

## Dreamtime Hintsheet

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!

### Objects

- 1) adder (330,458)
- 2) access card (278,433)
- 3) access service till (223,389)
- 4) aftershave (bottle of) (157,419)
- 5) anchor (283,486)
- 6) Anchor (332,431)
- 7) asleep servant (265,344)
- 8) awake servant (344,474)
- 9) balloons (packet of) (334,466)
- 10) band (163,369)
- 11) barman (282,468)
- 12) basket (239,429)
- 13) beater (musical) (243,488)
- 14) beggar (155,379)
- 15) biscuit (flour) (246,381)
- 16) blacksmith (165,448)
- 17) bony skeleton (264,437)
- 18) book (238,337)
- 19) bottle of aftershave (157,419)
- 20) bottle of champagne (302,331)
- 22) bottle of medicine (157,480)
- 23) bottle of red wine (292,361)
- 24) bottle of solvent (336,421)
- 25) broolly (194,375)
- 26) bucket (286,496)
- 27) bunch of keys (338,353)
- 28) button (234,423)
- 29) Cadillac (202,377)
- 30) captain (168,464)
- 31) card (access) (278,433)
- 32) card (plastic) (340,355)
- 33) cards (deck of) (425,482)
- 34) champagne (bottle of) (302,331)
- 35) chest (treasure) (295,415)
- 36) climbing suckers (266,449)
- 37) coats (posh) (172,365)
- 38) coins (346,498)
- 39) coin (silver) (348,403)
- 40) compass (166,335)
- 42) computer (Archimedes) (350,371)
- 43) computer (Spectrum) (243,466)
- 44) copter (224,450)
- 45) credit card (340,355)
- 46) crew (175,447)
- 47) crewmember (231,413)
- 48) crocodiles (256,455)
- 49) deck of cards (425,482)
- 50) dried peas (425,476)
- 51) drill (235,373)
- 52) drunk (280,459)
- 53) dustbins (303,490)
- 54) electronics (heap of) (190,427)
- 55) envelope (354,460)
- 56) eraser (287,466)
- 57) Ferrari (202,377)
- 58) fire (185,363)
- 59) flour biscuit (246,381)
- 60) flower biscuit (356,457)
- 62) flowers (212,453)
- 63) flute (240,451)
- 64) Galactic Police (214,492)
- 65) garden hose (204,466)
- 66) gates (262,417)
- 67) generator (202,452)
- 68) girl (young) (262,357)
- 69) glass (220,472)
- 70) glove (rubber) (360,461)
- 71) grand stairway (234,397)
- 72) gun (362,354)
- 73) hand (282,468)
- 74) heap of electronics (190,427)
- 75) Heap (Tony) (358,484)
- 76) Heinbarcht (Professor) (285,351)
- 77) helicopter (224,450)
- 78) helmet (364,341)
- 79) holes in walls (216,425)
- 80) hook (301,462)
- 81) hose (garden) (204,466)
- 82) key (366,399)
- 83) keys (bunch of) (338,353)
- 84) levers (368,393)
- 85) lifeboat (301,446)
- 86) machine (moulding) (238,409)
- 87) machine (vending) (293,349)
- 88) match (425,385)
- 89) medicine (bottle of) (157,480)
- 90) moulding machine (238,409)
- 91) mug (372,359)
- 92) music (sheet of) (225,405)
- 93) musical beater (243,488)
- 94) notes (ten pound) (374,345)
- 95) oars (168,464)
- 96) packet of balloons (334,466)
- 97) parrot (282,401)
- 98) peas (dried) (425,476)
- 99) photon ram (362,454)
- 100) pickaxe (376,387)
- 102) pile of rubble (378,355)
- 103) plastic card (340,355)
- 104) plastic tube (302,407)
- 105) plug (163,369)
- 106) Police (Galactic) (214,492)
- 107) porter (191,410)
- 108) pot (salt) (254,391)
- 109) priest (292,339)
- 110) Professor Heinbarcht (285,351)
- 111) ram (photon) (362,354)
- 112) receptionist (194,470)
- 113) red wine (bottle of) (292,361)
- 114) rod (380,367)
- 115) rope (283,439)
- 116) rubber (382,382)
- 117) rubber glove (360,461)
- 118) rubble (pile of) (378,355)
- 119) salt pot (254,391)
- 120) sarcophagus (295,445)
- 121) satchel (282,441)
- 122) screwdriver (183,443)
- 123) servant (asleep) (265,344)
- 124) servant (awake) (344,474)
- 125) service till (access) (223,389)
- 126) sheet of music (225,405)
- 127) sign (194,494)
- 128) silver coin (348,403)
- 129) skeleton (bony) (264,437)
- 130) snake (330,458)
- 131) solvent (bottle of) (336,421)
- 132) spanner (536,541)
- 133) Spectrum computer (243,466)
- 134) stairway (grand) (234,397)
- 135) stopper (222,466)
- 136) suckers (climbing) (266,449)

