

Stranded! Cluesheet

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 and people

1) anger (336,519)
2) anti common sense (338,533)
3) axe (204,556)
4) bag of oats (274,435)
5) ball (cannon) (340,560)
6) Baron (342,544)
7) Baron's throne (431,515)
8) Baron's underdog (Konker) (272,467)
9) beams (wooden) (222,554)
10) black key (344,546)
11) blueprints (211,580)
12) Boltar the slave leader (268,403)
13) bomb (gas) (212,482)
14) bottle of plonk (192,511)
15) branch (long) (346,572)
16) brass marble (348,479)
17) brass monkey (336,478)
19) buttons (various) (350,630)
20) cannon (232,521)
21) Cannon (Tommy) (352,539)
22) cannonball (340,560)
23) carriage (waiting) (354,391)
24) centurion (Vardan) (530,562)
25) cigarette (356,523)
26) coal (358,566)
27) common sense (anti) (338,533)
28) computer (169,381)
29) console (360,620)
30) convenient hook (214,517)
31) corkscrew (298a,598)
32) cosy (udder) (174,542)
33) Cowmuk the guard (275,588)
34) Crystal Carrington (364,485)
35) crystal (quartz) (370,503)
36) cut-throat razor (372,505)
37) dagger (floating) (166,622)
38) deja vu (293,531)
39) drinking flask (384,499)
40) Dunkov the soldier (273,475)
41) emitter (photon) (206,570)
42) engine (175,602)
43) fag (356,523)
44) fish (trout) (384,491)
45) Fish (Marillion) (382,614)
45a) fishing rod (416,509)
46) flask (drinking) (384,499)
47) floating dagger (166,622)
48) fork (386,433)
49) freighter (Etoile) (380,584)
50) food (418,610)
51) food pass (366,529)
52) gas bomb (212,582)
53) gas mask (212,596)
54) gate (Long Wall) (388,341)
55) gizmo (390,622)
56) guard (Cowmuk) (275,588)
57) guard (fat) (362,618)
58) guard (Yorvik) (224,341)
59) handle (trolley) (241,564)
60) hoist (285,495)
61) hole (in the ceiling) (412,594)
62) hole (in the floor) (254,628)
63) hook (convenient) (214,517)
64) imagination (179a,624)
65) intuition (294,483)
66) key (black) (344,546)
67) key (white) (344,546)
68) Konker the Baron's underdog (272,467)

69) ladder (rope) (230,592)
70) levers on the wall (210,548)
71) Long Wall Gate (388,341)
72) manual (410,541)
73) Manuel (374,608)
74) marble (brass) (348,479)
75) mask (gas) (212,596)
76) mattress (269,493)
77) memory (short) (175,576)
77a) mirror (408,489)
78) monkey (brass) (336,578)
79) myself (243,489)
80) nothing (177a,606)
81) oats (bag of) (274,435)
82) oil puddles (376,574)
83) oil tank (286,604)
84) oven (217,445)
85) pad (touch sensitive) (189,568)
86) painting (368,525)
87) panelboard (196,600)
88) pass (food) (366,529)
89) phone (248,409)
90) photon emitter (206,570)
91) piano (273,537)
92) picture twine (396,487)
93) pie (pork) (398,545)
93a) planks (wooden) (222,527)
94) plates (steel) (227,543)
95) plonk (bottle of) (192,511)
96) plug (300,477)
97) Plug (Beano) (392,550)
98) pork pie (398,545)
99) portcullis (189,449)
100) pressure pad (394,586)
101) pseudomatic screwdriver (286,535)
102) puddles of oil (376,576)
103) quartz crystal (370,503)
104) razor (372,505)
105) ring (400,616)
106) rod (fishing) (416,509)
107) Rod Hull (378,590)
108) rope ladder (232,592)
109) screwdriver (286,535)
110) sense (anti common) (338,533)
111) sheet of blueprints (211,580)
112) shorse (281,397)
113) shorse's wool (406,558)
114) short memory (175,576)
115) sky (412,614)
116) Sky (420,626)
117) slave leader (Boltar) (268,403)
118) soldier (Dunkov) (273,475)
119) spaceship (Etoile) (380,584)
120) spaceship (Tin-Can) (404,401)
121) steel plates (227,543)
122) straw mattress (269,493)
123) suitable tree (197,507)
123a) switch (photon emitter) (90,631))
124) tank (oil) (286,604)
125) telephone (248,409)
126) throne (431,515)
127) Tin-Can (404,401)
128) touch sensitive pad (189,568)
129) trapdoors (402,552)
130) tree (suitable) (197,507)
131) trolley (241,481)
132) trolley handle (241,564)
133) twine (picture) (396,487)
134) udder-cosy (174,542)
135) Vardan the centurion (530,562)
136) vu (deja) (293,531)
137) waiting carriage (354,391)
138) white coal (358,566)
139) white key (344,546)
140) wine (bottle of) (192,511)
141) wooden beams (222,554)
141a) wooden planks (222,527)
142) wool (shorse's) (406,556)
143) Yorvik the guard (224,341)

144) yourself (243,489)

