

Castle Ralf Hint Booklet

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This Hint Booklet is divided into two section: Questions and Answers. You might find it helpful to browse the list of Questions without looking at the Answers. We have tried to word the Questions so that they do not reveal anything specific but they may give you a clue anyway. There are many Questions and Answers that were added strictly to throw you off track, however all the legitimate questions have honest answers.

Answer Browsers Beware...we're not above sending you on a wild goose chase.

Not every room or object in the game is covered in this Booklet. There are many objects and rooms that are crucial to finishing the game but seemed so obvious that they did not warrant a hint. We avoided including obvious things like opening doors or moving from room to room except where a specific sequence of actions is required to solve a puzzle.

To use this Booklet, read a Question and follow the reference thread that appears in parenthesis. Questions are referenced by Q# and Answers are referenced by A#. A thread may contain several Questions and/or Answers. For greater enjoyment of the game, we suggest trying to solve the problem after each reference rather than reading the entire thread.

- Q1. How do I get into the Castle? (A23)
- Q2. How do I get through the iron door in the first floor Elevator Lobby? (A45)
- Q3. How do I get into the basement? (A39)
- Q4. How do I get past the Alligators? (A55)
- Q5. How do I open the lever door? (A32)
- Q6. How do I get onto the West Balcony? (A36)
- Q7. What do I do with the knife? (A12)
- Q8. How do I get onto the second floor? (A57)
- Q9. How do I get past the Wardrobe? (A85)
- Q10. What is that annoying noise in the Elevator Lobbies? (A62)
- Q11. How do I get out of the Carnival Room? (A41)
- Q12. How do I get through the steel door on the 2nd Floor Landing? (A18)
- Q13. How do I raise the gilded cage? (A34)
- Q14. How do I get the steel ball? (A68)
- Q15. How do I get out of the maze? (A53)
- Q16. How can I avoid violating the National Electric Code when I'm turning fuses? (A60)
- Q17. What do I do with the torch? (A90)
- Q18. What is the strange mirror in the Guest Gift Shoppe for? (A76)
- Q19. How do I find out what's in the burlap bag? (A5)
- Q20. What can I do with the brown button? (A84)
- Q21. How do I open the canned goods? (A110)
- Q22. How do I move the plastic pail? (A63)

- Q23. Of what possible use is the stepladder? (A9)
- Q24. Where is the celery? (A105)
- Q25. What can I use the lance for? (A120)
- Q26. What is the big box on the shelf in the basement? (A19)
- Q27. Where can I find the brown button? (A49)
- Q28. Where can I use the hinge pin? (A50)
- Q29. What should I do with the grey package? (A6)
- Q30. Of what possible use is the French horn? (A70)
- Q31. How do I start the conveyor? (A126)
- Q32. How do I control the clear cup in the room adjoining the West Balcony? (A88)
- Q33. What happens when I screw in the red fuse? (A115)
- Q34. Where can I use an iron key? (Q2)
- Q35. Can I eat the canned goods? (A93)
- Q36. How do I get through the French doors? (A28)
- Q37. How do I use the cobweb machine? (A51)
- Q38. How do I turn on the fan? (A86)
- Q39. How do I lower the plastic pail? (A31)
- Q40. Where do I use the Alligator Love Potion? (A18)
- Q41. What's wrong with the ghost? (A113)
- Q42. How do I get through the glass door? (A61)
- Q43. How do I get rid of the water in the Electrical Room? (A30)
- Q44. How do I get the steam out of the Seattle Room? (A130)
- Q45. How do I get the hanging moss in the Alligator Pens? (A89)

