

Hints for Just another Fairy Tale.

Since JaFT (Just another Fairy Tale) has quite a few possible solutions, I have found it more or less impossible to create a single walk-through that will cover all possibilities.

Therefore I have made this hint sheet where I will try to cover all aspects of the game.

If you can't find the answer to your problem here, feel free to write me directly on this e-mail:

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Cabin:

You will not be able to leave the cabin and begin your adventure unless you have a certain object.

The object is in the cabin, in plain view and all you have to do is take it.

This object is important to your adventure, so take good care of it.

Oh, and don't just discard something because it's a smelly clue.

Sledgehammer hints:

Bedroom:

look under the bed (will get you the backpack)

Get the rope.

X chair

Get pants

Wear pants

Living Room:

X the painting

Get the compass

Kitchen:

Get the wineskin and the cheese

Mirkwood:

Ah, you have reached Mirkwood. What will you find there?

The Mirkwood forest is a gloomy place where dangers lurk, but also things to help you in your further quest.

Mind you, that although the birds sing pretty, there are other things to listen to in the woods.

Should you find a person in need of help, you should help him. I'm sure you brought what you need from the cabin.

The river flows fast, but no need to get your feet wet, so don't go too close to the water.

So your way into the clearing is blocked? Did you examine it? You can do that from a distance, you know.

Pay attention to the layout of the clearing.

You have to get the trolls out of the way. (Think Hobbitish.)

Sledgehammer hints:

Find the fisherman and give him the cheese. (He will then give you a slingshot)

X river bank, and get the pebbles. (Now you have ammo for the slingshot.)

When you hear the voices, listen. (The wizard will tell you that these are forest trolls from Poland)

X the clearing (Notice the bees nest)

Shoot pebble at the bees nest (Takes care of the trolls)

Forest Clearing:

Did you get rid of the trolls? Good!

I hope you paid attention to the wizard, because what he told you about them is the clue to your further progress. What did he say they were?

Take a look at the trolls? What, are there no trolls? Oh, so the sun petrified them. I wonder what polish forest troll would turn into when petrified.

You have to get across the river, so find something to make a raft from. By the way... Did you remember the rope from the cabin? You ARE going to need it

Sledgehammer hints:

X poles (Yes, they were Polish forest trolls, so they were turned to "poles" when the sunlight hit them.)

Make raft.

cross river.

A Road Junction:

Be careful here. You are getting closer to the evil queen and not everything is what it seems to be. Don't be too friendly, and don't just barge in even though there is a door. Remember there's a road leading west.

Did you do it anyway? Aren't you glad that there's an Undo command available?

Sledgehammer hints:

X woman

DON'T give her anything)

X hedge

X door (DON'T go in yet)

Go W

Push door (you will enter the maze)

Village street:

A lot of options here. If the compass is still in your possession, the wizard will help you.

Did you see the anonymous building? Did you also read the sign on it? Well, what are you waiting for?

You can't get your hands on all the lovely gold? Well, if you looked into the vault, I'm sure you

have seen another way in there. The question remains, can you find it?

Sledgehammer hints:

X building

Read the signs. (One is for Rusty's Inn the other for the bank)

Knock on building, then enter (You are now in the bank. There is nothing in here, but you will notice the vault with gold.)

Go out (You are back on the village street)

Go North (You are now in the pharmacy)

Go West and enter Rusty's in.

Bank:

A bank is always a nice place to be, in case you need some cash.

You might experience some trouble getting it, though. Maybe there's another way to get the gold?

Sledgehammer hints:

There is nothing you can do inside the bank, other than see that there's a lot of gold in the vault.

Pharmacy:

Everything lies broken and scattered on the floor. Isn't there anything of use?

Perhaps not everything has fallen from the shelves.

Looks like the shelves has been mounted on the wall. They won't topple over easily.

Maybe a climb up there would pay off?

What did you get?

Well open the bottle, then.

Sledgehammer hints:

X shelves

x neck

Climb shelves

Get bottle

D

Open bottle

X dust

Smell dust

Out

Rusty's Inn:

An inn is always a good place to get information, so pay attention.

Did you hear a word that made no sense?

Perhaps the inn keeper knows what it means.

Helping a bit with the cleaning up in the place would be a nice gesture.

Don't forget there's an upstairs too.

Isn't it a splendid view from up here?

Interesting building just across from you. A shame it's too far away to jump.

Sledgehammer hints:

Say hi to Rusty

Ask Rusty about Lazaitch

X tables

X tankards

Get tankards

Pour beer into wineskin.

