

ELVIRA® II The Jaws of Cerberus™



CLUE BOOK

Written by: Sara Reeder

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HELLO AGAIN

(Geez. I guess I came along just in time, because you look about as clueless as anyone I've ever seen.)

Ah, isn't it romantic, these Hollywood nights on the abandoned backlot, the gentle murmur of the freeways in the distance, the sultry sulfurous lilt of smog in the evening air, the palm trees waving desperately in the breeze . . . if you listen closely, you can almost hear the ghostly echoes of the agent's hustle and the costumer's bustle; the lively chatter and clatter of the extras and stage hands; the familiar sounds of scenery, skirts, and the dead being raised. Kinda makes you want to turn around and run screaming into oncoming traffic, doesn't it?

Not so fast, there, buster. We've got work to do — that is, you've got to rescue me, and I've got to hold body and soul and body together until you can do it. IF you can do it. That's why you're getting this extra little love note — my own teensy, tiny, sweet and charming way of making sure you don't blow it big time for both of us.

So, let's get down to business, shall we? (No, not that kind of business, you brute. Put your shirt back on, and pay some attention, OK?) This book contains five sections:

- **QUESTIONS AND ANSWERS** — You ask the question, I give the answer. Easy enough, right? This is the first place to look when you get bogged down, tied up, outnumbered, or otherwise seriously stuck. Find the section that covers the place you got stuck, reach for Elvira's Magic Garnet De-EnCryptor (enclosed), and put it over the first hint. A Message From Beyond (beyond what, I'm not sure — Burbank, maybe?) appears magically to give you the guidance you need.

If the first hint isn't enough help, slide the De-EnCryptor down to the second one, which is a little more specific. The next clue is downright explicit . . . and so on, down to the last one, which gives it all away for those who are too lazy, brainless, confused, or terrified to have even one original thought.

- **MAPS** — Your key to finding your way around my little acre of Hell. The **Maps Section** includes all the must-see stops on the Black Widow Studios Tour — my way of making sure you don't miss a single thrilling location, because my idea of making a grand exit does not include ending up as a Milk-Bone for Cerberus while you waste precious time bumping your nose on maze walls.
- **AUNTIE ELVIRA'S INSTANT GUIDE TO SPELLS AND POTIONS** — This lists all the spells available to you at each level — along with all the ingredients, and their locations in the studio.
- **OTHER USEFUL OBJECTS** — Where to find armor, weapons, and other non-spell-related stuff that might improve your odds of survival.
Both the **Instant Guide** and the **Other Objects** list can give away the solutions to a lot of the game, so if you're planning on doing some of the work yourself, don't kick back in your chair and read them all the way through like they were *War and Peace* or something.
- **THE JAWS OF CERBERUS: A DETAILED GUIDE** — This is a walk-through of the entire adventure . . . or at least, one of the thousands of possible solutions to the adventure. As literature, it's not Nobel Prize material; as a guide, it will get you through the game quickly, with a minimum of blood and death. (Too bad . . . just think of the fun you'll be missing!)

Here it is . . . everything I know about the studio, the beasties, the insects, the magic and mayhem. Prop this book up next to your computer, boot up, and come and get me!

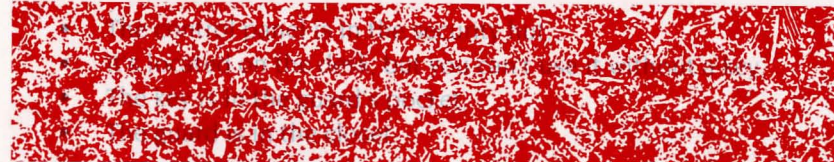
See you soon, and until then, unpleasant dreams . . .

QUESTIONS & ANSWERS

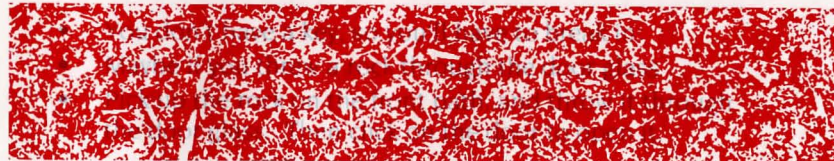
The Black Widow Studios Offices

Out Front, Security Hut & Parking Lot

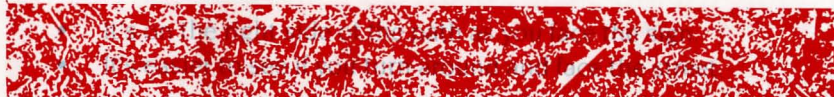
How do I open the studio gates?



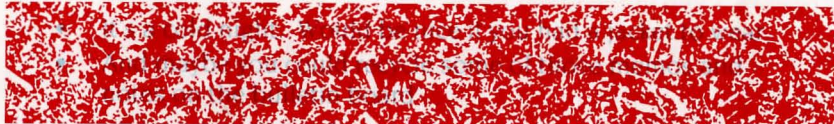
How do I get into the security hut?



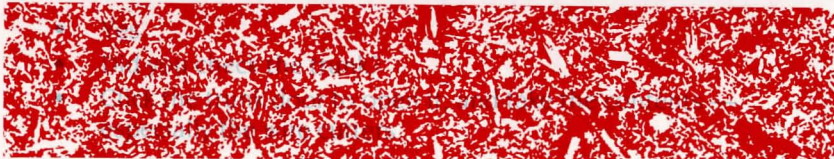
I can't find the rock. Where is it?



What else do I need to do in the security hut?

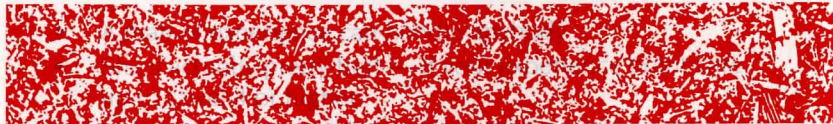


There's nothing in the car. Am I missing something?

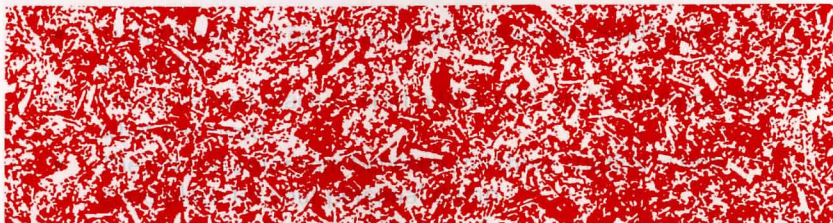


Second Floor Offices

That witch in the costume room is vicious!



I'm starting to get overloaded with stuff, and can't carry it all. What can I do?



Basement

The Indian janitor won't talk to me anymore.

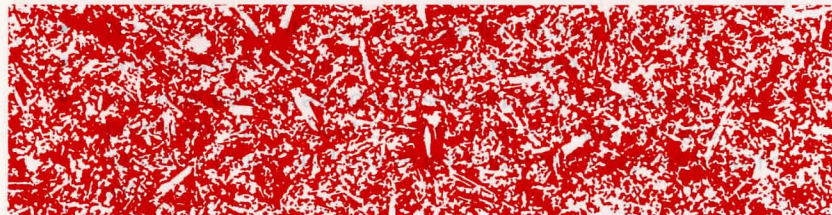


About that Yeti in the boiler room...



Studio 1: The Kiss of the Spider

I get two steps into the web, and die. What's the trick?



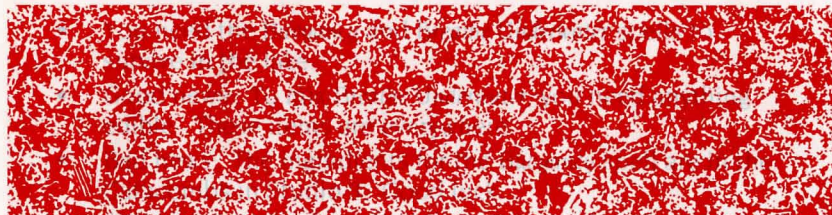
What's with the elevator? I can't get it to go anywhere.



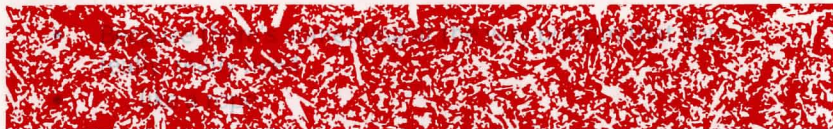
Why can't I pick up the red poisonous mushrooms in the rooms?



Help! I'm at the lake on Level A, and I can't swim!



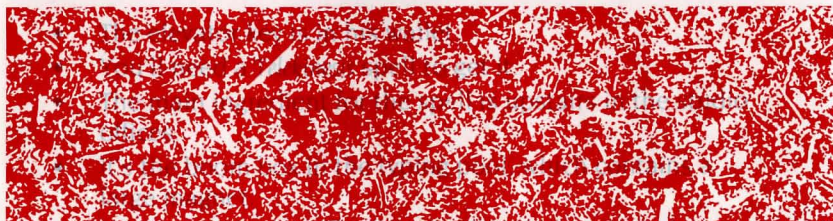
Why should I go into this lake and risk hypothermia, malaria, and drowning?



How do I cross the chasm on Level C?



