



# THE SNOW QUEEN

THE OFFICIAL HINTS SHEET

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**ST. BRIDE'S**  
*The New Big Name in Adventure*

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THANK YOU for writing and a big what-ho from all the girls at St. Bride's. We hope you are enjoying *The Snow Queen*. If, however, you are stuck, you have written to the right place, because here is our own patent disadhesive, the Official Snow Queen Hints Sheet.

It is quite easy to use. The STARTING POINTS table lists various problem areas in the order in which you will encounter them as you play the adventure. Just look through them until you come to the one nearest to the place where you are stuck, then look up the number or numbers to which it refers you.

Often you will be sent on a sort of treasure trail from one number to another. This is so that you will not see too much at once. Stop following the trail as soon as you have a hint about your problem. Go back to the game and try it out (you can always look again if it does not work).

If you know that you need a particular object but cannot find it, try the OBJECTS table. And if you despair of finding all the letters in the final part of the game, use the LETTERS table as a last resort.

If you do not understand why a solution works as it does, try examining objects more closely. Much information can be gleaned this way (that is a good playing tip, too).

This sheet has been designed to give you all the help you may need without spoiling your game by giving away too much. Used carefully it should greatly enhance your enjoyment of *The Snow Queen*.

Lastly, may we suggest that you read a copy of Hans Andersen's complete story of *The Snow Queen*; not because it will help you to complete the game, but because you'll be glad you did! The story is in most collected Andersen volumes in your bookshop or library.

Happy adventuring, and we look forward to seeing you again in our other adventures!

#### STARTING POINTS

1. Leaving the house. See 222.
2. Gerda is hungry. See 122.
3. At the baker's. See 134.
4. The rough girls. See 118.
5. At the riverside. See 125.

6. In the boat. See 173.
7. Leaving the garden. See 160.
8. Getting down from the tree. See 184.
9. The north gate. See 238.
10. Speaking to the flowers. See 183.
11. Speaking to the birds. See 183.
12. Speaking to the raven. See 198.
13. The gloomy soldier. See 190.
14. The jolly soldier. See 249.
15. The clockwork soldiers. See 181.
16. At the inn. See 142.
17. Leaving the inn bedroom. See 115.
18. Leaving the inn. See 189.
19. Trapdoor hatch is too dry. See 175.
20. Beer keeps flowing. See 116.
21. The trapdoor in the cellar. See 188.
22. Entering the city if locked out. See 126.
23. Entering the palace grounds. See 191.
24. The dog. See 158.
25. The lady raven. See 133.
26. In the dark. See 253.
27. In the sleeping chamber. See 250.
28. Moving about in the robbers' hall. See 187.
29. The pigeons. See 123.
30. The reindeer. See 240.
31. Leaving the hall. See 196.
32. Going north from the robbers' hall. See 144.
33. Fainting with cold. See 155.
34. Fainting with hunger. See 235.
35. Entering the Lapland cottage. See 178.
36. Entering the Finland cottage. See 112.
37. The Finland woman. See 216.
38. At the bush. See 247.
39. The rope tying the gates. See 231.
40. In the gatekeeper's cottage (not Amstrad). See 255.
41. Crossing the moat (not Amstrad). See 113.
42. The bees. See 124.
43. The flooded chamber. See 177.
44. The stairway. See 201.
45. The attic tower. See 227.
46. Using the cord. See 135.
47. Getting to the island. See 141.
48. On the island. See 121.
49. The old gentleman. See 192.
50. The strange figure with tattered clothes. See 167.
51. The wind tower. See 199.
52. The dark room. See 117.
53. The black candle. See 225.
54. The ice tower. See 223.
55. The hive. See 197.
56. Problems with the barrel. See 131.
57. The cat's question. See 165.

- 58. In the throne room. See 128.
- 59. Locked doors:
  - i. at the bottom of the stone steps. Use 64.
  - ii. north of the vaulted chamber. Use 100.
  - iii. at the top of the winding staircase. Use 100.
  - iv. In the attic tower. Use 100.
  - v. The silver gate. Use 79.

**OBJECTS — where they are to be found**

- 60. Barrel: Part I: 252; Part II: 254 and see 56.
- 61. Books: Part I: 233; Part II: 130.
- 62. Boots: 119, also 234 (not Amstrad).
- 63. Box of brushes (not Amstrad): 169.
- 64. Brass key: 139.
- 65. Bundle: 153.
- 66. Candle: 120.
- 67. Chain: 111.
- 68. Chair: 241.
- 69. Clockwork winding key: 181.
- 70. Coathanger: 147.
- 71. Copper coin: 226.
- 72. Cord: 227.
- 73. Cork: 152.
- 74. Cushion: 153.
- 75. Doll: 161.
- 76. Dress: 119.
- 77. Embroidery: 202.
- 78. File: 224, also 148.
- 79. Filigree key: 138.
- 80. Fish: 138.
- 81. Flowers: 185.
- 82. Gloves (not Amstrad): 246.
- 83. Hair: 180, also 74.
- 84. Hat: 168.
- 85. Ice-flowers: 156.
- 86. Icicle: 228 and 239.
- 87. Icicle, forked: 146.
- 88. Key: 114 (Also see brass key, filigree key, clockwork winding key, ring of keys)
- 89. Knife: 179.
- 90. Ladder: Part I: 245; Part II: 242.
- 91. Lamp: 229.
- 92. Mothball: 147.
- 93. Muff: 119.
- 94. Nest: 237.
- 95. Nutmeg: 230.
- 96. Opal: 157.
- 97. Pear: 230.
- 98. Picture: 153.
- 99. Purse: 212.
- 100. Ring of keys: 210.
- 101. Scissors: 202.
- 102. Scroll: 194.
- 103. Seat: 193.
- 104. Shoes: 206.

