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INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Ky1e

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, but the questions or problems pertaining to them are not.

We have tried to make the unencoded questions as general as possible, ubt only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose or goal.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witt's End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

KNNJ TMCDQ Z QTF LOOK UNDER A RUG

For your convenience, a short program is provided below (for Apple only) to decode the hints on your computer.

to background, payeer, suchor's style and

10 HOME 20 VTAB 8: PRINT "ENTER CLUE BELOW:"

30 IIRZ=1

40 VTAB 10: HTAB HRZ: GET CHAR\$

50 IF CHAR\$ =CHR\$ (3) THEN 180

60 PRINT CHAR\$

70 A= ASC(CHAR\$) 80 IF A = 90 THEN A= 64

90 IF A = 13 THEN 10

100 IF A 32 THEN A=A+1

110 CHAR\$ = CHR\$(A)

120 IF HRZ = 39 THEN PRINT CHR\$(7)

130 VTAB 12: HTAB HRZ

140 PRINT CHAR\$

150 IF HRZ = 40 THEN 30

160 HRZ = HRZ +1

170 GOTO 40

180 HOME: END

Note: Only leters are encoded, numbers and symbols remain the same.

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Infidel is a product of Infocom, Inc. Witt's End is not, in whole or part, affiliated with Infocom. This hint booklet is intended to be used as an aid in solving Infidel and not as a substitute for the documentation included in the package.

GENERAL HINTS

Infidel is Infocom's tenth release and is the second adventure done by Michael Berlyn for Infocom. Berlyn, as you may know, wrote Suspended, a science-fiction adventure from Infocom. He also wrote Cyborg and Oo Topos from Sentient Software.

Infidel is unique in many respects from other Interlogic games. For one, there are no other major characters to deal with. That's right; absolutely no one to talk to. Except, of course, yourself.

But the adventurer, the treasure hunter and Infidel is developed quite well. He is developed not so much in the game but in the packaging itself. Included with a myriad other details is a series of letters written to Rose Ellingsworth.

Someone, possibly Mr. Berlyn himself, has written an entire series of letters which are remarkably well done. Unfortunately, they have absolutely nothing to do with the actual problems in the adventure. The adventurer will find nothing to aid him here. The letters merely provide some background information for your amusement.

But such background! Infocom has provided an actual envelope addressed to Rose Ellingsworth (who just happens to live in Cambridge, MA). Also of note, there's a genuine Egyptian stamp on the envelope. Wouldn't it be fascinating to actually try mailing that envelope off to Rose.

What odd words might the Post Office stamp on this envelope when it is returned to you? Perhaps if it were mailed from Cairo...

Also included are some excerpts from the Adventurer's diary. They continue to fill you in on the events leading up to Abdul's drugging you and running off with the workers. They include the outfitting of the expedition, Craige's desertion and the long expected navigation box. Again, it's nice, but how much does it really help you in playing the game?

Also of note are the True Tales of Adventure, a magnificent chef d'oeuvre from the documentation(?) department. Written between the "magic talking disks" and other niceties are the standard commands to adventure by. These are the same old rules that never change from adventure to adventure. If you've never played an Infocom game before, you may need to read it. but forget it, you'll never solve Infidel, it's just too tough for the novice (without using this book exhaustively that is).

Now, what really are helpful are the two nearly transparent sheets that contain the Hieroglyphic cube and the latitude and longitude map. The latter is an essential tool in finding the location of the pyramid with the navigation box. The former is important in that it gives you a translation of some very vital hieroglyphic symbols.

This brings us to the topic of the hieroglyphics. Strewn throughout the walls of the pyramid are hieroglyphic symbols. When translated, the hiero. actually tell Charles and day mail to make

you the answers to the problems. The thing is, the problems could never be guessed correctly (probably) without the translation of the symbols.

That means that most of the problem solving will not be done while you're playing Infidel, it will be while you're deciphering the hieroglyphics. This is a time-consuming and difficult task. For your convenience, we've provided the translations of most of the sentences in this hint booklet.