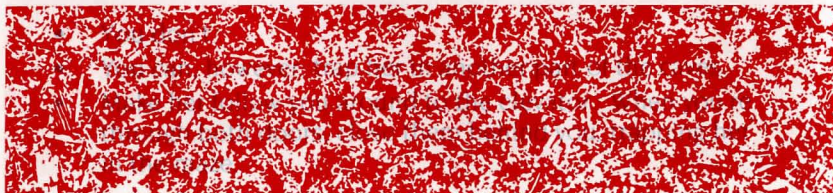
What do I do about this dead director in the web on Level D?



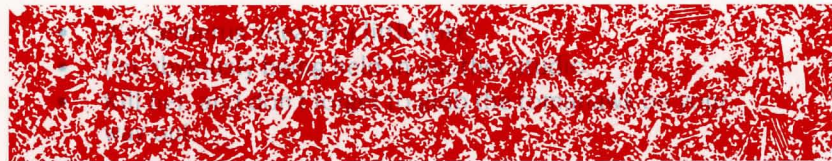
How do I get the Giant Spider to leave her lair?



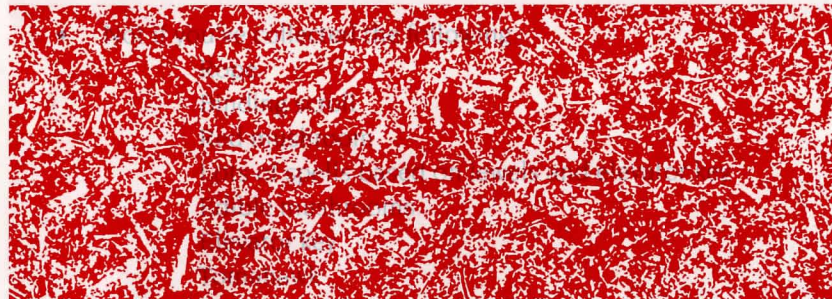
How do I kill the Giant Spider?



Elvira is NOT what she appears to be. What happened?



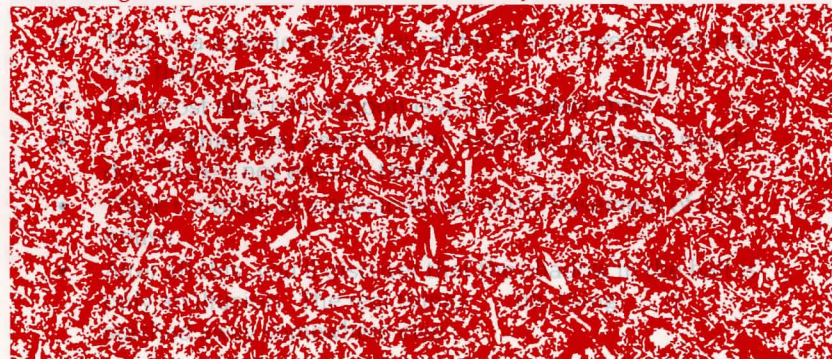
I'm on my way out of the Spider Caves. Is there anything I missed?



Studio 2: The Haunted House

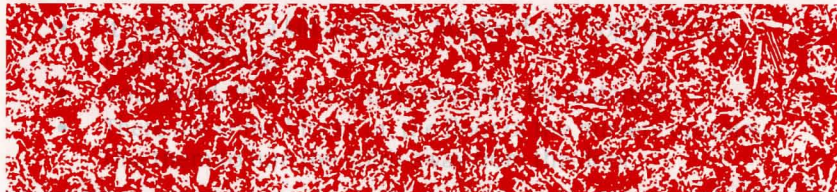
Entry

How do I get to Elvira's shadow in the hallway?



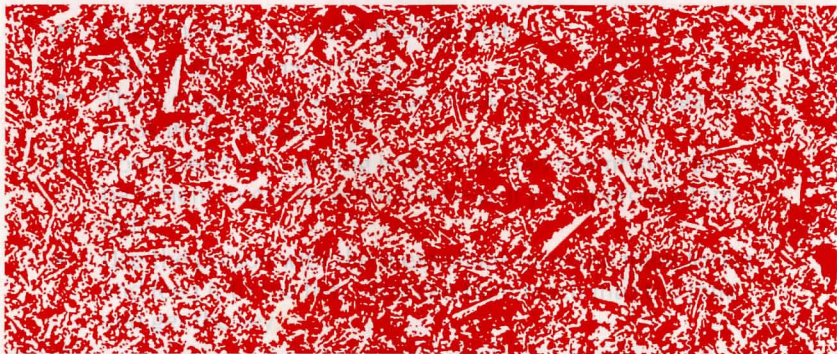
Living Room

How do I get past the poltergeist guarding the library?



Study

How do you get the key from the fish tank?



What does the key open?



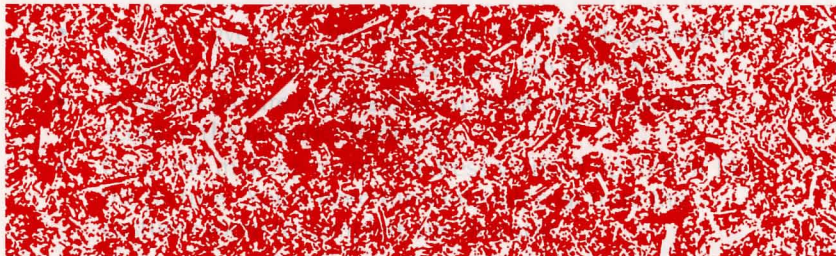
Meat Locker

How do I get out of here? The door's locked from the outside.

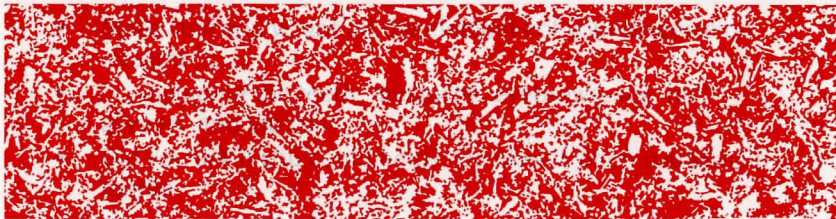


Basement

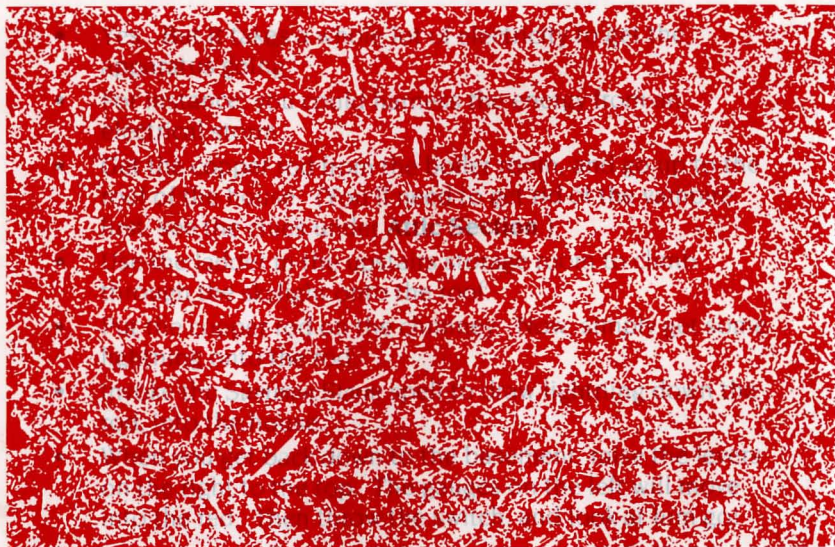
The Mad Scientist won't give me the time of day. How can I get him to cooperate with me?



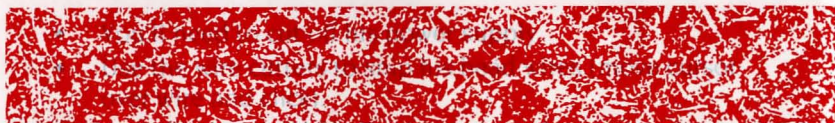
He still won't talk to me.



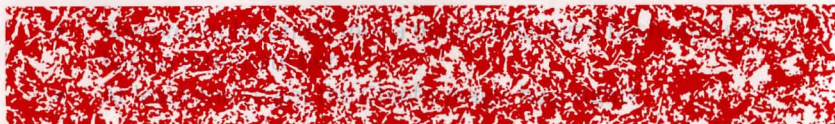
I've always wanted to be a Mad Scientist myself. Is there any way I can make Frankie go?



OK, I've got him moving! Quick, how do I stop him?



What happened to Elvira?

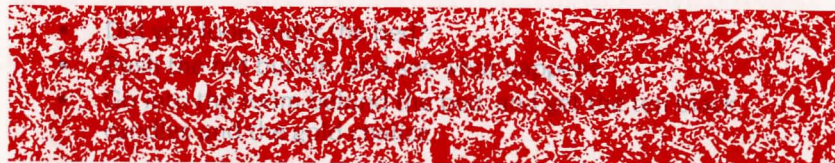


Lavender Bedroom

What's with the dead guy on the bed?

