

The Hermit: Walkthrough

ColecoVision version by Amy Bienvenu (2026), after Eric Bryant, COMPUTE! November 1987. Screenshots from a full playthrough: 200 of 200 points. Directions: N S E W U D.



1. Start: the front door of the hermit's cabin. You carry a flare gun, a flare and a grappling hook.



2. Bedroom: TAKE OIL LANTERN from the bed.



3. Kitchen: PUSH REFRIGERATOR reveals a trapdoor.



4. OPEN TRAPDOOR: steps lead down into darkness.



5. Go DOWN: the tunnel caves in behind you (+5).



6. TAKE OIL BLADDER, FILL LANTERN.



7. Inclined tunnel: TAKE GOLD NUGGET. Leave the coal bin alone for now.



8. Storage cave: TAKE SHARPENED STICK and METAL ROD.



9. Chamber: HOOK HANGING POUCH (never TAKE it), OPEN LEATHER POUCH: a diamond.



10. Stone wall: the track is broken.



11. DROP METAL ROD: the track is repaired.



12. ENTER COAL BIN: a one-way ride to the end of the track.



13. TAKE and OPEN BACKPACK (knife, flint), LIGHT LANTERN.



14. TAKE PICK at the dead end, then ENTER CHUTE.



15. Mine shaft: TAKE TRIDENT, TAKE SAPPHIRE, PUT SAPPHIRE IN JADE PEDESTAL: a door opens.



16. Take the sapphire back, go S E N N E S, HOOK CLIFF.



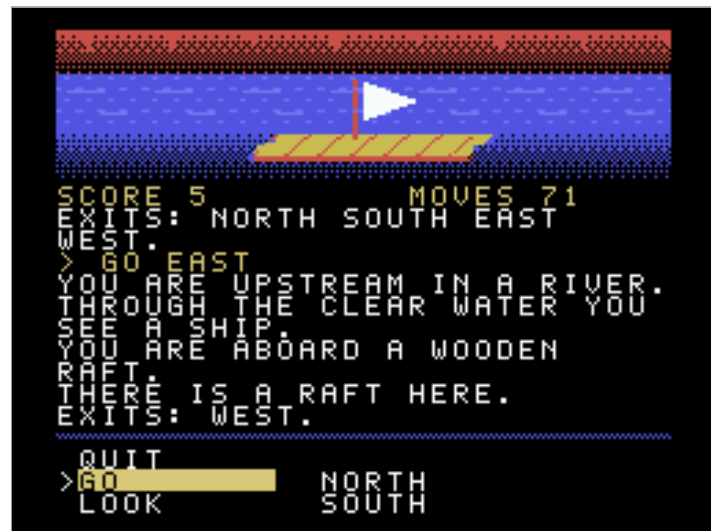
17. Village: CUT VINE with the knife, TAKE VINE.



18. TAKE LOGS (demolished hut), TAKE YELLOW VIAL (healer's hut). Keep the vial closed.



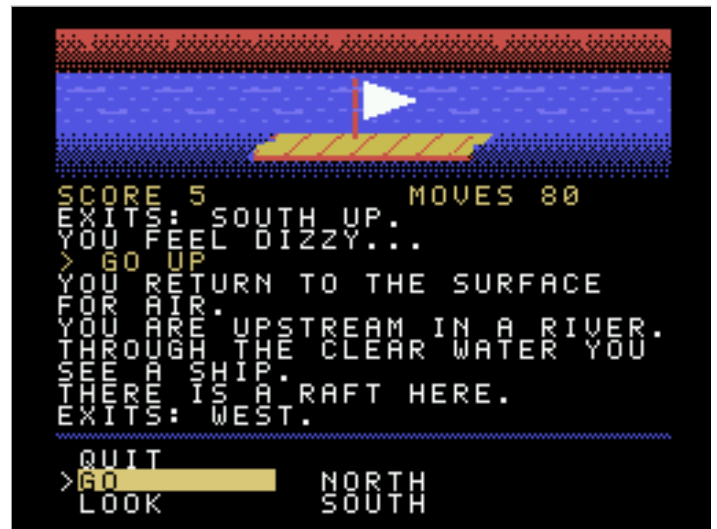
19. Shore: BUILD RAFT, ENTER RAFT.



