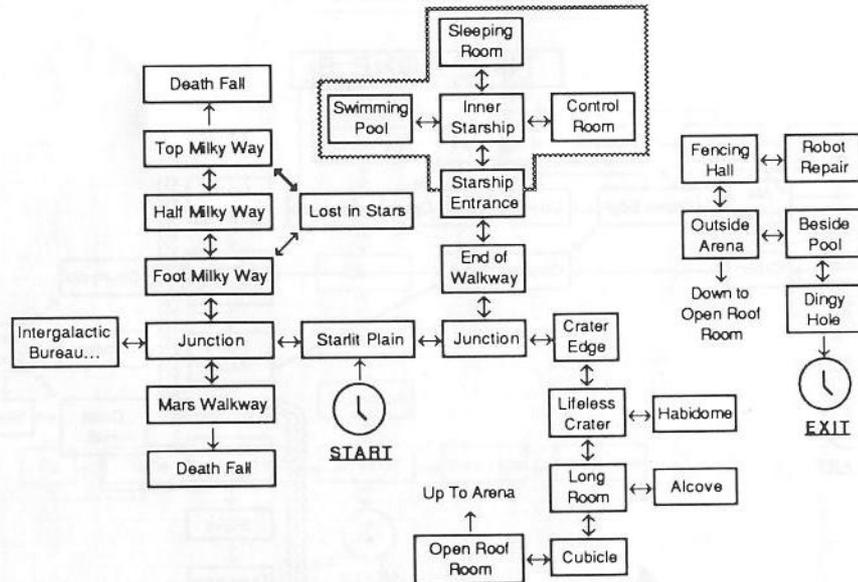
TIME ZONE 5



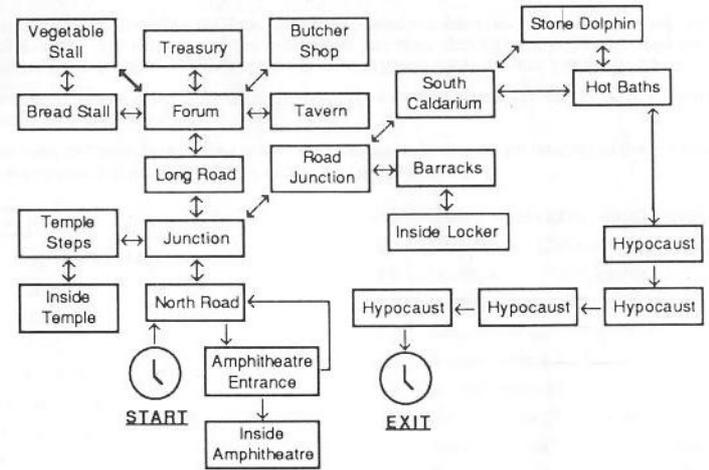
**TIME ZONE 6**



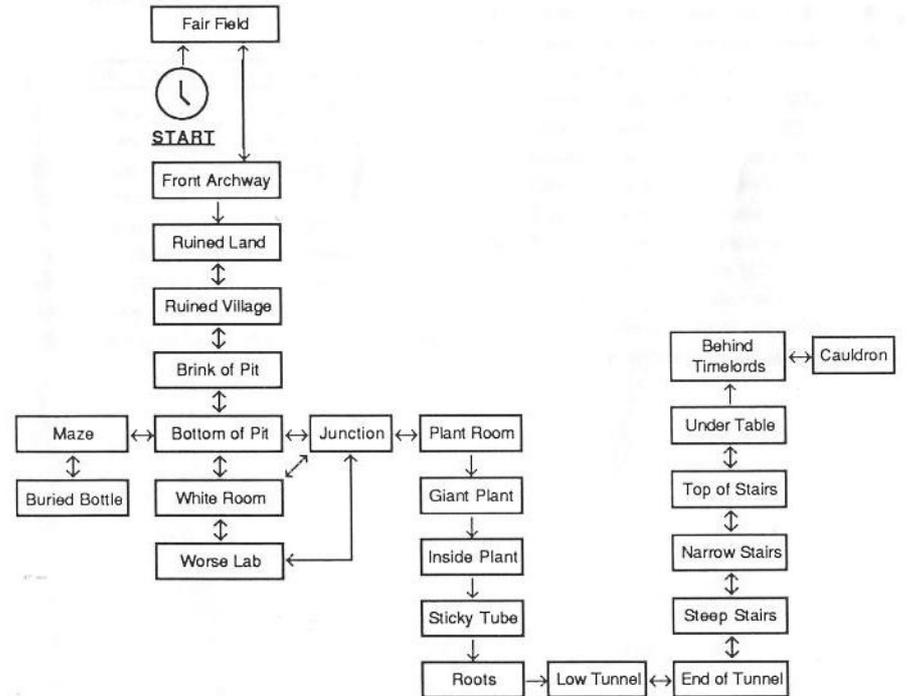
**TIME ZONE 7**



**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 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 (442).
- 02 Combat (361).
- 03 Ghosts (325).
- 04 Iron (343).
- 05 Magik (380).
- 06 Scoring (261).
- 08 Seeing in the Dark (265).
- 09 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 Blotch: 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).

## RED MOON CLUES

- 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).  
 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: see (343).  
 84 Kelf: 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).

## RED MOON CLUES

- 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: see (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).  
 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).

## 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).  
 157 Cave (Windy): where (286); details (374).  
 158 Chasm: where (276); details (404).

RED MOON CLUES

- 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: see (163).  
 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.  
 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 Magik. 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 end of the screen and stepping on your opponent's toe.

RED MOON CLUES

- 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 Kellif; 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's 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.  
 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).

## RED MOON CLUES

- 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 ghost).
- 378 A musical.
- 379 See (326) and (75).
- 380 Magik doesn't work if iron is present—see (343). Spells require energy from the caster's body, so you lose 1 hit point everytime 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).

## RED MOON CLUES

- 386 Kill the dog. See (405).
- 387 Drink it. See (407).
- 388 Normally, this returns you to the grassy mound. See (406).
- 389 Drop for a 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 hit points to their starting 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.

## RED MOON CLUES

- 447 Beyond the cave lake: SE, D, W, S from the beautiful room.
- 448 Inside the bottle.
- 449 Capture the wind.
- 450 To the lake: E, E, S, E, N, N and search the bushes. See (458).
- 451 Fight (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.
- 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 HUMAKAAT 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 in with the real clues. You won't be referred to them if you use the clue sheet as instructed, but reading random entries can be misleading!

### General

- 01 Getting started (574).
- 02 Age (464).
- 03 Combat (504).
- 04 Defeating Myglar (530).
- 05 Magik (423).
- 06 OOPS (576).
- 07 Orders to Creatures (533).
- 08 Sanity/Scoring: (552).
- 09 Stamina/Health: (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).