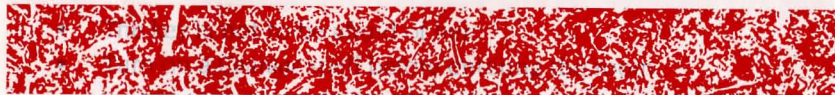


Anything else of interest here?



Succubus Room

She's beautiful! But how can I survive her attention?

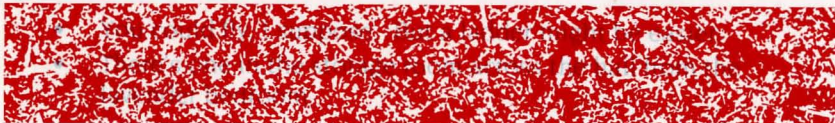


Attic

How do I get past the vampire?



How do I get up to the roof?

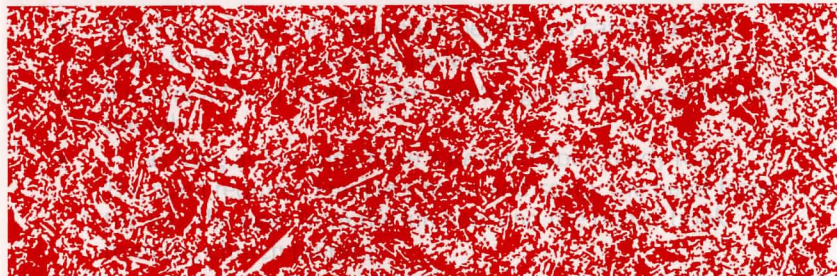


Studio 3: It Came From Beyond the Grave

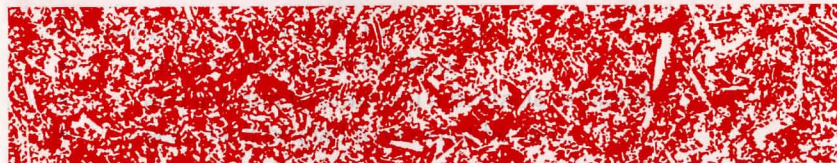
That stupid bat won't let up. How do I get rid of it?



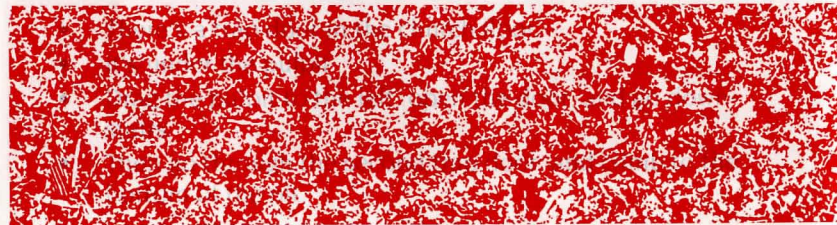
What do I do about the dead priest behind the pew?



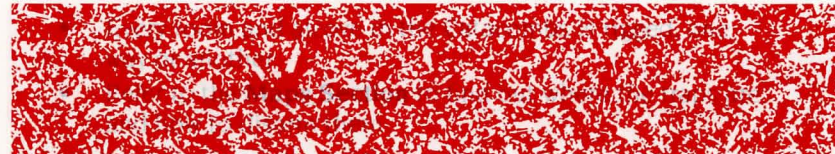
What do I say to the priest to make him cooperate?



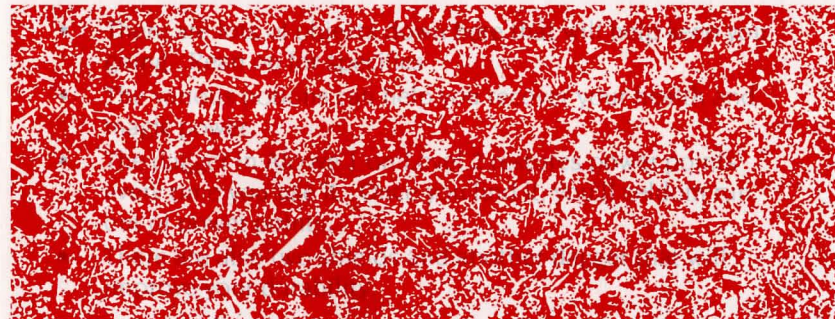
Where are the \$%^& Catacombs?



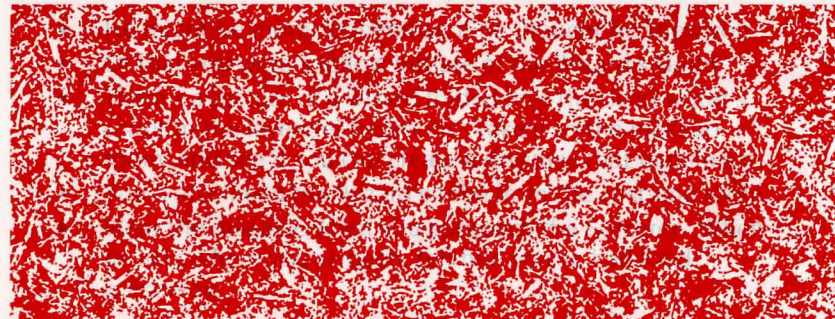
Every time I take something out of an alcove, I die. What gives?



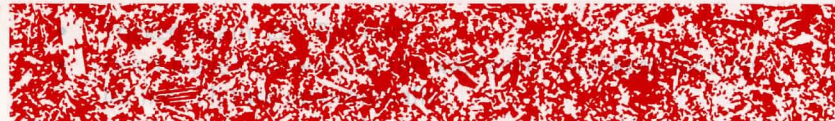
At the rate I'm using up magic and hit points, I won't make it through Level 2 of this place . . .



About that Sorcerer . . . how do I get past him?

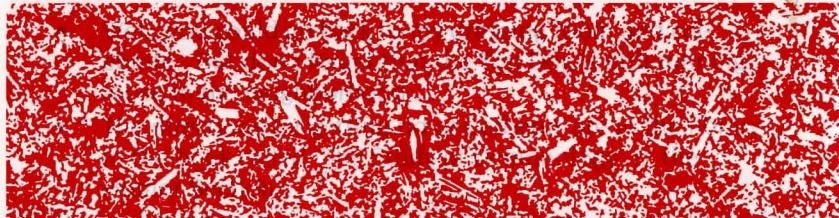


I just saw Elvira — and she disappeared. Where'd she go?

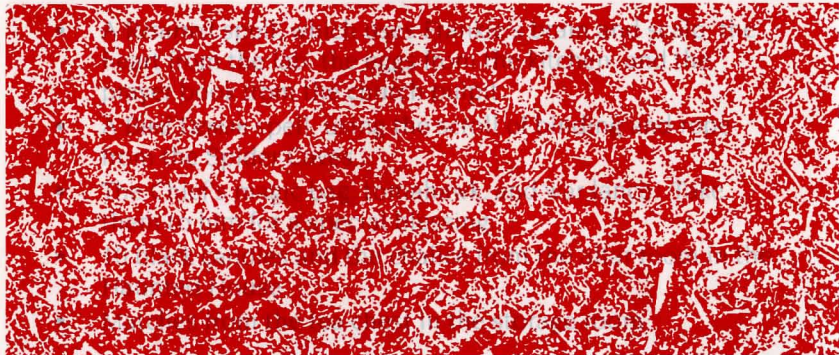


The Defeat of Cerberus

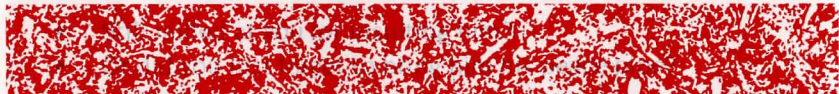
I found Elvira!! Now what do we do?



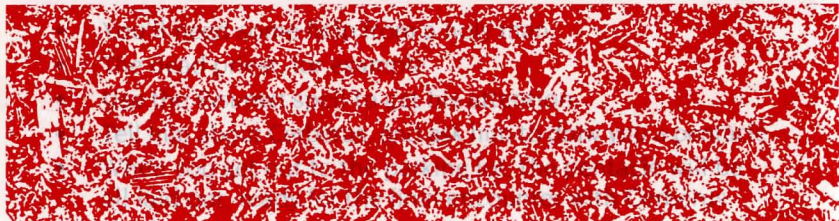
The directions seem really complicated. Exactly what do we need in order to do the job?



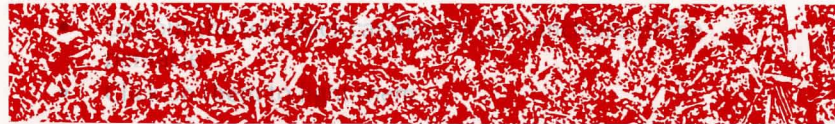
The Chief won't bless the bag, tomahawk, and lance.



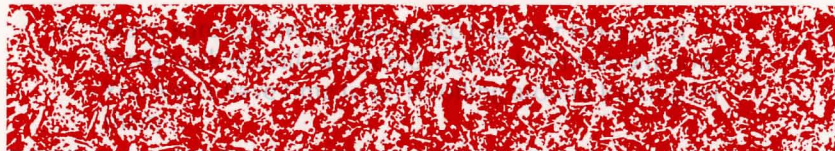
OK, I've got everything I need. Now what?