137) tap (221,343)  
138) ten pound notes (374,345)  
139) till (access service) (223,389)  
140) towel (340,478)  
141) treasure chest (295,415)  
142) tube (plastic) (302,407)  
143) Tube (The) (384,500)

144) uniform (226,456)

145) vending machine (293,349)

146) wallet (388,395)  
147) welly (425,466)  
148) wine (bottle of) (292,361)

149) young girl (262,357)

## **Locations**

155) alley (189,379)

156) back yard (208,490)  
157) bathroom (mansion) (201,347)  
158) bathroom (main bedroom) (233,347)  
159) bar (hotel) (195,347)  
160) bar (mansion) (208,347)  
162) bar (Steamy Sam's) (184,468)  
163) bedroom (main) (390,369)  
164) bedrooms (red,blue,green) (201,347)  
165) blacksmith's hut (189,448)  
166) bow (269,347)  
167) bowl (toilet) (293,463)

168) Captain's Room (269,464)  
169) cellar (394,435)  
170) chimney breast (396,465)  
171) City (Don Quis) (196,467)  
172) cloakroom (208,365)  
173) computer shop (184,347)  
174) corridor (carpetted) (200,422)  
175) crew's mess (269,447)

176) deck (east) (269,383)  
177) deck (west) (269,383)  
178) desert (great) (398,469)  
179) desert (northern) (400,434)  
180) Diner (184,468)  
182) dining room (208,347)  
183) DIY shop (184,347)  
184) Don Quis City (196,467)  
185) drawing room (208,363)  
186) Dusty Springfield (402,471)  
187) dusty track (189,383)

188) east deck (269,383)  
189) Egyptian village (197,473)  
190) electronics shop (184,427)  
191) elevator (hotel) (404,410)  
192) elevator (mansion) (406,475)  
193) engine room (217,347)  
194) entrance hall (195,383)

195) floor (ground) (408,477)  
196) floor 1 (410,467)  
197) floor 2 (410,473)  
198) floor 3 (410,504)  
199) floor 4 (410,506)  
200) floor 5 (410,524)  
201) first floor (mansion) (412,523)

202) garage (202,452)  
203) garden (414,479)  
204) garden shed (440,347)  
205) grass (414,479)  
206) grocer's store (184,347)  
207) ground floor (hotel) (408,477)

208) ground floor (mansion) (236,523)  
209) hall (entrance) (207,383)  
210) hall (main) (208,383)  
211) Hall (Stuart) (416,481)  
212) hallway (dimly-lit) (169,383)  
213) helicopter (inside) (418,450)  
214) heliport (420,519)  
215) hotel (207,518)  
216) hotel suite (422,524)  
217) hull (ship) (533,502)  
218) Hull (424,516)  
219) huts (mud) (189,347)

220) kitchens (hotel) (207,347)  
221) kitchen (mansion) (208,343)

222) laboratory (169,347)  
223) landing (mansion) (201,383)  
224) landing pads (214,450)  
225) library (208,347)  
226) lifeboat (inside) (426,446)  
227) lift (hotel) (404,410)  
228) lift (mansion) (406,475)  
229) liner (198,504)  
230) loft (428,508)  
231) lounge (ship) (269,347)

232) maids' room (169,347)  
233) main bedroom (390,369)  
234) main hall (208,383)  
235) maintenance room (430,347)  
236) mansion (199,506)  
237) mess (crew's) (269,447)  
238) moulding room (169,409)  
239) mud huts (189,347)  
240) music shop (189,347)