However, if you want to do it yourself, there are ways. First, study the "core" symbols in your game package. Generally, if you can translate a few symbols and get the meaning of the message, you can decipher the rest of the symbols and thus enlarge your vocabulary. Also, it doesn't hurt to look at objects like books, scarabs, etc. Usually the symbols found on them is their name and therefore when you find that symbol in a message, you'll know the word.

Infidel has a moral to it. The character in the game alienated everyone with a singlemindedness of purpose. He was only interested in finding the pyramid and was branded an Infidel by his coworkers. That stigma is not forgotten and will come back to haunt the player later.

The adventure has an excellent storyline, but the software itself doesn't play well. Great emphasis is placed on deciphering the hieroglyphics which is rather unfair. Infidel's problems are very detailed and intricate, with the slightest mistake causing irretrievable damage. It pays to save the game quite often.

There aren't that many locations or puzzles in Infidel but you shouldn't finish it that quickly. What Infidel lacks in quantity of puzzles, it makes up for in their individual difficulties. Yet one is somehow left with the feeling that the packaging took much longer to do than the game writing.

ABOUT THE MAP

Infidel's map is complete on two pages and it's pretty straightfoward. One can assume that north is towards the top of the paper, east to the right, etc. The key is located at the bottm of the page and should explain all that these paragraphs don't.

In the above ground section, there are certain directions that are unlabelled. One can assume that these lead into the desert, a vast wasteland of sand that is unimportant. Also, one can go NW, NE, etc., above ground to save time and moves. However, this is not indicated on the map.

Only objects that can be picked up and carried are listed in parenthesis. Objects that are not clearly visible when one first enters a room are not listed, to avoid giving away any problems.

THE DESERT

- 1. How can I get the plane to land?
 - A. Zssqzbs hsr zssdmshnm.
 - B. Chc xnt ehmc sgd rhfmzk ekzqd?
 - C. Mn, itrs sqx vzuhmf.
 - D. Ats sgd okzmd vnm's kzmc.
- E. He xnt rsnnc nm xntq gdzc.
- 2. What is the blackened rock for?
 - A. Hs lhfgs lzjd z fnnc vdzonm.
 - B. He sgdqd vzr zmxsghmf sn zsszbj.
 - C. Hr sgdqd zmxsghmf vqhssdm nm hs?
 - D. Mn, sgdqd hrm's.
 - E. Bntkc hs ad vnqsgkdrr?
 - F. Xdr, hs hr.
- 3. What can I do with the cigarette pack?
 - A. Zbstzkkx, hs'r nmkx sgd ntsdq vqzoohmf.
 - B. Sgd enhk hr z qdekdbshud rtqezbd.
 - C. Bntkc xnt rhfmzk okzmd vhsg hs?
 - D. Rnqqx, vnm's vnqj. vnqsgkdrr.
- 4. Can I kill the crocidiles?
 - A. Rtqd, vhsg sgd akzbjdmdc qnbj.
 - B: Bnld nm!
 - C. Vgx vntkc xnt vzms sn?

- 5. Where should I start digging for the pyramid?
 - A. Zmx okzbd vhkk cn.
 - B. Xnt'ud ctf hm okdmsx ne okzbdr zkadzcx.
 - C. Ats nmkx nmd knbzbshnm hr qhfgs.
 - D. Gzud xnt entmc sgd mzu. anw?
 - E. Sqx oqdrrhmf sgd atssnm.
 - F. Knnj zs ozbj. 1zo eng kzs. zmc knmf.
 - G. Nq knnj zs ntq 1zo enq knbzshnm.
 - H. Xnt'kk mddc sn chf ehud shldr.
- 6. What does the black box do?
 - A. Gzud xnt otrgdc sgd atssnm?
 - B. Hs fhudr xnt xntq dwzbs knbzshnm.
- C. Knnj zs sgd 1zo hm xntq ozbjzfd.
 - D. Lzsbg to sgd kzs. zmc knmf.
 - E. Nq rhlokx trd ntq 1zo.
 - F. Hs'r svn lnudr dzrs ne rntsg ozsg.
- 7. Are any of the holes significant?
 - A. Sgdqd zqd z fqdzs cdzk ne sgdl.
 - B. Sqx dwz1hmhmf sgd1.
 - C. Sqx cddodmhmf sgd1.
 - D. Nmkx nmd hr rhfmhehbzms.
 - E. Adknv hs khdr sgd bgzladq ne qz.
- 8. Who is this Craige fellow?
 - A. Qdzc 'sgd fdmdqzk ghmsr.
 - B. Nq xntq fzld ozbjzfd.
 - C. Bqzhfd vzr xntq ozqsmdq.
 - D. Nmkx nmd hr rhfmhehbzms.