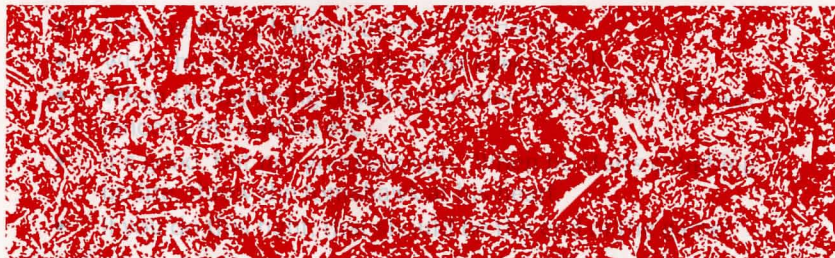
Nice pentacle. What do I do first?



What then?



OK, I'm ready. Now what?



MAPS

Annotated Catacombs, Levels 1-6

Before you start hacking and slashing your way through the Catacombs, you probably want to know a bit about the kind of treachery you're going to encounter. (On the other hand, if frequent and gory death is your thing, maybe you don't want to know, and should skip this section.)

The diabolical traps that await you fall into several categories:

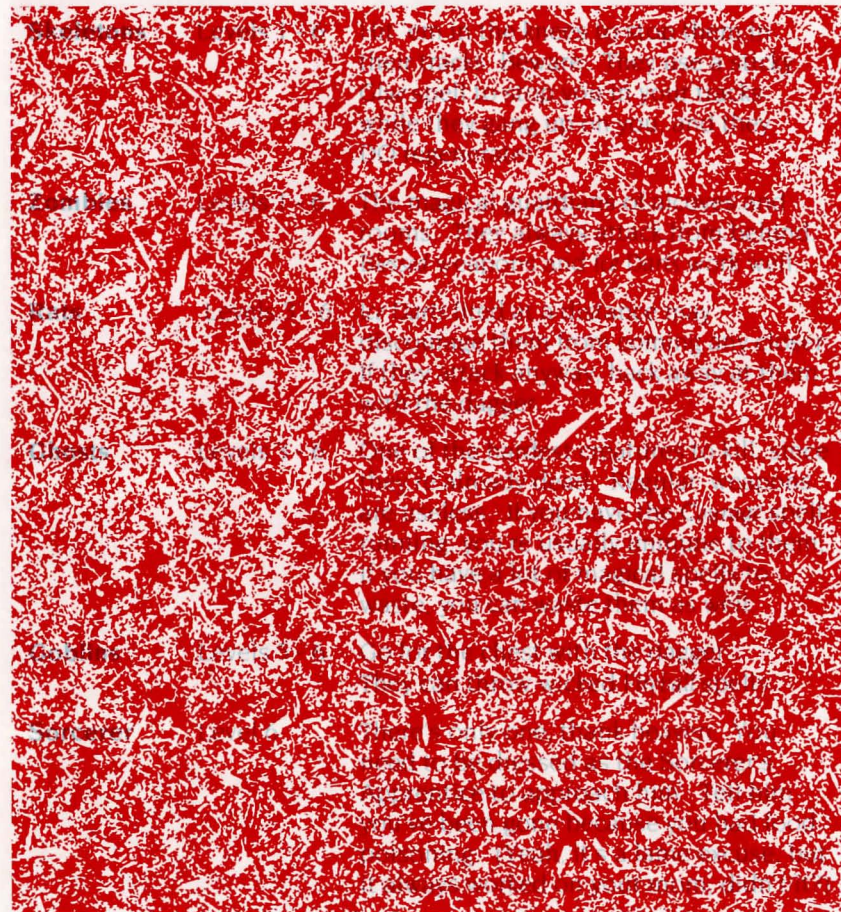
- **Portcullises** — Also known, in plain American, as gates. They're activated by levers placed throughout the catacombs, though the gates are usually placed nowhere near the levers that operate them. This is decisive proof that they were designed by the same engineers that brought you the PCjr and the LA Freeway System.
- **Alcoves** — Little nooks in the wall with goodies in them. It's sorta like Trick or Treat, though, because almost all of them are booby-trapped. Some take away all your hit points, or your magic spells, or your booty when you touch them. Some just kill you outright.
- **Rooms** — There are several rooms on each level. In each room is a chest; in each chest is more good stuff that can make your miserable wreck of a life a little more bearable.
- **Trip Wires** — Most alcoves and some hallways are rigged with trip wires that cause unpleasant things to happen when you touch them. Click on the trip wire to cut it so you can pass.
- **Pressure Plates** — Step on one of these, and you die instantly. Fortunately, you can see them coming, and avoid them by clicking directly on the plate on the ground. *You need to do this every time you cross over one* — just once won't do it.

In addition to the built-in features designed to separate you from your magic, your might, your possessions, and your sanity, the Catacombs are teeming with the usual cast of malevolent spirits, all dedicated to making your stay in their little underworld as permanent as possible. You can't do much about them except use every resource at your disposal, and invoke the *Save Game* spell often.

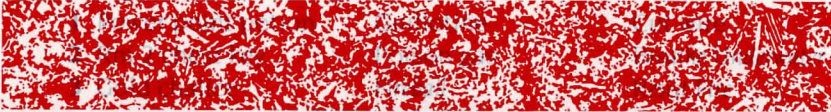



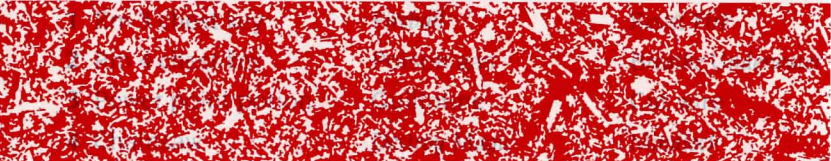
NOTE: DO NOT use your *Telekinesis* or *Holy Blast* spells while you're in the Catacombs! These are one-shot spells that have very specific uses in other situations. Waste them now, and you'll later wish you hadn't . . . Happy haunting!


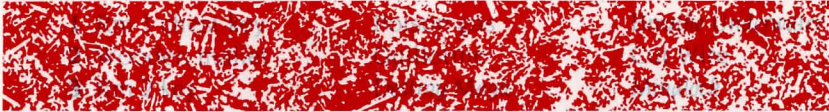
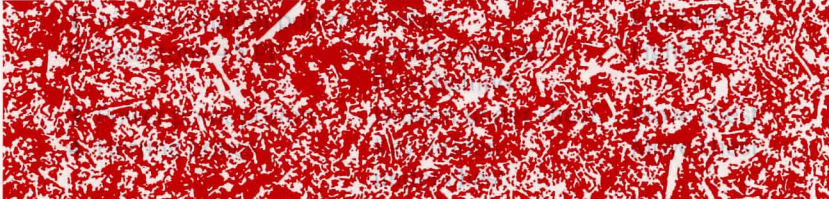
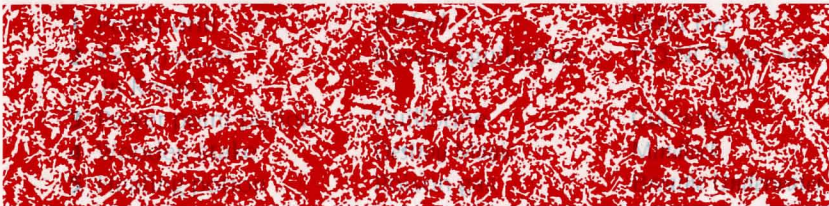
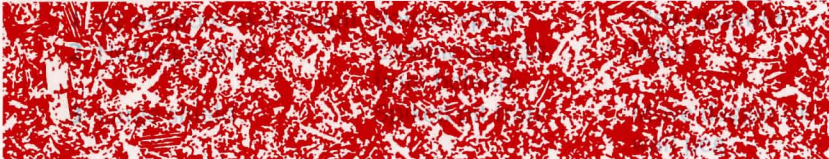
Annotated Catacombs

BEASTIES LOCATION DISARMING STRATEGY



Annotated Catacombs (continued)

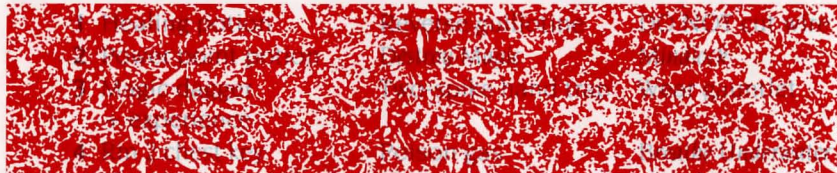
CONTENTS	TRAP TYPE	DISARMING STRATEGY
LEVEL 1 — ALCOVES		
		
LEVEL 1 — ROOMS		
		
LEVEL 2 — ALCOVES		
		
LEVEL 2 — ROOMS		
		
LEVEL 3 — ALCOVES		
		

CONTENTS	TRAP TYPE	DISARMING STRATEGY
LEVEL 3 — ROOMS		
		
LEVEL 4 — ALCOVES		
		
LEVEL 4 — ROOMS		
		
LEVEL 5 — ALCOVES		
		
LEVEL 5 — ROOMS		
		

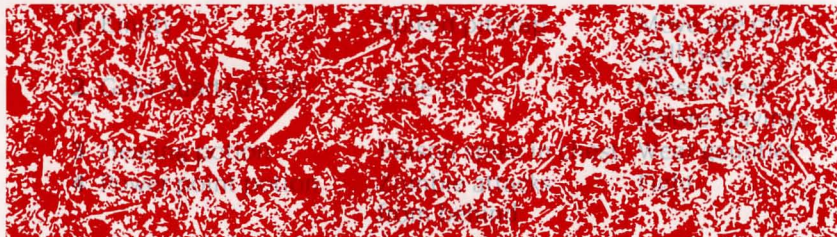
Annotated Catacombs (continued)

CONTENTS	TRAP TYPE	DISARMING STRATEGY
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LEVEL 6 — ALCOVES



LEVEL 6 — ROOMS



Annotated Spider Caves, Levels A-D

“Come into my parlor, said the spider to the fly . . .”

