

PRICE OF MAGIK CLUES

Listed below are most of the things, interesting locations and puzzles in the "Price of Magik". Look down the appropriate list to find what you want to know about and then turn to the entries indicated by the bracketed numbers for details.

General

1. Getting Started: (574).
2. Age: (464).
3. Combat: (504).
4. Defeating Myglar: (530).
5. Magik: (423).
6. Oops and RAM save/restore: (576).
7. Orders to Creatures: (533).
8. Sanity/Scoring: (552).
9. Stamina/Health: (528).
10. Seeing in the Dark: (264).
11. Travel: (503).
12. Winning: (586).

Objects

20. Altars: details (345).
21. Angel: where (228), details (442).
22. Ant Army: where (226), details (381).
23. Ashes: where (364), details (288).
24. Axe: where (425), details (302).
25. Balls: details (276).
26. Balloon: where (430), details (422).
27. Bag: where (244), details (293).
28. Bandages: details (363), details (325).
29. Bat: where (450), details (536).
30. Bell: where (183), details (426).
31. Black Ball: where (342), details (445).
32. Blade of Sword: where (460), details (278).
33. Blue Box: where (261), details (299).
34. Bloodworm: where (232), details (301).
35. Boat: where (208), details (584).
36. Bones: where (184), details (390).
37. Books: where (209), details (377).
38. Broom: where (279), details (326).
39. Cage: where (182), details (277).
40. Candle: where (249), details (354).
41. Chair: where (250), details (483).
42. Cherub: where (201), details (262).
43. Chests: where (187), details (371).
44. Chute: where (324), details (442).
45. Claw: where (564), details (335).
46. Claymore: where (386), details (610).
47. Clock: where (193), details (475).
48. Cloven Hoof: where (57), details (537).
49. Cross: where (203), details (280).
50. Crowbar: where (247), details (325).
51. Crystal Ball: where (342), details (323).
52. Curtain: where (189), details (350).
53. Dark Spawn: where (554), details (506).
54. Dead Idol: where (263), details (427).
55. Demon: where (250), details (483).
56. Desk: where (240), details (293).
57. Devil: where (317), details (442).
58. Diamond: where (127), details (443).
59. Doors: details (404).
60. Doppelganger: where (225), details (537).
61. Ectoplasm: where (430), details (303).
62. Elder Cross: where (203), details (280).
63. Elves: where (191), details (537).
64. Eyebright: where (203), details (264).
65. Eyes: where (284), details (264).
66. Feldspar: where (205), details (291).
67. Ferryman: where (208), details (584).
68. Fish: where (507), details (595).
69. Front Door: where (281), details (439).
70. Gargoyle: where (214), details (333).
71. Gateway (Glowing): where (327), details (344).
72. Ghost: where (328), details (372).
73. Ghosts of Things: where (336), details (428).
74. Ghoul: where (268), details (444).
75. Giant Creatures: details (286).
76. Gnome: where (199), details (341).
77. Gold: where (27), details (447).
78. Golem: where (429), details (480).
79. Grandmother Clock: where (193), details (475).
80. Gremlin: where (462), details (483).
81. Grimoire: where (209), details (282).
82. Hawkmoth: where (430), details (442).
83. Hilt of Sword: where (457), details (334).
84. Hobbit: where (402), details (415).
85. Hoof (Cloven): where (57), details (442).
86. Horror: where (287), details (314).
87. Idol: where (263), details (427).
88. Imp: where (317), details (341).
89. Inscription: where (465), details (467).
90. Knife: where (153), details (610).
91. Knocker: where (196), details (467).
92. Knucklebone: where (312), details (390).
93. Kobold: where (317), details (341).
94. Lake: where (221), details (304).
95. Lever: where (460), details (278).
96. Lounge Lizard: where (289), details (413).
97. Mail: where (469), details (310).
98. Magik Words: details (441).
99. Mandrake: where (203), details (269).
100. Militant: where (330), details (340).
101. Mirrors: details (373).
102. Monkey: where (351), details (331).
103. Moon: where (283), details (347).
104. Moonbeast: where (214), details (403).
105. Moth: where (430), details (442).

