The Black Cauldron

Includes complete walk-thru

Includes all area maps

List and location of all objects

All solutions revealed

Hidden rooms, locations and characters you may not have encountered

The perfect game accessory

Sierra 3-D Hint Book

Animated Adventure Games
Introduction

Welcome to the world of *The Black Cauldron*!
I hope you are having as much fun playing it as all of us had creating it. As the game’s head designer and programmer, you would think I’d know everything there is to know about *The Black Cauldron*. However, this game can be played in so many different ways, I’m sure players will be discovering new solutions to its puzzles for quite some time. I’ve tried to make this book all inclusive, but if you discover a different question, feel free to contact Sierra at (209) 683-8989.

How to use a hint book
The whole point of playing *The Black Cauldron* is to discover the puzzles and then solve them. However, this might be the first adventure game you’ve ever played, or, we may have made some puzzles so well hidden (or so obtuse) that you don’t even know where to begin. Hence, this hint book. When you get stumped, just look for the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here’s the solution. It’s best to read them individually, and in sequence. Be sure to read only those hints you really need.

How NOT to use a hint book
Do not indiscriminately scan through the book reading hint after hint. Read only those hints pertaining to your problem. Don’t think that every question in here is real: along with the legitimate questions, there are many fakes. Just because I mention a snake in a question near one that you’re reading doesn’t mean that snakes are important in this game, or even that you’ll find a snake anywhere in the game.

If you’ve finished *The Black Cauldron*
Even after you’ve “won” the game, I’m sure we can interest you in playing again. If your score is less than the maximum, start again from the very beginning, and try to find another solution to each of the major puzzles. To help you along, I’ve included a section at the very end of this book called “After The End of the Game.” But, be very cautious using that section, it will ruin the game if you use it too soon!

If you enjoyed this game, be sure to play the other animated adventure games from Sierra: *King’s Quest, King’s Quest II: Romancing the Throne, King’s Quest III: to Heir is Human and Space Quest*. They are similar to *The Black Cauldron*, but more advanced. Good luck in your adventuring, and here’s hoping you enjoy *The Black Cauldron*!

Al Lowe
General Questions

All I do is wander around! There must be more to (adventure game) life than this?!

I answered the phone and when I hung up, Taran had died from lack of water!

This game is too fast! This game is too slow!

No matter what I type, all I get is “I don’t understand that.”

I’ve found some objects, now how do I use them?
General Questions

All I do is wander around!! There must be more to (adventure game) life than this?!

Look at everything. Perhaps you'll get a hint. (Double-click the upper joystick button, or press Look.) (See your reference card for the specific key on your computer.)

Enter Dalben's house (the house in the first screen).

Talk to Dalben.

"Do Something" beside him. (Click the upper joystick button, or the Do key. See your reference card.) Dalben will tell you how to get started.

No matter what I type, all I get is "I don't understand that."

Don't type. This is no typing test, it's an "Action Adventure Game:" typing is totally unnecessary.

I lied! This is not entirely true. You will have to type to save a game in progress. But that's all the typing needed! (See your reference card for further explanation.)

Never answer the phone while playing computer games.

Press the Pause key to pause the game. The Black Cauldron is played in "real time," so don't waste it!

The game is too fast! This game is too slow!

On some computers, you can type "slow," "normal," or "fast," to change speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

I've found some objects, now how do I use them?

See your reference card for information on how to "use" an object in your possession.
How do I “see” what these objects look like?

I can’t remember all those keys!

I keep “failing in my quest” and have to start all over again from the beginning of the game? What am I doing wrong?
How do I "see" what these objects look like?

Follow the instructions above for "Using" an object, but instead of pressing Do or Use to return to the game, press Look (double-click the upper button, or see your reference card for the specific key on your computer). This will NOT make that object the "currently active" one.

I can't remember all those keys!

Just remember the Help key -- pressing it will show you all the others. (See your reference card for the specific key on your computer.)

It's possible to play the entire game with only the arrows plus Status, Use, Do, and Look.

I keep "failing in my quest" and have to start all over again from the beginning of the game. What am I doing wrong?

You aren't "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to restart from the beginning.

See your reference card for directions on saving a game.

After you have a "saved game disk," you may choose "save game" from the status screen, at any time, and save the game in exactly that spot. Follow the prompts to name your saved game.

You may choose "restore game" from the status screen at any time, and bring back any version of the game you have previously saved.
Around Caer Dallben

How do I do what Dallben told me to do?

Why does the goat keep butting me?

