

# Kingdom of Hamil

for the BBC Microcomputer

## HINTS AND ANSWERS

These hints and answers are arranged in a jumbled order to make it harder to accidentally see the solution to other questions. If you do not want to risk spoiling the rest of the adventure, ask a friend to look up the hint or answer to your question for you.

- 1) I can't find another way out of the chapel.  
Hint 10 Answer 9
- 2) It's dark under the chapel and I can't see.  
Hint 11 Answer 10
- 3) I can't take the tapestry down it's off the wall.  
Hint 12 Answer 11
- 4) I can't get out of the Maze of Hamil.  
Hint 13 Answer 12
- 5) I can find my way out of the Maze of Hamil but not with all 8 coins.  
Hint 14 Answer 13
- 6) I can't get past the wall of fire east of the chamber.  
Hint 15 Answer 14
- 7) The ground keeps opening up and swallowing me on the plain.  
Hint 16 Answer 15
- 8) I can find my way to treasure on the plain but have no idea how to get back again.  
Hint 17 Answer 16

## PROBLEMS ARISING, AND HINTS/ANSWERS TO SOLVE

- 1) I die when I go north from the chapel.  
Hint 27    Answer 41
- 2) I can't find another way out of the chapel.  
Hint 41    Answer 17
- 3) It's dark under the chapel and I can't see.  
Hint 30    Answer 30
- 4) I don't know the password.  
Hint 6    Answer 22
- 5) The vampire keeps killing me, even if I run away.  
Hint 48    Answer 9
- 6) I can't take the tapestry once it's off the wall.  
Hint 13    Answer 35
- 7) I can't get out of the Maze of Hamil.  
Hint 49    Answer 24
- 8) I can find my way out of the Maze of Hamil but not with all 8 coins.  
Hint 50    Answer 50
- 9) I can't get past the wall of fire east of the chamber.  
Hint 4    Answer 39
- 10) The ground keeps opening up and swallowing me on the plain.  
Hint 1    Answer 21
- 11) I can find my way to treasure on the plain but have no idea how to get back again.  
Hint 52    Answer 52

- 12) The Tyrannosaurus keeps catching me.  
Hint 10 Answer 34
- 13) I get caught by pterodactyls in the Lost World.  
Hint 32 Answer 44
- 14) I can't retrace my steps in the Lost World.  
Hint 53 Answer 53
- 15) I've mapped the Lost World but still don't see how to survive.  
Hint 44 Answer 44
- 16) I can't get the goblet from the old lady.  
Hint 54 Answer 2
- 17) The enchantress keeps killing me.  
Hint 46 Answer 18
- 18) The hexapod dies when I drop it.  
Hint 55 Answer 11
- 19) The hexapod runs off when I drop it.  
Hint 53 Answer 29
- 20) The fish room is baffling me.  
Hint 47 Answer 7
- 21) I can find a useful word in the fish room but I die when I use it.  
Hint 38 Answer 38
- 22) I can't get past the pit.  
Hint 36 Answer 56
- 23) I die down the snark tunnel.  
Hint 8 Answer 42
- 24) What use is the mural?  
Hint 51 Answer 42

- 25) What use is the dust room?  
Hint 5 Answer 5
- 26) I can't move the statue.  
Hint 15 Answer 28
- 27) I die if I carry the egg too far.  
Hint 53 Answer 25
- 28) I die when I throw the wooden object.  
Hint 26 Answer 40
- 29) I can't see a use for the bottle.  
Hint 13 Answer 35
- 30) I can't get at the jackdaw.  
Hint 43 Answer 40
- 31) I die when I blow the whistle.  
Hint 3 Answer 12
- 32) I can't get past the portcullis.  
Hint 14 Answer 14
- 33) I can't get into the cave because of the undergrowth.  
Hint 19 Answer 37
- 34) I can get rid of the undergrowth but still can't get into the cave.  
Hint 45 Answer 39
- 35) I keep dying in the enchanted maize.  
Hint 16 Answer 21
- 36) I can decode the final questions, but don't know the answer!  
Hint 23 Answer 33

37) I keep falling asleep in the field.