Locations

155) airlock (freighter) (422,343)
156) arc-shaped rooms (468,339)
157) badly-cobbled track (470,399)
158) Baron's office (476,389)
159) Baron's sleeping quarters (476,337)
160) battlement (414,425)
161) black room (184,447)
162) bridge (hump-backed) (255,347)
163) bridge (underneath) (430,357)
163a) carriage (inside) (354,391)
164) centurion's bed (274,427)
165) chamber (pentagonal walled) (233,459)
165a) chamber (foot of steps) (492,501)
166) chamber (stone) (428,461)
167) church (184,353)
168) coal heaps (358,413)
169) computer room (184,381)
170) confusion (428,428)
171) corridor (metallic) (233,399)
172) corridor (oval) (282,399)
173) courtyard (275,399)
174) cowshed (193,425)
175) crater (442,425)
176) cubicle (brightly-lit) (426,379)
177) cupboard (233,425)
177a) dark (528,528)
178) death-pit (275,425)
179) ditch (232,415)
179a) DIY location (231a,425)
180) doors (huge metal) (466,421)
181) doughnut-shaped rooms (468,339)
182) drawbridge (Northern Fort) (472,407)
183) drawbridge (Southern Fort) (448,361)
184) Dreamtime (450,457)
185) dungeons (490,351)
186) dusty track (farm) (216,399)
187) eastern shaft room (454,427)
188) entrance (dungeons) (488,375)
189) entrance (Northern Fort) (472,449)
190) factory (metal) (480,377)
191) farm (452,501)
192) farmhouse (452,453)
193) farmyard (191,399)
194) field (184,465)
195) fishing spots (504,383)
196) flight deck (freighter) (506,455)
197) forest (486,501)
198) forest workplace (197,425)
199) Fork (The) (293,433)
200) fort (northern) (472,345)
201) fort (southern) (512,501)
202) freighter ship (380,501)
203) front door (farmhouse) (452,453)
204) fuel store (275,425)
205) gate (Long Wall) (388,341)
206) guard room (freighter) (202,451)
207) Hall of Riddles (508,439)
208) heaps of coal (358,413)
209) hill (small) (442,425)
210) hold (dark and dingy) (440,469)
211) hold (junky) (282,425)
212) hold (large) (282,463)
213) hole (inside) (438,473)
214) hump-backed bridge (255,347)
215) hump-backed bridge (under) (430,357)
216) junction of roads (major) (436,399)
217) kitchen (Northern Fort) (233,445)
218) kitchens (510,419)
219) laboratory (233,425)
220) living quarters (Northern Fort) (233,425)
221) loading bays (mine carriage) (520,365)
222) log-house (197,443)
223) Long Wall (484,349)
224) Long Wall Gate (388,341)

225) Lotsatrees Forest (486,501)
226) maze (dungeons) (490,351)
227) metal factory (480,377)
228) metal steps (233,399)
229) metallic corridor (233,399)
230) mine carriage (inside) (354,391)
231) mine carriage loading bays (424,365)
231a) mines (424,501)
232) mud track (234,387)
233) Northern Fort (472,345)
234) Northland (524,501)
235) office (Baron's) (476,389)
236) oval corridor (282,399)
237) path (by Long Wall) (514,425)
238) Pennywhistle Farm (452,501)
239) piles of rubble (516,369)
240) planks (on) (464,441)
241) quarry (526,501)
242) quarters (Baron's) (476,337)
243) quarters (Baron's men's) (500,405)
244) quarters (Northern Fort) (233,425)
245) quarters (slaves') (275,403)
246) quarters (soldiers') (474,425)
247) railway track (462,359)
248) reception area (233,409)
249) river (522,371)
250) riverbank (northern) (498,383)
251) riverbank (southern) (496,383)
252) riverbank (under bridge) (430,357)
253) road (Central) (216,399)
254) road (quarry) (502,399)
255) road (Southern Fort) (444,399)
256) road (well-paved) (234,399)
257) road (Westway) (434,399)
258) rocky steps (241,429)
259) Rocky Balboa (437,423)
259a) room (black) (184,447)
260) room (clean bare white) (233,411)
261) rubble (piles of) (516,369)
262) secret room (458,367)
263) shack (sunken) (197,417)
264) shaft room (eastern) (454,427)
265) shaft room (western) (454,393)
266) shaft (vertical) (454,373)
267) shaft (very deep) (187,355)
268) slave leader's bed (269,403)
269) slaves' quarters (275,403)
270) sloping track (241,399)
271) small hill (442,425)
272) social room (northern) (456,467)
273) social room (southern) (478,475)
274) soldiers' barracks (474,425)
275) Southern Fort (512,501)
276) Southland (518,501)
277) spaceship (Etoile) (380,584)
278) spaceship (Tin-Can) (404,401)
279) spherical store room (231a,363)
280) spiral stairs (288,399)
281) stable (193,397)
282) Starfreighter Etoile (380,584)
282a) steps (featureless) (492,399)
283) steps (metal) (233,399)
284) steps (steep rocky) (241,429)
285) storage rooms (446,471)
286) store cupboard (233,425)
287) sunken shack (197,417)
288) towers (Southern Fort) (494,395)
289) track (badly-cobbled) (470,399)
290) track (mud) (234,387)
291) track (railway) (462,359)
292) track (sloping) (241,399)
293) tunnel (main) (231a,399)
294) tunnel (north) (231a,399)
295) tunnel (south) (231a,425)
296) tunnels (clean white) (462,399)
297) under bridge (430,357)
298) vertical shaft (454,373)
298a) view (good) (290,425)
299) western shaft room (454,393)