242) newsagent's shop (184,347)  
243) nursery (201,347)

244) pads (landing) (214,450)  
245) pantry (169,347)  
246) pasta restaurant (184,347)  
247) pipe (plastic) (432,510)  
248) pit (service) (202,347)  
249) plastic pipe (432,510)  
250) porch (236,483)  
251) pyramid (inside) (434,444)  
252) pyramid (outside) (179,434)

253) record shop (184,347)  
254) restaurant (hotel) (215,347)  
255) restaurant (pasta) (184,347)  
256) river (189,436)  
257) riverbank (north) (436,383)  
258) riverbank (south) (189,436)  
259) road (dirty) (184,383)  
260) road (dusty) (184,383)  
262) road (junky) (184,383)  
263) road (messy) (184,383)

264) secret room (438,437)  
265) servants' quarters (169,344)  
266) service pit (202,347)  
267) shed (garden) (440,347)  
269) ship (198,504)  
270) shop (computer) (184,347)  
271) shop (DIY) (184,347)  
272) shop (electronics) (184,427)  
273) shop (music) (189,347)  
274) shop (newagent's) (184,347)  
275) shop (record) (184,347)  
276) shop (sweet) (184,347)  
277) slab (442,383)  
278) small room (230,347)  
279) snooker room (208,347)  
280) social area (215,459)  
281) stairway (374,397)  
282) Steamy Sam's Dodgy Diner (184,468)

283) stern (269,486)  
284) store (grocer's) (184,347)  
285) store (Heinbarcht's) (184,351)  
286) store room (201,347)  
287) study (208,347)  
288) suite (hotel) (422,524)  
289) sweet shop (184,347)  
290) swimming pool (269,347)

291) tank (water) (428,347)  
292) temple (189,339)  
293) toilet (201,512)  
294) toilet bowl (392,463)  
295) tomb (444,445)  
296) track (dusty) (189,383)

297) U-bend (432,383)

298) village (Egyptian) (197,473)

299) walkway (heliport) (214,383)  
300) water tank (428,347)  
301) west deck (269,383)  
302) wine cellar (169,347)

303) yard (back) (208,490)

### Miscellaneous

310) The object of the game (520)  
311) Layout (518)  
312) The dreams (196-199)  
313) Winning (522)  
314) Being extremely cool (333)  
315) Scoring (538)  
316) Starting off (477)  
317) The competition (514)  
318) Order of the sub-dreams (425)

### Answers

330) You have to charm it out of its home. See (485).  
331) Makes a loud bang if you shake it, but you can only do it once. See (487) for where someone might be disturbed by it.  
332) Down at your local supermarket for only 39p.  
333) Call yourself 'Tony' and write an adventure as good as Dreamtime.  
334) You have to buy it from a machine. See (507).  
335) Useful for finding your way if you're lost and totally disorientated. Try readig it and see (489) for details.  
336) You are given it by a dead good friend and a music lover when you've set his bones at rest. See (491).  
337) Just a guide about how to build your rubber item, and in which order to put in the rubber items. See (535) for a comprehensive list.  
338) They belong to one of (46), but you have to help him and his mates first. Notice how bored they are. See (493).  
339) Sorry about the joke. The priest wants you to BUY his WINE. See (495).  
340) Inside (121). See (537).  
341) A helmet of skill. Yes, I know it's very corny but every adventure writer has to start somewhere. This was my first game, you know. Wear it and see (497) and (543).  
342) Firstly, put (82) into its hole to get (50) for use on floor 2. After you have completed floor 2, put (141) into its hole to get (49). The next pair is (83) for (88), then (122) for 147 and finally, put (126) into the strange shaped hole to open up the void.  
343) Water comes out of the tap. See (499) for what to put the water in.  
344) (8) is a product of (7). You have to wake him up yourself with a loud noise such as a gunshot or a cork pop. See (487).  
345) The first one you encounter can be used to book some accommodation, see (501). The second can be used as a bribe, see (503).  
346) Inside (91). See (517).  
347) Just scenery; there's nothing you can do here.  
348) Belongs to someone very rich, the kind of person who would wear a leather jacket or a fur coat. See (505) to find it.  
349) Put some money in it to get some goods out. See (507).  
350) At Howard's house (grr).