All the DDT and calamine lotion on earth won't do squat against the critters in these caves. Face it: unless you're a stuntman with big-time hit points, you're basically bug bait the minute you arrive. Let me show you around . . .

The four levels of the Spider Caves encompass a network of tunnels that connect several large rooms. Each room contains a variety of fungi and gemstones — and we're not talking truffles and diamonds (unfortunately). The jewels are used in a variety of spells (consult your Spellbook for details).

The mushrooms come in three flavors:

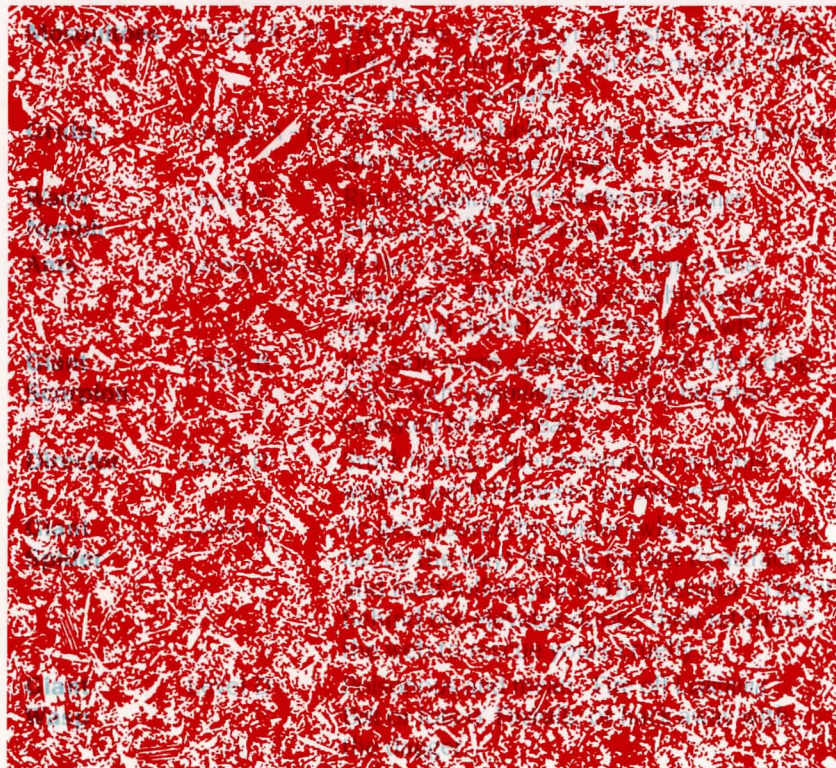
- Edible mushrooms, which can be used in healing spells
- Red mushrooms, which you can use to make an Antidote spell

- Magic mushrooms, which can seriously mess up your mind, and for which there is no known antidote. If you eat one, things will be powerfully weird for awhile, and there's nothing to do but ride it out. (Just say no, OK?)

They say you never walk alone, and that's especially true down here. In a fit of demonic whimsy, Cerberus took control of all the special-effects models we'd built for “Kiss of the Spider,” and brought them to grisly life . . . *larger-than-life*, actually. They don't carry much magic (though some of the mosquitoes are poisonous), but they are harder to kill than a juicy celebrity rumor. In short, these caves are no place for amateurs.

Annotated Spider Caves

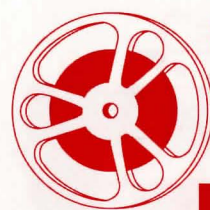
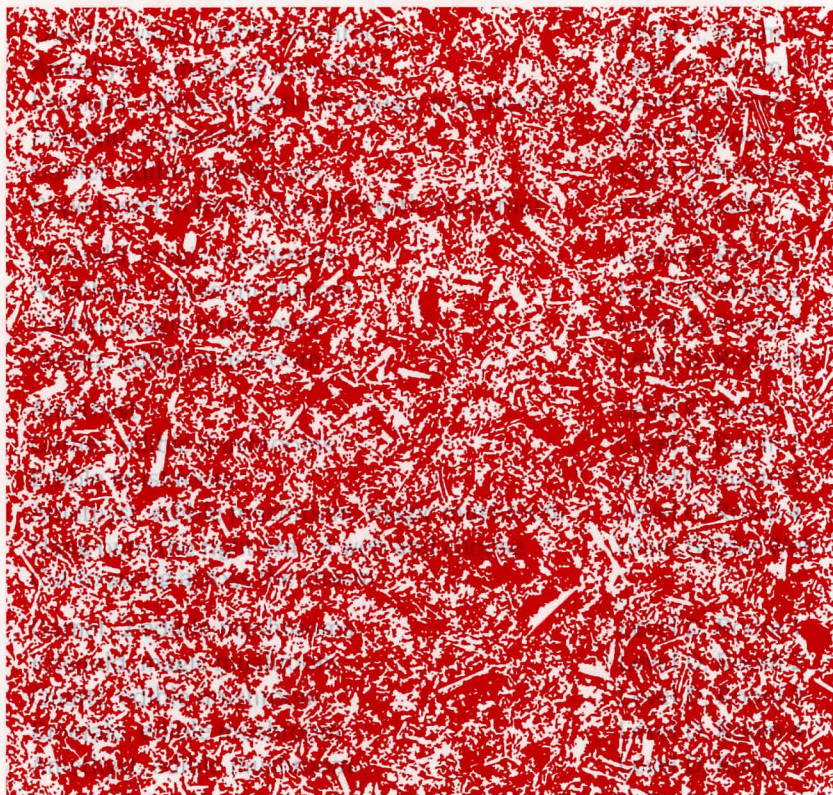
BEASTIES	LOCATION	DISABLING STRATEGY
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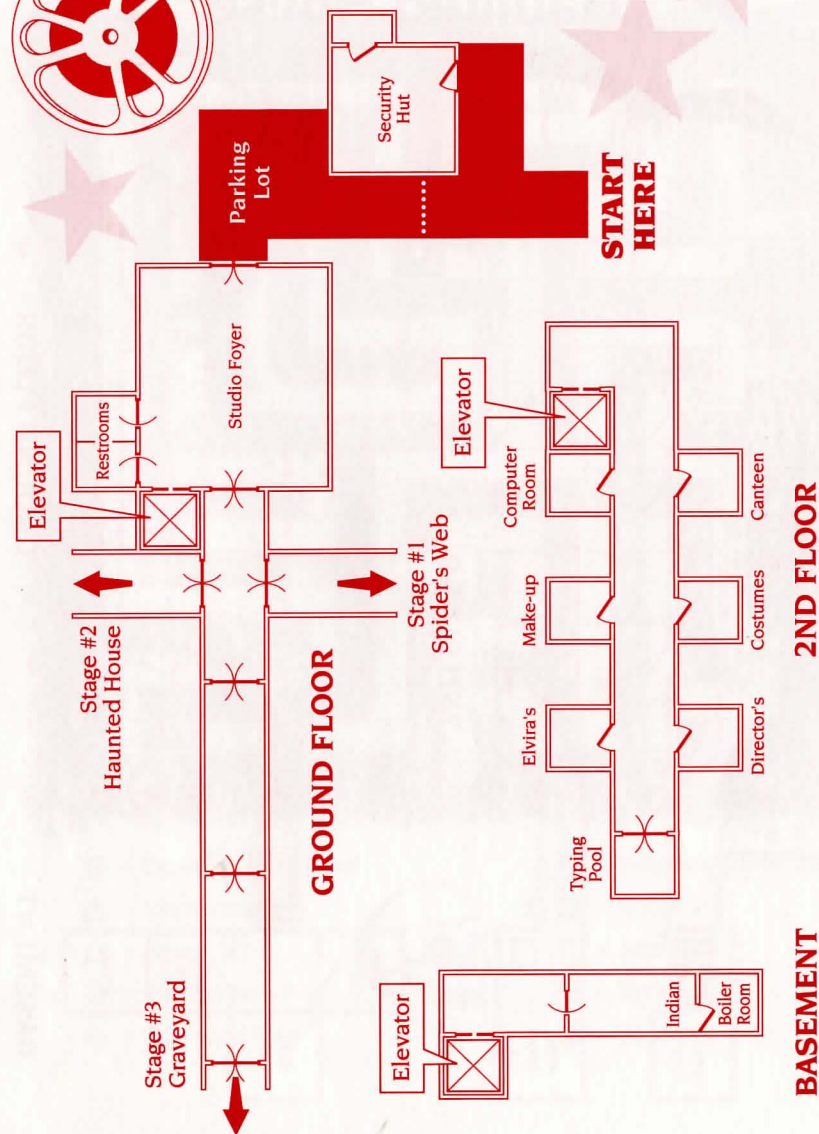
Annotated Spider Caves

