

Hints and clues

Do not look at this page unless you are thoroughly stuck. It contains clues which might help you, but you need to work out how to read them first. If you need further help, write to the address at the bottom of the page, stating where you get stuck, and you will be sent a further sheet of clues. Mark the envelope SILVER MOUNTAIN and enclose a stamped addressed envelope.

If the program does not work or you get error messages, check each line for mistakes. Ask someone to read it out to you including all the punctuation. If you still have problems, send a copy on cassette to the address below stating what computer you have and what the problem is. Mark the envelope SILVER MOUNTAIN and enclose stamps for return postage.

Here is a list of instructions the computer understands. If you type a different instruction the computer will not understand it even if it makes sense to you.

EXAMINE	TAKE	GET
SAY	GIVE	READ
TIE	WEAR	PICK
USE	RIG	CLIMB
FILL	LIGHT	OPEN
SWING	WATER	PLANT
CROSS	ENTER	EMPTY
TURN	FEED	REMOVE
LEAVE	BAIL	DIVE
BLOW	INSERT	THROW
MOVE	EAT	DROP
CUT	RING	INTO
POISON	BURN	HOLD
WITH	UNLOCK	SHOW
PAY	COUNT	DRINK
STEAL	BREAK	MAKE
	REFLECT	GATHER

High walled rock garden

You need things to plant – and something to help them grow.

Bridge

This is a toll bridge.

Misty pool

There is something mysterious here. You need to empty the pool to find out what it is.

Ogban's Boar

Look around on the island for something to help you get past the Boar.

Mosaic-floored hall

What is at the end of the hall? (Look in the picture on page 14.) If you have been to the kitchen, you may have found something to use here which will prevent Ogban from harming you – for good.
2. Your passage is blocked by Magar's evil spells. Only if you are carrying all the magic objects will you be allowed to go east.

Stables

You need something from the wooden door of the stable. The Garg's carry matches in their uniforms.

Fallen oak

The Goblin Guardian is listening for the sound of the wind blowing through the reeds of the marshes where he was born.

Wooded valley

The Hermit will trust you if you give him something that used to belong to him.

Underground tunnels

You can find out in which direction to travel by examining some inscriptions not far away.

Attic bedroom

What would you expect to find in a bedroom? Examine it and see if there is anything useful.

Silver Chamber

You must HOLD the Stone of Destiny and SAY the magic words one by one.

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2. Your passage is blocked by Magrarg's evil spells. Only if you are carrying all the magic objects will you be allowed to go east.

Staples

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SHOW	UNLOCK	WITH
DRINK	COUNT	PAY
MAKE	BREAK	STEAL
GATHER	REFLECT	

High walled rock garden

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Bridges


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