- 9. Where did the workers go?
 - A. Qdzc sgd fdmdqzk ghmsr.
 - B. Knnj zs sgd bnudq ne hmehcdk.
 - C. Qdzc sgd mnsd hm vnqj sdms.
 - D. Sgdx chcm's kdzud 1tbg.
 - E. Xnt cnm's vgdqd sgdx vzms.
- 10. How do I open the padlock?
 - A. Cn xnt jmnv vgdqd jdx hr?
 - B. Nq cn xnt qdldladq bnlahmzshnm?
 - C. Enqbd hr qdpthqdc gdqd.
 - D. Trd zm hlokdldms sn aqdzj ozcknbj.
 - E. Sgd ohbjzwd vhkk cn.
 - F. Hs'r hm sgd rtookx sdms.
- 11. What is the stone cube for?
 - A. Rdd sgd flzd'r cnbtldmszshnm.
 - B. Qdzc sgd ghdqnfkxoghbr nm hs.
 - C. Gzud xnt entmc sgd oxqzlhc xds?
 - D. Rdd bktd nm vgdqd sn chf.
 - E. Xnt'kk ehmc z rptzqd nodmhmf.
 - F. Hmrdqs sgd btad hm sgzs.

12. What can I do with the label?

- A. Hm sgd sqtmi?
- B. Zmnsgdq oktf eng hmehcdk.
- C. Mnsd sgd 1hrrodkkhmf.
- D. Sgzs vhkk ad bnqqdbsdc rnnm.

THE CHAMBER OF RA AND THE CIRCULAR ROOM REGION

1. What is the pink jar for?

- A. Gzud xnt mnshbdc sgd khpthc?
- B. Sqx cqhmjhmf sgd khpthc.
- C. Rnqqx. Sghr rstee hr nhk.
- D. Zr rtbg hs hr ekzllzakd.
- E. Ontq sgd khpthc nm sgd snqbg.

2. How do I keep the torch burning?

- A. Gzud xnt mnshbdc sgd vhbj?
- B. Hs bzm gnkc rnld nhk.
- C. Sgd ohmj izq bnmszhmr nhk.
- D. Cho snqbg hm khpthc. Khfgs snqbg.

3. Is this a Pharoah's pyramid?

- A. Vgzs cn xnt sghmj?
- B. Hs'r ezq snn rlzkk enq sgzs.
- C. Zkrn, knnj zs sgd vzkkr.
- D. Sgdx cdohbs z ptddm.
- E. Nauhntrkx, sghr hr z ptddm'r oxqzlhc.

- 4. How do I get down the steep staircase?
 - A. Sqx fnhmf mnqsg.
 - B. Hs'r nmkx z svdmsx-ehud enns ezkk.
 - C. Xnt lhfgs ad zakd sn bkhla cnvm.
 - D. Cnm's xnt gzud z qnod (jmzorzbj)?
 - E. Zsszbg hs sn z rstqcx naidbs.
 - F. Sgd zkszq hr qzsgdq rstqcx.
 - G. Ad rtqd sn sgqnv qnod cnvm rszhqr.
 - H. Rsddo rszhqbzrd sgzs hr.
 - I. Mnv xnt bzm bkhla cnvm.

5. What is the golden cluster for?

- A. Z sqdzrtqd?
- B. Rzud hs eng kzsdq.
 - C. Hs'r rhlhkzq sn chzlnmc, nozk...
 - D. qtax zmc dldqzkc bktrsdqr.
 - E. Ats hs mdudq fdsr trdc.

