

The Ultimate Prize' Hint Sheet

This cluesheet has been compiled to give you hints in the game without spoiling your enjoyment. Look up the object or location you wish to find or know more about. The numbers in brackets after each one are of the form (location, details). Have fun!

GENERAL

- 1) Getting started (342)
- 2) Gems (317)
- 3) Scoring objects (361)
- 4) Scoring actions (363)
- 5) Winning (301)
- 6) Jumping (346)
- 7) Seeing in the dark (355)
- 8) Carrying more (341)

OBJECTS

- 20) acid (jug of) (248,364)
- 21) altar (236,360)
- 22) amethyst (173,356)
- 23) arm (in lake) (200,352)
- 24) ball (crystal) (163,348)
- 25) ball (spore) (184,344)
- 26) beam (209,340)
- 27) beggar (256,336)
- 28) bell (254,332)
- 29) bone (219,328)
- 30) boots of leaping (210,346)
- 31) broken stone (225,324)
- 32) bronze plaque (171,320)
- 33) chair (166,316)
- 34) coin (gold) (156,312)
- 35) column (204,324)
- 36) crystal ball (163,348)
- 37) curse (spell) (251,308)
- 38) dead robber (265,362)
- 39) death dogs (148,328)
- 40) devil (dust) (255,320)
- 41) diamond (166,316)
- 42) djinn (173,356)
- 43) dogs (death) (148,328)
- 44) doors (double iron) (159,360)
- 45) double iron doors (159,360)
- 46) dryad (186,304)
- 47) dust devil (255,320)
- 48) dwarf (225,312)
- 49) eagle (203,300)
- 50) eagle chicks (203,300)
- 51) egg (phoenix) (235,358)
- 52) elf (182,348)
- 53) emerald eye (169,364)
- 54) eye (emerald) (169,364)
- 55) feet (troll's) (157,362)
- 56) firestone (160,358)
- 57) flask (silver) (265,304)
- 58) food (158,336)
- 59) fountain (265,304)
- 60) gauntlet (222,300)
- 61) gold coin (156,312)
- 62) gold ring (150,356)
- 63) golden sword (220,304)
- 64) grasping hands (243,364)
- 65) guardian of the sapphire (202,354)
- 66) hands (243,364)
- 67) helmet of comprehension (167,320)
- 68) hollow (262,358)
- 69) icicle (192,354)
- 70) iron doors (double) (159,360)
- 71) iron key (238,330)
- 72) jug of liquid (248,364)
- 73) key (iron) (238,330)
- 74) knife (189,332)
- 75) lady of the lake (200,352)

- 76) lomillator (225,360)
- 77) magic potion (241,350)
- 78) message (189,342)
- 79) Nelrath the wizard (163,308)
- 80) note (194,308)
- 81) ogre (222,324)
- 82) outlaw (168,344)
- 83) outlaw (dead) (265,362)
- 84) paper (sheet of) (208,338)
- 85) parchment (239,334)
- 86) phoenix egg (235,358)
- 87) piranha fish (232a,362)
- 88) pit fury (228,350)
- 89) plaque (bronze) (225,320)
- 90) plinth (262,358)
- 91) potion (magic) (241,350)
- 92) prat (322,359)
- 93) queen of the dryads (185,304)
- 94) quovidel (231,326)
- 95) ring (gold) (156,356)
- 96) robber (168,344)
- 97) rod (rune) (165,320)
- 98) roll of parchment (239,334)
- 99) rope (254,332)
- 100) rubble (238,330)
- 101) ruby (243,364)
- 102) rune rod (165,320)
- 103) sapphire (202,354)
- 104) scroll (168,365)
- 105) sheet of paper (208,338)
- 106) shield (239,326)
- 107) shovel (230,331)
- 108) silver flask (265,304)
- 109) skeleton (239,334)
- 110) spade (230,331)
- 111) spell (251,308)
- 112) spore-ball (184,344)
- 113) statue of count (169,364)
- 114) stone (225,324)
- 115) stone (broken) (225,324)
- 116) stone tablet (202,354)
- 117) sword (golden) (220,304)
- 118) sword (lomillator) (225,360)
- 119) tablet (stone) (202,324)
- 120) thighbone (219,338)
- 121) tree (young) (223,304)
- 122) tripwire (222,324)
- 123) troll (155,362)
- 124) troll's feet (157,362)
- 125) trunk (150,350)
- 126) waterfall (265,308)
- 127) wire (trip) (222,324)
- 128) wizard (Nelrath) (163,308)
- 129) woodcutter (223,304)
- 130) wooden beam (209,340)
- 131) young tree (223,304)
- 132) zebedee (207,318)