351) The professor is waiting for the postman to bring him a letter. See (511).  
352) Wear the rubber glove and pull the plug out of its socket. The band will 'do a runner', leaving a rope for you to climb down by the stairway and the front door unlocked, although you still have to open it.  
353) One of them opens the door to (235) but you have to find the right one. See (509). It is also of use with (79).  
354) You are given it. Not by a human, but by a well-fed bird. See (513).  
355) A red herring. A complete waste of time and space.  
356) In the local health food shop, I've no doubt, along with the lentil soup and free range bees' honey.  
357) She needs company so try talking to her. See (515).  
358) Sitting in front of InterWord doing another bloody cluesheet.  
359) It rattles in a sort of there-are- some-coins-in-me way. See (517). It is also a useful source of metal. See (521).  
360) You have to make it yourself. A difficult process, I can tell you. You'll need (90) and lots of bits of rubber. See (535) for details on the process.  
361) If you have trouble getting it see (495). Don't drink it because it is poisonous (the fact that you can't is beside the point). It is especially poisonous to river dwelling reptiles. See (525).  
362) You have to build it yourself from old bits of other guns which have probably gone out of fashion or something, but you need a tool and the knowledge of molecular electronics to do it. See (497).  
363) The fire burns below the chimney, so if you like pretending to be Father Christmas then it might be a good idea to put it out first. See (526).  
364) You are given it by a man who is likely to know a lot about electronics and explosives, but you need the order slip first. See (511).  
365) The coats contain some money. The examine message gives a pretty heavy hint. See (505) for full details.  
366) You are given it when you book your room in the hotel. See (501).  
367) Dynamite actually. See (544) to light it and (547) for what to blow up.  
368) There are two of these, one in (159) and one on (301).  
369) The plug is the band's power point. Pull it out. See (352) if you get electrocuted.  
370) Shoot the police with the photon ram before they can shoot you.  
371) A very fast, very powerful, very expensive and very in-demand computer. Pity I got one before you isn't it?  
372) (14) has it. Violent though it is, you have to kill him to get it, but why not get some other slippery character to do the dirty work? See (527).  
373) Good for drilling hard metal, especially if you have sinking ships in mind. See (528).  
374) There are two of these, one in (146) and one in (144). See (530) and (548) respectively.  
375) Found at the very beginning of the game and used at the very end. See (549).  
376) You have to get someone to make it for you out of some old iron. See (521).  
377) Read the registration plates of the Ferrari and Cadillac. One of them is the code for (3). See (550) for which one. The Cadillac is also a source of petrol for (67). See (531).  
378) An after product of (71), when you try to climb or go down them.  
379) Be nasty and steal the beggar's mug. He might need killing (OK, so it's violent, just get on with the game). See (527) for how.  
380) A friendly young lass will give it to you if you tell her a sob story. See (515).  
381) A cracker in disguise and you know who wants a cracker. See (513).  
382) There are seven objects made of rubber, all different colours except one which is multi-coloured. They are (56), (147), (135), (133), (65), (9) and (117).  
383) Helps to link the important bits of the game together.  
384) Down the spout ever since Jools Holland left.  
385) Of the strikable kind, not the sport kind. It only stays lit for one move so be careful when and where you use it. See (544).  
386) Wear the climbing suckers to climb up the slippery plastic pipe.  
387) A good pyramid wall smasher, but it only works on weakened walls. See (551).  
388) It belongs to (52) who might drop it if he is distracted. Not as simple as you think. See (529).  
389) The access service till allows access to (233) but you need the code and the card. See (552) and (377).  
390) Through the door at the south end of (223). See (389) to open it.  
391) Doesn't actually contain salt but a drug which will cure someone's