106. Mummy: where (210), details (318).
107. Myglar: where (216), details (515).
108. Nameless Horror: where (287), details (314).
109. Nasty Something: where (174), details (349).
110. Night Mare: where (462), details (483).
111. Oak Panels: where (218), details (346).
112. Ogre: where (430), details (421).
113. Oxfam: where (260), details (431).
114. Parchment: where (56), details (467).
115. Pendulum: where (47), details (307).
116. Pictures: details (510).
117. Pillar: where (221), details (435).
118. Plate Armour: where (471), details (290).
119. Plague: where (305), details (599).
120. Poltergeist: where (462), details (442).
121. Portrait: where (306), details (513).
122. Postcard: where (394), details (377).
123. Prism: where (229), details (455).
124. Rainbow: where (430), details (393).
125. Red Moon: where (283), details (347).
126. Riddle: where (308), details (361).
127. Ring: where (92), details (512).
128. Robes: where (163), details (448).
129. Rope: where (217), details (384).
130. Salt: where (371), details (309).
131. Sarcophagus: where (210), details (325).
132. Scissors: where (483), details (447).
133. Scroll: where (153), details (472).
134. Secret Doors: where (397), details (482).
135. Shield: where (138), details (461).
136. Shovel: where (292), details (409).
137. Silver Mail: where (469), details (310).
138. Skeleton: where (311), details (348).
139. Skull: where (312), details (390).
140. Slug: where (236), details (392).
141. Snow: where (188), details (433).
142. Something Nasty: where (174), details (349).
143. Spawn (Dark): where (554), details (506).
144. Spectre: where (462), details (500).
145. Spider: where (166), details (383).
146. Staff: where (271), details (338).
147. Standing Stones: where (241), details (270).
148. Statue: where (410), details (382).
149. Stone Fish: where (400), details (393).
150. Sugar: where (395), details (318).
151. Sword: details (401).
152. Sylph: where (317), details (393).
153. Table: where (219), details (293).
154. Talisman: where (391), details (352).
155. Tapestry: where (306), details (478).
156. Terrorists: where (432), details (509).
157. Torches: where (432), details (562).
158. Trumpet: where (294), details (452).
159. Valerian: where (234), details (313).
160. Vampire Bat: where (450), details (536).
161. Velvet Glove: where (430), details (368).
162. Vine: where (196), details (271).
163. Wardrobe: where (315), details (293).
164. Wargame: where (243), details (478).
165. Water: where (437), details (592).
166. Web: where (247), details (383).
167. Weight: where (391), details (367).
168. Werewolf: where (192), details (568).
169. Werepig: where (317), details (360).
170. Wheel: where (578), details (329).
171. Wight: where (202), details (444).
172. Wishing Well: where (483), details (474).
173. Wolfsbane: where (234), details (568).
174. Woodpile: where (249), details (296).
175. Worm: where (232), details (301).
176. Wraith: where (231), details (318).
177. Zombi: where (272), details (318).

