

HAMIL

By Jonathan Partington

This is a good, challenging game and the hints are very helpful. Type HELP anytime to see the hints. Even though you do not have the questions, you can deduce what the hints refer to.

Don't stay in any one room for a long time or you will die.

I extinguished the lamp at one point, though I don't know whether this is necessary.

There are several times in the game when you cannot save. Be prepared.

You start in the west end of the chapel. E, E, GET ALL (steak, lamp, rod), W, LIFT SLAB, D, LIGHT LAMP (you see a code – translate it by using the phrase “the password is...” to come up with a randomly determined word, E, say the word, E, W, W, W, OPEN COFFIN, E, E, E, LIFT TAPESTRY (you get rid of the vampire which was following you), W, W, W, GET DOCUMENTS, E, S, GET WAND, SW, S, DROP LAMP, S, (see “swamp” translate it, using the code to get “opreh”), N, GET LAMP, S, OPREH, S, GET RUBY, N, N, W, GET BOTTLE, E, N, W, GET CREATURE, FEED CREATURE, E, NE, N, E, E, OPEN BOTTLE (the djinn gets the tapestry and spirits it away somewhere), W, W, S, SE, GET WATER, NW, E, THROW WATER, W, SE, FILL BOTTLE, NW, E, E, GET HELMET (leave the Valkyrie alone), W, W, DROP HELMET, DROP RUBY, SW, S, E, GET CHEESE, SE, S, NW, N, SE, E, NE, WAVE WAND, NW, GET CROZIER, SE, S, SE, W, NW, S, N, NW, W, N, NE, DROP CROZIER, DROP BOTTLE, NW, (ignore the wheel, but look at the mural for now. What you see is randomly generated, and you will come back to this later), NW (note the dust. You will need this later), W, W, GET BOOMERANG, S, S, W, THROW BOOMERANG, E, W, GET ALL, W (you get through because of the documents), N (you see the tapestry), DROP RING, DROP BOOMERANG (leave the garlic for now), S, E, E, S, SE, SW, EAT CHEESE, S (you have a dream. Remember the word – it is randomly generated), N, NE, NW, N, N, N, N (say the word. The statue moves off), S, W, GET TALISMAN. You will need to keep retrieving it, so map this area. Go E, S, S, S, SW. You are about to enter the cornfield, which is a ma(i)ze. You will need to keep retrieving the talisman which is not straightforward, since the exit from each room is not the reverse of the entry to the room. The following is the route (with the way out, to retrieve the talisman, in brackets. There are other ways to return besides this one). Go W, E (N), SE, (NE), SW (NW), W (NW), SE (SE), E (NE), GET PAINTING, NE (E), SE, (SE), NW (W), NW (SW), NE (SE), N (E), W. You are now out. DROP TALISMAN, NE, N, N, N, E, E, DROP JACKDAW, GET JACKDAW (it is now covered in poison), SE, SE, DROP PAINTING, SW, S, E, SE, E, THROW JACKDAW, E, E, GET CRYSTALS, W, W, W, NW, W, N, NE, DROP CRYSTALS, SE, U, DROP HEXAPOD (follow him and go in the same direction he goes, noting the directions, as you will need to reverse them to return), GET PEARLS, return, D, NW, DROP PEARLS, NE (you are about to enter another maze to get coins. The hints give you the directions. Pick up each coin along the way). EXTINGUISH LAMP, E, E (GET IRON), N GET LEAD, E GET COPPER, S GET BRASS, SW, GET BRONZE, S GET ALUMINIUM (note spelling), E (GET NICKEL), N (GET TIN). You now have all the coins needed. Go E, DROP ALL, GET CROWN, S, GET ALL, LIGHT LAMP, W, SW, DROP CROWN, SE, E (you will now need to outrun the tyrannosaurus rex and arrive at your destination after all the pterodactyls have left. The hints give the route). Go NE, N, N, E, S, S, S, S, S, W, N, N, N, W, N, E, E, E, S, S, S, W, W, W, N, E, E, E, E, N, W, W, W, D, D, GET BUST, W, GET WHISTLE, D, W, NW, DROP BUST, S, BLOW WHISTLE (a dog comes and dispatches the lady), LOOK, GET GOBLET, N. Take whatever treasures you can carry, and the

lamp and the documents. NW, NW, W, W, S, S, W, W, N, DROP ALL, GET DOCUMENTS, GET LAMP, GET GARLIC, S, E, E, N, N, E, E, SE, SE, SW, W, SW, EAT GARLIC, W, GET EMERALDS, E, NE, E, NE. Get more treasures, the lamp and the bottle. You may need to take several trips back to the vault. Go NW, NW, W, W, S, S, W, W, N, DROP ALL, GET DOCUMENTS, GET LAMP, GET BOTTLE, S, E, E, N, W, GET EGG, E, S, S, SE, DROP EGG (in front of the cave), SW, S, N, NW, NE, SE, THROW WATER, E, GET FOLIO, W, NW, N, E, NE, E, NW, LOOK (note the names of the explorers. Peary went north, Columbus went west, Scott went south and Marco Polo went east. You will need these directions, or a combination of two. Note also that you cannot save here until you get the treasure.) NW, W, W, S, E, E, D. Go whatever direction or combination depicted in the mural, then go DOWN until you get to the bottom. GET SAPPHIRES. Go UP all the way, W, W, S, W, W, N. You now have all the treasures and are whisked into the dancing maidens room. Decipher the statements. The hints give the process (which did not work absolutely correctly, but also gave the answer). NYMPHS WALTZ and you are finished with 300 points.