- problems (for a while at least). See (529).
- 392) Go down from (293). You will inevitably get stuck, so go in prepared with the tonic of solution. See (553).
- 393) The one in (159) is useful for pulling a pint, see (554). The one in (301) is part of the mechanism which drops (85) into the sea. See (534).
- 394) In (236). Go down from (221) to enter it.
- 395) It contains just enough dosh to get yourself a room for the night. See (530).
- 396) The only way in is from (230).
- 397) The grand stairway can be used once only to climb DOWN. Only use it to go down and only when you are sure it is the right time to use it. There are few other ways down.
- 398) Directly to the south of (189).
- 399) The key for your hotel door. It is also the item used to put in one of (79).
- 400) In the land to the north of (189), beyond (256).
- 401) Hungry as a very hungry thing. Feed it. See (513) for what to give it.
- 402) Having a drink with the Pet Shop Boys. 'What have I done to deserve this?' she must be saying.
- 403) The type taken by various vending machinery. See (507).
- 404) West of the reception area. You have to book a room before you can go in. See (501) to do this.
- 405) This is needed in order to play a tune along with an instrument and an implement. See (491). It is also the mystery object which is needed to open up the void on the fifth floor. See (425).
- 406) Behind the metal door at the north end of (234). Press (28) to open it. See (531) if there is no power.
- 407) Used for syphoning an inflammable liquid. See (531).
- 408) You start on it, dum-dum.
- 409) Use the machine to make one big rubber item out of six small rubber items. See (535) for how.
- 410) Use the elevator to access the five floors of the hotel. The porter operates it if you tell him which floor you want (just type the number in). See (532) if he's in a bad mood.
- 411) Untie the rope from the anchor, which will fall into the sea.
- 412) The stairway is useless for climbing. You have to go up to the first floor in the elevator. See (475).
- 413) He won't let you downstairs, but is amenable to negotiation of the financial kind. See (503) to get rid of him.
- 414) Behind (236). Go out through (156).
- 415) This is one of the objects that has to be put into one of (79).
- 416) In a hospital for the terminally insane so that he can be cured of his terminal laughter problem.
- 417) They are locked, and there is no key available. You have to blow them up. See (547) for how and for what to use.
- 418) Go IN when you're standing by it.
- 419) Actually a strong weed killer. See (545) for where to pour it.
- 420) On the northern side of (184), beyond (66).
- 421) Used in the process of rubber moulding. See (535) for how to use it.
- 422) Your hotel suite is behind door 532 on (174). Have you ever noticed how your room is always the hardest to find? Yes, so have I. See (546) to find it and (555) to open it.
- 423) On the wall. It opens the elevator doors, but only if the power is on. See (556) to open the doors and (531) to turn the power on.
- 424) I don't know and I passed 'O' level geography.
- 425) The holes in the walls in your hotel suite provide a way of linking the four sub-adventures into one, and making only one possible order of completing the game. See (342) for the list of what goes into and comes out of what.
- 426) Go IN when you're beside it. Alternatively, let it down into the sea (see (534)), and climb down to it (see (540)).
- 427) Hmm, looks like there are just about enough bits of electronics in the shop to build a gun. See (497) for how to do it.
- 428) You get to it by the most unorthodox method ever seen in an adventure. Go up through (249). See (386) if you keep slipping.
- 429) The home of a slippery friend. See (485) to charm it out.
- 430) Behind the locked door on (188). You need (27) to open it, but see (509) if you're spoiled for choice.
- 431) Can you tel the difference between Anchor and real butter?
- 432) Go down the toilet pipe (yes, honestly), but you'll have to lose a lot of weight first. See (553).
- 433) Use it in conjunction with (3) to gain entry to (233). See (552).
- 434) You have to smash the wall down to get into the pyramid, using (100). Notice where the wall will be the weakest due to wind erosion. See (551). If you have problems with ten thousand tons of rock falling on your head, see (557).
- 435) One of the major areas in the game.
