

# VisiClues: Hints for Beyond Zork

The following pages contain the decoded VisiClues hints from page 6. Do not proceed if you do not want to see the hints.

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Each page reveals an additional hint, so you may advance through the hints by proceeding through the pages.

Select your hint:

**The Cellar**

**The Pheehelm**

Stuck in the cellar? Frustrated by the Pheehelm? After interviews with thousands of *Beyond Zork* players and many days of detailed statistical analysis, we have selected these two puzzles as winners of our “Most Likely To Causeirate Adventurers To Axe Their Computers After Endless Hours Of Agonized Frustration” Award, By popular demand, this issue of *The Status Line* features these tricky puzzles from *Beyond Zork*. The hints for each puzzle slowly lead you through the solution. To read the coded portion (in boldface), simply count forward one letter; “A” becomes “B”, “Z” becomes “A”, etc.

### The Cellar

The cellar is a fairly difficult area of the game, yet it must be completed early in order to reach other areas. The first thing you need is a light source. Notice the **name** of the **tavern**? Take the **qtrsx kzmsdqm** from the **szudqm'r rhfm**.

Can't get the light to last long enough? If only you had some way of recharging it. While holding the **kzmsdqm**, **qdzc** the **Rbqkk ne Qdeqrdgldms**, found at the **ansnl** of the **rszhqr**.

Now to explore. You'll need a weapon to dispatch the rat and discipline the crab; the dagger should do. **lhkkhmf sgd bqza** should give you the **shmx bqnm**. The skeleton should be easy to kill, and don't forget to take its **zltkds**. Make sure to **rdzqbg** the **ohkd ne rdzrgdkkr**.

Hmmm. The stack of barrels looks interesting,

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doesn't it? If you're too clumsy to climb it you may have a problem. Luckily, there is something in the cellar which can **hmbqdzrd** your **cdwsdqhsx**. Read your Book of Lore. Still stumped? **Rptddy** the **lnrr**.

Okay, you've climbed the barrels and gotten the **vhmd ansskd**. Now you just need to get out, but someone has shut the door. Fortunately, you have a way to get through the door. Have you noticed those **rsqzmfq fqddm qtmdr** on the **zltkds**? They are obscured by **qdc rvhqkr**. You need to find a way to **ehksdq nts** the **qdc rvhqkr**. Try **knnjhmf zs sgd zltkds sqntfg sgd vhmd ansskd**.

Now **vdzq** the **zltkds** and **qdzc** its **vnqc ne onvdq**. What happens? Use that **dwsqz rsqdmfsg** to **rlzrg** the **cnnq** and **drbzod**!

### The Pheehelm

Getting the Pheehelm is the most difficult puzzle in the end part of *Beyond Zork*. The famed Pheehelm is an ancient helmet, rumored to possess magic powers of intelligence. It lies north of the River Phee, among the ruins.

However, it's not easy to find. Perhaps some

magic would help. Notice the **zqbgvzx** in the ruined plaza. Have you found any other object which has a similar shape? The **gntqfkzrr**, which can be **antfgs** with the **Bqbnbnchkd'r Sdzq** at the **Lzfhbj Rgnood**, is the key object. **Rszmc tncdq** the **zqbg** and **ekho** the **gntqfkzrr**. Lo and behold, you can now **lnud azbjvzqcr zmc enqvzqcr hm shld!** Explore the scenery a little.

In the era of the battleground, the Pheehelm falls off the dying prince's head and rolls into a trench. His horse then falls in, blocking it. Try to find a way to **lnud sgd gnqrd**. Can't do it? Well, don't worry, because **hs'r hlonrrhakd**. Maybe you can **chf hs nts**. But you are not very good at **chffhmf**. Perhaps you can **ehmc z adssdq chffdq** to help you. Try the **lhmw**.

So, you brought the **lhmw** back in time, but she didn't dig up the helmet. Give her some incentive! Try putting a **xtllx bgnbnkzsd sqteekd** in the trench too. But the ground is too hard to dig here. You're stuck. But wait! You have the **onvdqr ne shld!** Maybe you could go to a **cheedqdmz dqz**, when the **fqntmc hr rnesdq**. Try the **Cdrnkzshnm**.

The **lhmw** still didn't dig up the Pheehelm? Perhaps the **sqteekd ldkzsd**—after all, it's been a few thousand years. You can't find any **bgdlhbzk oqdrdqzshudr** in this game. But there is a **lzfhh oqdrdqzshud**: the **Onnk ne Dsdqmzk Xntsg**. **Cho z sqteekd hm sgd onnk**. Then try again.

