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ERIK THE VIKING CLUES

1. How to use these clues:

Listed below are most of the objects, creatures and interesting places in "Erik the Viking". Look down the alphabetical lists until you find what you want to know about, then turn to the numbered entries for it, to find where the thing is and what can be done with it.

Note: a great deal of care has gone into writing these clues, but if they differ from the game in some small detail then the game is right! The clues are strictly copyright (C) 1984 Level 9 Computing.

Objects and Creatures

2. Al Kwasarmi: location (220), details (294).
3. Amulet: location (197), details (233).
4. Arrows: location (196), details (275).
5. Bag of Wind: location (185), details (341).
6. Bean: location (185), details (206).
7. Beards: location (236), details (280).
8. Bedding: location (235), details (221).
9. Bell: location (159), details (251).
10. Blind Thorkhild: location (208), details (277).
11. Blueblade: location (190), details (240).
12. Bonfire: location (213), details (234).
13. Book: location (159), details (351).
14. Bracelet: location (151), details (296).
15. Breath of a Fish: location (262), details (280).
16. Candle: location (159), details (274).
17. Cat: location (222), details (251).
18. Cat's Sound: location (251), details (209).
19. Chalice: location (297), details (328).
20. Chest: location (120), details (220).
21. Clippers location (211), details (236).
22. Cupboard location (129), details (293).
23. Dogfighters location (223), details (327).
24. Dolphin: location (245), details (295).
25. Dragon: location (245), details (260).
26. Dragon (Golden) location (123), details (271).
27. Driftwood location (131), details (276).
28. Dust: location (185), details (187).
29. Dwarfs location (141), details (236).
30. Eagle: location (151), details (207).
31. Enchantress location (130), details (322).
32. Erik's Family location (183), details (342).
33. Feather: location (126), details (260).
34. Fenris Wolf: location (298), details (332).
35. Fire: location (213), details (234).
36. Fish Breath: location (262), details (280).
37. Flask: location (264), details (262).
38. Footprints: location (246), details (229).
39. Furs: location (235), details (221).
40. Giants: location (145), details (212).
41. Golden Dragon: location (123), details (271).
42. Guards: location (252), details (308).
43. Gunnar Longshanks: location (208), details (277).
44. Hammer: location (184), details (299).
45. Haystack: location (153), details (272).
46. Helmet: location (248), details (247).
47. Horn: location (273), details (237).
48. Iceberg: location (200), details (338).
49. Icicles: location (142), details (214).
50. Inscription: location (180), details (226).
51. Jar: location (264), details (209).
52. Kindling: location (121), details (189).
53. Leak: location (186), details (313).
54. Lever: location (129), details (238).
55. Locals: location (196), details (224).
56. Map: location (185), details (227).
57. Meat: location (248), details (281).
58. Medallion: location (186), details (341).
59. Mirror: location (328), details (312).
60. Monument: location (324), details (326).
61. Mountain Roots: location (181), details (280).
62. Nails: location (184), details (239).
63. Needle: location (314), details (333).
64. Nest: location (331), details (187).
65. Norse Chestnuts: location (318), details (318).
66. Planks: location (225), details (239).
67. Plug: location (309), details (325).
68. Pool: location (193), details (278).
69. Pot: location (270), details (248).
70. Ragnar Forkbeard: location (208), details (277).
71. Ribbon: location (317), details (332).