- 436) Swim across the river, but only after you have removed the teeth (the ones attached to the crocodiles' mouths). See (525).
- 437) The skeleton is a lover of music, with ribs resembling a xylophone. Play him something. See (491).
- 438) At the very bottom of (236), below (62). See (545) to remove them.
- 439) If you're having problems picking it up, see (411). Tie it to something and climb down it to somewhere. See (540).
- 440) You have to traverse (203), but there is a logical souldion to the maze if you can get your bearings right. See (489).
- 441) It's yours and there is something inside it. If you're very thick, see (537).
- 442) It falls at the entrance to (251), but you have to set off the pressure pad first. See (557). Then you can climb over it into the pyramid.
- 443) A good electronic screwdriver, especially if you've got some electronics nearby. See (497).
- 444) The tomb is in a fourth dimension somewhere, but the entrance is inside the pyramid. You can only get to it by going in the right direction from the right place. See (558).
- 445) What's inside the sarcophagus? Why don't you take a close look? Why don't you see (559)?
- 446) Your means of escape from the ship and the dream, but first you have to let it down into the sea. See (534). Also try going IN to it whilst it's still there. If you're in it in the sea and you're stuck, see (560).
- 447) The crew are bored beyond belief. Maybe they want a game of cards. See (493).
- 448) The blacksmith wants to make you something from iron, so give him an iron object. See (521).
- 449) Useful for climbing slippery surfaces, especially ones found in vertical pipes. See (386).
- 450) The helicopter is your means of escape from Don Quis City and the dream. Go IN to it. When inside, you have to FLY it. See (543) if you can't fly. When you have flown it, go OUT again.
- 451) A charming instrument. Play it. See (485).
- 452) The generator supplies electricity to the mansion, so if you're having problems with (192), then this is the key. Fill it up (see (531)), and then start it going (see (539)).
- 453) You can't move them, but there's a trapdoor underneath them. You have to poison them away. See (545).
- 454) A useful weapon, especially against any upholders of the law you might meet who would otherwise shoot you a lot. See (370).
- 455) They prevent you from swimming across (256). You have to poison them with a liquid. See (525).
- 456) A tricky one, this. On no account try to fool (47) with it because he confiscates it. (30) is easily fooled by it though. See (561). Have a rummage around in it. see (548), and note also that it scores points. Eat meat! Flowers have feelings too.
- 457) A good weapon that doesn't like charity. See (527).
- 459) The drunk puzzle is a misleading one, and in very bad taste. The drunk isn't thirsty, he wants some pain relief from a drug. You can help him. See (529).
- 460) Don't bother opening it, just give it to its rightful owner. It actually contains a order slip for a useful item. See (511).
- 461) Rubber is a good insulator of electricity. The results when not wearing the glove can be shocking. See (352).
- 462) Hangs over the edge of the ship and is good for tying ropes to, especially if you're having trouble getting down to a lifeboat in the sea below. See (540).
- 463) If your foot is stuck, you should see a shrink, or preferably become one. See (553).
- 464) The captain doesn't like strangers stealing his oars. If he thought you were a crewmember, you might get away with it. See (561). If you want to know exactly what to do with the oars, see (560).
- 465) Don't go down here without putting (58) out unless you like roast bum.
- 466) One of the rubber items needed to make (70). See (535) for the method.
- 467) Floor 1 is a sci-fi dream, set in Don Quis City, a name we made up the other day to avoid cluesheet confusion. The city is in the middle of the unfashionable end of the Western Spiral Arm of the galaxy, by the way.
- 468) The hand won't let you go until you've given something of worth to the barman. Try looking in the satchel, but don't choose the wrong object. See (562).
- 469) Don't go in here; it's a maze with a difficult solution and nothing interesting, in fact, nothing at all on the far side of it.
- 470) She is there to take room bookings. Use (94), but word it carefully. See (501).
- 471) We don't actually know much about her except that she starred in the Shake'n'vac advert.