Once I start the goat flying, how do I land?

Why is there a footbridge, when I can walk right through the water?
How do I do what Dalben told me to do?

Look for food around Caer Dalben.

Use the pot of gruel hanging over the fireplace. Or:

Use the dried corn in the leanto behind Dalben’s house.

Why does the goat keep butting me?

He wants to play tag.

I thought it was a cute animation sequence.

In other words -- no reason!

Once I start the goat flying, how do I land?

Congratulations! You fell for the first phony question!

Why are you reading this? There is no possible way to make the goat fly!

This just proves that even lots of hints don’t validate a fake question.

This just proves that even long hints don’t validate a fake question. From now on, you must promise me not to read hints indiscriminately like this. Even a big hint like this one could well be a phony. Even a seemingly logical question may be wrong. Now raise your hand and repeat after me: I will not look at hints to questions I don’t...

To keep your feet dry.

To help Hen Wen cross the water.

Perhaps there’s more to the bridge than meets the eye.

There is a magic food wallet hidden under the bridge. You can only see it if you’re standing in the water on the east side of the bridge. With the magic food wallet, you’ll never go hungry again!
What do I do with Gurgi?

I keep losing Hen Wen. How do I keep her with me?

How do I fix the gate to Hen Wen’s pen?

The gwythaint caught Hen Wen; now what?
You could be friendly.

Do what he asks.

Give him some food.

He likes apples and cookies the best.

Gurgi won't appear if Hen Wen is with you.

You might use a hammer and some nails.

There is no hammer, and no nails in this game.

In short, you can't.

If you have the pig leash, go to * below.

Don't swim. Pigs don't like water.

Go around the water by leading Hen across the footbridge.

Don't change screens while Hen is far away from you.

Why are you reading this? There's no pig leash in this game!

Don't despair, just make your way to the Horned King's castle and rescue her.

See "Inside the Horned King's castle," and "On the Ground Floor."
The Hidden Cottage is appropriately named; it's certainly hidden from me!

How do I get across the marsh?

If you need to go anywhere, you can follow the footprints in the sand. The Hidden Cottage is hidden by the marsh. To get through the marsh, use the footprints and follow the paths.

What do I do with the Fair Folk flying dust?

The Fair Folk flying dust is a natural part of the marsh. You can use it to help navigate the marsh.
The Hidden Cottage is appropriately named; it’s certainly hidden behind some bushes.

You’d better start beating around the bush.

Look behind some bushes.

Go south from Hen Wen’s pen. Since Hen Wen doesn’t like water, use the footbridge.

Go south again, then west, then west again to the Bush Maze. The Hidden Cottage is behind the bushes. To get through the Bush Maze:

Go behind the rocks, then behind the bush just behind and east of the rocks.

Walk to the east end of the bush and head north until your feet are touching the large blueish bush.

Then go west toward the center of the screen.

There are two hints. Hint #2 starts at *, below.

Notice that there are stones and rocks in the marsh.

Some of them are equidistant.

Use the Do key to jump from rock to rock.

If you land in the quicksand, next time face a different direction before you jump.

If you have the Fair Folk flying dust, use it anywhere in the Marsh. You can then fly at will, all over the Marsh.

Fly.

Across Morva Marsh.
Do I have to jump in the cauldron to win the game.

Faint and wisps will keep the magic.

Tell the secrets of the Shrek Mage’s 3rd dimension.

You must able to conquer the one to jump in it.

What do I do with the extra party day?

You may take to make more days out and ten.

How do I deal with the witches?

They are not impressed by magic.Matters.

The battles will take over the 5 and gave us in the other Mages.

The Land of the Fair Folk

Where is the Land of the Fair Folk?

How can I enter the Land of the Fair Folk?

They have to come to exist. They have got a new Hot Musty. We step it all the next page.
To see the witches.

Do I have to jump into the cauldron to win the game?

No.

Wait, and someone will steal the cauldron.

Look for the cauldron in the Horned King’s secret chamber.

You may be able to get someone else to jump in it.

What do I do with the extra fairy dust?

You may need to make more than one round trip.

They are very interested in Magical Things.

The witches will spare your life if you give them the Magic Mirror.

You must give the witches something quite precious in order to get the Black Cauldron.

If you give the witches your Magic Sword, they will give you the Black Cauldron.

South of Caer Dallben.

Underground.

They live under the lake with the large waterfall.

There are two ways to enter. If you have not gotten Hen Wen to safety yet, skip to * on the next page.
King Eiddileg keeps sending me away!