- 300) Westway (434,399)
- 301) workplace (forest) (197,425)
- 302) work registration office (432,385)

Miscellaneous

- 310) Starting off (534)
- 311) Winning (547)
- 313) Object of the game (538)
- 314) Scoring (549)
- 315) Seeing in the dark (555)
- 316) A good joke (532)
- 317) Time (540)
- 318) Work (599)
- 319) Rank (536)
- 320) Building a Tin-Can spaceship (531)

Answers

- 336) In the north-eastern tower.
- 337) During the daytime they are unoccupied, but during the night, the Baron sleeps there.
- 338) You have to get someone to knock all the common sense out of you. See (555).
- 339) These have varying uses from storerooms to sleeping quarters. Refer to the more specific location for details.
- 340) You have to make it by enlarging a smaller metal object. See (557).
- 341) There is no key for the gate. You have to persuade Yorvik to open it. He only lets people through with a pass, but if he's ALREADY SEEN you with one, he won't ask for it again. See (559).
- 342) He moves about. Most of the time, he is in (158), but at night he goes to (159).
- 343) Get out of the frieghter quickly because you are about to become barbecued stowaway.
- 344) It is one of many found on a certain instrument. See (563) to remove it.
- 345) This building is being used by three scientists who are also stranded, but have decided to stay on the planet. There are a few vital things you need from here.
- 346) Part of (130), but you can't find it until you do something. See (565).
- 347) There's always something underneath bridges in adventures and this one is no exception. See (430).
- 348) Part of (17), but you have to separate the two. Think of the old saying. Alternatively, be lazy and see (569).
- 349) It's very long as its name suggests but very old and prone to having holes blown through it. See (571) to make one in it yourself.
- 350) There are ones in (176), (196), at the east end of (171) and on (84), and probably some others that I haven't thought of.
- 351) There is actually no direct way out of the maze, you have to use your intuition. Even though that was an extremely broad hint, see (573) for the final answer.
- 352) Don't know and don't care.
- 353) Pull the rope to wake Quasimodo, who jumps on you and wakes you up.
- 354) It appears below the three (231)'s, but you'll have to wait for a while.
- 355) A natural formation which is good for jumping about in.
- 356) Someone has hidden it in their bedding. See (575).
- 357) A good fishing spot, the river here is full of sticky-outy branches which would catch anything floating down the river. See (587).
- 358) There are two heaps of coal in the area at the bottom of (267). Also, the mine walls are made of it, but you can't dig for it there because you're too weak.
- 359) Don't stay around here for too long because you'll get run over.
- 360) You build it yourself when you install (42) into (120).
- 361) Nothing very interesting happens here except it closes at night.
- 362) He starts off in the hold with you, but soon disappears for a brew-up. You later encounter his dead body in (206).
- 363) The answer is 906 but working it out is a complete waste of time. Try it if you like.
- 364) In l'il old America.
- 365) Wait here for a mine carriage to appear below you.
- 366) You are given it after a day at work. See (318).
- 367) It's a secret so we're not telling.
- 368) In the north-western tower room, hanging on the wall. See (595) to get it.
- 369) They appear and cover any objects you may have left lying about, mainly because Tony couldn't be bothered moving objects around