Places

- 180. Altars: details (345).
- 181. Arch-Roofed Corridor: where (405), details (453).
- 182. Attic: where (438), details (389).
- 183. Belfry: where (355), details (597).
- 184. Bone Room: where (516), details (321).
- 185. Bosky Acres: where (483), details (275).
- 186. Catacombs: where (363), details (297).
- 187. Cellar Off Seadog's Room: where (601), details (371).
- 188. Cold Store: where (406), details (440).
- 189. Collapsing Junction: where (356), details (496).
- 190. Distorted Junction: where (273), details (275).
- 191. Druid Glade: where (185), details (477).
- 192. Elm Panelled Corridor: where (358), details (83).
- 193. Entrance Hall: where (298), details (475).
- 194. Ferry: where (208), details (584).
- 195. Fountain of Knowledge: where (274), details (341).
- 196. Front Door: where (281), details (439).
- 197. Garden (Herb): where (320), details (374).
- 198. Garden (Roof): where (337), details (275).
- 199. Garden (Market): where (363), details (454).
- 200. Glowing Gateway: where (327), details (344).
- 201. Hall of Statues: where (407), details (572).
- 202. Hanging Tentacles: where (366), details (321).
- 203. Herb Garden: where (320), details (374).
- 204. Ice Room: where (518), details (600).
- 205. Inner Sanctum: where (487), details (321).
- 206. Laboratory: where (408), details (605).
- 207. Lakeside: where (221), details (304).
- 208. Landing Stage: where (359), details (584).
- 209. Library: where (494), details (275).
- 210. Marble Vault: where (339), details (377).
- 211. Mists of Time: where (609), details (388).
- 212. Misty Corridor: where (490), details (170).
- 213. Molehill: where (363), details (483).
- 214. Moon Room: where (378), details (593).
- 215. Musty Hall: where (322), details (155).
- 216. Myglar's Base: where (546), details (530).
- 217. North Tower: where (375), details (606).
- 218. Oak Panelled Corridor: where (416), details (346).
- 219. Office: where (412), details (491).
- 220. Ominous Chamber: where (493), details (605).
- 221. Other Plain: where (369), details (369).
- 222. Oxfam: where (260), details (431).
- 223. Pentagonal Room: where (376), details (275).
- 224. Pillar: where (221), details (435).
- 225. Porch: where (570), details (537).
- 226. Portico: where (387), details (501).
- 227. Priest Hole: where (521), details (605).
- 228. Pyramid: where (462), details (483).
- 229. Recess: where (417), details (321).
- 230. Red Room: where (602), details (275).
- 231. Reflecting Room: where (608), details (321).
- 232. River Tunnel: where (594), details (562).
- 233. Rock-Walled Room: where (522), details (562).
- 234. Roof Garden: where (337), details (275).
- 235. Scullery: where (418), details (275).
- 236. Slime Slide: where (596), details (140).
- 237. Smithy: where (363), details (600).
- 238. Spherical Junction: where (598), details (562).
- 239. Spherical Rock Bubble: where (604), details (361).
- 240. Study: where (527), details (134).
- 241. Stonehenge: where (607), details (270).
- 242. Stone Room: where (399), details (427).
- 243. Table Room: where (420), details (164).
- 244. Treasury: where (365), details (562).
- 245. Underwater: where (591), details (591).
- 246. Vine: where (362), details (271).
- 247. Web Cavern: where (525), details (383).
- 248. Winding Corridor: where (556), details (275).
- 249. Woodshed: where (380), details (421).
- 250. Worm Wood: where (363), details (483).