PRICE OF MAGIK CLUES

52	Curtain: where (189); details (350).	86	Horror: where (287); details (314).
53	Dark Spawn: where (554); details (506).	87	Idol: where (263); details (427).
54	Dead Idol: where (263); details (427).	88	Imp: where (317); details (341).
55	Demon: where (250); details (483).	89	Inscription: where (465); details (467).
56	Desk: where (240); details (293).	90	Knife: where (153); details (610).
57	Devil: where (317); details (442).	91	Knocker: where (196); details (467).
58	Diamond: where (127); details (443).	92	Knucklebone: where (312); details (390).
59	Doors: details (404).	93	Kobold: where (317); details (341).
60	Doppelganger: where (225); details (537).	94	Lake: where (221); details (304).
61	Ectoplasm: where (430); details (303).	95	Lever: where (460); details (278).
62	Elder Cross: where (203); details (280).	96	Lounge Lizard: where (289); details (413).
63	Elves: where (191); details (537).	97	Mail: where (469); details (310).
64	Eyebright: where (203); details (264).	98	Magik Words: details (441).
65	Eyes: where (284); details (264).	99	Mandrake: where (203); details (269).
66	Feldspar: where (205); details (291).	100	Militant: where (330); details (340).
67	Ferryman: where (208); details (584).	101	Mirrors: details (373).
68	Fish: where (507); details (595).	102	Monkey: where (351); details (331).
69	Front Door: where (281); details (439).	103	Moon: where (283); details (347).
70	Gargoyle: where (214); details (333).	104	Moonbeast: where (214); details (403).
71	Gateway (Glowing): where (327); details (344).	105	Moth: where (430); details (442).
72	Ghost: where (328); details (372).	106	Mummy: where (210); details (318).
73	Ghosts of Things: where (336); details (428).	107	Myglar: where (216); details (515).
74	Ghoul: where (268); details (444).	108	Nameless Horror: where (287); details (314).
75	Giant Creatures: details (286).	109	Nasty Something: where (174); details (349).
76	Gnome: where (199); details (341).	110	Night Mare: where (462); details (483).
77	Gold: where (27); details (447).	111	Oak Panels: where (218); details (346).
78	Golem: where (429); details (480).	112	Ogre: where (430); details (421).
79	Grandmother Clock: where (193); details (475).	113	Oxfam: where (260); details (431).
80	Gremlin: where (462); details (483).	114	Parchment: where (56); details (467).
81	Grimoire: where (209); details (282).	115	Pendulum: where (47); details (307).
82	Hawkmoth: where (430); details (442).	116	Pictures: details (510).
83	Hilt of Sword: where (457); details (334).	117	Pillar: where (221); details (435).
84	Hobbit: where (402); details (415).	118	Plate Armour: where (471); details (290).
85	Hoof (Cloven): where (57); details (442).	119	Plaque: where (305); details (599).

PRICE OF MAGIK CLUES

120	Poltergeist: where (462); details (442).	154	Talisman: where (391); details (352).
121	Portrait: where (306); details (513).	155	Tapestry: where (306); details (478).
122	Postcard: where (394); details (377).	156	Terrorists: where (432); details (509).
123	Prism: where (229); details (455).	157	Torches: where (432); details (562).
124	Rainbow: where (430); details (393).	158	Trumpet: where (294); details (452).
125	Red Moon: where (283); details (347).	159	Valerian: where (234); details (313).
126	Riddle: where (308); details (361).	160	Vampire Bat: where (450); details (536).
127	Ring: where (92); details (512).	161	Violet Glove: where (430); details (368).
128	Robes: where (163); details (448).	162	Vine: where (196); details (271).
129	Rope: where (217); details (384).	163	Wardrobe: where (315); details (293).
130	Salt: where (371); details (309).	164	Wargame: where (243); details (478).
131	Sarcophagus: where (210); details (325).	165	Water: where (437); details (592).
132	Scissors: where (483); details (447).	166	Web: where (247); details (383).
133	Scroll: where (153); details (472).	167	Weight: where (391); details (367).
134	Secret Doors: where (397); details (482).	168	Werewolf: where (192); details (568).
135	Shield: where (138); details (461).	169	Werpig: where (317); details (360).
136	Shovel: where (292); details (409).	170	Wheel: where (578); details (329).
137	Silver Mail: where (469); details (310).	171	Wight: where (202); details (444).
138	Skeleton: where (311); details (348).	172	Wishing Well: where (483); details (474).
139	Skull: where (312); details (390).	173	Wolfsbane: where (234); details (568).
140	Slug: where (236); details (392).	174	Woodpile: where (249); details (296).
141	Snow: where (188); details (433).	175	Worm: where (232); details (301).
142	Something Nasty: where (174); details (349).	176	Wraith: where (231); details (318).
143	Spawn (Dark): where (554); details (506).	177	Zombi: where (272); details (318).
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).		

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).