- between locations.
- 370) Set into (105), rather firmly. See (577) to get it out.
- 371) Wet. It flows from west to east and has lots of fish in it and is also has a peculiar buoyancy factor. See (587) for fishing and (579) for floating.
- 372) In the Baron's men's washroom, in the south-western tower.
- 373) Don't jump down this or drop objects down it because it is a bad idea. Any bugs you discover here aren't actually bugs but 'features' which improve the gameplay and make it more idiosyncratic (that last bit was a lie).
- 374) Barcelona.
- 375) Go north before you go up.
- 376) There are three in all - (157), (185) and (255). See (585) if you have trouble picking them up.
- 377) It contains metal, useful for spaceship construction.
- 378) On the rear end of a blue and yellow bird.
- 379) It's actually an elevator which travels between two floors. If you have trouble getting out on the upper floor see (589).
- 380) You start in a hold on it, you nit-wit.
- 381) This contains the only intentional bug in the game. Press space.
- 382) Scotland, probably.
- 383) A good fishing spot. See (587).
- 384) You have to fish it out of the river. See (587).
- 385) Turn up here after you've woken up, such civilities as breakfast are not observed on this planet. If you don't go to work then you don't get fed. Simple as that really.
- 386) It's stuck into (93). See (591) to get it out.
- 387) The cannon and the ditch are very interesting. See (571).
- 388) In the centre of (223), at the north end of (253) and the south end of (256).
- 389) The Baron occupies his office during the day, but at night it is empty as it is if he happens to have been brutally murdered. You can only steal (126) when it is empty.
- 390) For some reason, it's behind (77a).
- 391) Just wait until the carriage comes to a loading bay and you can get out. Note that if you stay in the carriage when it passes a bay it will keep stopping at the same one until you get out. A very clever carriage.
- 392) Bash Street.
- 393) Don't jump down it unless you enjoy having your face coming out of the back of your head.
- 394) In the floor, at the eastern end of (171).
- 395) The north-western tower is a portrait gallery, the north-eastern tower is old and decrepit and used just for storage, the south-western tower is used by the Baron's men, so you can't get in unless you are of that rank or above and the south-eastern tower is the Baron's private tower. Only centurions and above are allowed to visit him, and only during the day.
- 396) In the north-western tower room, behind (86). See (595). Also see (650) to get it.
- 397) The shorse's coat is of use to you. See (597) to have it off (Oooerr, sounds a bit rude doesn't it?)
- 398) In the Baron's men's kitchen area, in the south-western tower.
- 399) Just there to link the various bits of the adventure together.
- 400) (6) wears it, and you can only get it when you've killed him. See (601).
- 401) You can fly away in this to civilisation, improbable as it may sound, but you have to install all the equipment first. See (551).
- 402) There are two of these, one at the top of (282a), and one above (188). Both are one-way.
- 403) Boltar has a nasty anti-social habit. See (607).
- 404) You have to build it yourself. That is, in fact, the whole object of the game. See (287) for where and (551) for how.
- 405) This is where you meet a very ugly, smelly and extremely stupid person. See (609) to dispose of them.
- 406) You have to remove it from (112). See (597) for how.
- 407) A mite more interesting than the Southern Fort drawbridge. It opens and closes viciously with a catapult-like motion. See (611) for its use.
- 408) Although this isn't an object, it is in (243), in the form of (144).
- 409) You can phone the hintline, only 34p per second simply by lifting the receiver. Sometimes you may only hear the dialling tone. Don't be deterred, just ring again.
- 410) It falls out of (84) when you open it.
- 411) The plaque gives details which are of no significance whatsoever.
- 412) In (287), but you have to cut the hole yourself. You don't need a tool, though. I had to call it the sky because there is another hole elsewhere in the game.
- 413) I wonder what's underneath? See (615).