ROOM CONTENTS

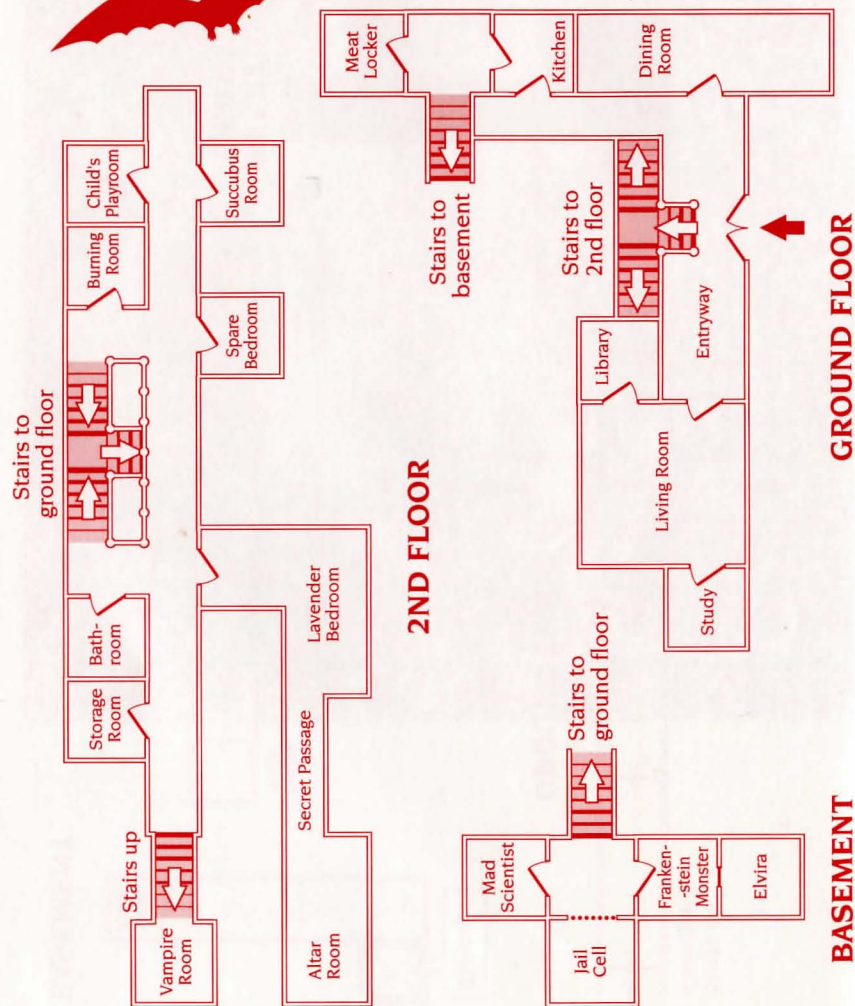
LOCATION



Studio Layout



Haunted House



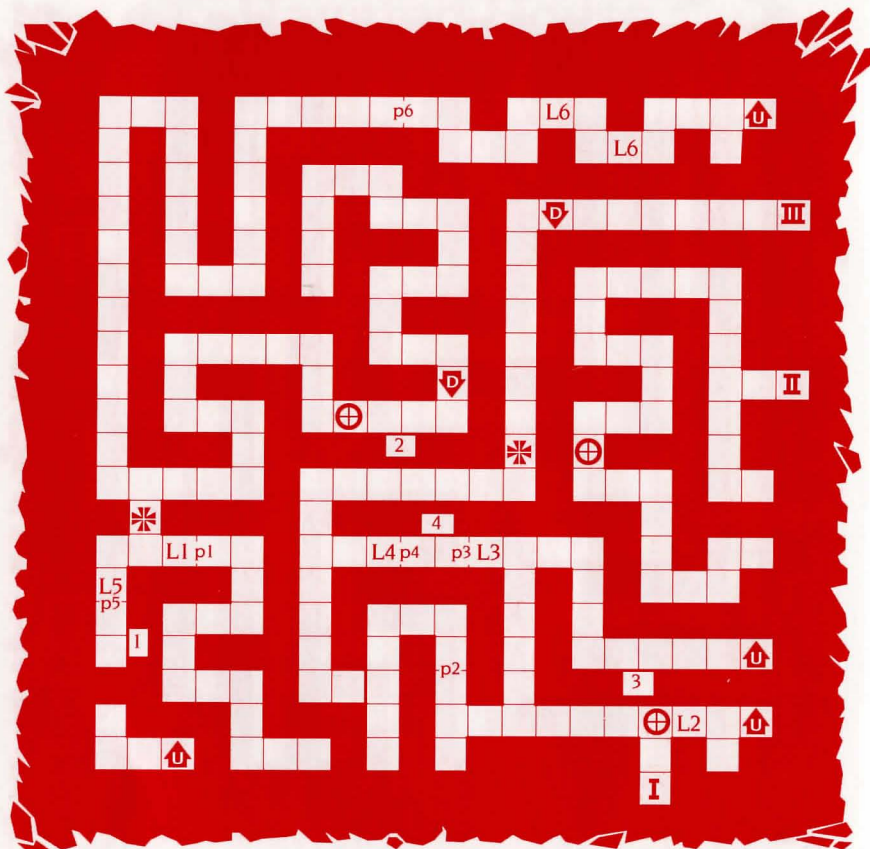
Catacombs Level #1



- ☒ = Down to next level
- 🏠 = Exit to surface
- ☒ = Pressure plate trap
- I - IV = Room 1-4
- I - 3 = Alcove 1-3
- p1 - p7 = Portcullis 1-7
- ✂ = Trip wire trap
- 👤 = Elvira
- 👤 = Sorcerer



