Keyword	AVON Hints	Hint
ANGLER	What can I do with the angler?	10
ARDEN	How can I get through Arden?	65
	What can I do at the clearing in Arden?	66
ASP	How can I avoid being killed by the asp?	39
ASS	How can I avoid having an ass's head put on me?	33
BANQUET	What is the purpose of the banquet?	49
BARGE	How can I get off the barge?	40
BEACH	What can I do at the beach?	35
BEAR	How can I get past the bear?	21
BIRNHAM	What can I do in Birnham Wood?	51
BLOOD	How can I remove the smell of blood from my hands?	48
BUTT	I can't get past the butt of Malmsey wine.	7
CAPITOL	How can I avoid being killed in the Capitol?	32
CASKETS	How can I tell in which order to open the caskets...	
	...on January 6th?	17
	...on March 15th?	31
	...on June 24th?	42
CAULDRON	Which object should I shoose from the witches' cauldron...	
	...on January 6th?	1
	...on March 15th?	30
	...on June 24th?	46
CELLAR	How can I use the information from the Boar's Head cellar?	20
CHEST	How can I get the large chest at the beach?	36
	How can I open the small chest?	67
CLIFF	How do I get down the cliff?	56
COLOSSUS	How do I get past the colossus?	58
DRINK	I can't win the drinking contest.	6
DROWNING	How can I avoid drowning in the river?	29
DUCATS	How can I avoid having to give back the ducats?	38
DUNSINNIN	How can I get back from Dunsinnin?	52
FARM	I don't know what to do at the farm.	3
FOG	How can I get through the fog?	55
GAOL	How can I get out of gaol?	24
GHOST	What can I do with the Scotman's ghost?	50
GOLDSMITH	How can I avoid the goldsmith taking my ducats as payment?	62
	How can I avoid the goldsmith taking back the chain?	63
	How can I get past the goldsmith when I'm carrying neither the chain nor the ducats?	64
GRAVEYARD	How can I get east of the graveyard?	41
HOUSE	How can I get into the house?	25
	How can I avoid being killed in the house?	28
HOVEL	How can I get into the hovel?	27
HUNCHBACK	How can I help the kingly hunchback?	34
ILLYRIA	How can I tell which house to enter in Illyria Court?	15
LEAR	How should I advise King Lear?	19
MAZE	I can't get through the maze of mountain paths.	2
MELTING	How do I avoid my flesh melting?	44
MOOR	How can I avoid being killed by the Moor?	14
MOOR'S CODE	How can I decode the Moor's code?	16
NAME	What name should I give when I'm asked?	61
OBJECTS	Tell me the use of a particular object.	69
PASSWORD	How can I interpret the jester's password?	18
PHIAL	What should I do with the phial?	23
PINE	What can I do with the howling pine?	26
PORPENTINE	What is a porpentine?	59
	How do I get the porpentine?	60
SAVE	Why is saving sometimes regarded as an "ill deed"?	22
SHIELD	How can I get the shield from the Scotsman?	54
SHREW	How can I get the shrew?	37
SLINGS AND ARROWS	How can I avoid being killed by slings and arrows?	53
SPEAR	What do I do with the spear?	8
STATUE	What should I do with the statue?	5
TAVERN	How do I get into the tavern?	57

TREASURE	What should I do with my valuable items?	4
	I can't find all the treasure.	70
UNDISCOVERED COUNTRY	How can I get through the undiscovered country?	45
VASTY DEEP	What can I do at the Vasty Deep?	11
	How can I call spirits from the Vasty Deep?	12
	How can I avoid being killed by the Vasty Deep spirits?	13
WARM	How do I avoid feeling warm?	43
WATCHMAN	How can I get past the watchman?	68
WITCHES	How can I persuade the witches to give me more than one items at once?	47
WORM	What can I do with the worm?	9