LOCATIONS

- 150) ante-chamber (199,314)
- 151) base of laketop mountain (200,314)
- 152) bottom of huge tree (265,314)
- 153) bottom of volcano (261,358)
- 154) bridge (rope) (213,314)
- 155) bridge (stone) (265,362)
- 156) bridge (wooden) (199,312)
- 157) bridge (under stone) (232a,362)
- 158) cave (homely) (213,314)
- 159) cave (large) (213,314)
- 160) cave (roughly hewn) (213,314)
- 161) cavern (ice) (199,354)
- 162) cavern (vast) (199,314)
- 163) cavern (wizard's) (265,308)
- 164) chamber (ante) (199,314)
- 165) chamber (empty) (199,320)
- 166) chamber (vaulted) (199,316)
- 167) chasm (mist-filled) (199,346)

- 168) clearing (tranquil) (265,314)
 - 169) column (on top of) (162,364)
 - 170) coursing stream (213,314)
 - 171) dead end (199,320)
 - 172) deep in forest (265,314)
 - 173) djinn's room (199,356)
 - 174) eagle's ledge (213,300)
 - 175) edge of swamp (265,314)
 - 176) empty chamber (199,308)
 - 178) end of path (213,314)
 - 179) entrance to caverns (220,314)
 - 180) exit to caverns (220, 314)
 - 181) faint path (265,314)
 - 182) field (green) (213,348)
 - 183) footpath (stony) (213,314)
 - 184) forest (deep in) (265,314)
 - 185) forest (oldest part) (265,304)
 - 186) fountain (265,304)
 - 187) grassy ledge (213,324)
 - 188) green field (265,314)
 - 189) grim room (199,327)
 - 190) good view (199,314)
 - 191) hand room (199,364)
 - 192) homely cave (213,314)
 - 193) huge swamp (265,308)
 - 194) huge tree (265,314)
 - 195) hut (woodcutter's) (265,314)
 - 196) ice cavern (199,354)
 - 197) inner sanctum (213,360)
 - 198) kennels (199,328)
 - 199) labyrinth (199,327)
 - 200) laketop mountain (213,352)
 - 201) laketop mountain (base) (200,314)
 - 202) large room (199,314)
 - 203) ledge (eagle's) (213,314)
 - 204) ledge (grassy) (213,314)
 - 205) long ridge (265,362)
 - 206) low tunnel (199,314)
 - 207) magic roundabout (318,318)
 - 208) mausoleum (199,314)
 - 209) mineshaft (213,323)
 - 210) mineworkings (199,314)
 - 211) mist-filled chasm (199,314)
 - 212) mossy tunnels (210,323)
 - 213) mountains (213,314)
 - 214) mountain (laketop) (213,352)
 - 215) mountain pass (213,314)
 - 216) north-south tunnel (199,314)
 - 217) oldest part of forest (265,304)
 - 219) ossuary (199,314)
 - 220) outside caverns (265,314)
 - 221) pass (mountain) (213,314)
 - 222) path (end of) (213,314)
 - 223) path (faint) (265,314)
 - 224) path (stony footpath) (213,314)
 - 225) pentogram (213,324)
 - 226) pile of rubble (213,330)
 - 227) pipe (slimy) (199,346)
 - 228) pit (sand-covered) (199,350)
 - 229) pit (slimy) (199,346)
 - 230) pit (troll) (199,314)
 - 231) quovidel's room (199,326)
 - 232) ridge (huge) (265,362)
 - 232a) river (265,314)
 - 233) rope bridge (213,314)
 - 234) roughly hewn cave (213,314)
 - 235) rubble (pile of) (213,330)
 - 236) sanctum (inner) (213,360)
 - 237) sand-covered pit (199,350)
 - 238) scree slope (213,330)
 - 239) skeleton's room (199,334)
 - 240) slimy pipe (199,346)
 - 241) slimy pit (199,346)
 - 242) slope (scree) (213,330)
 - 243) small room (199,364)
 - 244) stairs (stone) (199,328)
 - 245) stone bridge (265,362)
 - 246) stone stairs (199,328)
 - 247) stony footpath (213,314)
 - 248) storeroom (199,314)
 - 249) stream (coursing) (265,314)
 - 250) swamp (edge) (265,314)
 - 251) swamp (huge) (265,308)
 - 252) tranquil clearing (265,314)
 - 253) troll-pit (199,314)
 - 254) tunnel (low) (199,314)
 - 255) tunnel (north-south) (199,314)
 - 256) tunnels (mossy) (209,323)
 - 257) underneath stone bridge (232a,362)
 - 258) vast cavern (199,314)
 - 259) vaulted chamber (199,316)
 - 260) view (good) (199,314)
 - 261) volcano (213,358)
 - 262) volcano (bottom of) (261,358)
 - 263) waterfall (265,314)
 - 264) wizard's cavern (265,308)
 - 265) woods (265,314)
 - 266) woodcutter's hut (265,314)
 - 267) wooden bridge (213,314)
- ANSWERS**
- 300) The eagle will carry you to the egg, you will need the gauntlet before you pick it up. See (352) for how to get the eagle to obey you. Leave the eagle chicks alone. Also see (358) for what to do with the egg.
 - 301) Finish the game (Har Har)
 - 304) Kill the woodcutter with the sword, the tree will turn into a dryad. Then go the the fountain with the flask and the dryad will tell you what you have to do next.
 - 308) Get the spell from the swamp by waving your sword (the note tells you how to do this). The waterfall opens with the magic word you get from the Queen. The wizard is in the cave behind the waterfall. Use the spell just outside the cavern.
 - 312) To get the coin, jump on the rickety wooden bridge. Make sure that you're not wearing the boots when you do it. Give the coin to the dwarf north of the bridge.
 - 314) Just scenery.
 - 316) Sit in the chair in the vaulted chamber to get the diamond.
 - 317) Diamond, ruby, emerald, sapphire and amethyst.
 - 318) Not in this game!
 - 320) To read the plaque you must be wearing the helmet and carrying the rod. The helmet also helps you to understand the dust devil who tells you the password for the empty room.
 - 322) BBC1, 7.00 pm Monday, Wednesday and Friday.
 - 323) A maze.
 - 324) After you have prayed at the temple you will discover that the stone holding the sword has broken and you can now take it. Before you do get it, make sure that you have tied the tripwire on the ogre's foot to the column.
 - 326) The shield will protect you from the quovidel, you have to be wearing it though. Note that the only way of getting back from here is to use the magic word.
 - 327) Where you start.
 - 328) Throw the bone down the stone steps to pacify the dogs.
 - 330) Dig in the rubble to find the key (see 360).
 - 331) Quite obvious really.
 - 332) Cut the rope off the bell with the knife.
 - 334) To get the parchment, cut the rope up and tie the skeleton to the chair.
 - 336) Give the food to the beggar. he will leave the firestone in the small cave to the north of the rope bridge.
 - 338) The paper details several magic words.
 - 340) Leave well alone.
 - 341) You can't.
 - 342) The message tells you what you have to do to get out of the labyrinth. You MUST have all the gems before you attempt to leave or you will get stuck and have to restart from a saved game.
 - 344) Cut the spore ball at the robber, the spores will poison him and he will stagger off north and drop the flask.
 - 346) The boots do exactly what the examine message says they will. Specifically they work in the slimy pit, from the column, the volcano and the mist-filled chasm. To get them you must dig in the mineworkings to the west of the troll-pit with the shovel.
 - 348) Give the elf the crystal ball, (see 308)
 - 350) The magic potion only works once, outside the pit fury's room. Before you go in make sure you have the shovel because you have