- 414) On the wall of the Northern Fort. You get to it by flying. See (611).
- 415) Don't push (20) into it because it's impossible to get out again. Notice how wide it is and then the length of (141a). See (583).
- 416) You have to make it yourself by tying one object to another. See (619) for which two.
- 417) Nice and peaceful and sound-proofed. An ideal place to build a spaceship perhaps?
- 418) This comes in several forms. Firstly, you can obtain it from (218) as long as you have (51). Secondly, you can eat (44), but only after you've cooked it. Thirdly, you can eat (98).
- 419) This is where you get fed but only if it is early evening and only if you have (51).
- 420) Touring Venezuela at the moment, I think, but who gives a damn anyway?
- 421) They need a key to open them. I suggest a key the opposite colour to them. See (621).
- 422) At the northern end of (172). See (623) to get it open, but don't go in it if the ship is still in deep space.
- 423) A complete and utter moron.
- 424) The entrance is to the south of (241). See (315) if you end up in (177a).
- 425) Just elegantly described scenery.
- 426) At the southern end of (172).
- 427) There is a great big shaft here but don't jump to conclusions.
- 428) To the north of (188).
- 429) You can't take (131) on these.
- 430) You have to climb down from (162). (30) is helpful, but see (625) if you don't know the ropes.
- 431) In (235), but it is bolted down. See (389).
- 432) The centre door in the south wall of (173). You can't stay in the romm though.
- 433) Connect the object and the location. Very, very, very easy. See (627).
- 434) Leads off west from (255).
- 435) Shorses like oats. See (603).
- 436) At the northern end of (255), the southern end of (253) and the eastern end of (186).
- 437) At your local video shop, but get a good film out instead like Blues Brothers or Trading Places.
- 438) Go IN when the hole is about.
- 439) Answer the riddles, all instructions are given. See (632) for the answers.
- 440) You start in it, peanut-nose
- 441) Jump from here to get to the ditch, also useful for the transportation of a certain metal, wheeled machine. See (583).
- 442) Roughly to the north-east of (275). Reach it from the path to the east of (255).
- 443) Contains useful wooden items. Use a key to get in. See (621).
- 444) This is the road you go onto when you leave (275).
- 445) Use the oven for cooking your tea. See (633) for how.
- 446) To the north and south of (296).
- 447) Jump in the vat to wake up.
- 448) To the north of (275), but it is closed at night.
- 449) You can't get into the fort through the entrance, you actually have to fly in. See (611) for where to get your 'wings'.
- 450) To enter this, you have to have a good bed, a good imagination and have a high rating on the tiredness scale. See (644).
- 451) You can only, and must, go in after you have crash landed the ship and the guard is dead.
- 452) At the western end of (186).
- 453) Knock to get in, see (635) if the farmer's wife has hysterics.
- 454) In the area beyond the second (231) you meet.
- 455) From here you have to control the ship, there are two things you must do. See (623).
- 456) Through the eastern door on the northern wall of (173), but you can't get in until you're a centurion.
- 457) Your objective is to wake yourself up, so that you can work throughout the night. The four locations in Dreamtime are (167), (169), (161) and (194). Any pink rugby balls or egg-and-bacon sandwiches you might meet are figments of your imagination.
- 458) That would be telling. All I'll say is that you have to go down the hole somewhere.
- 459) A feeble excuse for a puzzle, not even worth putting a hint in. See (557) for what to do in here.
- 460) In the area at the bottom of (267).
- 461) The dagger is an interesting device which had been queueing up for the right puzzle for at least three adventures. See (622) to manipulate it.
- 462) Go down from any of the (221)'s. If the track becomes endless, then you're stuck.
- 463) This is the gas chamber, as you can tell by the pile of bodies in the corner. You will probably become very familiar with it until you cheat with the clue sheet.
- 464) You have to put them down somewhere first. See (583).
- 465) Count the sheep, most people fall asleep but you (why do you always have to be different?) wake up.
- 466) At the southern end of (300).
- 467) Konker is very depressed, maybe you should up his spirits (there's a heavy hint in there somewhere). See (640).
- 468) Some of the rooms in the towers are shaped like this. They are circular or semi-circular, but the spiral stairway core runs through the centre.
- 469) You really should try and escape from here. See (637) for how.
- 470) Leads off east from (256).
- 471) The southern one is boring, but the northern one is very cold, in fact it's so cold it would freeze the spheres off a small metal primate mammal. See (569).
- 472) At the western end of (256), but you'll have problems getting into the fort. See (611).
- 473) Ha, ha, ha. You are completely and utterly stuck so start again. See (513).
- 474) Through the door in the eastern wall of (173), but you have to be a soldier or higher to get in.
- 475) Dunkov is very nervous especially when they get angry with him. See (638).
- 476) In the south-eastern tower, but you have to be a centurion or higher to get past (33), and you can't go in at night. See (645) for an alternative route.
- 477) A bad joke. Don't pull it.
- 478) Through the eastern door in the southern wall of (173), but you need to be a slave leader or higher to get in.
- 479) There is room for expansion here. See (557).
- 480) Behind (180). See (621) to get in.
- 481) Move it by carrying (132). It's quite useful for transporting very heavy spaceship parts. See (646). Be careful not to take it near any holes because you could lose it.
- 482) This occurs when you are carrying (38) but not (114). There is no escape, so you'll have to start again.
- 483) Use it to find the way if you get lost. See (573).
- 484) It runs from east to west (and from west to east) down the centre of the land, for a longer distance than Eddie Edwards could ski 'jump' at Calgary in 1988. Read the descriptions on (253) for more details.
- 485) Big shoulders and small brains. She's just discovered that her Aunt's half sister's third cousin twice removed on her father's side has had a cold and that Bobby's decided to go it alone. John's with him, Peter's with him and they've got the backing but who gives a damn anyway. Get on with the game and stop watching that rubbish.
- 486) Follow the forest road from (300) to get to it.
- 487) Water resistant, about 30lb breaking strain and a bent nail on the end. See (619) if you don't understand.
- 488) The entrance is actually the exit for you. You get to it through (226).
- 489) This puzzle really is simple beyond simple. On reflection you should understand it straight away. See (609) if you don't.
- 490) Go through the trapdoor at the top of (282a).
- 491) Your supper, but you'll have to cook it first. See (633). If you can't pick it up see (647).
- 492) Near the third mine carriage loading bay you come to.
- 493) A good bed. To move it about, fold it and then pick it up. Unfold it again when you want to sleep on it. See (644) if you want a really good night's sleep. Also see (575).
- 494) In the four corners of the fort, but you can't get into the southern two until your rank is high enough. See (319).
- 495) Handy for lifting very heavy spaceship parts into a very heavy spaceship. See (648).
- 496) North of (197).
- 497) Did you hear the one about the other woman who went into a shop and asked for a packet of helicopter-flavoured crisps? The man behind the counter said, "Sorry, we don't stock them - they haven't taken off in this area."
- 498) South of (193).
- 499) Has absolutely nothing to do with water, in fact, you'll lose it if you try to fill it from the river. Fill it with some other liquid. See (585).
- 500) In the south-western tower room, but you can't get to it until you're a Baron's man or higher.
- 501) One of the major areas of the game.
- 502) Leads off south from (300).
- 503) Used extensively in cheap spaceship construction. See (617).

