

The solution is, as far as we know, the fastest route through the game. There are many other routes. Good luck and remember to have the supplied map to hand!

Day 1 *Find a knife*
Locate Stig
Get a 'treasure'

Click on OUT, DOWN then EAST until you see your Grandmother in the kitchen (location 4, see map). You want to pick up the knife, but do not do that, because it does not work (see page 12-13). Instead, TAKE KNIFE.

Go W, N, N, N until you are 'close to the edge of the dump' (9). Move to the 'very edge of the dump' (21) by taking another step north. Note that the program counts the number of visits and inputs in this location, and drops you into the dump after it has counted three (e.g. go to the location and type HELP twice). This is designed to encourage children to explore the Stig environment more fully at the start of their 'go'; after their first fall, subsequent falls send them to the local A. & E. unit.

Type N twice (even though it says you cannot go that way) to fall into the dump. You end up hanging upside down in Stig's cave, with a 'hairy-looking creature' (Stig) staring at you.

GIVE KNIFE

Stig cuts you down, you get a different view of the cave (19), and **Stig gives you your first 'treasure', a flint blade**. A 'You're tired' message now indicates that today's task is almost done. You just need to make your way home and go to bed. Go E, E, E, E, E, CLIMB, S, W, W - or just type RUN - to get back to 'close to the edge of the dump' (9) - (RUN *always* takes you to 9).

If Stig is following you (i.e. you can still see him), do not let him follow you all the way back into your house, or the game will end. Get rid of him using either 'RUN' or 'AWAY' or 'SAY GO AWAY' or 'RUN AWAY FROM STIG'.

Go S, S, S then UP and you should be back in your bedroom.

Climb UP onto the top of your wardrobe and hide the flint by DROPping it on top of your wardrobe (27).

DOWN, IN, SLEEP finishes Day 1. (Note that SLEEP only works in bed, and that you will not be able to sleep if you take objects to bed with you, because the bed will feel uncomfortable!)

Day 2 *Dig out Stig's back room*
Build a window for Stig's shelter
Make a stove.

WAKE up in the morning, and get OUT of bed. Go DOWN to the kitchen (4), and TAKE TIN OPENER. Go E, EXAMINE BIN, and EXAMINE WOOD. You will find some hidden objects - CANS, JARS, and a CART. TAKE all of these.

Now make your way to the fence (13). The quickest way to do this is to RUN to location 9, then go E, E, N. You can only carry two things over the fence at a time, so DROP any two of the objects you are carrying, CLIMB the fence, and DROP the other two objects. Now CLIMB back over the fence, TAKE the first two objects, CLIMB back again, and pick everything else up!

Now go W, W, W, S. to 25. TAKE CLAY, and continue N, W, W, W. This will leave you at the back of the shelter (24), where you can DIG CHALK to enlarge the shelter. A happy Stig will

now appear. USE CART to move the chalk dust to 17, then DROP CART. This completes the first Day 2 task.

Now go W, W. You should be inside Stig's shelter with everything you need to make the window (jars and clay), so type MAKE WINDOW. Stig *will* be pleased, and so will you, because that is the second task of Day 2 completed. However, Stig's shelter is smoky - he needs a stove with a chimney so GIVE CANS and GIVE TIN OPENER to Stig. He will use these to make a tube of tin cans (look in 'You can see...').

TAKE TUBE from Stig, then go W and TAKE BATH (24). Move into the shelter (19), and MAKE STOVE. That is the third and final task of the day completed, and **Stig gives you an arrow, your second treasure.**

Before you leave the dump, USE BRUSH in the shelter (19) to get the chalk dust off yourself, or Gran will be cross! Once you have done this, return to your bedroom - RUN, S, S, S, UP, UP, hide the arrow, DOWN, IN, SLEEP.

Day 3 *Find Stig* *Make him a nice warm fire.*

WAKE, and go OUT and DOWN into the kitchen. TAKE MATCHES, then go IN the shed (1). TAKE SAW, TAKE ROPE and TAKE STEEL AXE, then make your way to the dump (25). Again you can only carry two things over the fence at a time, so repeat the juggling you did in Day 2.

Once at 25, CLIMB (the tree) and TIE ROPE (you will see why, later). Do not climb any higher or you will fall.

Go to the back of the shelter (24), and LOOK LEAVES - you will find Stig, but he is not looking well, because he is cold so you will now need to find some firewood for Stig's fire.

Go back to 25, making sure Stig is following. If he wanders off, find him in either 19 or 24, and BRING him with you to help saw the tree for firewood.

In 25, SAW TREE, then CHOP TREE. (Do not saw or chop too many times, or the tree will fall on the shelter and end the game.)

Now PULL ROPE three times to make the tree fall over. You can CHOP LOG into smaller logs, which you can then TAKE. You also need to TAKE TWIGS from this location.

Go N then E, and TAKE NEWSPAPER you find there. (You may find you have to DROP SAW and DROP STEEL AXE before you can carry everything.)

You now have everything you need to make a fire. Move to 19, MAKE FIRE, then LIGHT FIRE. Stig now feels much better, and roasts some chestnuts.

You can now TAKE SPEAR - the last treasure and you will also need to TAKE LOG to light your way home. Should you leave the cave without the log, it will be very dark, and you could fall and hurt yourself!

Make your way back to your bedroom, but remember to DROP LOG before you enter the house, and get rid of Stig (if he is there) or Gran will be cross.
Hide the spear in 27, to finish the game. *Phew!*

As we said at the top of this solution, there are many others, and each day's tasks do not need to be tackled in any particular order.