Answers

- 260. Oxfam, 274 Banbury Road, Oxford OX2 7DZ.
- 261. In the middle of Stonehenge. See (241) and (270).
- 262. Wake it using the spell named in (452).
- 263. Beyond the locked door. See (242).
- 264. "Rub eyebright into eyes". It grows in (203).
- 265. Don't bite off more than you can chew.
- 266. Drop it in the (94).
- 267. Melt the (77) in the (237).
- 268. SW, W from the Roof Garden.
- 269. Take it confidently, without hesitation.
- 270. The best way in is SE, SE, W, SW, NW, NE, S.
- 271. Cut the (162) with any weapon.
- 272. South of the Pentagonal Room.
- 273. NW and N from the Rock-Walled Room.
- 274. Adventurers Club, 01-794-1261.
- 275. Just an ordinary place.
- 276. There are two, (31) and (51). See also (102).
- 277. Provided to hold the (29) but not really needed.
- 278. Pull the Lever.
- 279. East of the Entrance Hall.
- 280. Placates the Bat. For DET. See (463).
- 281. Where you start.
- 282. For the MAD spell. See (470).
- 283. On an Altar, NE & N from the Distorted Junction.
- 284. Part of you.
- 285. For the GAS spell. See (466).
- 286. Ants, Bloodworm, Slug and Spider.
- 287. See (69) or (129).
- 288. For the ZAP spell. See (473).
- 289. Buy it a drink.
- 290. Wear it for protection in combat.
- 291. For the SEE spell. See (482).
- 292. S, E from the Oak Panelled Corridor.
- 293. A container. Examine it.
- 294. Held by the Cherub. See (262).
- 295. For the HID spell. See (492).
- 296. Light it, but deal with the (142) first.
- 297. Keep moving.
- 298. Open the Front Door, IN and NW.
- 299. For the IBM spell. See (476).
- 300. Throw it at Myglar to kill him.
- 301. The Bat chases it away.
- 302. A weapon. For the KIL spell. See (488).
- 303. For the WOW spell. See (498).
- 304. Drink the water.
- 305. Underwater, (245), see (68).
- 306. SE of the Bone Room.
- 307. For the DOW spell. See (495).
- 308. IN, D, D, D, SW, N from the Pillar.
- 309. Throw it at the Slug.
- 310. For the FIN spell. See (479).
- 311. Walking about, near (235).
- 312. Pull up the (99).
- 313. For the FIX spell. See (502).
- 314. Gets you a bonus.
- 315. North of the Attic.
- 316. For the EYE spell. See (485).
- 317. Down from the (172).
- 318. Leave it alone.
- 319. For the MIS spell. See (505).
- 320. West of the Woodshed.
- 321. Just an ordinary place.
- 322. E, E, S from the Misty Corridor.
- 323. For the ESP spell. See (508).
- 324. At every one-way exit.
- 325. Its puzzle was left out during the programming.
- 326. For the FLY spell. See (527).
- 327. SE, NE from the Hall of Statues.
- 328. Appears when you touch the Plate Armour.
- 329. For the DED spell. See (511).
- 330. Liverpool.
- 331. Take it to the Cold Store. See also (25).
- 332. For the CAN spell. See (520).
- 333. Tell it the answer. See (126).
- 334. You can't reach it from below. See also (151).
- 335. I believe in Sanity Claws. For SAN. See (517).
- 336. If you kill something, its ghost can come back.
- 337. NE, NE from the Misty Corridor.
- 338. For the HYP spell. See (514).
- 339. E, SW, W, SW from the Landing Stage.
- 340. Socialists who mean it.
- 341. Not in the game.
- 342. In a cold place. See (102).
- 343. For the SPY spell. See (523).
- 344. Gave any spell focus. See (5).
- 345. For the one with the Red Moon, see (125), and for the one with the talisman, see (154).
- 346. There's a secret door in one room. See also (357).
- 347. Touch it to become young, twice. See also (360).
- 348. Kill it, using magic, if you want the Shield.
- 349. Originally a "Gummer". Ugh. Examine it for a bonus.
- 350. Cut it with any weapon.
- 351. Go through the Glowing Gateway.
- 352. Rub it to travel to and from somewhere. See (221).
- 353. Wear them to walk on the Lake.
- 354. Blow it out quickly. Then see (343).
- 355. Up from the North Tower.
- 356. NW, SW from the Library (where the Books are).
- 357. Push the Panels. See (370) for the right room.
- 358. Northeast of the Entrance Hall.
- 359. W, D, NW, W from the Winding Corridor.
- 360. Cast FLY on it to see what is beneath.
- 361. Read the Riddle. The answer is the third word of (603).
- 362. Beside the Front Door.
- 363. Somewhere else.
- 364. From the Woodpile, see (296).
- 365. SE, N from the Priest Hole.
- 366. Northwest of the Entrance Hall.
- 367. Cast FLY on the Weight before doing anything.