72. Riddle: location (180), details (226).
73. Ring: location (323), details (329).
74. Roots: location (181), details (280).
75. Rushes: location (244), details (276).
76. Sail: location (315), details (210).
77. Scales: location (184), details (308).
78. Scroll: location (185), details (227).
79. Sheep: location (319), details (224).
80. Shovel: location (211), details (241).
81. Sinews: location (248), details (280).
82. Skates: location (186), details (265).
83. Slab: location (330), details (182).
84. Sound of a Cat: location (251), details (251).
85. Spade: location (211), details (241).
86. Spectacles: location (185), details (243).
87. Spell Hound: location (316), details (269).
88. Spittle: location (228), details (280).
89. Spittoon: location (264), details (228).
90. Spring: location (193), details (278).
91. Stewpot: location (270), details (248).
92. Stick: location (185), details (310).
93. Stone Fruit: location (188), details (181).
94. Stone Tree: location (135), details (188).
95. Stove: location (250), details (279).
96. Sven the Strong: location (208), details (263).
97. Sword: location (190), details (240).
98. Table: location (244), details (266).
99. Tapestry: location (139), details (216).
100. Thorkhild the Blind: location (208), details (277).
101. Tombstone: location (311), details (326).
102. Tools: location (153), details (211).
103. Tracks: location (246), details (229).
104. Tube: location (185), details (267).
105. Whetstone: location (121), details (189).
106. Whistle: location (268), details (242).
107. Windbag: location (185), details (341).
108. Wolves: location (196), details (191).
109. Wood: location (131), details (276).
124. Cairn: location (330), details (182).
125. Church: location (304), details (192).
126. Dragon's Nose: location (201), details (260).
127. Enchanter's Isle: location (204), details (204).
128. Enchanter's Maze: location (216), details (232).
129. Enchanter's Study: location (258), details (293).
130. Enchantress' Cave: location (215), details (340).
131. Enchantress' Fjord: location (199), details (199).
132. Erik's Farm: location (231), details (339).
133. Farmyard: location (231), details (339).
134. Farthest Shore: location (305), details (307).
135. Fertile Valley: location (287), details (188).
136. Fjord where the Enchantress lives: location (199), details (306).
137. Golden Dragon: location (123), details (284).
138. Hall (Al Kwasarmi's): location (303), details (220).
139. Hall (Enchanter's): location (255), details (216).
140. Hall (Erik's): location (205), details (289).
141. Hot Caves: location (335), details (344).
142. Iceberg: location (200), details (338).
143. Ice-cave with icicles: location (142), details (214).
144. Jorvik: location (256), details (194).
145. Land where the Sun goes: location (335), details (350).
146. Loch: location (345), details (306).
147. Loo: location (252), details (286).
148. Maze (Enchanter's): location (216), details (232).
149. Maelstrom: location (195), details (334).
150. Mountainside: location (217), details (257).
151. Nest: location (331), details (187).
152. North Sea: location (259), details (347).
153. Orkney Croft: location (336), details (198).
154. Palace of Al Kwasarmi: location (303), details (220).
155. Pool: location (193), details (278).
156. Prison: location (202), details (349).
157. Rocky Coasts: location (196), details (218).
158. Smoking Land: location (261), details (346).
159. Stave Church: location (304), details (192).
160. Study: location (258), details (293).
161. Talking Valley: location (287), details (188).
162. Tower: location (285), details (197).
163. Wild Forest: location (219), details (301).