- 472) Fill it with a drink (see (554)) and give it to someone who wants it. It may not be who you think. See (532).
- 473) The floor 2 dream is set in Egypt. To escape from it, do a lot of clever things and eventually make your way across the river and into the pyramid.
- 474) He will continue to follow you around until you take him upstairs. He knows how to fix the lift, if you've managed to get in it yet. See (563).
- 475) If you're having problems getting the elevator working, see (563). It is the only method of getting up to the first floor, but you cannot get back down in it. See (508), (397) and (352) for the three alternative routes back down to the ground floor.
- 476) Small and light, but heavy enough to set off a rather sensitive alarm system in (251). See (557).
- 477) Get the salt pot and the glass, pour the salt by the drunk, get his wallet, open it, pull the lever to fill the glass, book a room with the money, go into the elevator and give the glass to the porter. OK?
- 478) A very valuable piece of equipment (refer to a book by Douglas Adams for details). Anyone would be pleased to receive one as a gift. See (562).
- 479) I bet you're lost here. A true seaman would keep his bearings. See (489) for the logical solution.
- 480) A shrinking potion, very handy if you get stuck at all. See (553) for where to use it.
- 481) A recent report shows that he spends 20% of his time preparing for and presenting 'Northwest Tonight', and the remaining 80% laughing at his own wig.
- 482) You don't like cards yourself, but a rather bored group of seamen just might. See (493).
- 483) Haven't you got into the mansion yet? Just knock.
- 484) Tallish, darkish and handsomeish. Youngish, freeish and singleish. OK?
- 485) Play the flute by the basket to charm the snake out of it.
- 486) The anchor is originally tied to the rope, so what do you think you should do? See (411) if you have terminal notverygoodatadventuresitis.
- 487) Shake the bottle of champagne by the servant to wake him up. He will then follow you around a lot.
- 488) Use it to play a xylophone type of instrument. If you can't find one, not even in the secret room, see (491).
- 489) When in the long grass in the garden, read the compass. Go in the direction it tells you once, and then repeat the process. Eventually you will get to the garden shed.
- 490) Rummage around in the dustbins. Oh, come on, it's so obvious. See (564).
- 491) Play a tune on the skeleton's ribs with the beater and the sheet of music.
- 492) They're going to shoot you if you don't do something about it, like shoot them first. See (370) for how.
- 493) Give the deck of cards to the crew to relieve them of their boredom. One of them will 'accidentally' lose his keys.
- 494) Gives details of room prices. Read it.
- 495) Carry the coins and buy the wine from the priest in the temple.
- 496) A useful carrier of water. See (499) for where to fill it and (526) for where to empty it.
- 497) Wear the helmet, carry the screwdriver and fuse the electronics in the shop to build a photon ram.
- 498) Just the right amount of coins to buy something to celebrate with if you want to celebrate something by chance. See (495).
- 499) Go to the mansion kitchen and fill the bucket from the tap.
- 500) Didn't it have a really silly logo? Yes, I thought that too.
- 501) Go to the receptionist with the ten pound note and book a room. She will take your money and give you a key. You can then go into the elevator.
- 502) The floor is extremely thin here, a good place to drill a hole and sink the ship. See (528).
- 503) Give the ten pound note to the crewmember and he will disappear. (not literally).
- 504) Floor 3 is set on a luxury liner, somewhere you've always wanted to be. To escape the dream, you have to sink the ship, you vandal you.
- 505) Search the posh coats to find the silver coin.
- 506) The mansion is on floor 4 and is the biggest dream. It was in fact converted from a mini-adventure itself if you wanted to know and it was even if you didn't want to know but now you know anyway.
- 507) Insert the silver coin into the vending machine to get the packet of balloons.
- 508) Nothing much interesting up in the loft, except (2), but you have to go through it to get back down to ground floor again. Go down the chimney.
- 509) CHOOSE a KEY three times from the bunch of keys outside the maintenance room. The third one should fit. Then open the door.
- 510) Leads up to (230), but the way is slippery if you don't have any aids. See (386).
- 511) Give the envelope to the professor and he will give you your order - the helmet.
- 512) The vending machine is interesting and so is the toilet bowl.
- 513) Feed the parrot with the flour biscuit and it will give you an envelope.
- 514) The first 600 people to write in with the correct pronunciation of 'Heyley Software' and a cheque for £8.95 will win a copy of 'Stranded!'
- 515) Say hello to or sit down beside the girl to start a conversation. Eventually, she will leave, but not before giving you the rod.
- 516) The Housemartins live there. Need I say more?
- 517) Tip the mug and the coins will fall out.
- 518) The whole game is set within the hotel. It has no name; it doesn't need one in Dreamtime. The hotel has five floors, the first four are actually ingeniously constructed dreams which take on the form of sub-dreams, and the fifth floor is the bit which attempts to link it all together and make some sort of sense of it.
- 519) It contains your means of escape from the city and the dream. See (450). If you're having problems involving being shot by 100 policemen, see (370).
- 520) You must last through the night without waking up. You are woken up just before you are about to be killed within a dream. To last the whole night you must complete all the four dreams and the end bit as well.
- 521) Give the mug to the blacksmith (make sure you have emptied it first) and he will make a pickaxe out of it. It must either have been a very big mug or a very small pickaxe.
- 522) To win you must open up the void (see (342)), and then jump into it. If you keep getting killed on the pavement below, think of using something you found right at the start of the game. See (549).
- 523) One of the major mansion areas. If you have problems with getting from floor to floor, see (475).
- 524) The hotel suite is the bit which links up the four dreams and is, to put it one way, base camp. You must return here between dreams and swap a few objects around. (79) are important here.
- 525) Pour the wine into the river upstream from the crocs (in the westernmost location). This will kill them because it contains a poison and you can then swim across the river.
- 526) Pour the full bucket onto the fire to put it out. You can then slide down the chimney in safety.
- 527) Throw the snake at the beggar to kill him. He leaves the mug behind.
- 528) Drill a hole in the hull of the ship to let water in. It will begin to sink and you can therefore release the lifeboat into the sea. See (534).
- 529) Pour salt from the salt cellar onto the floor by the drunk. It will have a curious effect on him which will cause him to drop his wallet.
- 530) Open the wallet to find the ten pound note.
- 531) Siphon petrol from the Cadillac into the generator with the plastic tube. Then see (539).
- 532) Give the glass full of beer to the porter. He will calm down and operate the lift for you.
- 533) Down from (231). If you have problems with (47), see (503).
- 534) Pull the lever to release the lifeboat into the sea. See (528) if you have trouble with the captain. See (540) to get down to the lifeboat.
- 535) To build a rubber glove, first pour (131) into the machine, and then insert the following items in the following order - (56), (135), (96), (147), (133), (81).
- 536) Hiding amongst the rubbish in (156). See (564).
- 537) Open the satchel to find the towel and the plastic card.
- 538) To score full points, you must be carrying the following items when you jump into the void - (119), (78), (63), (144) and (104). Now see (542).
- 539) Turn the nut on the generator with the spanner to start it going, but fill it with petrol first. See (531).
- 540) Tie the rope to the hook. Only go down it if you have released the lifeboat into the sea.
- 541) Use it to generate some extra leverage. See (539).
- 542) You must have given the glass to the porter, made the photon ram, got into the heliport, charmed the snake, activated the pressure pad, unlocked the maintenance room door, drilled a hole in the hull, bribed the crewmember, started the generator, put the fire out, set the skeleton's bones at rest, pulled the plug on the band, opened the front door of the mansion and opened up the void to score full points.