Catacombs Level #2



⬇ = Down to next level

⬆ = Up to level above

L1 - L6 = Lever 1-6

p1 - p6 = Portcullis 1-6

✱ = Trip wire trap

⊕ = Pressure plate trap

I - III = Room 1-3

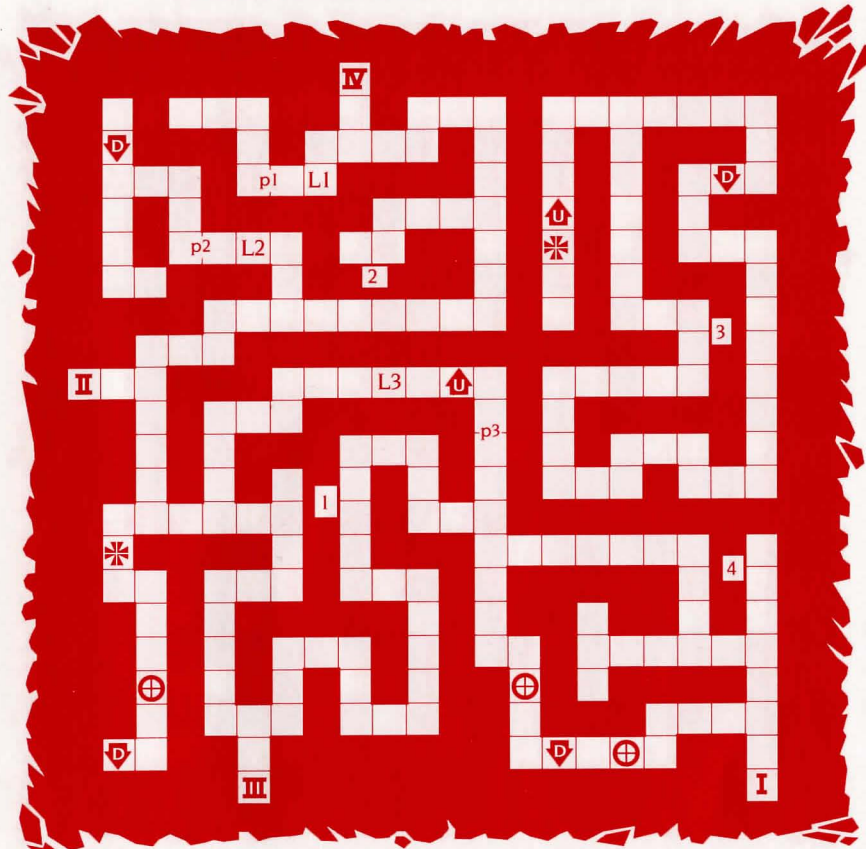
1 - 4 = Alcove 1-4

E = Elvira

S = Sorcerer



Catacombs Level #3



⬇ = Down to next level

⬆ = Up to level above

L1 - L3 = Lever 1-3

p1 - p3 = Portcullis 1-3

✱ = Trip wire trap

⊕ = Pressure plate trap

I - IV = Room 1-4

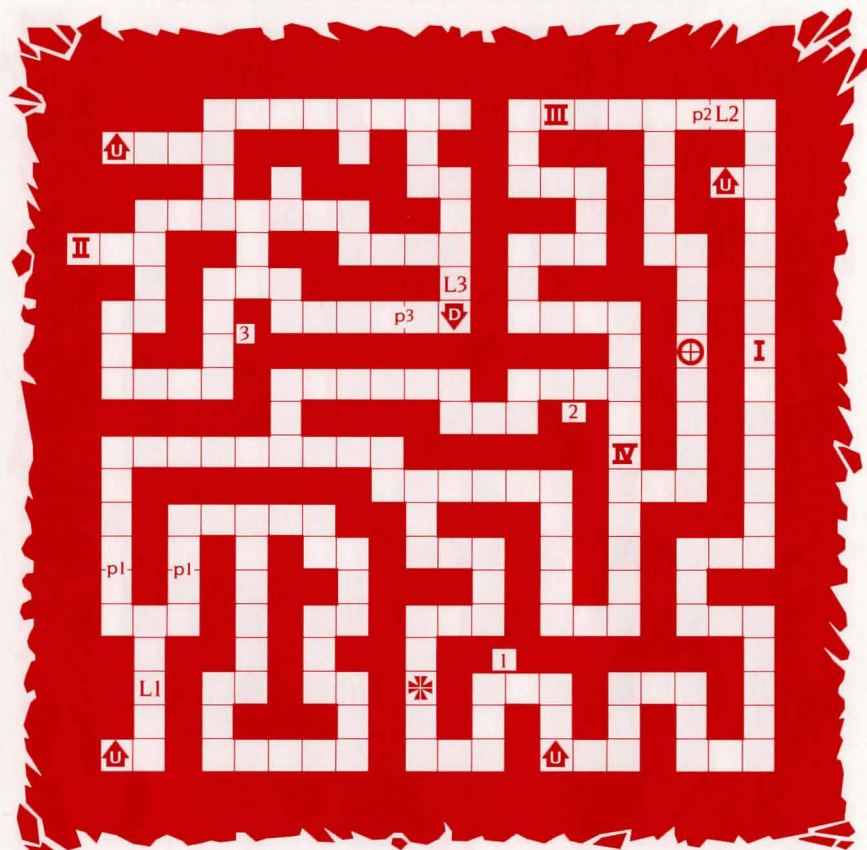
1 - 4 = Alcove 1-4

E = Elvira

S = Sorcerer



Catacombs Level #4



⬇ = Down to next level

⬆ = Up to level above

L1 - L3 = Lever 1-3

p1 - p3 = Portcullis 1-3

✠ = Trip wire trap



⊕ = Pressure plate trap

I - IV = Room 1-4

I - 3 = Alcove 1-3

⌘ = Elvira

⚡ = Sorcerer

Catacombs Level #5



⬇ = Down to next level

⬆ = Up to level above

L1 = Lever 1

p1 = Portcullis 1

✠ = Trip wire trap



⊕ = Pressure plate trap

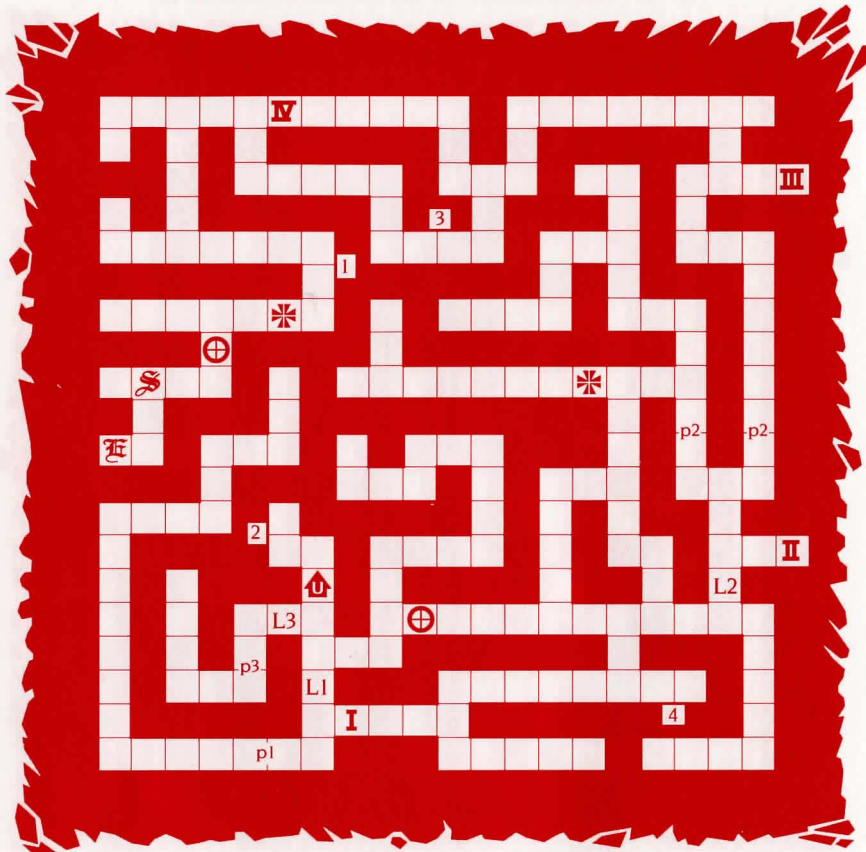
I - III = Room 1-3

I - 5 = Alcove 1-5

⌘ = Elvira

⚡ = Sorcerer

Catacombs Level #6



⬇ = Down to next level

⬆ = Up to level above

L1 - L3 = Lever 1-3

p1 - p3 = Portcullis 1-3

✱ = Trip wire trap



I - IV = Room 1-4

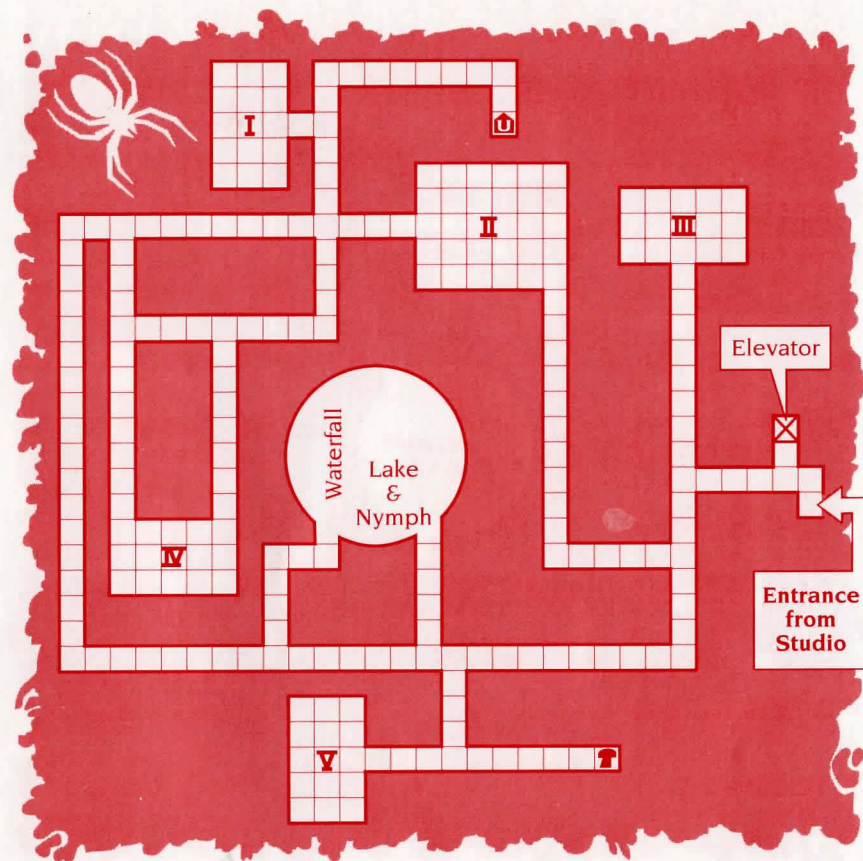
1 - 4 = Alcove 1-4

☠ = Elvira

☞ = Sorcerer

⊕ = Pressure plate trap

Spider Caves Level "A"



