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| --- | --- | --- | --- | --- | --- | --- |
| 15 – Prison cell  S  Chest – locked, silver key |  | 1 - Drawbridge  Bottle  S |  | 9 – Outhouse  S  Steel key  Rusty nail | 30 – Alleyway  Andrid – bone key for toy  EW | 31 – Bakery  Baker – floor plan for egg  WS |
| 14 – Guard’s room  Door (N) – Black iron key  Guard’s desk - Sealed oil can  Hint |  | 2 - Wildemoor  SE  Bronze Key | 3 – Butcher’s shop  WE  Empty Bucket  Carcass | 6 - Cold meat store  Toolbox – Hammer  Iceblock  S  Door (N) Bronze Key |  | 32 – Mill  Chest – bone key  Chicken  N |
| 13 – Long tunnel  NSE  Sign ‘Silver worth more’ | 12 - Gloomy alcove  E  ‘G’ parchment  Door (W) Golden Key  Hint | 4 - Spiral Stairs  N  Door (S) Iron Key  Hint |  | 7 – Side street  NSE  Barrel hiding Small marble shaped game | 11 – Bank  Chest – Steel key  W  Silver key  Hint |  |
| 16 – Long tunnel  NS  Mound of dirt, ‘N’ rock  Hint |  | 5 - Small Dungeon  N  Chest – closed  ‘K’ slate |  | 8 – Iwa’s house  NS  Torch  Black iron key |  | 29 – Mausoleum  S  Chest (open)  Skeletal Bone in coffin |
| 17 – Serpent’s lair  Torch  Cannot pass S until straw lit with torch  NS  Hint |  |  |  | 10 – Adelmo’s house  NE  Spoon  Iron Key | 25 – Gardens with fountain  EW | 26 – Graveyard  N (Locked, combination lock)  Gravestone (-)  S  Hint |
| 18 – Tunnel |  | 22 – The lever room  Silver lever release gold chest  S  Hint |  |  |  | 27 – Paddock with unlocked gate with sign Blackmore brothers |
| 19 – Rock pool  NE  Under water, ‘I’ wood | 20  Hound  Needs to eat bone (give)  EW  Hint | 21  Marble room  Guard (E) password  WN  Hint | 23 – Eldred’s Tomb  EW  Hint | 24 – Meadow  End of Game |  | 28 – Stables give horse water. Horse drops note as drinks 6-4-1-3 |

Bottle holds golden key, needs to be hit with hammer

Spoon dig dirt to find parchment

Fill bucket with water from fountain

Nail punctures oilcan

Sign: In Wildemoor, silver is worth more than gold and bronze together. Refers to levers – pull silver lever to release