368. Wear it to breathe Underwater.
369. Rub the Talisman.
370. S, SE from the Misty Corridor.
371. Open the right chest and look in. See (385).
372. Bury all its bones. See (36), (92) and (139).
373. Cut the mirror in the Attic with (58) to make the little one. Use this for (458).
374. Take everything.
375. Northwest of the Roof Garden.
376. D, D, S from the Slime Slide. Beyond the Slug.
377. Just for amusement.
378. South of the Ice Room.
379. Rub the Lamp.
380. West of the Front Door.
381. Scare them off. See (398).
382. Pretty useless. See (400).
383. Cut the (166) with a weapon.
384. Pull it, if you like.
385. Cast DOW at each in turn. See also (396) & (459).
386. Held by the Statue. Use magic to get it. See (400).
387. N, N, W, N, W from the Glowing Gateway.
388. A quick way of getting around. There are exits from the Mists of Time to most places in the game.
389. There's something behind the Mirror. See (373). To see in the dark, see (264).
390. Bury it, e.g in the Herb Garden. You need the (136)
391. SW and S from the Spherical Junction. See (367).
392. Throw Salt at it.
393. Pretty, but totally useless.
394. Just inside the Front Door.
395. Everywhere.
396. E.g: CAST DOW AT RED CHEST. See also (5).
397. In (218) and (240). Cast SEE.
398. Cast IBM at them.
399. In, N, NW, N, N, SE from the Portico. See (22).
400. Give the Mail to the Statue, but see (119) first. Then look at the Statue and see (411).
401. Stuck through the ceiling. See (414).
402. Excellent books and lesser games.
403. Frighteningly horrible. Hence see (413).
404. The interesting ones are (196) and in (242). For secret doors, see (134).
405. S, SW from the Oak Panelled Corridor.
406. S, S, NW, S from the Rock-Walled Room.
407. Northeast from the Spherical Junction.
408. N, NW from the Collapsing Junction.
409. To bury things. See (72).
410. Down from the Slime Slide, past the Slug.
411. Cast FIN at it.
412. SW, SE from the Attic.
413. It doesn't like others of its kind. See (419).
414. Find the blade above the hilt. See (218). Then see (278) to free it.
415. Slothful and infested with bugs.
416. SW, W, D, E, SE from the Attic.
417. Beyond the Mirror. See (373).
418. South of the Rock-Walled Room.
419. Wave a Mirror at it.
420. Southeast of the Roof Garden.
421. Examine everything and see corresponding hints.
422. A Red Moon glimmick.
423. See (436) for details. To use magik, see (133). For individual spells, see (441), and for a complete list, see (441).
424. In the Sarcophagus.
425. South of the Red Room. Be careful and see (434).
426. Scenery. Ring it to summon the Nameless Horror.
427. Involved in the trickiest puzzle. See (531).
428. It's your own fault for killing things.
429. West from the Winding Corridor.
430. South of the Repository. See (341).
431. A famine-fighting charity.
432. All over the place.
433. Search it, once the (102) has gone.
434. Wear armour, or send someone else in first..
435. Go inside and head down.
436. To use a Spell, you need to know its name, e.g ESP, and own the corresponding object, the focus. There is a different focus for every spell. See (446) for more details and (459) for an example.
437. In many places. See especially (94) and (245).
438. Up the Vine and go west.
439. Examine it, open it, or knock on it.
440. Enough to freeze the whatsits off a thingamajig.
441. Named in the following clues: (280), (282), (288), (291), (299), (302), (307), (310), (313), (323), (326), (329), (335), (338), (343), (452), (455), and (458). A total of 18.
442. You can't do anything about it.
443. Use it to cut something. See (101).
444. Kill it, or leave the horrible thing alone.
445. Protects you from any one spell. Most important.
446. Names are all three-letter words, in capitals, and are spread round the game. See also (580).
447. Useless.
448. Wear them until you find someone deserving. (456).
449. For the FAR spell. See (532).
450. In the Belfry. You need the (49) to take it.
451. Buried in the Dead End.
452. For the BOM spell. See (538).
453. Read you-know-what. Tricky, isn't it? See (484).
454. Aubrietas are very good. There are lots of shades.
455. For the XAM spell. See (535).
456. Give to the (78).
457. NE, N from the Entrance Hall. You can't do anything about it, directly. See (414).
458. For the ZEN spell. See (529).
459. Suppose you have the Pendulum and want to find if the Golem is magik. Use the Dowsing spell, DOW, and "CAST DOW AT GOLEM". With experience, the pendulum swing can be interpreted to give your answer.
460. Sticking up in a hidden room, off (218).
461. Blocks enemy attacks.
462. In the Gloom. See (250).
463. Detects some dangers. See (533).
464. Any improvement to your score, or any use of magik, increases your age. For the purposes of this game, you are assumed to die at 100. See also (481).
