

AVON clues - don't be tempted!

1950

1950

<u>Keyword</u>	<u>AVON Hints</u>	<u>Hint</u>
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
	How can I tell in which order to open the caskets on March 15th?	31
	How can I tell in which order to open the caskets on June 24th?	42
CAULDRON	Which object should I choose from the witches' cauldron on January 6th?	1
	Which object should I choose from the witches' cauldron on March 15th?	30
	Which item should I choose from the witches' cauldron 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 Scotsman'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 back 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 can 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? I can't find all the treasure.	4 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 spirits from the Vasty Deep?	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 item at once?	47
WORM	What can I do with the worm?	9

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<u>Keyword</u>	<u>MURDAC Hints</u>	<u>Hint</u>
ALTERNATIVE UNIVERSE	How do I get out of the alternative universe?	21
ASTROLOGER'S SANCTUM	What can I do in the Astrologer's Sanctum?	25
	Why does a voice sneer at me in the Astrologer's Sanctum?	51
BLACK HOLE	How do I get out of the black hole area?	18
	What happens to objects I drop in the black hole?	19
	How do I recover objects dropped in the black hole area?	20
CANNIBALS	How do I avoid being eaten by the cannibals?	37
CENTAUR	How do I get past the centaur?	26
CHIMERA	What can I do in the room with the chimera?	31
DARK	How do I see in the dark?	50
DAUGHTER	How do I befriend the Wizard's daughter?	40
DAUGHTER	How do I rescue the Wizard's daughter?	42
FINAL REGION	How do I get out of the final region?	49
FOOTPRINTS	Who made the footprints on the beach?	17
GEYSER	How do I avoid being scalded?	34
GNOEVAL	What does GNOEVAL mean?	32
GRAVE	What use is the grave?	4
GRAVE	What use is the message on the tombstone?	5
HAUNTED HOUSE	How do I navigate safely through the haunted house?	44
	How do I get into the haunted house again?	55
HOUSE	How do I get into the hut?	8
HUT	How do I get into the hut?	8
ISLAND	How do I get to the island?	36
ISLAND	How do I return from the island?	39
KEEP	How do I get out of the keep safely?	47
	How do I get objects out of the keep?	48
LAKE	What use is the lake?	7
LAMP	How do I turn on the lamp?	10
	How do I turn off the lamp?	10
	How do I see in the dark?	50
LION	How do I calm the lion?	33
MANTICORE	What is a manticore?	28
	How do I avoid the effects of the manticore's poison?	29
MONKEY	Is there any other way out of the monkey puzzle room?	30
MONSTER	How do I re-animate the monster?	12
MONSTER	How do I stop the monster from dying?	13
	How do I stop the monster from killing me?	14
	What use is the monster?	15
OGRES	How do I get past the ogres' wall?	1
	How do I get back from beyond the ogres' wall?	2
	How do I stop ogres attacking me?	9

OLD MAN OF THE SEA	How can I avoid being strangled?	35
OOZELUMNY	What does OOZELUMNY mean?	22
	What does OOZELUMNY do?	23
PIGEON	How do I get hold of the pigeon?	24
PLATFORM	How do I move along the platform?	45
	How do I get off the platform?	46
POLTERGEIST	How do I avoid being killed by the poltergeist?	43
POOL	What can I do at the pool?	27
SANDPIT	What use is the sandpit?	6
SCORPIONS	How do I avoid being stung by scorpions?	38
SCROLL	How do I read the scroll safely?	52
SHAWM	What is a shawm?	3
TIDAL WAVE	Why do I get killed by a tidal wave?	54
TOAD	How do I pick up the toad without harming it?	16
TOMBSTONE	What use is the message on the tombstone?	5
TREASURE	Where should I keep my treasure?	56
TREMOR	Why is there an earth tremor?	53
TROLL	How do I get past the troll twice?	41
WALL	How do I get past the ogres' wall?	1
	How do I get back from beyond the ogres' wall?	2
WIRES	How do I cross the wires safely?	11