6. What do I do with the statue?

- A. Hs hr qzsgdq onmcdqntr.
- B. Gzud xnt sqhdc szjhmf hs?
- C. Hs bzmmns ad ehwdc.
- D. Ats sgzs'r n.j.
 - E. Hs'r rtoonrdc sn ad aqnjdm.
 - F. Hs hr mddcdc sn rnkud zmnsgdq otyykd.

7. How do I get past the moving doors?

- A. Sghr oqnakdl hmunkudr vdhfgs.
- B. Vgdm xnt fn sn md gzkkvzx...
- C. RV cnnq nodmr z ahs, dsb.
- D. He xnt ots z kns ne vdhfgs hm MD gzkk
- E. RV cnnq nodmr zkk sgd vzx dsb...

- F. Vgzs vhkk oqnuhcd z kns ne vdhfgs?
- G. Sgd rszstd vhkk vnqj.
- H. Ehqrs aqdzj rszs. cqno gdzc hm noo. gzkk.
- I. Sgdm otrg rszstd (h.d. otrg rszstd MD).
- J. Rszs. zmc gdzc 1trs ad hm rzld qnnl.
- K. Xnt'kk mddc sn cn sghr entq shlddr.

8. What are the panels' purpose?

- A. Hm sgd entq bgzladqr?
- B. Dwzlhmd sgdl.
- C. Qdzc sgd ghdqnfkxogr.
- D. Rdd sgd sqzmr. hm annjkds.
- E. Sgdx gzud sn cn vhsg rszstdr...
- F. zmc mns sgd bktrsdqr.
- G. Sgdx zqd mddcdc enq kzsdq oqnakdl.
- H. Rdd sgd zmmdw oqnakdl.
- 9. How can I reattach the head to the statue?
 - A. Jqzyx fktd?

- B. Onnq qnrd dkkhmfrvnqsg'r khjdmdrr.
- C. Sgd ekthc hm sgd ohmj izq?
- D. Lzxad xnt bzm's.
- E. Lzxad xnt'qd mns rtoonrdc sn.

10. What do I do with all the clusters?

- A. Sgd fnkcdm nmd hr mns mddcdc.
- B. Ats sgd nsgdq entq zqd hlonqszms.
- C. Sgdx zqd mddcdc kzsdq hm fzld.
- D. Rdd sgd zmmdw rdb.shnm.
- E. Xnt nodm sgd rkza vhsg sgdl.
- F. Nmd hr ots hm dzbg ne entq gnkdr.
- G. Nqcdq vhkk ad qdudzkdc hm zmmdw rdb-shnm.

THE BARGE AND TEMPLE CHAMBERS

- 1. Is the mast important?
 - A. Xdr.
 - B. Hs hr trdc 1zmx shldr.
 - C. Enq 1zmx cheedqdms otqonrdr.
 - D. Hs 1trs ad agntfgs eqn1 azqfd.
- 2. How can I take the mast (beam)?
 - A. Mns eqn1 sgd zanud cdbj.
 - B. Gzud xnt fnmd adknv cdbj?
 - C. Sn sgd vdrs dmc ne gnkc?
 - D. Z rghl gnkcr hs hm okzbd.
 - E. Szjd nts rghl zmc khes adzl.
 - F. Ats xnt'kk mddc ansg gzmcr.
 - G. Tmdmbtladqdc.