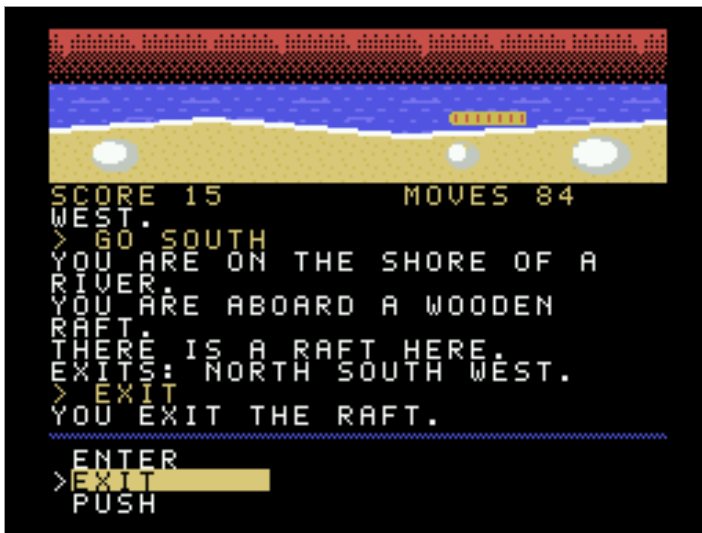
20. Upstream: a ship lies under the clear water.



21. DIVE, S, E: LIFT MATTRESS in the crew's quarters.



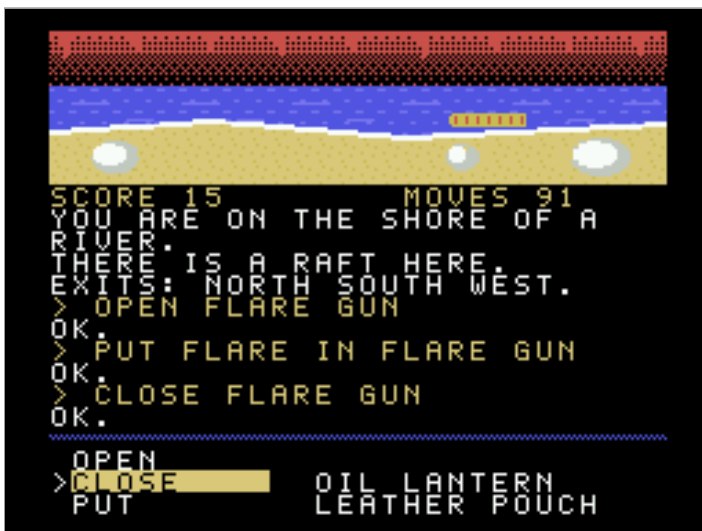
22. TAKE GOLDEN LAMP, TAKE METAL BOX, W, N, UP: just enough air.



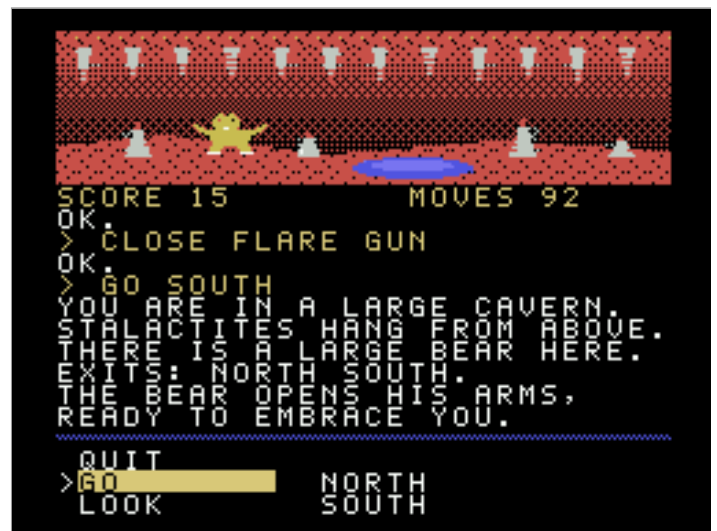
23. ENTER RAFT, W, S, EXIT on the far shore (+10).