Getting to the Horned King’s castle

How do I climb the rock pile?
If you have the Magic word, skip to ⭐ below.

If Hen Wen is safe:

Pig tracks will appear beside the lake.

Stand beside the lake on the pig tracks, facing the lake.

Press Do to jump; if you stood on the correct spot, you’ll land on a rock.

Keep jumping from rock to rock, until you’re on the large rock in the center of the lake.

Notice the large rock beside the waterfall.

Stand near the rock and Use the Magic Word.

You can’t find the Fair Folk until Hen Wen is safe.

Consider what Fair Folk would appreciate.

They enjoy music.

Offer him the Lute or the Harp.

They are too smooth to climb. Look for a path to walk up.

To find the path:

Go behind the pile of boulders on the lower right edge of the screen.

Move almost to the right edge of the screen; look for the ‘‘V’’ in the next row of rocks to the north. Taran will be completely behind a rock.
How do I get around the solid granite cliff?

I keep falling off here!

Why doesn’t my flying dust work right?

How can I get Hen Wen to go with me up the rocks?
At the "V," move north, then west; look for the "V" in the third row of rocks.

At that "V," go north, then west. Go north, then west once more. As Taran moves behind the left most boulder, turn north.

Keep going north as much as possible, then go east to the top-center of the rock pile.

Go north towards the dead twisted tree in the top-center of the screen.

You can't get around it.

There is a tree far above you.

Dallben told you something might be useful.

Use the rope.

To negotiate the rope, use the corners of your joystick, or the diagonal movement keys. (See your reference card for the specific keys on your computer.)

You can't.

There must be another way to get her to safety.

Anyway, why would you take Hen Wen toward the Horned King's castle?

It only works in certain places. This must not be the place.

Try Morva Marsh.
I've reached the end of my rope! Now what?

I'm having trouble negotiating the bridges leading to the Horned King's castle.

How can I untie the rope from the tree?

I'm climbing the (sheer rock) walls. But not very well!

Around the Horned King's castle

How can I enter the castle?
I've reached the end of my rope! Now what?

You should be at the top of the vertical rock wall. It is possible to walk on the ledges, and climb the vertical surfaces.

Climb the vertical surfaces by simply moving onto them.

Get off the walls just by moving down onto a ledge.

How can I climb the (sheer rock) walls? But not very well?

You can't. Besides, you'll need it there, in case you ever have to return to Caer Dallben.

I'm having trouble negotiating the bridges leading to the Horned King's castle, p. 75. Help me out, please.

I'm having trouble negotiating the bridges leading to the Horned King's castle, p. 75. Help me out, please.

Typing "slow" may slow Taran down.

Sorry. It is tough at first. It will get easier with practice.

Make use of the diagonal movement keys. (See your reference card for the specific key on your computer.)

Typing "slow" may slow Taran down.

Two ways: across the moat by swimming through the alligators. Or:

Go over the drawbridge.

Don't move off the sides or top of the walls.

Be sure you are squarely over a ledge before descending.

Watch the "natural" bridge. Do not touch the edge.
How can I get across that moat?

I can fly across the waterfall; now what?

Can I get across that drawbridge?

I'm climbing the (castle) walls. But not too well!
How can I get across that moat?

Notice that you and the alligators all swim at exactly the same speed.

Remember your trigonometry class.

OK, remember your geometry class.

So you don’t know geometry or trigonometry! Just wait until the alligators are far apart, then swim between them.

The alligators must also be on the near side of the moat. Then, if you swim between them, they’ll never catch you, since you all travel at the same speed!

Can I get across that drawbridge?

Yes.

Henchmen sometimes appear at the drawbridge, waiting to take supplies into the castle.

If you do happen to see a henchman here, move quickly to his wagon.

Jump into the wagon. He’ll take you into the castle.

Once you’re inside the castle, don’t jump out too soon or he’ll catch you.

If you jump out, it is possible to jump back into the wagon. Henchmen are not too bright; he’ll probably be unable to figure out where you went!

Oh no, you can’t!

I’m climbing the (castle) walls. But not too well!

If you fall, you can swim out (if you’re lucky enough to avoid landing near an alligator).

Don’t let the rocks hit you.
Inside the Horned King's Castle

On the Upper Floor

What are the tapestries for?

Is the staircase negotiable?

What can I do on the balcony of the Horned King's throne room?

I'm on the throne room balcony and can see Hen Wen -- what do I do?
You must do a jump to get onto the wall.