- 504) At (250), (251) and (252).
- 505) Fairly obvious what to do with this. But there is someone (or something) more in need of its services than you. See (597).
- 506) You have to go up to it in (176) by pressing the button. See (589) if you have trouble with the crew.
- 507) You may be wondering why it is so suitable. Just try chopping a tree down somewhere where there isn't one. Don't bother chopping this one down just pretend you're a monkey. See (565).
- 508) Below the western heap of coal. See (615).
- 509) Cast it by water to catch various items. See (587).
- 510) Through the western door in the southern wall of (173). You can't stay in there, though.
- 511) Don't drink it, instead give it to someone who's depressed. See (640) and see (636) to open it.
- 512) You wake up in it after you are jumped on.
- 513) What are you looking here for, we said start again.
- 514) It runs along the south side of the long wall and joins up with (253) at the western end.
- 515) Possible seating arrangements for your long journey home. See (629).
- 516) They appear in (237) and (290) after you have demolished part of (223).
- 517) Conveniently placed for you to hang something from it. If you don't know the ropes see (625).
- 518) This the whole of the area to the south of (223), and it encloses (275), (191), (271), (197) and (241) as well as other areas.
- 519) Open it to unleash the anger. Very relaxing isn't it? See (638) for someone who won't think so.
- 520) There are three of these and all are to be found in (231a). The first one that you will encounter is at the northern end of (294). You will have to take the carriage to get to the other two.
- 521) Only has one function and that is fairly obvious. Notice that it faces the long wall. See (571).
- 522) It flows from west to east across the Southland, running between (191) and (197) and also under (214).
- 523) Don't smoke it yourself but give it to your boss. See (607).
- 524) This is the area to the north of (223). The only way to get to it is through (224). See (559). To get back see (571).
- 525) A valuable treasure with something interesting behind it. See (595).
- 526) At the end of (254). To get down to the pit floor you can either go down (284) or along (270).
- 527) Would make a good temporary bridge so don't ditch them too soon. See (583).
- 528) This is where you end up when you go into the mines without a light. There is no escape from here, not even a magic word, so you'll have to start again. Ha!
- 529) Allows you to obtain your daily ration of food. See (639).
- 530) He marches anti-clockwise around (173), usually moving one location at a time, but sometimes a bit faster just to be frustrating.
- 531) Causes some confusion, especially to the less intelligent inhabitants of the planet. See (641) if you have problems picking it up and (559) for what to do with it.
- 532) Did you hear the one about the lady who went into a shop and asked for a packet of helicopter-flavoured crisps? The man behind the counter said, "Sorry, we've only got plain." Ha ha. See (497).
- 533) Helps you to manipulate a certain object which would otherwise be impossible to pick up. Note that if you drop it, then it will disappear forever, so don't.
- 534) Firstly, escape from the hold. See (637). Then find (52), (53) and (111), make your way to the flight deck, and kill the crew. See (589). Open the airlock and land the ship. See (623). Get out of the ship before it explodes. You cannot avoid being jumped on from behind.
- 535) Good for unbolting things which are bolted down. See (642) for the actual item.
- 536) One of the major sub-plots in the game is to work your way up the ranks until you eventually become Baron, ruler of the Southern Fort. The ranks you can have are slave, slave leader, soldier, centurion, Baron's man and Baron in ascending order. To find your rank type 'SCORE'. To go up a rank, you must dispose of one of the members of that rank. See (607), (638), (643), (640) and (601) for full solutions.
- 537) A smashing piano. Don't play it but be a spoilsport and try to destroy it so that nobody else can have any fun. See (563).
- 538) I would have thought that that was fairly obvious. Using the blueprints and various building materials you might find, you have to construct a spaceship (a Tin-Can in fact) to fly away in. Now, I know that the idea is completely unfeasible, but it's only a game, you know.
- 539) The most unfunny person in the entire universe apart from Ronnie Corbett.
- 540) The game and your actions in it will be heavily governed by time, and I admit myself that it can get rather annoying at times. Anyway, there are five time zones:- morning (30), daytime (150), early evening (30), late evening (20), and night (40). The number in brackets is the approximate length in moves. You can find the time by typing 'SCORE'. You will only experience daytime in the game if you don't go to work, and you will only experience night time if you manage to have a dream (see (644)) , and force yourself to wake up.
- 541) Gives details on how to operate the oven. See (634) if you have trouble understanding upside-downness.
- 542) A thin disguise for a glove and it can give you some protection. See (647) and (650) for details of its uses.
- 543) Useful for spaceship construction. See (567).
- 544) The boss of the Southland and you would do well to obtain his rank. A good warrior so it might be a good idea to launch your attack when he's asleep. See (601).
- 545) A source of food and also a source of cutlery. You can eat it but make sure you have removed (48) first.
- 546) Although it is a piano key, for some reason it will also unlock a door. See (621).
- 547) Build the Tin-Can spaceship, and fly back to civilization. See (551) for building the spaceship and (649) if you have trouble taking off.
- 548) Push or pull them, but wait until (57) has left the room. See (637) for exact details.
- 549) When you fly off to civilization, you must be carrying or wearing (111), (105), (86), (134), (62) (a tricky one that), (22), (51), (55) and (78) to score full points. Now see (561).
- 550) Big ears and goofy teeth.
- 551) Note that when building the ship, you must have the blueprints at all stages. The first stage of building the Tin-Can is to go to (287), with (9) and 'BUILD THE FRAME'. Then see (567).
- 552) They are both one way and you can only go up through them.
- 553) Trip up or hit Vardan to get the anti-common sense, but it only works once.
- 554) Useful for spaceship construction. See (551).
- 555) Carry the photon emitter and make sure that it is switched on. It never runs out.
- 556) A good instrument of destruction but to objects (especially wooden) not people. See (563) for exact details.
- 557) Go into (165) carrying the marble to enlarge it to the size of a cannonball.
- 558) If it can provide good enough insulation for a shorse to last the winter on this planet (the temperature is known to be -48 degrees in the tropics) then it should be good enough for deep space. See (581). See (579) if the farmer takes it from you.
- 559) Give the deja vu to Yorvik, who will think that he's seen you before. You can then go through the gate. You can only use this method once.
- 560) Goes well with (20) especially for destructive purposes. See (571) and (577) for what to destroy.
- 561) You have to have killed the starfreighter crew, completely constructed the Tin-Can, discovered the branch, dug into the Hall of Riddles, worked them all out, smashed the Long Wall and the mirror, disposed of Vardan down the hole, scared Dunkov silly, attempted to crush the cigarette (moral awareness there), killed the Baron, taken the fork to the Fork, smashed the piano, tamed the shorse with the bag of oats and frozen the ball off the brass monkey. Not much really.
- 562) Notice that he never looks down and that he always follows a set path. If you put something in his way he probably wouldn't see it. See (643). Also try hitting him, but only once.
- 563) Smash the piano with the axe to get the keys.
- 564) If you are carrying it then (131) will follow behind you.
- 565) Climb the suitable tree to find the branch, then climb the branch to break it off.
- 566) Of no significance whatsoever to the game. I bet you're wondering why it's white aren't you. Well see (657) to find out.
- 567) The second stage is to get (121) and 'FIX THE PLATES TO THE SPACESHIP'. Then see (581).
- 568) You can remove it from the wall. See (613). When you do, it is attached to a flexicable so you can't take it far. Try touching it in different locations to see what it does. See (611) and (652) for useful applications.
- 569) Take the brass monkey to the northern (285) to freeze the marble off it.
- 570) A source of light. Useful in (231a). See (653) if you have trouble