- 3. How do I keep from immolating myself?
 - A. Vgdm hm sgd azqfd?
 - B. Vghkd cqnoohmf sgd snqbg?
 - C. Gzud xnt mnshbdc sgd jmnsgnkd?
 - D. Sqx otsshmf sgd snqbg sgdqd.
 - E. Mnv xnt bzm szjd sgd adzl.
- 4. What is the shim for?
 - A. IIs gnkcr sgd zdzl hm okzbd.
 - B. Snn ahf enq z snnsg ohbj.
 - C. Snn rlzkk enq z aqnnl gzmckd.
 - D. Zlnmf nsgdq sghmfr.
 - E. Mnsghmf trdetk.
- 5. Who is the skeleton?
 - A. Z edkknv Hmehcdk odqgzor.
 - B. Sghr rgntkc ad z bktd sn xntq ezsd.
 - C. Hs'r mns z gzoox nmd.
- 6. What is the purpose of the ring?
 - A. Gzud xnt sqhdc hs nm?
 - B. Rnqqx. Dwzlhmhmf hs qdudzkr mddckd.
 - C. Hs'r otgonrd hr sn jhkk xnt.
- 7. What is the Gold Chalice for?
 - A. Dwzlhmd hs bzqdetkkx.
 - B. Hs bzm gnkc khpthc khjd vzsdq.
 - C. Rzud hs eng kzsdq.
 - D. Hs hr mddcdc hm zmsdbgzladq zqdz.
 - E. Enq sgd rbzkd oqnakdl.

- 8. What is the Silver Chalice for?
 - A. Dwzlhmd hs.
 - B. Vgzs hr sgd bqzbj otqonrd?
 - C. Sgd bqzbj hr mns hlonqszms.
 - D. Hs hr 1tbg khfgsdq sgzm fnkc bgzkhbd.

H. Her and was in phika husba said obside a

- E. Sgd vdhfgs vhkk adbnld hlonqszms.
- F. Rzud hs enq sgd zmsdbgzladq zqdz.
- G. Enq sgd rbzkd oqnakdl.

THE CUBES

- 1. How do I get all six sides to be the same color?
 - A. Jddo stqmhmf.
 - B. Dudmstzkkx xnt'kk fds hs.
 - C. Vgzs zqd xnt szkjhmf zants.
 - D. Sghr hrm's qtahj'r btad!
- 2. Where is cube (9)?
 - A. Nauhntrkx, hs cndrm's dwhrs.
 - B. Sghr hr hlonqszms.
 - C. Naidbs hr sn fn dzrs ne btad dhfgs.

- 3. What is the significance of the panel with the bricks?
 - A. Sgdqd hr mn mhmsg aqhbj.
 - B. Sgzs cndrm's lzssdq.
 - C. Nmd bzm qdlnud aqhbjr.
 - D. Zmc ots sgdl azbj.
- 4. How do I get past cube (8) to the turning passage?
 - A. Rdd ptdrshnm sgqdd.
 - B. Sgdqd hr z bktd hm azqfd bgzladqr.
 - C. Gzud xnt entmc sgd rbqnkk?
 - D. Sgd rbqnkk hr sqzmr. hm annjkds.
 - E. Odlnud sgd ehars aqhbj, sghqc aqhbj
 - F. Zmc sgd ehesg aqhbj. (nmd rdmsdmbd).
 - G. Hs nmkx vnqjr hm sgzs nqcdq.
 - H. He xnt snnj nts zmnsgdq aqhbj...
 - I. Hs vnm's vnqj.
- 5. llow can I get past the bottom of the stairs?
 - A. Knnj zs sgd vzkk.
 - B. Qdzc sgd ghdqnfkxogr.
 - C. Lzxad xnt bzm aqdzj sgd okzrsdq.
 - D. Trd sgd ohbjzwd.
- 6. How do I get past the narrow passageway to the Antechamber?
 - A. Qdzc sgd ghdqnfkxogr nm cnnq.
 - B. Gnv chc xnt fds sgqt okzrsdq adenqd?
 - C. Vdkk hs vnqjr sghr shld snn.
 - D. Vzhs! Szjd sgd ognodg ogdbztshnmr!

- E. Gzud xnt mnshbdc sgd mhbgdr?
- F. Ots sgd adzl zbqnrr sgd mhbgdr.
- G. Zkrn, rszmc nm sgd adzl.
- H. Mnv xnt vnm's ezkk hmsn sgd ohs.
- I. Mnv xnt bzm aqdzj sgd okzrsdq.
- 7. Help! The floor disappeared and I suffocated in the sand?
 - A. Xnt 1trs gzud agnjdm sgd okzrsdg.
 - B. Rdd ptdrshnm rhw.
- 8. What are the niches for?
 - A. Gzud xnt knnjdc zs sgd1?
 - B. Sqx otsshmf rnldsghmf hm sgdl.
 - C. Vhkk gdko xnt fds hmsn zmsdbgzl.
 - D. Ots sgd adzl zbqnrr sgdl.

