

# Night Of The Hermit – Walkthrough (Roy Lazarovich/2000)

By Leon | February 22, 2010

**Warning!** This page contains the complete solution or walk-through to this game. Reading this page can spoil the challenge to complete the game by yourself. Please consider this when reading on. The walk-through of this game given here might not be the optimal solution, it's **a** solution. Just to prove that the game can be finished. If you want a section of the walk-through or just a hint, send us an email with the part where you're stuck, we'll send you the section of the page you'll need.



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You need to find a way to claim what's yours.

Talk to the receptionist behind the desk and ask for a room. Tell her you've only got \$12 and the room is yours. Talk some more about what to find in the motel and when you ask for the key, you'll get a **LOCK PICK**. Walk through the corridor on the left and use the blue entrance on the right to enter the entertainment room. A goon is sitting with a bowl. Look at the bowl to find dog food in there. Talk to the goon ask for some of his food. You can have it if you bring him a badger sandwich.

Leave the entertainment room and look next to the door left of it. There's a trashcan where you can take a can of **CAT FOOD** from. Enter the kitchen. Talk to the cook about everything but he isn't helping you. Open the cupboard under the microwave and take the sliced **BREAD** out. Pick up the silverware above it to find a **KNIFE**. Open the fridge door and take the **LETTUCE**, an **EGG** and an **ONION** out.

Leave the kitchen and walk to the right, back to the reception. Enter the corridor on the right and enter the pool through the first door. On the table on the right is a **JAR**. Pick it up and leave the pool on the north where you'll find the beach. Walk all the way to the right until you're on the pier and go to the fisherman hut on the right. Take the **OIL** and **VINEGAR** from the barrel and look at the barrel to see what's more in there. The fisherman will tell you it's badger meat so take the **BADGER MEAT** also from the barrel. In your inventory put the badger meat on the bread and you'll have a sandwich.

Go left and south to return to the beach and all the way to the left. North to the pool and south into the corridor. Walk to the right to the reception and into the corridor on the left. Enter the entertainment room and give the sandwich to the goon. He wants some lettuce on it so use the lettuce with the sandwich and try to give it again. This time he wants some mayo with it. Leave the entertainment room and in the corridor walk to the

right to the front desk. Enter the corridor on the right and climb the stairs left of the pool. Your room is on the far left (172).

Use the lockpick on the door to unlock it and enter the room. Take the **GUM** from the bed and look at the items on the desk next to the bathroom. Take the **SALT**, the **PEPPER** and the **MUSTARD**. Use the mustard in the blender. Add the oil, pepper, salt, egg and vinegar. Use the blender to make mayonnaise and use the empty jar with the blender to take the **MAYONNAISE** with you. In your inventory add the mayonnaise to the sandwich. Leave the room on the right and go down the stairs on the right.

Walk to the right to the front desk and enter the corridor on the left. Enter the entertainment room and give the sandwich to the goon. Now it's the onions that are missing. Use the onion with the sandwich and give it again. Finally he gives you the **BONZO**. Leave the entertainment room and walk to the front desk on the right. Enter the corridor on the right and walk into the blue corridor on the left.

Look at the bowl of food next to the dog. It's cat food. Talk to the dog and learn about his allergy for dog food. In your inventory put the Bonzo in the cat food can and serve it to the dog in his bowl. The dog will fall asleep and you can enter the storage room. Pick up the box of matches on the shelf to take a **MATCH** out and take the **PUMPKIN** from the shelf as well.

Use the knife in your inventory on the pumpkin to carve a mask. Use the box o' stuff to take something out. You don't know what it is but if it's not the candle, put the item back into the box until you have the **CANDLE**. Light the candle with the match and put the lit candle into the pumpkin mask. Walk to the corridor on the left and walk further to the right back to the front desk. Enter the corridor on the left and into the entertainment room. Push the vase that's on the side table and pick up a sharp **SHARD** from the floor.

Behind the vase was a switch. Flick it to turn off the light and use the scary pumpkin mask on the goon to scare him away. Walk back to the corridor (on the left) and into the lounge on the left. On the announcement board left of the couch is a note on a magnet. Push the note to slide it to the right. Walk into the corridor on the right and enter the bar.

Talk to the barman and ask for a game of darts. Because you moved the note with magnet, he'll miss. You'll take the **DART**. Talk to the barman again, tell him your wife is calling and leave the bar on the right. Walk into the corridor on the left, move the note on the noticeboard to the left and walk back to the bar on the right. Use the dart on the dartboard and win a bottle of **WINE**.

Open the bottle and smell the .. engine oil. Talk to the barman again to complain and you'll get a **CRUISE TICKET**. Leave the bar and walk to the front desk on the right. Enter the corridor on the right and walk to the pool. Walk north onto the beach and all the way to the right until you reach the pier. Walk north towards the ship and give the ticket to the lady in the booth. You can enter the ship. Walk to the right onto the ship.

Walk to the right to enter the gift shop. Look at the portrait to see a picture of the captain and you get the idea of disguising like him. Talk to the shopkeeper and when you shake hands he'll give you his **HOOK**. Talk to the shopkeeper again and tell him you want to become a pirate. Convince him and he'll give you the **HOOK GLUE**. Take the **GLASS EYE** from the shelf and it's yours. Go up the stairs on the left to leave the shop and down the stairs in the middle of the ship.

Use your hook on the hammok to rip a red **BANDANA** from it. Take the gold **RUNG** from the right side of the hammok to serve as earring. Open the dresser door and take the **UNIFORM** from the wardrobe. Use the uniform to change into your new outfit and leave the room. Walk to the left to the navigator. Pick up the **BINOCULARS** and open them in your inventory. There's a magnifying **LENS** in it.