Don't touch the large, smooth stones in the wall. They're too slick to grasp.

I'm at the top of the wall, and don't know what to do.

Move to the upper-left corner and "Look."

Try cutting the vines.

Use the dagger you found in the trees by Caer Dallben.
On the Ground Floor

I'm in the throne room. Where is everybody?

How do I drink the wine from the casks?

How do I get out of the castle?

Can I lower the drawbridge?

Hen Wen has "told everything" to the Horned King! Now what?

Creeper wants to "try out the Cauldron." What do I do?

[Blank lines]
Run to her and grab her before her vision is finished -- you'll break the spell -- then run like heck!

You must leap off the balcony first, of course.

Hen Wen has "told everything" to the Horned King! Now what?

Hen Wen can only hold out so long. Once her vision has started, or you've spent too long wandering around, she is forced to reveal the Cauldron's location.

The world is doomed. Better luck next time.

Cruizer wants to "try out the Cauldron." What do I do?

Find the Horned King's skeleton army.

They're below the dungeon.

In the southeast corner.

I'm in the throne room. Where is everybody?

Try entering from the balcony upstairs; they may appear.

How do I drink the wine from the casks?

Are you kidding? This is a family adventure game! (I've always assumed those casks are filled with skim milk anyway.)

How do I get out of the castle?

There are three ways: one is to jump off the parapet.

If you entered by scaling the wall by the moat, climb out where you came in.

Go over the drawbridge, if it is down.

Can I lower the drawbridge?

Sure. Just cut the chain that holds it up.
After I free the gwythaint from his perch, what next?

That cook reminds me of someone!

Dungeon

How do I get past the guard?

Help! I'm being held prisoner in the Horned King's dungeon!
With your Magic Sword.

Call me and tell me how you did it.

Post no bills.

This space reserved for Infocom's graphics.

I keep getting caught by the henchmen!

Notice that the henchmen travel exactly as fast as you.

You can avoid them by just walking away.

Henchmen aren't highly intelligent. Hide behind something. They'll think you vanished into thin air, give up and leave.

You can use your Magic Sword to stun them.

They're no problem while they're stunned. But, be careful when they awaken!

That name reminds me of someone.

A certain game designer and programmer, of course.

How do I get past the guard?

You don't.

...unless you have the Magic Sword.

Look around.

Don't you ever watch any old gangster movies?
What is the significance of Fflewder Fflamm?

What do I do with Fflewder's instrument?

Below the dungeon

How do I get out of the dungeon?

How do I find the magic sword?
How could you attract attention to yourself?

Use the tin cup.

By the cell door.

Talk with the girl.

Follow Princess Eilonwy downstairs.

Walk into the open flagstone in the floor.

If the opening has closed, a Do will open it again.

What is the significance of Bflwder Fflaim?

He’s a nice harp player.

What do I do with Bflwder’s instrument?

Find someone who loves music.

Someone with wings.

No, not the gwythaint!

Give it to the King of the Fair Folk, King Eiddileg.

How do I get out of the dungeon?

You must get past the guard at the end of the dungeon.

Having a Magic Sword helps a lot!

How do I find the magic sword?

Keep your eye on Eilonwy’s bauble.

Go to the northwest corner of the tunnels.
Near the End of the Game

In the Horned King’s Secret Chamber

I walk into the Secret Chamber and the Horned King is putting skeletons into the Cauldron. He sees me, and chases me out! This happens over and over again. What do I do now?

I’ve found the Horned King’s Army of the Dead, but nothing happens.

How can I escape from these tunnels?

I jump to the floor, but the Horned King always chases me away!
Near the End of the Game

In the Horned King's Secret Chamber

Look through the hole in the back wall.
Move the stones, and enter the Burial Chamber.
The dead king is holding the ancient magic sword.

I've found the Horned King's Army of the Dead, but nothing happens.

They remain lifeless until the Horned King activates the Black Cauldron at the end of the game. See "At the End of the Game" section.

Looking for another entrance you could use to sneak up on him.

It's in the dungeon outside Ffleddur's cell.

Go through the grate on the east wall.

Jump at the end of the walkway.

Do something that would frighten even the Horned King.

Since he is so evil, his inner self must surely be frightening!

Show him the Magic Mirror.

How can I escape from these turned-off lights?"
Dealing with the Witches

I feel like something is wrong. No matter what I try to offer the witches, they give me the same thing.