465. High up in the Arch-Roofed Corridor. See (484).
466. Sleep gas surrounds the target. See (541).
467. Examine it to learn a spell. See (484).
468. Use it to lasso the Hilt.
469. Worn by the Golem. See (480).
470. Makes target mad. See (489).
471. West of the Bone Room. See (72).
472. Read it to learn about magik.
473. Lightning strikes the target. See (543).
474. Drop the Gold into it.
475. Wait to learn a spell. And examine the (47).
476. Makes target fearful, uncertain and doubtful. A very powerful spell. See (559).
477. Somewhere else.
478. Waken it, using Magik, to learn a spell.
479. Turns mail-wearing target into a fish. See (549).
480. Give it something comfortable to wear. See (128).
481. Touching something rejuvenates you. See (125).
482. A spell to detect secret doors. See (553).
483. Not in this game.
484. Cast fly on yourself.
485. Creates a flying eye. See (557).
486. Play it to charm the Snake.
487. W, S from the Collapsing Junction. See (496).
488. Makes target berserk. See (499).
489. Allows use of harder spells. See also (585).
490. SW, W, D, E, N from the Attic.
491. Examine the Table and take everything.
492. Detects hidden objects. See (547).
493. SW, SE, NE, S, S, E from the Pentagonal Room.
494. E, N from the Bone Room.
495. Is target magic? See (555). For example, see (459).
496. Cut the Curtain with any weapon.
497. N, NE, W, N, N from the Oak-Panelled Corridor.
498. Impress target so it will obey you. See (545).
499. E.g to make you fight better. See (563).
500. Give it the Bones.
501. Scare away the Ants. See (398).
502. Cure target. See (567).
503. There's a spell which helps, see (529). See also (221) and (241).
504. Type, e.g "kill werewolf" each turn, to attack it. You'll do better if you have a weapon and some armour. Magikal combat is possible, e.g using the spell named in (288). See (5).
505. Make target clumsy in combat. See (551).
506. Has very sharp claws. See (45).
507. "Created" by the spell named in (310).
508. Look into room in target direction. See (561).
509. Always have black hats, to distinguish them from the "freedom fighters" in white hats.
510. Magikally waken them for things to happen.
511. Dead zone. Cancel all spells. See (569).
512. It's a diamond ring. See (443).
513. Wake it magically to be taunted.
514. Hypnotise target so it obeys you. See (577).
515. A very old, powerful, evil wizard. See (530).
516. NE, N, NW, N from the Entrance Hall.
517. Make target sane. See (571).
518. E, NE, S, S, S from the Stone Room. See (427).
519. Cast IBM at them.
520. Cancel animation of target. See (565).
521. North of the Study. See (482).
522. N, W, W from the Front Door.
523. See room where target is. See (581).
524. Killing him physically is not good enough as he'll just return as a ghost. So see (534) instead.
525. E, SW, W, SE, E from the Landing Stage.
526. Target can fly. See (573).
527. N, NW from the Library.
528. You start with 100 stamina points and lose some for each wound. Zero stamina means death. See (539).
529. Takes you to the Mists of Time (388). See (579).
530. Remove his use of Magik. See (540).
531. Get the door opened from the other side. See (542).
532. Teleport to where you last used magik. See (483).
533. They won't obey just like that. See (544).
534. Cancel all spells with the magik named in (329). See also (31).
535. Examines magik properties of the target. See (583).
536. The (49) helps when taking it. See (548).
537. Yet another dummy entry.
538. Brings some inanimate things to life. See (575).
539. To restore health, use the spell named in (313).
540. Make him sane with the spell mentioned in (335). Then see (524).
541. See (150) to learn. Focus, see (150) and also (285).
542. Cast ESP east to see beyond it. Then see (550).
543. See (164) to learn. Focus, see (23) and also (288).
544. Use the hypnosis spell named in (338).
545. See (213) to learn. Focus, see (21) and also (303).
546. Northwest from the Moon Room. See (593).
547. See (185) to learn. Focus, see (161) and also (295).
548. It chases away the Bloodworm and (560).
549. See (137) to learn. Focus, see (137) and also (310).
550. Cast BOM at the Idol and see (558).
551. See (41) to learn. Focus, see (169) and also (319).
552. Score involves becoming a better magician, shown by a decrease in sanity. You score points for learning spells, obtaining spell foci, the first use of each spell and for visiting places. There are a couple of bonuses, too. The better (lower) your sanity, the more spells you can use.
553. See (206) to learn. Focus, see (66) and also (291).
554. Cast BOM to waken the Picture, N from the Red Room.
555. See (115) to learn. Focus, see (115) and also (307).