Up

N (You are not at the balcony)

Tie rope to balcony

Throw rope at chimney

climb across rope (You are now on the roof of the bank)

Roof of the bank:

Ok, You've made it to the bank. You will need the rope, so you better get it.

I assume that you would like to enter the bank. Why else are you up here?

Sledgehammer hints:

Untie rope

X window

Open window

X hook

Tie rope to hook

climb down rope

Get gold

Climb up rope

untie rope

Tie rope to chimney

Throw rope at balcony

Climb rope

Untie rope

S

A Road Junction:

Sledgehammer hints:

X hedge

X door

Push door (you are inside the maze)

Maze:

You are inside the maze, and you need to get out. Very simple, don't you think?

Well it all depends. Did you give the old woman something to drink? If you did, you're on your own. If not there is help to be found.

Sledgehammer hints:

If the compass is still in your possession, then >read compass and follow the reading.

If you have lost the compass, twenty turns will have to pass before a door appears somewhere in the maze.

Open door

Dark Road:

Have you tried to go w and cannot go anywhere? Well, then maybe it's time to look around a bit.

It is time to "break" the silence.

Father Time is old, as old as time itself. He must know a lot of things.

If time won't "fly" then perhaps you need to find an opening.

What did the townspeople at Rusty's say?

Ah! There's the opening, but something's missing? It must be something small, don't you think?

If you can find the time you should repair the clock.

Sledgehammer hints:

X clock

X sign

remove sign

Say hello to Father Time

X Father Time

X hatch

Ask about time

Ask about word

Say Lazaitch

open hatch

X mechanism

X space

Look under hedge

Get sprig

X sprig

Repair mechanism

Ask about dragon

W

The Moat:

The riders are coming closer? Time to find a place to hide.

Ok, the riders are gone. Now it's it time to be polite.

Can't get any further? What did Father Time tell you about the willow?
Well, ask her then.

Sledgehammer hints:

Climb tree

D

Say hello to willow

Ask about dragon

Listen

Call Puff

Climb Puff

Tower Chamber:

Sledgehammer hints:

If you want the quick solution, then close the door behind you.

D

D

D

D

D

X figure

Wait

D

X fireplace

Get wood

U

U

U

X wall

X spot

Push spot

E

Secret Passage:

It is awful dark in here isn't it, and no source of light to be found. Maybe you should try to get the feel of your surroundings before you proceed.

Sledgehammer hints:

Feel passage

Feel stairs

D

Lower Secret Passage:

So this is then end? Not quite. There's a faint glimpse of light in the dark
Walk towards the light, you might say.

Sledgehammer hints:

X shape

Say lazaitch

Out

Throw wood in fire

Give wineskin to guard

Search guard

Unlock cell door

Give compass to wizard

Castle Hall:

The queen has left? Well, time to do some exploring.

On such a nice warm day it's no wonder the fireplace isn't lit. But it would be a shame to let the wood go to waste, wouldn't it?

Have you been caught?

Location, location, location. As they say. Not a bad proverb in this case either.

Or in other words: "Seek and thou shall find."

Sledgehammer hints:

X fireplace

Get wood

Now go back up to the tower landing.

Are you here after having been caught?

X fireplace

Get wood (If you haven't already taken it earlier)

X pedestal

X dome

Lift dome

Get compass

Now go up to the tower landing.

Dungeon:

So you found your way to the dungeon. Your quest is almost over (You do have the compass, don't you?)

The guard looks nasty. Better not mess with him.
No wonder he's grumpy, it's hot down here.

You don't have any liquid to offer him? Well, maybe he can go buy a drink himself.

Did you lose the compass? Ouch. Well, there's still hope.
Don't keep it a secret.

Choosing the right tapestry? Let previous experience guide you.

Sledgehammer hints:

If you are carrying the wineskin with the sleeping potion, you need to throw the wood into the fire. Or it's not hot enough in the dungeon.

If you are carrying the gold, well, bribe the guard.

If you do not have the compass in your possession, then you have to go get it from the castle hall.
Tell the wizard about it and then choose the dragon when the tapestries come to life.

So you got caught!

Prison cell:

Not a nice place to be. Especially with all the books on the bench.

Did you notice something on the wall?

If only you could reach it.

Something that would make you tall enough.

OK. You've got it.

Now you need to get rid of the mortar.

You could try to "dig" your way out if you had something to "dig" with.

Sledgehammer hints:

X wall

X mortar

X bench

Get books

Get spoon

Place books by wall

Climb books

Remove mortar

Pull stone

Climb books

Enter hole

s