After “The End” of the game

CAUTION: Read these questions only if you have literally seen “The End” of The Black Cauldron. This is so potent we even made the questions invisible! Reading this page will surely spoil the game for you, if you read it before completing the game on your own.

Did you do this? Or did you do that?

Sample: What did you feed Hen Wen at the beginning of the game?

Did you make Gurgi your “Friend for Life?”

How did you make friends with Gurgi?

How did you get to the Land of the Fair Folk?
Dealing with the Witches

I feel like something is wrong. No matter what I try to offer the witches, they give me the same thing.

Patience is the key.

Don't Do or Use anything. Wait for them to make their best offer.

Did you make Gurgi your "Friend for Life?"

(You can win the game either way, and each ending is different.)

I fed him the apple.

I fed him the cookies.

How did you get to the Land of the Fair Folk?

After getting Hen Wen to safety, I leaped from stone to stone in the lake until I reached the large rock in the center of the lake.

I lowered the large rock beside the waterfall by using the Magic Word.

What Magic Word? You receive the Magic Word from the Fairy watchman Gwystyl, when you get Hen Wen to the Hidden Cottage.
What did you give King Eiddileg in order to receive the Flying Dust?

How did you enter the tunnels below the dungeon?

How did you get to the witches?

How did you enter the castle?

How did you get Hen Wen to safety?
What did you give King Piddleleg in order to receive the Flying Dust?

The lute from the hole in the tree.

Fflewddur Fflamm's harp.

How did you get to the witches?

I used the magic flying dust from the Fair Folk.

I jumped from stone to stone.

I swam through the alligators in the moat, climbed the castle wall while avoiding the falling rocks and smooth stones, and used the dagger to cut away the vines covering the window. (Whew!)

I got a free ride by jumping into the wagon of the henchman waiting to cross the drawbridge.

I followed Princess Eilonwy through the hole in my cell floor.

I fell down the garbage chute behind the wine barrels.

I went through the trap door outside my cell door.

I took her to the Hidden Cottage.

I threw her off the parapet, over the moat.

She left with Eilonwy, going through the hole in the rear wall of the Good King's burial chamber.

She left alone, through the hole in the wall in the Good King's burial chamber.
How did you free Fflewder Fflamm?

Did you also try:

- Going the far as you could, is. Did you see a door with a silver handle? Touch the door.
- The game without talking could be. Finish to play.
- Going into the black forest after the Federal Ring had a challenge.
I took her across the drawbridge, after cutting the chain with my Magic Sword.

I untied the knots in his ropes.

I used the dungeon keys to release the locks holding him.

I sliced his ropes with my Magic Sword.

using the lute as soon as you found it? Did you use it twice while still near that tree?

finishing the game without making Gurgi your “Friend for Life?”

feeding Gurgi anything other than the apple and cookies?

using the Flying Dust in Morva Marsh?

bumping into the cliff at the top of the rock pile? Did you bump your head on the top of the castle wall?

threatening the witches in Morva Marsh by swinging your Magic Sword before you spoke to them?

showing the Magic Mirror to everyone?

swinging the Magic Sword near Dallben?

jumping into the Black Cauldron as soon as the witches gave it to you?

jumping into the Black Cauldron after the Horned King had it bubbling?
### How and where earned