- Q46. What can I do with a steel ball? (A87)
- Q47. How do I get the gold key? (A10)
- Q48. How do I turn on the alarm? (A86)
- Q49. What is the black box in the Trap Door Room? (A112)
- Q50. What can I do with the red roses? (A72)
- Q51. What's the burnt pizza for? (A71)
- Q52. Why are the alligators incarcerated? (A124)
- Q53. How do I get the key onto the conveyor belt? (A97)
- Q54. What are the washer and dryer used for? (A56)
- Q55. How do I use the ceramic fixture? (A94)
- Q56. Is the hamster just another pretty face? (A103)
- Q57. What happens if I drink from the pink bottle? (A116)
- Q58. How can I befriend the Chihuahua? (A109)
- Q59. How do I get through the golden gate? (A111)
- Q60. Who decorated the Sitting Room? (A7)
- Q61. How can I get across the moat? (A33)
- Q62. What is the rope bridge used for? (A119)
- Q63. What is the roof for? (A78)
- Q64. What is the thick rope for? (A121)
- Q65. What is the drawbridge used for? (A114)
- Q66. How do I get into the vault? (A123)
- Q67. What can I do with the red hydrant? (A127)
- Q68. How can I win the video game? (A4)

- Q69. What is the circular device? (A69)
- Q70. What do the radiators do? (A38)
- Q71. What is the red herring used for?

- A1. Of course, the water must have somewhere to go. (A24)
- A2. Love is such a fleeting thing. (A66)
- A3. There is a living monument to inventors in the Garden. (A21)
- A4. Practice. Practice. Practice. (A14)
- A5. Punch a hole in it. (Q30)
- A6. Read the directions. (Q6)
- A7. Nancy Reagan.
- A8. Wait. Wait again. (A65)
- A9. Drag the thing to the Pantry and do what comes naturally. (Q34)
- A10. First get it into the clear cup. (Q13) Then... (Q53) Then... (Q31)
Then... (Q44) Then...go get it.
- A11. Drop it in the ceramic fixture.
- A12. Cut things. It might be particularly helpful in freeing a trapped stepladder.
(Q23)
- A13. Kill the hamster with the Hessian boot.
- A14. You can't.
- A15. You want to get to the East Balcony.
- A16. Make sure the clear cup is in the correct position to receive its bounty.
(Q32)
- A17. The tags have something to do with the lever lock door.
- A18. You don't.
- A19. It is an Acme Deluxe Sound System, bringing soothing music to everyone
in the basement.
- A20. Push lever. (A37)
- A21. In the wine cellar is an empty bottle of the favorite drink of inventors
everywhere. (A91)

- A22. Silver... (A13)
- A23. Go North to the portcullis and pull the lever. Then stand back.
- A24. Like the Drain Room. Use the plunger here first.
- A25. Green... (A40)
- A26. Lead the Chihuahua into the Stables then light the torch. Drop everything you're carrying and leave through the portal. You must close and bar the portal from the outside.
- A27. Move South. (A98)
- A28. You can't. You can "Examine the adjoining room" though.
- A29. Drink from the ceramic fixture.
- A30. Use the broom to push the water away. (A1)
- A31. Fill it with sand. (Q19)
- A32. The door says this area is for "Authorized Inventors Only." What other items in the Castle refer to Inventors? (A64)
- A33. Go under it.
- A34. Lower the plastic pail. (Q39)
- A35. Do it in the Security Office.
- A36. Climb up like a spider. (Q37)
- A37. Pull lever. (A8)
- A38. If they're not damaged, they keep the Castle warm.
If they are damaged, they can be very dangerous.
- A39. Try turning on the lights with the green fuse. (Q16)
- A40. Brown. Is that clear enough?
- A41. Keep going south until you get there.
- A42. Eat the fish.

- A43. Blue. Is that clear enough?
- A44. But don't.
- A45. Maybe the knife you found in the Service Area would help with this. (Q7)
- A46. Cut the thick rope.
- A47. Or if you abuse it, you could use it vertically. (Q8)
- A48. Move them.
- A49. Sit on it. (Q20)
- A50. In the Coat Room.
- A51. Don't touch that dial! Just turn the crank. (Q29)
- A52. Wear the burlap shorts into the sauna. (Q21)
- A53. Move North. (A74)
- A54. Strike the vending machine exactly 58 times and all the items will fall out.
- A55. You need to find a suitable way of distracting them. (A2)
- A56. What do you use them for?
- A57. Use the rope bridge. (A83)
- A58. Pull lever. (A20)
- A59. Get the gold key from behind the loose block in the archway.
- A60. Don't stand in the water. (Q43)
- A61. You can't. Just have fun examining it.
- A62. It means the elevator is stopped on another floor.
- A63. Push the sandy button. (A16)
- A64. There is a book in the Library about inventors. (A3)
- A65. Push lever. (A79)