Other Questions

170. Getting Started (337).
171. Sailing on the Golden Dragon (284).
172. Details of the Game Map (321).
173. Mending the Golden Dragon (313).
174. Making Fire (300).
175. Seeing in the Dark (302).
176. Teleport Systems (341).
177. Scoring (343).
178. How to Win (349).
179. Pictures on Objects (341).

Places

120. Al Kwasarmi's Palace: location (303), details (220).
121. Barns: location (203), details (263).
122. Bird's Nest: location (331), details (187).
123. Boat House: location (230), details (288).

Answers

180. Above the door of the Prison.
 181. Plant the Stone Fruit.
 182. Hit the Slab with the Hammer.
 183. They've been kidnapped by the Dogfighters and are in (156).
 184. In the Smithy north of the Farmyard.
 185. In the Cupboard. Open it.
 186. Below deck on the Golden Dragon. Board it, see (171), and go down.
 187. Useless.
 188. Shake the Stone Tree.
 189. Needed to make fire. See (174).
 190. Hidden in the Rushes. Search them.
 191. They prevent Erik's landing.
 192. Behave religiously. See (283).
 193. Beside the Tower, on the shore of the Loch.
 194. Viking York, the capital of Northumbria.
 195. Sometimes found west of Erik's Farm and South of the Enchantress' Fjord - when wind and tides are right. Off the Norwegian coast.
 196. In many places.
 197. Object (92) is needed to get at the Amulet.
 198. A low building with thick stone walls and a turf roof.
 199. On one of the Lofoten Islands off the coast of Norway. West of Erik's Farm.
 200. Floating in the cold seas at the north of the world.
 201. Climb up the ship's mast when the Dragon appears.
 202. Land on the Farthest Shore and head west.
 203. Down, west and north or south from the Mountain-side.
 204. Jan Mayen, a rocky volcanic island north of Iceland (the Smoking Land).
 205. West of the Farmyard.
 206. A "strong bean". Eat it and Erik can carry more.
 207. Spits into the Spittoon to provide a magic ingredient. Then feed it the meat to pacify it.
 208. Blow the horn to call him.
 209. The jar captures the cat's sound for use as a magic ingredient.
 210. Erik doesn't need to raise or lower it. As time passes, it will need mending with object (63).
 211. Search the tools.
 212. Mostly harmless.
 213. Wherever you make it. See (174).
 214. Make a fire, by lighting something, to melt a way north.
 215. Land in the Fjord and walk west, west and some way north.
 216. Pull the Tapestry aside to reveal an entrance.
 217. Where Erik starts. East of Erik's Farm.
 218. Can't land here.
 219. Land at the Enchantress' Fjord.
 220. Open the Chest.
 221. Search it.
 222. Inside a house in Jorvik.
 223. Beyond the Farthest Shore.
 224. Always unhelpful.
 225. Smash the table with the Hammer.
 226. Tells what you must carry to enter the Prison. The answer is (282).
 227. A hint at where the Dogfighters live.
 228. Take the Spittoon to the Eagle.
 229. Left by the Dogfighters. A clue.
 230. North-ish from the Farmyard.
 231. Down and west from where Erik starts.
 232. Think of politics. See (254).
 233. Magic. Rub it to return to the Golden Dragon.
 234. Melts the icicles if made beside them. See also (174).
 235. On a bench along the east side of Erik's Hall.
 236. Shave the Dwarfs with the Clippers.
 237. Blow it to summon Erik's friends.
 238. Pull it to leave the Enchanter's Study.
 239. Needed to mend the Golden Dragon
 240. A fine, sharp blade with a serpent-pattern. Has no real purpose in this game.
 241. Needed to plant the Stone Fruit.
 242. Blow it to summon the Dragon who will rescue Erik, once.
 243. May help Erik to detect magic objects, when worn.
 244. In Erik's Hall.
 245. Swimming through the Oceans.
 246. South of the Farmyard.
 247. Wear this for protection against falling rocks.
 248. Try emptying the Stewpot.
 249. On the Shetlands.
 250. In a sauna near Erik's Farm.
 251. Tie object (9) to object (17) and catch the sound in object (51). Erik needs to pay the Guards first. An ingredient for Al Kwasarmi.
 252. In Jorvik.
 253. Thatched, wooden buildings like Erik's Hall. Used for storage and as Winter quarters for a few animals.
 254. Turn right in blue rooms, left in red rooms and go straight ahead in yellow rooms.
 255. On the Enchanter's Isle.
 256. In Northumbria, on the west coast of the North Sea.
 257. Very scenic.
 258. Beyond the Enchanter's Maze.
 259. West 4 times and south 7 times, or so, from the beach at Erik's Farm.
 260. A feather is lodged in the Dragon's nose. If Erik can retrieve it, the Dragon is very grateful.
 261. West 9 times and south twice from the Beach of Erik's Farm.
 262. Find the Dolphin, leave the Ship and fill the Flask with Breath.
 263. Helps Erik pull Golden Dragon down to the sea.
 264. Al Kwasarmi gives it to Erik.
 265. Wear to move about on the ice inside the Ice-berg.
 266. Smash it with the hammer to get object (66).
 267. Magic. Wave it to disperse the fog.
 268. Dropped by the Dragon when Erik has helped it.
 269. Leads Erik to Al Kwasarmi's Palace.
 270. In the Kitchen at the north end of Erik's Hall.
 271. A graceful Viking Ship. First it must be pulled to the shore, then Erik can board it. Once on deck, normal movement commands move the whole ship, up and down take Erik to the mast and hold respectively, and leave moves Erik off the ship. See (313) if it's sinking.
 272. Search it to find a Needle.
 273. Search object (39).
 274. Light it, with the Whetstone and Kindling, to see in the dark.