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Can’t get the light to last long enough? If only you had some way of recharging it. While holding the **lantern**, **read** the **Scroll of Refreshment**, found at the **bottom** of the **stairs**.

Now to explore. You’ll need a weapon to dispatch the rat ant and discipline the crab; the dagger should do. **Killing the crab** should give you the **tiny crown**. The skeleton should be easy to kill, and don’t forget to take its **amulet**. Make sure to **search** the **pile of seashells**.

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Now **wear** the **amulet** and **read** its **word of power**. What happens? Use that **dwsqz rsqdmfsg** to **rlrzg** the **cnnq** and **drbzod**!

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In the era of the battleground, the Pheehelm falls off the dying prince’s head and rolls into a trench. His horse then falls in, blocking it. Try to find a way to **lnud sgd gnqrd**. Can’t do it? Well, don’t worry, because **hs’r hlonrrhakd**. Maybe you can **chf hs nts**. But you are not very good at **chffhmf**. Perhaps you can **ehmc z adssdq chffdq** to help you. Try the **lhmw**.

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Stuck in the cellar? Frustrated by the Pheehelm? After interviews with thousands of *Beyond Zork* players and many days of detailed statistical analysis, we have selected these two puzzles as winners of our “Most Likely To Causeirate Adventurers To Axe Their Computers After Endless Hours Of Agonized Frustration” Award, By popular demand, this issue of *The Status Line* features these tricky puzzles from *Beyond Zork*. The hints for each puzzle slowly lead you through the solution. To read the coded portion (in boldface), simply count forward one letter; “A” becomes “B”, “Z” becomes “A”, etc.

### The Cellar

The cellar is a fairly difficult area of the game, yet it must be completed early in order to reach other areas. The first thing you need is a light source. Notice the **mzld** of the **szudqm**? Take the **qtrsx kzmsdqm** from the **szudqm'r rhfm**.

Can't get the light to last long enough? If only you had some way of recharging it. While holding the **kzmsdqm**, **qzdc** the **Rbqkkn ne Qdeqrdgldms**, found at the **anssnl** of the **rszhqr**.

Now to explore. You'll need a weapon to dispatch the rat and discipline the crab; the dagger should do. **Jhkkhmf sgd bqza** should give you the **shmx bqnm**. The skeleton should be easy to kill, and don't forget to take its **zltkds**. Make sure to **rdzqbg** the **ohkd ne rdzrgdkkr**.

Hmmm. The stack of barrels looks interesting,

## VisiClues: Hints for Beyond Zork

doesn't it? If you're too clumsy to climb it you may have a problem. Luckily, there is something in the cellar which can **hmbqdzrd** your **cdwsdqhsx**. Read your Book of Lore. Still stumped? **Rptddyd** the **lnrr**.

Okay, you've climbed the barrels and gotten the **vhmd ansskd**. Now you just need to get out, but someone has shut the door. Fortunately, you have a way to get through the door. Have you noticed those **rsqzmfdfqddm qtdmr** on the **zltkds**? They are obscured by **qdc rvhqkr**. You need to find a way to **ehksdq nts** the **qdc rvhqkr**. Try **knnjhmf zs sgd zltkds sqntfsg sgd vhmd ansskd**.

Now **vdzq** the **zltkds** and **qzdc** its **vnqc ne onvdq**. What happens? Use that **dwsqz rsqdmfsg** to **rlzrg** the **cnnq** and **drbzod**!

### The Pheehelm

Getting the Pheehelm is the most difficult puzzle in the end part of *Beyond Zork*. The famed Pheehelm is an ancient helmet, rumored to possess magic powers of intelligence. It lies north of the River Phee, among the ruins.

However, it's not easy to find. Perhaps some

magic would help. Notice the **archway** in the ruined plaza. Have you found any other object which has a similar shape? The **hourglass**, which can be **bought** with the **Crocodile's Tear** at the **Magick shoppe**, is the key object. **Stand under the arch** and **flip** the **hourglass**. Lo and behold, you can now **move backwards and forwards in time!** Explore the scenery a little.

In the era of the battleground, the Pheehelm falls off the dying prince's head and rolls into a trench. His horse then falls in, blocking it. Try to find a way to **move the horse**. Can't do it? Well, don't worry, because **it's impossible**. Maybe you can **dig it out**. But you are not very good at **digging**. Perhaps you can **find a better digger** to help you. Try the **minx**.

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End of hints for:

**The Pheehelm**