- 105. Skates: 214.
- 106. Slide rule: 130.
- 107. Telescope: 208.
- 108. Tinderbox: 148.
- 109. Thimble: 202.
- 110. Wheel: 153.

**LETTERS**

- E: 137.
- T: 243.
- E: 129.
- R: 207.
- N: 164.
- I: 204.
- T: 205.
- Y: 209.

**ADVICE**

- 111. Dropped by the raven.
- 112. Knock on the chimney and 247.
- 113. Wear the 62.
- 114. In the soldier's pocket.
- 115. Wait until everyone is asleep.
- 116. 73 the 60.
- 117. You need something very bright: See 132.
- 118. Give away the 75.
- 119. Behind the curtain in the alcove.
- 120. In a crate.
- 121. Examine and climb the tree.
- 122. Buy bread at the baker's.
- 123. Listen to them and 151.
- 124. Enter the 60.
- 125. Enter the boat and 173.
- 126. Sleep on the leaves until the next day.
- 127. Leave immediately and go to the inn.
- 128. You need all the letters.
- 129. In the sleigh.
- 130. On the ground below the odd-looking tree.
- 131. To get it: see 150.  
To drop it: see 162.
- 132. Clue: the 98. See 83.
- 133. Show her the 67.
- 134. Use the 71.
- 135. Look behind the 98 and 163.
- 136. Go east, west or south, then down.
- 137. Climb a buttress.
- 138. Given to Gerda.
- 139. Behind the 98.
- 140. Examine the wall.
- 141. Swim.
- 142. Ask for or book a room. See 170.
- 143. Climb the ladder and 181.
- 144. Ride 30.
- 145. Wash in Gerda's own room.

146. In the ice tower.
147. In the wardrobe. See 182.
148. In the pit.
149. See 45.
150. Push it over and 171.
151. Set them free. See 166 and 172.
152. West of the city square.
153. In the attic tower.
154. See 15.
155. Wear the 76, the 62 and the 93.
156. In the garden outside the palace.
157. In the 94.
158. Confuse his senses by 195.
159. Stand on the 68.
160. Take the flowers' advice (see 10).  
If this does not help, see 251. Then 203.
161. In Gerda's bedroom.
162. Stop rolling it.
163. Tie the 72 to the hook and 136.
164. In the fountain.
165. Clue: the 77. See 174.
166. Cut the rope with the 89.
167. You must guess who this is!
168. Worn by the old lady (but see 160).
169. On the goblin's bed.
170. Pay with the 95.
171. Roll it.
172. Cut the strings.
173. Throw the 104 into the river.
174. Draw a map!
175. Examine the 60 and 244.
176. Use the 110.
177. Drop something very dry - 211.
178. Crawl north.
179. On the bed in the robbers' hall.
180. In the 65 and 213.
181. Use the 107 to examine the grounds.
182. In the room at the Crown.
183. Read the appropriate book and 215.
184. Examine the branch and 247 twice  
and 236.
185. Examine both gardens.
186. Clean them with the 65.
187. Examine ankle and 217.
188. Hook the catch with the 70.
189. Pull the ring 252.
190. Say you are staying at the inn and  
127.
191. No problem if Gerda has spoken with  
the raven. (But see 14, 15 and 16)
192. I'm sure you can guess who this  
is! Ask for presents for Kay and 50.
193. By the south gate.
194. On the old lady's desk.
195. Dropping the 92.
196. Distract the robbers by 218.
197. Clue: speak to the 85. See 220.
198. See 11, and 221.
199. Drop the 109.
200. Leave the 61 behind.
201. You need the 66 and the 108. Also  
see 90.
202. In the attic below the attic tower.
203. Look at the 84.
204. A square root.
205. In 51.
206. Under Gerda's bed.
207. In 52.
208. In the cupboard in the observation  
post. See 245.
209. The 87.
210. In the Queen's bedchamber.
211. The book.
212. On the road into town.
213. Cut the 74 with the 101.
214. Kay's present.
215. Make Gerda do it again properly.
216. Give her the 80.
217. You need the 78.
218. Freeing the horses. See 168.
219. Give him the 97.
220. Twist the statue's tail.
221. Give him the 96.
222. Kiss grandmother and 145.
223. You need the 105.
224. On the bench in the robbers' hall.  
See 138.
225. Can be blown out.
226. Give the 99 to the person looking  
for it.
227. Examine and open the 65 and 176.
228. On the ice gate.
229. In the corridor in the palace.
230. Examine the nut-tree.
231. Cut with the 86.
232. You need the 88. And 200.
233. On the bookshelf in the cottage.
234. On the kitchen table. See 186.
235. Eat the stew.
236. Call for help.
237. In the tree. See 248.
238. See 7, and 232.
239. Wear the 82.
240. Cut the thong with the 89.
241. West of the fountain.
242. Bolted to the pit. See 217.
243. The pillar in the hive.
244. Turn the spigot.
245. Follow the side-path in the palace  
grounds and 140.
246. In the goblin's parlour.
247. Go north.
248. Encourage Gerda to enter the well.
249. Can be bribed. See 219.
250. Use the information on the 102 (but  
see 160).
251. Try the ones outside 9.
252. Behind the bar.
253. You need the 91 (Part I) or the 66  
(Part II).
254. In the vaulted chamber.
255. Do not wake the goblin.