 275. Some people don't like Vikings! You can't land here.
 276. Can be lit to make a fire.
 277. One of Erik's friends. Helps sail the Golden Dragon.
 278. Fill a container, e.g. the pot, with mineral water here and water the Fruit when it's planted.
 279. An enclosed stone fireplace to heat the sauna. No use in the game.
 280. Rare ingredient needed for Al Kwasarmi's magic.
 281. Feed to the Eagle to pacify it.
 282. Nothing.
 283. Kneel and (290)
 284. First pull Golden Dragon down to the beach. Sven the Strong will help. Then see (291).
 285. Land at the shore of the Loch.
 286. Planks over a pit, inside a wicker fence. As seen at the Jorvik exhibition in York. Has no function in the game.
 287. On the east coast of Greenland, west of the Smoking Land.
 288. A small barn without doors where Golden Dragon is over-wintered.
 289. Long wooden building with low walls and a roof like an upturned boat supported by pillars. There are low platforms on either side of the central fire, and benches against the panelled walls.
 290. Pray.
 291. Board the ship. When on deck, most movement commands move the whole ship. But up, down and leave just move Erik. Warning: the dogfighters have sabotaged the Golden Dragon, better mend the leak!
 292. Just scenery.
 293. Open the Cupboard.
 294. Bring him the things that he mentions, and he'll make what Erik needs to get past Fenris the Wolf.
 295. Really a mammal, but treated as a fish for this game. See (36).
 296. Used to pay the Guards. See (308).
 297. In the Enchantress' Cave.
 298. Guarding the Prison.
 299. A very useful tool. See (225), (313) and (83).
 300. Light things with the Kindling and Whetstone. E.g. object (27).
 301. West twice and north gets Erik through it.
 302. Light the candle. See also (300).
 303. North Ireland. Due south of the Smoking Land.
 304. In Denmark, east of the North Sea, roughly opposite Jorvik.
 305. A little way south of the Fertile Valley.
 306. Lake, linked to the sea.
 307. The land where Erik's family are imprisoned.
 308. Vikings used silver as money and it was usual to pay by weight of silver rather than number of coins etc. Use the scales to weigh the bracelet before giving it to the Guards in payment.
 309. In the Ice-berg.
 310. A boomerang. Throw it to retrieve the Amulet.
 311. Near the Church.
 312. The Mirror reflects the Dogfighters' Fear Spell back on them.
 313. Mend the Leak in the Golden Dragon with objects (44), (62) and (66). Enter MEND SHIP or MEND LEAK.
 314. Search the Haystack.
 315. On the Golden Dragon.
 316. North Ireland, on the road to Al Kwasarmi's Palace.
 317. Al Kwasarmi can make it.
 318. Examples are: "Norse Code" and "Flogging a Dead Norse".
 319. On the Faeros ("Faerøyjar" means Sheep Islands).
 320. Needed to plant the Fruit
 321. The Vikings travelled widely: east through Russia (which may be named after the "Rus" or Viking Rowers), south to the Mediterranean and west to America. This game is set around the North Sea and North Atlantic between Norway, France and Greenland. The places that Erik can visit are authentic (with the obvious exceptions of a few fantasy locations which come from Terry Jones' book and Viking Myth).
 322. Do as she says most of the time. But see (328).
 323. In the Tower.
 324. By the Nest.
 325. Throw the plug into the Maelstrom to escape from it.
 326. One of many objects which have a picture. See (176).
 327. Evil creatures with human bodies but the heads of dogs. Erik defeated them in the book "The Saga of Erik the Viking". They like killing people and cast fear spells to terrify their opponents.
 328. Throw the Chalice at the Enchantress.
 329. Of no real use.
 330. On the south coast of England, repeatedly south and west from the North Sea. Land on a sheltered beach and walk north, up a hill.
 331. On one of the Shetlands, north of the North Sea.
 332. Tie Fenris with the Ribbon before tackling the Prison.
 333. For mending the Sail.
 334. A famous whirlpool off the coast of Norway. See also (325).
 335. Reached from the Smoking Land, or past the Slab in the Cairn.
 336. On one of the Orkneys, north of the North Sea.
 337. Go to Erik's Farm. Erik's wife has managed to hide some useful objects when the place was attacked, so search everywhere and every thing. Then investigate Erik's Ship, see (173) and (171).
 338. A mountain of ice. See also (143).
 339. Vikings were farming people as well as great traders and fighters. They would return home at busy times of the year, such as harvest.
 340. The lair of the sly Enchantress.
 341. See (3) for one teleport method. The other is as follows: rub anything which has a picture on it, stand on the deck of the Golden Dragon, open the Bag and a great Wind blows the Ship to the place shown. The Medallion shows the current destination.
 342. Free them to win.
 343. You score 25 for each of 32 objects and people found. And there are bonuses of 100 for defeating the Fenris Wolf and for winning.
 344. Home of the Dwarfs.
 345. In the north of Scotland, south of the Orkneys.
 346. Iceland: a land with many volcanoes, hot-springs etc. See also (46).
 347. A stormy sea but one which caused few problems for Viking ships.
 348. See (332) to deal with Fenris. See (50) for how to enter.
 349. Free Erik's Family from Prison.
 350. A magical place. Leave the Giants alone!
 351. "The Saga of Erik the Viking".