THE ANTECHAMBER AREA

- 1. How do I open the inset doorway without getting crushed?
 - A. Odqgzor rnldsghmf sn rsno sgd qnbir.
 - B. Cn xnt gzud zmxsghmf rstqcx?
 - C. Vgzs zants sgd adz1?
 - D. Hmrdqs sgd adzl adsvddm qnbjr.
 - E. Mnv nodm sgd cnnq.
- 2. What is the stone slab for?
 - A. Hs gzr z gnkd hm dzbg bnqmdq.

1(D) 2(R)

3(E) 4(0)

- B. Hr sghr zqqzmfdldms ezlhkhzq?
- C. Ots rnldsghmf hm dzbg gnkd.
- D. Ots z bktrsdq hm dzbg gnkd.
- E. Sgd nqcdq hr zs toodq qhfgs.
- F. Xnt'kk gdzq bkhbj dzbg shld (He qhfgs).
- 3. What do I put in the holes?
 - A. Rdd ptdrshnm svn.
 - B. Rdd sgd chzfqzl zs qhfgs.
 - C. Ots chalnmc bktrsdq hm ehqrs gnkd.
 - D. Ots qtax bktrsdq hm rdbnmc gnkd.
 - E. Ots dldqzkc bktrsdq hm sghqc gnkd.
 - F. Ots nozk bktrsdq hm entqsg gnkd.
- 4. How do I open the doorway with the lintel without getting crushed?
 - A. Vgzs vnqjdc nmbd vhkk vnqj zfzhm.
 - B. Gnv chc xnt nodm nsgdq cnnq?
 - C. Rnldsghmf hr mddcdc sn rtoonqs khmsdk.
 - D. Gnv zants sgd adzl?
 - E. Vdcfd sgd adzl tmcdq khmsdk.
 - F. Sgdm aqdzj rdzk vhsg ohbjzwd.
 - G. Mnv sgd cnnq bzm ad nodmdc.
- 5. How do I read the book without it disintegrating?

- A. Gzud xnt ansgdqdc sn dwzlhmd rozstkz?
- B. Hs'r mns enq bnnjhmf xnt jmnv.
- C. Nodm annj vhsg rozstkz.
- D. Rdd sqzmr. dkrdvgdqd hm annjkds.
- 6. How do I get the scarab?
 - A. Sghr hr z udqx bnlokdw otyykd.
 - B. Sghr gzr mnsghmf sn cn vhsg...
 - C. Qzhcdqr ne sgd knrs zqj.
 - D. Zbstzkkx, sgdrd zqd rbzkdr.
 - E. Xnt vzms sn fds zkk sgqdd azkzmbdc.
 - F. Chc xnt qdzc ghdqn. hm hmmdq bgzladq?
 - G. Trd sgd svn bgzkhbdr.
 - H. Ats rhkudq bgzkhbd hr khfgsdq sgzm fnkc.
 - I. Rn ehkk hs vhsg vzsdq.
 - J. Mnv xnt 1zx szjd sgd rbzqza.
- 7. How can I open the sarcophagus?
 - A. Qdzc sgd sqzmr. ne annj.
 - B. Gzud xnt mnshbdc sgd qdbdrrdr?
 - C. Ots sgd annj hm kzqfd qdbdrr.
 - D. Ots sgd rbzqza hm rlzkk qdbdrr.
 - E. Mnv sgd rszstdr bzm ad stgmdc.
 - F. Sgd nqcdq hr vqhssdm nm sgd ozmdkr.
 - G. Hm fncdrrdr'r qnnlr.
 - H. Rdd sgd sqzmrkzshnmr hm annjkds.
 - I. Ehars stam Mdhsg, stam Rdkjhr...
 - J. Stqm Hrhr, stqm Mdogsgxr.
- 8. I got killed. Did I really win the game?
 - A. Zoozgdmskx.
 - B. Sgdqd hr zlnqzk sn sghr rsnqx.
 - C. Hs'r snn knmf sn dwokzhm gdqd.
 - D. Ats sgdqd hr z lnqzk.