## PRICE OF MAGIK CLUES

186	Catacombs: where (363); details (297).	218	Oak-Panelled Corridor: where (416); details (346).
187	Cellar Off Seadog's Room: where (601); details (371).	219	Office: where (412); details (491).
188	Cold Store: where (406); details (440).	220	Ominous Chamber: where (493); details (605).
189	Collapsing Junction: where (356); details (496).	221	Other Plain: where (369); details (369).
190	Distorted Junction: where (273); details (275).	222	Oxfam: where (260); details (431).
191	Druid Glade: where (185); details (477).	223	Pentagonal Room: where (376); details (275).
192	Elm-Panelled Corridor: where (358); details (83).	224	Pillar: where (221); details (435).
193	Entrance Hall: where (298); details (475).	225	Porsche: where (570); details (537).
194	Ferry: where (208); details (584).	226	Portico: where (387); details (501).
195	Fountain of Wisdom: where (274); details (341).	227	Priest Hole: where (521); details (605).
196	Front Door: where (281); details (439).	228	Pyramid: where (462); details (483).
197	Garden (Herb): where (320); details (374).	229	Recess: where (417); details (321).
198	Garden (Roof): where (337); details (275).	230	Red Room: where (602); details (275).
199	Garden (Market): where (363); details (454).	231	Reflecting Room: where (608); details (321).
200	Glowing Gateway: where (327); details (344).	232	River Tunnel: where (594); details (562).
201	Hall of Statues: where (407); details (572).	233	Rock-Walled Room: where (522); details (562).
202	Hanging Tentacles: where (366); details (321).	234	Roof Garden: where (337); details (275).
203	Herb Garden: where (320); details (374).	235	Scullery: where (418); details (275).
204	Ice Room: where (518); details (600).	236	Slime Slide: where (596); details (140).
205	Inner Sanctum: where (487); details (321).	237	Smithy: where (363); details (600).
206	Laboratory: where (408); details (605).	238	Spherical Junction: where (598); details (562).
207	Lakeside: where (221); details (304).	239	Spherical Rock Bubble: where (604); details (361).
208	Landing Stage: where (359); details (584).	240	Study: where (527); details (134).
209	Library: where (494); details (275).	241	Stonehenge: where (607); details (270).
210	Marble Vault: where (339); details (377).	242	Stone Room: where (399); details (427).
211	Mists of Time: where (609); details (388).	243	Table Room: where (420); details (164).
212	Misty Corridor: where (490); details (170).	244	Treasury: where (365); details (562).
213	Molehill: where (363); details (483).	245	Underwater: where (591); details (591).
214	Moon Room: where (378); details (593).	246	Vine: where (362); details (271).
215	Musty Hall: where (322); details (155).	247	Web Cavern: where (525); details (383).
216	Myglar's Base: where (546); details (530).	248	Winding Corridor: where (556); details (275).
217	North Tower: where (375); details (606).	249	Woodshed: where (380); details (421).
		250	Worm Wood: where (363); details (483).

## PRICE OF MAGIK CLUES

## Answers

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

## PRICE OF MAGIK CLUES

- 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 when you touch the plate armour.  
 329 For the DED spell. See (511).  
 330 Liverpool.  
 331 Take it to the cold store. See also (25).  
 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).

## PRICE OF MAGIK CLUES

- 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).  
 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 locus 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.

PRICE OF MAGIK CLUES

- 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.  
 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).

PRICE OF MAGIK CLUES

- 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. Ø 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 the 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) to learn. Focus, see (150) and (285).  
 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 learn. 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.

PRICE OF MAGIK CLUES

- 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 learn. Focus, see (51) and (323).  
 562 Just scenery.  
 563 See (164) to learn. Focus, see (24) and (302).  
 564 From the dark spawn. See (554).  
 565 See (199) to learn. Focus, see (41) and (332).  
 566 CAST ESP again; type IDOL, OPEN DOOR.  
 567 See (155) to learn. Focus, see (159) and (313).  
 568 The wolfsbane keeps the werewolf away.  
 569 See (20) to learn. Focus, see (170) and (329).  
 570 Parked next to the Volvo.  
 571 See (119) to learn. Focus, see (45) and (335).  
 572 Wake the cherub using the spell in (452).  
 573 See (220) to learn. Focus, see (38) and (326).  
 574 Look at the door and 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).  
 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.

**Datasoft<sup>®</sup>**