Give the binoculars back to the navigator and go down the stairs in the middle of the ship. Use your own clothes again and leave the room. Walk to the navigator on the left and talk to him. Tell him you want to return home. Walk south on the pier and onto the beach. Enter the pool and walk south to the corridor. Walk all the way to the left into the corridor and use the sofa to find a **NEEDLE** in there. Pick up the **GUITAR** and when you use the guitar you'll break a **STRING**. Walk to the right into the casino and talk to the gambler to learn about his lost coin. Leave the casino, go back to the left and climb the stairs. Walk all the way to the left and enter your room.

Use the payphone to call for room service and when the lady is in your room walk outside and close the door. Walk to the right down the stairs and to the right to the front desk. Take the **BELL** from the desk and take a **PAMPHLET** from the stand. Look at the pamphlet in your inventory to find a free **TICKET** inside. Walk south to leave the hotel. Look at the cannon outside to find some **GUNPOWDER**. Enter the hotel again and use the corridor on the right. Walk left and enter the blue corridor left of the stairs to walk to the storage room on the right. Use the box o' stuff and put items back until you've got a **TUBE** (not the pipe). Take another **MATCH** from the matchbox on the shelf and leave the room.

Back in the corridor walk into the pool on the right. Use the gum until it's... used gum and use the used gum on the lever of the pump on the left. Use the needle with the float of the annoying man to pop it. You may need to try several times. Once the pool is empty, look at the bulge at the bottom of the pool. In your inventory put the gun powder into the tube and add the string to the tube as fuse. Use the home made TNT on the bulge and the annoying man will be history.

Enter the hole in the bottom of the pool and walk left into the 'Middle of the Earth'. Walk up the stairs on the right and enter 'Grandpa's Den'. Open the drawer in the desk and take the **DIARY** out. Pick up the **REMOTE** from the desk and open the trunk in the corner of the room. Take the **SCROLL** out and leave the room. Enter the Middle of the Earth attraction on the left and walk to the left. Talk to the operator and learn about the deed your grandfather left and the map on a piece of purple paper. Give your ticket to the operator and descend to the middle of the earth. Once there, use the bell in your inventory to left the lift go up again and take the **ROSETTA STONE** that was under it. Use the bell again to call the lift down and use the elevator itself to return to the surface.

Leave the attraction on the right and walk to the right again to return to the room under the pool. Climb the ladder and go south to the corridor. Walk to the right to go to the front desk and use the corridor on the left to go to the entertainment room. Use the remote and enter channel 76 and look at the screen to see a new game show. It's the win-a-shovel contest and you know the answer to this question so pay attention to the number to dial. Leave the entertainment room and walk to the right to the front desk.

Leave the hotel on the south and look at the cannon again to get some more **GUN POWDER**. Walk north back into the hotel and use the corridor on the right. Enter the blue corridor on the left to go to the storage room. Use the box o' stuff until you have the **SQUID FOOD**. Leave the storage room and walk in to the pool. Leave north onto the beach and all the way to the right to the pier. Go to the fisherman hut on the right and swap the bucket of squid food with the **BUCKET O' BADGER**. Walk to the fisherman hut on the right again and pick up the **FISHING ROD** standing against the hut.

Walk left to leave the hut and south back to the beach. All the way to the left and through the pool back south to the corridor. Enter the blue corridor on the left to go to the storage room. Use the box o' stuff until you have found a **MAGNET**. Pick up the **SLEDGE HAMMER** against the shelves. Leave the storage room and go left into the lounge. Go to the corridor on the right and enter the bar.

Look at the window to see outside. In your inventory use the magnet with the fishing rod and use the combination on the bush in the middle to find a **WEIGHT**. Leave the window and the bar and enter the kitchen in the middle. In your inventory use the gun powder with the engine oil and give the spiked bottle to the cook. Another employee gone. In your inventory open the fishing rod to take the magnet from it and use the magnet on the kitchen floor. The magnet will indicate where the gambler lost his coin.

Use the sledgehammer on the tile and pick up the **COIN**. Leave the kitchen and walk to the left to the lounge. Enter the casino on the right. Give the coin to the gambler and he'll win and leave. Pick up the **PHONE DIME** and leave the casino. On the left in the lounge is a trophy head on the wall. Underneath is some wallpaper. Use the shard on the wallpaper to tear some of the **TAPESTRY** off.

Enter the corridor on the left and go up the stairs. Walk to the left and enter your own room. Use the phone dime on the phone to dial the number from the game show. Of course you'll win the shovel. Use the piece of tapestry with the mirror to discover a **MAP** on the other side. Leave the room and walk down the stairs on the right. Leave the corridor on the right to return to the front desk and talk to the receptionist. Ask if there's been a package for you and you'll receive the **SHOVEL**. Use the weight on the badger fountain to stop the water.

Use the corridor on the right and enter the pool. Walk north onto the beach and find the X. It's in the middle of Guybrush and the sandcastle. Guybrush is looking at it. Use the shovel on the x. Take the second **ROSETTA STONE** and look at both Rosetta stones to learn the deciphering code. Use the magnifying glass on the scroll and decipher the message.

Walk left on the beach and enter the pool. Go down the hole and to the corridor on the left. Enter the machine room on the left and cross the stream further to the left into the vault. Talk to the ear and say: athreeheadedmonkey. The vault will open and you can pick up the **DEED** on the right next to the door. Walk to the right to claim what's yours.

Game source: A copy of the game was found [here](#) on the internet.