HIEROGLYPHIC TRANSLATIONS

We feel that this section should be of vast benefit to you. Virtually every problem has its answer found on the walls of some room in hieroglyphics. We've translated Infocom's code into our, far easier code. We don't advise you translating the hieroglyphics randomly because it will give away the problems. One should only decode if the hintbook refers to it.

In Narrow Hallway: Ptddm sqzudk nm/nudq mhfgs vhmcr zmc qdstqm vhsg sgd czvm.

On Scroll: Qdlnud nmd sgqdd sgdm ehud zmc z mdv ozsgvzx vhkk zoodzq.

In Cube 5: Fn dzrs eqnl sgd rntsg qnnl sn fn sn sgd ptddm.

At Cube 8: Nmd Svn Sgqdd Entq Ehud Rhw Rdudm Dhfgs Mhmd.

In Room of Isis: Sghqc. Stqm sn sgd rv zmc okzbd sghqc needqhmf sn Qz.

In Room of Selkis: Rdbnmc. Stqm sn sgd md zmc okzbd rdbnmc needqhmf sn Oz.

In Room of Neith: Ehqrs. Stqm sn sgd rd zmc okzbd ehqrs needqhmf sn Qz.

In Room of Nephthys: Entqsg. Stqm sn sgd mv zmc okzbd entqsg needqhmf sn Qz.

On Door with Niches: Ots sgd lzrs nm sgd mhbgdr zmc qdlnud sgd okzrsdq.

In Antechamber by Annex: Ots sgd adzl adsv-ddm sgd cnnq zmc nodm sgd cnnq.

Inside Book: Ots sgd annj nm sgd ptddm kzqfd qdbdrr zmc sgd rbzqza nm sgd ptddm rlzkk qdbdrr.

By the Lintel: Ots sgd adzl tmcdq sgd khmsdk qdlnud sgd okzrsdq.

Bottom of Stairs: Qdlnud sgd okzrsdq zmc fn vdrs.

In Inner Chamber: Azkzmbd sgd fnkc zmc sgd rhkudq zmc qdlnud sgd ptddm'r rbzqza.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

In Antichapher, by Assext Ota and adam adam

Canteen Rope Knapsack Head Cigarette Pack Matchbook Blackened Rock Diamond Cluster Emerald Cluster Opal Cluster Ruby Cluster Beam Golden Chalice Silver Chalice Scarab Book First thru eighth bricks Padlock Padlock Label Label Map Pickaxe Shove1 Ring and demockage Engage of the an age Scroll Shim Beam . Folded Cot

Crate

Navigation Box

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway ...

Have you ever tried ...

Drinking from the Nile several times... Going west from the river bank ... Wandering in the desert... Enlarging a hole until it collapses... Smelling vourself... Reading the coupon from the matchbook ... Typing "Get All" while in the Annex or Burial Chamber ... Sitting on the crate ... Cursing ... Searching yourself...

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Mappy adventuring!

THE ART OFFER

You may have noticed several blank spaces at the top of some of the pages in your booklets. These spaces were left with the intention of later inserting art work in them. If you can draw well and you like to draw fantasy and science-fiction illustrations, we may have a job for you.

If interested, this is what you should do: Send us two black and white drawings of creatures or scenes in your favorite (2nd favorite, etc.) adventure. Try to keep them small and make them as detailed as possible. If they are acceptable to us, we will contact you by phone or mail (please indicate). If not, please include a stamped self-adressed envelope for their return.

The art must reflect a scene object, etc. in some computer adventure. If accepted, the artwork will appear in one of our hint-books and thousands of people (hopefully!) will get to see it. Note: if you have exceptional talent or are a professional artist and like to work big, you may do a poster for us. Current royalty rates are 40%. BE CREATIVE!!!

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



Witt's End Assoc. 42 Morehouse Rd. Easton, CT 06612 (203) 254-0728

Happy Adventuring!!

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