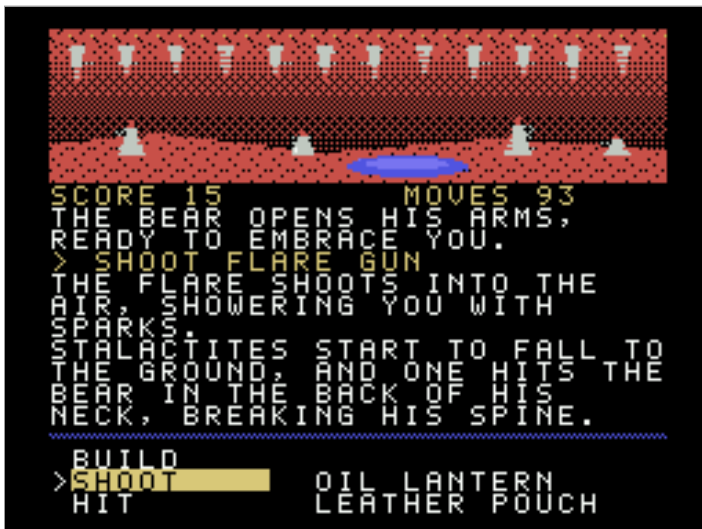
24. TAKE CROSSBOW, PUT STICK IN CROSSBOW.



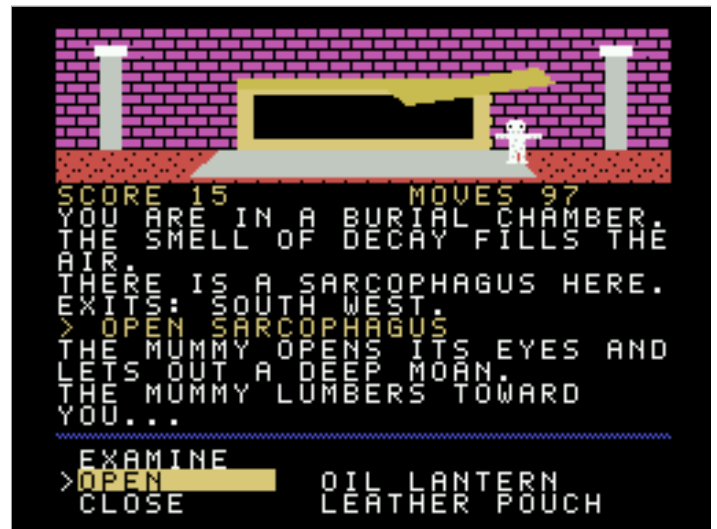
25. OPEN FLARE GUN, PUT FLARE IN FLARE GUN, CLOSE FLARE GUN (open, it explodes).