- A66. For a more soothing effect, try music. (Q26)
- A67. Red... (A60)
- A68. Buy it.
- A69. It is a magnet.
- A70. The introduction of a ball into one end causes it to shoot off. (Q46)
- A71. Go watch the movies in the basement.
- A72. Nothing. They're just there for their aesthetic value.
- A73. Violet... (A25)
- A74. Move West. (A27)
- A75. I have no response for that.
- A76. It helps prevent shoplifting, provided the alarm is on. (A95)
- A77. Move South. (A58)
- A78. To cover the floors below it.
- A79. Move East. (Q22)
- A80. Take the cheese into the Electrical Room and stand on it while turning the fuses.
- A81. The cord on the north wall releases the chains. (A99)
- A82. Push the remote control again to disable the circular device. (Q38)
- A83. Cut one end of it with the cutlass. (A15)
- A84. Bring the elevator to its lowest level.
- A85. A good turtleneck sweater can hide a lot. (A48)
- A86. Screw in the black fuse.
- A87. Drop it in the Slanted Room. (A77)

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- A88. Use the remote control.
- A89. You could try using the stepladder. (A44)
- A90. Use it to cut through the metal wall. (A35)
- A91. Add it up. (A73)
- A92. By finding something that cuts metal. (A133)
- A93. Sure. (A44)
- A94. Sorry. This Hint Book isn't that comprehensive.
- A95. Take the aspirin. By now you ought to have a headache anyway.
- A96. Take all the food and give it to him.
- A97. Make sure it is in the clear cup (Q13), then push the remote control. (A82)
- A98. Move East. (A53)
- A99. See what only he can see. Do for him what he cannot do for himself.
- A100. Screw in the black fuse. (Q56)
- A101. Take the hamster to the Torture Chamber and perform cosmetic experiments on him. Eventually, he'll turn into a beautiful woman without make-up.
- A102. Build a catapult on the Catapult Assembly Line. (Q61)
- A103. Yes. He's a performer. (A135)
- A104. Catch the Blue Jay in the Aviary. (A99)
- A105. In the Empty Room...just don't be afraid.
- A106. Strike the Black Knight's left arm.
- A107. Peas. Beans. Celery.
- A108. Jump from the merlon after tying the rope to yourself. (Q8)
- A109. Feed him elephant steaks.

- A110. Try the armor opener.
- A111. Use the gold key.
- A112. It is an ACME Skeet Shooter that has been modified to accelerate balls.
- A113. You're not the only one that wants out of this Castle. (A81)
- A114. Kindling now.
- A115. Go to the basement and find out.
- A116. It will settle your stomach.
- A117. You shouldn't.
- A118. Reward him with something green. (A107)
- A119. For crossing the Great Hall on the third floor. (A47)
- A120. You could use it to attack the Chihuahua. (A44)
- A121. This is the obligatory rope found in every adventure game.
- A122. Wash it.
- A123. You could try breaking in. (A92)
- A124. For eating too many adventurers in other games.
- A125. Why are you reading this answer?
- A126. Light the boiler.
- A127. Smell it first. If you find that attractive, let 'er rip.
- A128. Isn't A127 disgusting?
- A129. Find the shoelaces. Tie them to the hamster. Drop the can of peas from the rope bridge. Then stand back. (Q69)
- A130. Turn off the boiler.
- A131. Go to the Boiler room in the basement. Open the gas line, but do not light the boiler. Go directly to the roof then wait.

A132. Yes.

A133. By finding something with a lot more gas than the torch. (A18)

A134. Read the mauve book in the Library. It will tell you everything you need to know. (Q42)

A135. Entice him into the Training Room. (A118)