- to dig to find the shield.
- 352) Throw the magic sword (Iomillator) into the lake at the top of the mountain. The Lady of the Lake will give you the magic word to make the eagle obey you.
 - 354) Give the icicle to the guardian, this is the answer to the riddle on the tablet. He will then disappear, leaving the sapphire behind.
 - 355) You've got infra red vision.
 - 356) To kill the djinn, just get the gold ring from the trunk and use it. The djinn has the amethyst.
 - 358) The firestone (see (336) for how to get it) will restart the volcano provided you have put the egg in the hollow at the bottom. You have to throw the firestone from near the edge.
 - 359) Look it up in the Radio Times.
 - 360) Unlock the double iron doors with the iron key, go to the altar, kneel and then pray. Then see (324)
 - 361) Scoring objects: helmet; boots; shield; ring; sword; key; broken stone.
 - 362) To get rid of the troll, jump off the huge ridge into the river, having first thrown the dead robber off to get rid of the piranhas. When you arrive under the bridge just pull the feet.
 - 363) Scoring actions: getting all the gems; getting rid of the robber, the fish, the woodcutter and the troll; curing the queen; killing the wizard; finding the crystal ball; giving it to the elf; finding the key; unlocking the door; praying at the altar; giving the food to the beggar; throwing Iomillator into the lake; getting rid of the ogre and finally, putting the egg in the hollow.
 - 364) The acid has two uses, pour it over the hands to get the ruby and also over the eye. See (346) for how to get down from the emerald's location.
 - 365) This details the last task.

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