- 543) You can only fly the copter when you're inside it and wearing the helmet.
- 544) Strike the match and light the rod with it straight away or it'll go out. Then see (547).
- 545) Pour the aftershave onto the flowers to reveal a trapdoor which leads to the secret room.
- 546) From outside the elevator on the carpetted corridor, go S W S to find your room door.
- 547) Throw the lighted rod (see 544) at the gates to blow them up. You can then go into the heliport.
- 548) Search the uniform whilst wearing it to find a tenner.
- 549) Open the broly and hold it when you jump into the void to win.
- 550) The Ferrari's registration plate is the correct code for the access service till. What is it? Find out for yourself.
- 551) Smash the wall of the pyramid with the pickaxe at the western side of the pyramid to break a hole into it.
- 552) Insert the access card into the access service till and key in the code. See (377). The door will then open.
- 553) When in the toilet bowl, drink the medicine and you will shrink to six inches tall. You can then venture down the pipe.
- 554) Whilst holding the glass, pull the lever in the bar to fill it.
- 555) Open your hotel suite door with the key you got at reception.
- 556) Press the button to open the elevator door.
- 557) Throw the dried peas into the pyramid after you have smashed the wall. This will activate the pressure pad, leaving the way clear.
- 558) Go up from near the south side of the pyramid to find the tomb.
- 559) Go INto the sarcophagus to escape from the dream.
- 560) When in the lifeboat in the sea, row with the oars to escape from the dream.
- 561) You can only leave the captain's room with the oars if you're wearing the uniform.
- 562) Give the towel to the barman and he will let you go without paying your bill.
- 563) Go into the elevator when the servant is following you. He will fix it.
- 564) Search the dustbins to find the spanner.

This cluesheet was compiled by Tony Heap and Howard Roberts of Heyley Software, and is copyright Heyley Software.

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