Hint 15 Answer 31

## HINTS AND ANSWERS

- 1) You need a guide!
- 2) Better blow the whistle on her activities.
- 3) Is there anybody the dog would prefer?
- 4) How would you put the fire out?
- 5) Watch out for poison.
- 6) This is a fair puzzle, so somewhere you've been told what the password is. Can you think where that might be?
- 7) Try turning your lamp off.
- 8) Somewhere there is something to suggest which snark tunnel to go down.
- 9) Vampires can't stand sunlight. He won't follow you into sunlit rooms for fear of dying - so get him to an unlit room (the tapestry room) and make it lit.
- 10) So keep moving!
- 11) Try feeding it something sustaining.
- 12) Have you dealt with the old lady yet?
- 13) There are other ways of moving a tapestry....
- 14) You need to show them your deeds. 'Deeds' could also mean....
- 15) To sleep, perchance to dream....

- 16) You need to get more lucky somehow.
- 17) Get the rod and try lifting the stone with it.
- 18) She wouldn't like you if your breath smelled, would she?
- 19) Fire has its uses.
- 20) Take a six-legged friend with you next time.
- 21) Never get more than one move from the talisman.
- 22) The inscription on the crypt begins "The password is ..." and you should be able to decode the rest!
- 23) Can you work out what phrase is meant? Or, alternatively, what the 'set sorted' might mean?
- 24) You need to be able to pay the price required.
- 25) So drop it somewhere useful, like outside a cave.
- 26) So get out of the way when the boomerang comes back!
- 27) There are two ways out of the chapel, and only one is fatal.
- 28) Try giving yourself a diet suitable for bad dreams, then sleeping.
- 29) You should drop it somewhere where its homing instinct can guide it over dangerous terrain.
- 30) Try turning your lamp on!

- 31) Try eating cheese first.
- 32) I wouldn't be in any hurry to get to the pterodactyls.
- 33) Write out the code against the alphabet and look at it a while.
- 34) Every time you don't move, he gets nearer. So you must move as long as possible.
- 35) Open the bottle in the tapestry room, then figure out what happened to the tapestry.
- 36) Even a dead bird has its uses.
- 37) Leave the egg there and go away.
- 38) Think about codes...
- 39) Throw water at it!
- 40) Leave the area after throwing it - and make sure you throw it at something above you!
- 41) North is fatal - but you can get out downwards if you can get that stone out of the way.
- 42) Take a look at the mural before going snark-hunting.
- 43) Throw something at the dratted bird!
- 44) Every time you move, one pterodactyl flies off. So try to keep moving until all the pterodactyls have flown off - it can be done (just).
- 45) What would deter a fire-breathing dragon?

- 46) The enchantress finds you irresistible at present.
- 47) You need to try not to shed some light on the matter.
- 48) If you wander around, you will find something the vampire doesn't like. See that he gets it.
- 49) By SAVEing first, you can at least try to map it!
- 50) There is only one route round the maze which will get all 8 coins. Draw it on paper and work it out!
- 51) Use your sense of direction.
- 52) Retrace your steps.
- 53) That's correct.
- 54) Leave the old lady until you can call for help.
- 55) Poor thing - it isn't strong enough to survive.
- 56) Throw it a poisoned jackdaw.

- 46) The archdeacon finds you (translatable or present.
- 47) You need to try out (what) your light on the matter.
- 48) If you wander around, you will find something the vicar doesn't like. See that he gets it.
- 49) By talking first, you can at least try to map it!
- 50) There is only one route round the maze which will get all 8 coins. Draw it on paper and work it out!
- 51) Use your sense of direction.
- 52) Retrace your steps.
- 53) That's correct.
- 54) Leave the old lady until you can call for help.
- 55) Poor thing - it isn't strong enough to survive.
- 56) Throw it a pleasant shadow.

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