- switching it on.
- 571) Load the cannon with the cannonball and fire it to knock the Long Wall down. If your shot doesn't reach see (583).
- 572) A nice long springy pole. Perfect for watersports. See (619).
- 573) Carry the intuition in the maze and move around for a while until you locate the exit.
- 574) Fill the tank. See (585) if you have difficulty moving the oil.
- 575) Fold or search the straw mattress to find the cigarette.
- 576) This was originally going to belong to a fish but I abandoned the idea. It helps you to forget that you have seen or done things before. See (641) for full details.
- 577) Drop the ring and then throw the cannonball at it to free the crystal.
- 578) He doesn't like the cold. See (469) if you like being cruel to animals.
- 579) Throw the shorse's wool into the river south of the farmyard. You can then collect it from underneath the bridge but hurry. See (587).
- 580) Read these for details on how to construct the spaceship. They give instructions one stage at a time so the page will read the same until you have completed it, then it will change. See (551) for the stages.
- 581) Obtain (142), go into the ship and 'STUFF THE WOOL INTO THE HOLE'. Then see (593).
- 582) Try throwing it, but make sure you're wearing (53). See (589) for the right people to get rid of.
- 583) Lay the wooden planks over the ditch and then push the cannon southwards over them.
- 584) It is in orbit around an unknown planet for the simple reason that it fits the plot. Since you cannot fly it and there is no teleport system then the only way to get out of it is to land it. See (623) for how.
- 585) Fill the drinking flask with the puddles of oil, then tip it into the tank.
- 586) There is no way of avoiding this if you want to get out of the northern fort. When you set off the alarm you will have to escape quickly and block your pursuers' path. See (652).
- 587) Cast the fishing rod on the north bank to catch a fish, on the south bank to catch the drinking flask and under the bridge to retrieve the shorse's wool after you have thrown it into the river upstream.
- 588) Don't bother with any kind of violence or bribery, you have to be of a certain rank before he will let you pass. Apart from this he is of absolutely no use whatsoever.
- 589) Press the button on the wall in the cubicle once. This takes you to the upper floor. Then wear the gas mask and throw the gas bomb to kill the flight deck crew.
- 590) Rod Hull is alive. Why?
- 591) Pull the fork out of the pie.
- 592) Very convenient and will hang conveniently down from any hook (as long as it is convenient). See (625)
- 593) Get (83), fill it with the three (82)s (see (585)), and 'INSTALL THE TANK' inside the ship. Then see (605).
- 594) You have to cut this to stop your ship from crashing into the roof.
- 595) Pull the painting off the wall to reveal the picture twine.
- 596) Wear this to stop yourself from being gassed. See (589) for a reason why you might be gassed.
- 597) Shear the shorse with the razor to get the shorse's wool. See (603) if you have problems with hooves and (579) if the farmer catches you with the wool.
- 598) You use the corkscrew to open (14).
- 599) Everybody except the Baron and his men have to work for their food. Go to (302) in the morning, and you will work all day for a food pass. If you want to miss work, which will be essential later on, you need to find your own source of (50).
- 600) One button opens the airlock and one lands the ship. If you don't know what order to press them in then see (623).
- 601) Get the gizmo, go to the floating dagger, press the red button, go up to the Baron's sleeping quarters through the trapdoor (make sure it's night or he won't be asleep) and press the green button to kill him. You gain his rank and get his ring.
- 602) Seeing as it's from a spaceship maybe it should be used in another one. See (646) if you have trouble moving it.
- 603) Hang the bag of oats over the shorse's head to tame it. Then see (597).
- 604) A useful spaceship part as long as it is full of oil. Read the indicator to find out how full it is. See (585) to fill it up and (593) to put it into the spaceship.
- 605) Transport the engine to the shack, hoist it up into the spaceship and then 'INSTALL THE ENGINE'. Then see (617).
- 606) Not much we can say about this. We can't describe its taste, smell, sound, colour, texture, weight, mass, politics or gender. In fact there is nothing like starting a new game when you can see this.
- 607) Give the cigarette to Boltar. It will explode in his face and you can take his rank.
- 608) It's a disgrace that we can't see him at least twice a day. There should be a complete channel given over to repeat episodes of Fawly Towers.
- 609) Say 'SMASH THE MIRROR' to find the gizmo.
- 610) You need it, but only if you're hungry. You will die of startvation within the day if you don't.
- 611) Pull the touch-sensitive pad from the wall at the Northern Fort entrance. Stand on the drawbridge and touch the pad to catapult yourself up onto the battlements.
- 612) A big fat Scotsman who writes songs that are almost as boring as Stock, Aitken and Waterman compositions.
- 613) Pull the touch-sensitive pad to free it from the wall.