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### Number of points

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### Location of all objects

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**Note:** The text is overwhelmingly red and difficult to read. It appears to be a detailed list or classification of objects with corresponding locations and uses, but the content is not clearly discernible.
<table>
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<th>Action/Item</th>
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<td>Dallben’s cupboard</td>
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<td>Getting Hen Wen to safety</td>
<td>Dallben’s cupboard</td>
<td>throughout game to hold your objects anywhere; give it to Gurgi anywhere; whenever you get hungry fill it at any “potable” water</td>
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<tr>
<td>Making Gurgi your ‘Friend for Life’</td>
<td>leanto behind Dallben’s house</td>
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<td>Dallben’s cupboard (beside the fireplace)</td>
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<td>Trading for the Black Cauldron</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Jumping into the Black Cauldron in Morva Marsh</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Jumping into the Cauldron during the Cauldron-Born sequence</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Having Gurgi jump into the Cauldron to save your life</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Showing the Magic Mirror to the Horned King</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Waiting for the witches’ final offer</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Gruel</td>
<td>Dallben’s fireplace</td>
<td>-</td>
</tr>
<tr>
<td>Dried corn</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Knapsack</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Apple</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Bread</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Water flask</td>
<td>Dallben’s cupboard</td>
<td>-</td>
</tr>
<tr>
<td>Water</td>
<td>any water except the castle moat</td>
<td>drink it anytime you get thirsty shear rock wall</td>
</tr>
<tr>
<td>Rope</td>
<td>given to you by Dallben, following Hen Wen’s vision</td>
<td>-</td>
</tr>
<tr>
<td>Dagger</td>
<td>southeast of the rock maze</td>
<td>castle wall give it to King Eiddileg of the Fair Folk</td>
</tr>
<tr>
<td>Lute</td>
<td>in the hole in the tree, northwest of Dallben’s house</td>
<td>-</td>
</tr>
<tr>
<td>Cookies</td>
<td>in the Hidden Cottage cupboard</td>
<td>anywhere; eat them yourself or give to Gurgi any dungeon lock</td>
</tr>
</tbody>
</table>
(CAUTION! DO NOT read the following line unless you find it impossible to finish the game on the amount of food you can find on your own!)
<table>
<thead>
<tr>
<th>Item</th>
<th>Location/Description</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harp</td>
<td>Ffewddur Fflamm's cell (in the Horned King's dungeon)</td>
<td>give it to King Eiddileg of the Fair Folk</td>
</tr>
<tr>
<td>Flying dust</td>
<td>given to you by King Eiddileg</td>
<td>Morva Marsh</td>
</tr>
<tr>
<td>Tin cup</td>
<td>Horned King's dungeon</td>
<td>rattle on cell door to summon Eilonwy</td>
</tr>
<tr>
<td>Magic Word</td>
<td>Hidden Cottage</td>
<td>lowers rock blocking Fair Folk cave</td>
</tr>
<tr>
<td>Magic Mirror</td>
<td>Fair Folk</td>
<td>use it throughout the game to reveal the inner self of the characters</td>
</tr>
</tbody>
</table>

(CAUTION! **DO NOT** read the following line unless you find it impossible to finish the game on the amount of food you can find on your own!)

<table>
<thead>
<tr>
<th>Item</th>
<th>Location/Description</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food wallet</td>
<td>under the footbridge (south of Hen Wen's pen)</td>
<td>anywhere; it solves your food problems forever, as it is always filled with food!</td>
</tr>
<tr>
<td>Book of</td>
<td>witches at the end of the game</td>
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<tr>
<td>Knowledge</td>
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<td>Pot of gold</td>
<td>witches at the end of the game</td>
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</tr>
<tr>
<td>Warrior's</td>
<td>witches at the end of the game</td>
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<tr>
<td>shield</td>
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<td></td>
</tr>
<tr>
<td>Invincible</td>
<td>witches at the end of the game</td>
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</tr>
<tr>
<td>armor</td>
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HINT BOOK ORDER FORM

<table>
<thead>
<tr>
<th>Book Title</th>
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<tr>
<td>King’s Quest II</td>
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<tr>
<td>King’s Quest III</td>
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<tr>
<td>King’s Quest IV</td>
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<tr>
<td>Space Quest I</td>
<td>7.95</td>
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<tr>
<td>Space Quest II</td>
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</tr>
<tr>
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<tr>
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<td>7.95</td>
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</tr>
<tr>
<td>Leisure Suit Larry II</td>
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<td></td>
</tr>
<tr>
<td>Leisure Suit Larry III</td>
<td>7.95</td>
<td></td>
</tr>
<tr>
<td>Police Quest I</td>
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<td></td>
</tr>
<tr>
<td>Police Quest II</td>
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</tr>
<tr>
<td>Manhunter I</td>
<td>7.95</td>
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</tr>
<tr>
<td>Manhunter II</td>
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<tr>
<td>Code Name: Iceman</td>
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<tr>
<td>Gold Rush</td>
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<tr>
<td>Colonel’s Bequest</td>
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<tr>
<td>Hero’s Quest</td>
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<td>Conquests of Camelot</td>
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</tr>
<tr>
<td>The Black Cauldron</td>
<td>7.95</td>
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Subtotal

California residents add 6% sales tax
Massachusetts residents add 5% sales tax

Total

(Please print)
Name ____________________________________________
Address _________________________________________
City/State/Zip code _____________________________
Phone ( ) ______________________________________
Check method of payment (please do not send cash)
☐ MasterCard ☐ Visa ☐ Check enclosed ☐ American Express
Card number _____________________________________
Expiration date ____________________________
Authorizing signature

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Place the red ADVENTURE WINDOW over the red patterned areas in your hint book to reveal the HIDDEN clues.