556. NW, S, S from the Red Room.
557. See (55) to learn. Focus, see (88) and also (316).
558. Esp again, and cast HYP to control it. See (566).
559. See (33) to learn. Focus, see (33) and also (299).
560. If hypnotised, see (338), can take the Wheel.
561. See (69) to learn. Focus, see (51) and also (323).
562. Just Scenery.
563. See (164) to learn. Focus, see (24) and also (302).
564. From the Dark Spawn. See (554).
565. See (199) to learn. Focus, see (41) and also (332).
566. Esp again, and enter "Idol, open door".
567. See (155) to learn. Focus, see (159) and also (313).
568. The Wolfsbane keeps the Werewolf away.
569. See (20) to learn. Focus, see (170) and also (329).
570. Parked next to the Volvo.
571. See (119) to learn. Focus, see (45) and also (335).
572. Wake the Cherub using the spell named in (452).
573. See (220) to learn. Focus, see (38) and also (326).
574. Look at the Door and Vine. Eventually you'll want to climb the Vine and go into the Attic, but first go west to the Woodshed. See (582).
575. See (79) to learn. Focus, see (158) and also (452).
576. RAM SAVE and RAM RESTORE are like the normal versions, except for being much quicker to use. The disadvantage with them, of course, is that any saved position is lost when your computer is turned off or if the program is reloaded from tape/disk. Versions which allow OOPS automatically save the position in one-or-more buffers whenever you move, and the oops command is very like RAM RESTORE. Note that, on large memory machines like the 128K Spectrum, you can use oops many times in succession to step back a very long way through the game.
577. See (89) to learn. Focus, see (146) and also (338).
578. In the Misty Corridor. To take it, see (29).
579. See (114) to learn. Focus, see (101) and also (458).
580. Each spell needs a particular object to be present, for example FLY needs the Broom. (Note that, in general, there is a connection between the object needed and the spell.) See also (588).
581. See (148) to learn. Focus, see (40) and also (343).
582. Examine everything, then the nasty, light the wood and extinguish the candle before it burns away. Take everything and go west. See (590).
583. See (123) to learn. Focus, see (123) and also (455).
584. Give any object to the Ferryman and hop in. Then see (591).
585. See (153) to learn. Focus, see (81) and also (282).
586. Learn all the magik spells, find all their focus objects, and use them. Then tackle Myglar and cancel his magik. See (515) for Myglar.
587. See (227) to learn. Focus, see (49) and also (280).
588. Each spell cast makes you a year older. For an example of magik, see (459).
589. See (191) to learn. Focus, see (48) and also (449).
590. Take everything from the Garden. Now "Examine all", and you're on your own. Good luck!
591. The boat passes above an Underwater Plaque which you should try to read. See (599).
592. See (207) and (245).
593. Dispose of the Moonbeast, see (403), then tell the Gargoyle the answer to the Riddle.
594. North of the Ferry.
595. Become this while in the Boat. See (591).
596. S, S from the Distorted Junction.
597. Take the Bat. See (29).
598. N, N, NW, N from the River Tunnel.
599. Read it to learn about SAN. First see (68).
600. Flying helps.
601. S, NW, SW from the Oak-Panelled Corridor.
602. SE, SW from the Pentagonal Room.
603. Cast the fear spell.
604. IN, D, D, D, SW, N from the Pillar.
605. Go there to learn a spell.
606. Pulling the Rope is one way to summon the Horror.
607. Waken the Picture in the Rock-Walled Room, using the spell named in (452).
608. SW, SE, N from the Pentagonal Room.
609. Use the ZEN spell. See (579).
610. A weapon.
611. That's your lot.