26. The bear: act at once.



27. SHOOT FLARE GUN: falling stalactites kill the bear.



28. Burial chamber: OPEN SARCOPHAGUS. The mummy wakes.



29. LIGHT MUMMY (it burns), TAKE GOLDEN FACEMASK.



30. The black leopard in the amphitheater.



31. SHOOT CROSSBOW.



32. Dressing room: OPEN WOODEN DRESSER, TAKE HANDKERCHIEF.



33. Hexagon room: RUB GOLDEN LAMP inside the pentacle. A demon appears.



34. OFFER TRIDENT: the demon gives you a golden ankh (+15).



35. HIT LARGE ROCK with the pick, TAKE LAUNCH CARD.



36. Dragon statue: OPEN METAL BOX, PUT WHITE SAND IN MOUTH. The fire is out.



37. The sphinx asks its riddle.



38. SAY WATER (+40), TAKE STAR RUBY.



39. ENTER SPACESHIP, PUT LAUNCH CARD IN SLOT.



40. DROP all ten treasures (backpack, pouch, gold, sapphire, lamp, handkerchief, facemask, ankh, ruby, vial): 170.



41. PUSH BUTTON: the ship launches. 200 out of 200.

Full solution (spoilers!)

Every command in order, 152 in all. Numbers match the screenshots. DIVE, EXIT and SCORE take no noun.

- 1 (start at the front door: you carry the flare gun, the flare and the grappling hook)
- 2 GO S E · TAKE OIL LANTERN
- 3 GO W W · PUSH REFRIGERATOR
- 4 OPEN TRAPDOOR
- 5 GO D
- 6 GO E · TAKE OIL BLADDER · FILL OIL LANTERN
- 7 GO E · TAKE GOLD NUGGET
- 8 GO W W S W · TAKE SHARPENED STICK · TAKE METAL ROD
- 9 GO E S · HOOK HANGING POUCH · OPEN LEATHER POUCH
- 10 GO N N E E S
- 11 DROP METAL ROD
- 12 GO N · ENTER COAL BIN
- 13 GO E · TAKE BACKPACK · OPEN BACKPACK · LIGHT OIL LANTERN
- 14 GO W W S S · TAKE PICK · GO N · ENTER CHUTE
- 15 TAKE TRIDENT · TAKE SAPPHIRE · PUT SAPPHIRE IN JADE PEDESTAL
- 16 TAKE SAPPHIRE · GO S E N N E S · HOOK CLIFF
- 17 GO U S E E · CUT VINE · TAKE VINE
- 18 GO N · TAKE LOGS · GO S S · TAKE YELLOW VIAL
- 19 GO N W W · BUILD RAFT · ENTER RAFT
- 20 GO S E
- 21 DIVE · GO S E · LIFT MATTRESS
- 22 TAKE GOLDEN LAMP · TAKE METAL BOX · GO W N U
- 23 ENTER RAFT · GO W S · EXIT
- 24 GO W · TAKE CROSSBOW · PUT SHARPENED STICK IN CROSSBOW
- 25 GO E · OPEN FLARE GUN · PUT FLARE IN FLARE GUN · CLOSE FLARE GUN
- 26 GO S
- 27 SHOOT FLARE GUN
- 28 GO S S E · OPEN SARCOPHAGUS
- 29 LIGHT MUMMY · TAKE GOLDEN FACEMASK
- 30 GO W S S
- 31 SHOOT CROSSBOW
- 32 GO E E N S E · OPEN WOODEN DRESSER · TAKE HANDKERCHIEF
- 33 GO W W W S S E E · RUB GOLDEN LAMP
- 34 OFFER TRIDENT
- 35 GO W W W · HIT LARGE ROCK · TAKE LAUNCH CARD
- 36 GO E S S · OPEN METAL BOX · PUT WHITE SAND IN MOUTH
- 37 GO S
- 38 SAY WATER · TAKE STAR RUBY
- 39 GO N N N N N W · ENTER SPACESHIP · PUT LAUNCH CARD IN SLOT
- 40 DROP BACKPACK · DROP LEATHER POUCH · DROP GOLD NUGGET · DROP SAPPHIRE · DROP GOLDEN LAMP · DROP HANDKERCHIEF · DROP GOLDEN FACEMASK · DROP GOLDEN ANKH · DROP STAR RUBY · DROP YELLOW VIAL · SCORE
- 41 PUSH BUTTON