- 614) It's always full of rain over the Multinational HQ of Heyley Software.
- 615) Dig in the western heap of coal to reach the Hall of Riddles.
- 616) It contains (35) but getting it out is going to be difficult. You have to throw something big and round at it. See (577) for what.
- 617) Now INSTALL (35) into the console, taking it out of (105) first, and finally see (629).
- 618) You can't kill him, he's just too fat. Wait for him to go. There is nothing you can do with his corpse either.
- 619) Tie the picture twine to the long branch to make a fishing rod.
- 620) Install (35) into it, but you'll have to get it from (105) first. Press the button to start the ship. If you have problems which result in death, see (649).
- 621) Open the metal factory doors with the black key and the loghouse doors with the white key.
- 622) The dagger works by remote control, the gizmo is the remote control. The red button activates and deactivates the dagger. The green button orders it to attack. The wrong combination of button presses could be fatal. Don't drop the gizmo whilst the dagger is active. See (601) for its use.
- 623) Go to the flight deck, press the DOOR button and then the LAND button.
- 624) A good record by Belouis Some and something that helps you to have dreams. We're concerned with the latter although the former is good for listening to when you get totally bored out of your mind compiling clue sheets. See (644).
- 625) Hang the rope ladder from the convenient hook. You can then climb down to the riverbank below the bridge.
- 626) Some boring old dodderers who play boring old songs.
- 627) Take the fork to The Fork to get some points. Clever eh?
- 628) Do not go into it, you can't get out. It's movable even though it's against all common sense. See (654). It's also a good trap for anyone who might walk straight into it, see (643). It also scores.
- 629) Go and steal (126). Unbolt it with (109), and BOLT it into place inside the ship. You are now ready to fly, but see (649) first to avoid a crash.
- 630) Press the one in (171) to open the main door, press the one in (176) to move the elevator up and down, see (623) for details on the ones in (196) and (633) for the controls on (84).
- 631) If you don't push, pull or turn it then pretend you're trying to go ice skating without any skates. See (653).
- 632) The answers are, in no particular order: MILK SHAKE; MINCE MEAT; WATER MELON; ROAST BEEF.
- 633) Open the oven, get the manual, turn it upside-down, read it, put the fish in the oven and operate the appropriate control according to the instructions in the manual.
- 634) Turn the manual upside-down (original puzzle, don't you think?).
- 635) Take off the gas mask and knock again.
- 636) Open the bottle of plonk with the corkscrew. Then see (640).
- 637) Wait for the fat guard to go, then push lever one and pull lever two to open the door.
- 638) Open the box of anger at Dunkov to frighten him to death.
- 639) Go to the kitchens with the food pass during the early evening to get fed.
- 640) Give the bottle of plonk to Konker who will keel over dead. You can then take his place as Baron's man.
- 641) Carry the short memory if you want to carry the deja vu.
- 642) Unscrew the throne with the screwdriver, but make sure the baron isn't there.
- 643) Leave the hole in Vardan's path. He will eventually fall down it and you can claim his rank.
- 644) Carry the imagination, have the unfolded mattress nearby and fall asleep to have a dream.
- 645) Go into the mines, take a mine carriage to the third station, go up through the dungeons and through the trapdoor. You appear just inside the south-eastern tower.
- 646) Take the trolley to the crater, put the engine onto it, take it to the forest by the shack, get the engine off it and push it down the steps into the shack. Now see (648).

- 647) Wear the udder cosy as a glove if you want to pick up the fish.
- 648) Hang the hoist from the hook in the sunken shack. You can then hoist the engine up into the spaceship.
- 649) There are certain problems encountered when attempting to take off in your spaceship. Firstly, if nothing happens then your oil tank is empty and there is nothing you can do. Secondly if you splatter yourself all over the ceiling then you should CUT a HOLE IN the ROOF of the shack before pressing the button. Thirdly you may run out of fuel halfway. This is because the tank wasn't full to the top. Finally, you may get cramp and you need better seating arrangements. See (629).
- 650) Wear the udder cosy to prevent your hands being cut when pulling the twine.
- 651) Why does a bear excrete in the woods? Why does Mike Yarwood sing? Why was Margaret Thatcher elected for a third term? Why does Bruce Forsyth wear such a stupid wig?
- 652) When escaping from the Northen Fort, press the button at the east end of the corridor, go out, pull the pad off the wall, touch it to lower the drawbridge, stretch the cable as far as it will go to the east and then touch it again to trap your chasers.
- 653) Slide the switch to turn the photon emitter on.
- 654) Carry the anti-common sense so that you can carry the hole.

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