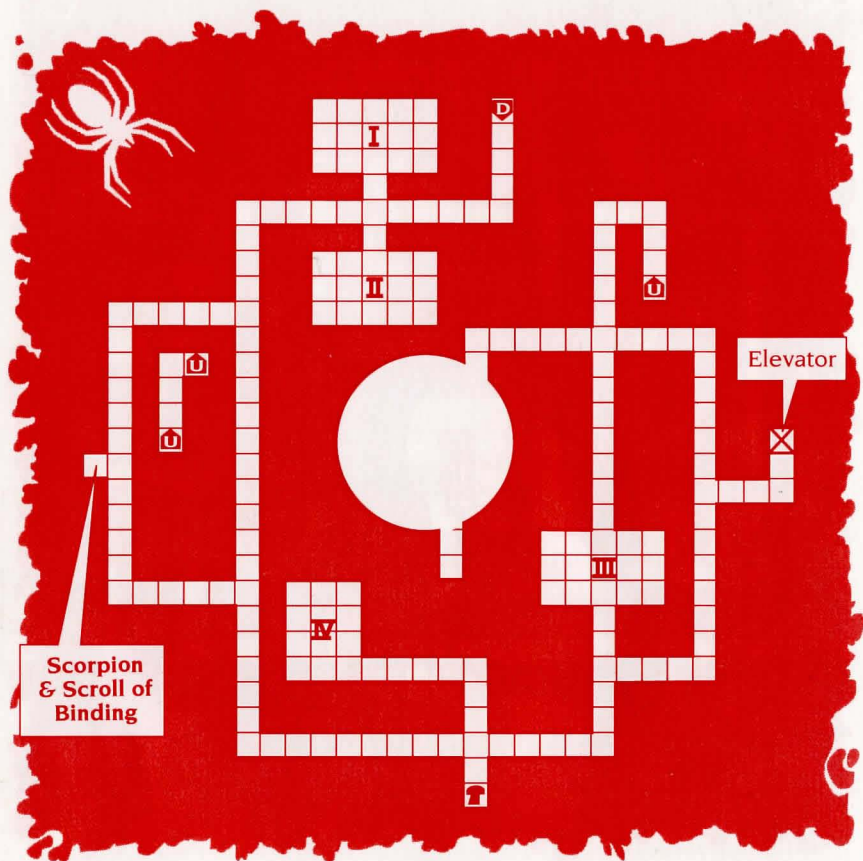
⬇ = Down to level below

⬆ = Up to next level

☞ = Poison mushroom

I - V = Room 1-5

Spider Caves Level "B"



⬇ = Down to level below

🍄 = Poison mushroom

⬆ = Up to next level

I - IV = Room 1-4

Spider Caves Level "C"



⬇ = Down to level below

🍄 = Poison mushroom


⬆ = Up to next level

I - IV = Room 1-5

Spider Caves Level "D"



 = Down to level below

 = Poison mushroom

 = Up to next level

I - V = Room 1-5

AUNTIE ELVIRA'S INSTANT GUIDE TO SPELLS AND POTIONS

What You Need and Where To Find It

The title of this section says it all, I think, except for one very important detail. You also get to find out how long it lasts. (And, after all, staying power is always the *real* issue, isn't it?) Generally, spells work in three different ways:

- **One-Shot Spells** — Some of these are weapons-type spells, like *Ice Darts* and *Fireballs*; others are healing or manipulation spells that you can use in one instance only. Mix it up, then fire when ready.
- **Duration Spells** — When you cast one of these spells, its icon appears in the spell viewer in the center left edge of the screen, and remains there as long as the spell is running. The effect lasts for a limited period of time (usually depends on your state of mind when you mixed the spell *and* while you've got it running). Examples include *Magic Muscles*, *Protection*, and *Resist Fire*.
- **Endowment Spells** — Get your mind out of the gutter. These spells permanently endow other items with magical properties. These include *Bless*, *Enchant Weapon*, and *Freezing Blade*.

Exceptions

Three of the spells are a bit too twisted to fit into the neat little categories above:

- The *Luck* spell stays on until you need it: If you're in combat, say, and take an otherwise lethal hit, the *Luck* spell will protect you *ONCE*, then disappear. The *Revive* spell operates similarly.
- The *Unholy Barrier* stays on until you move. If something's coming at you fast, and you need time to get ready, cast this to gain a few precious moments.
- The *Brainboost* is an odd combo of *Duration* and *Endowment*. Cast this one first when you're getting ready to mix several other spells. The spells you mix while a *Brainboost* is running will themselves run longer, or be more effective.

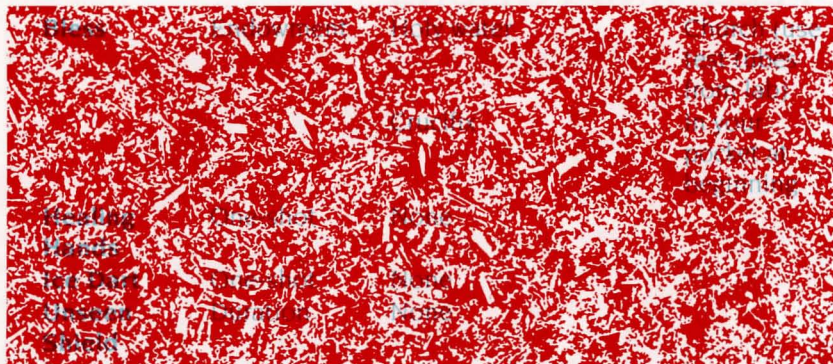
SPELL

TYPE

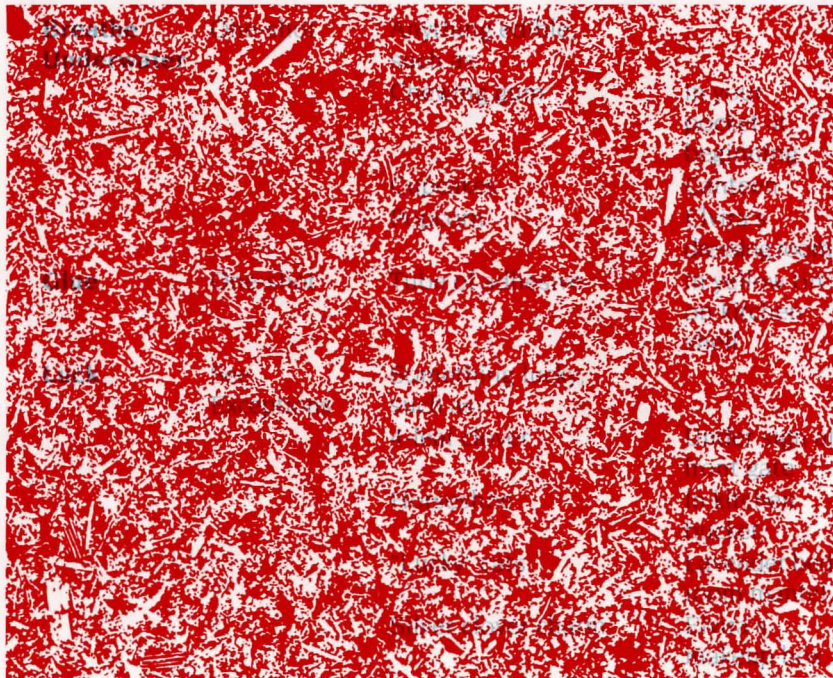
INGREDIENTS

LOCATION

LEVEL 1



LEVEL 2



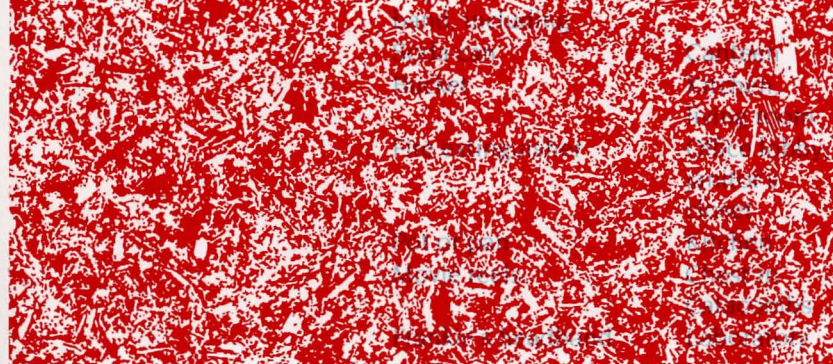
SPELL

TYPE

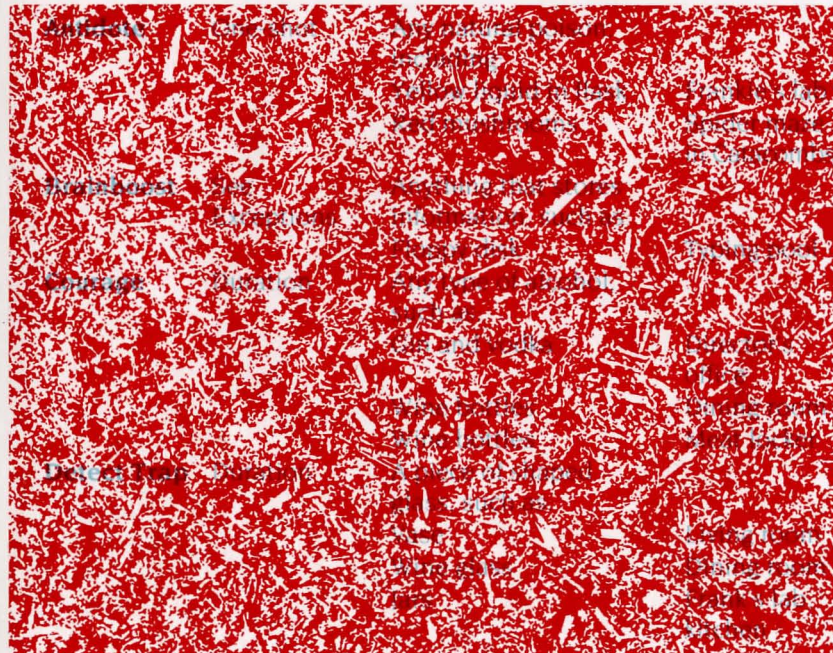
INGREDIENTS

LOCATION

LEVEL 1

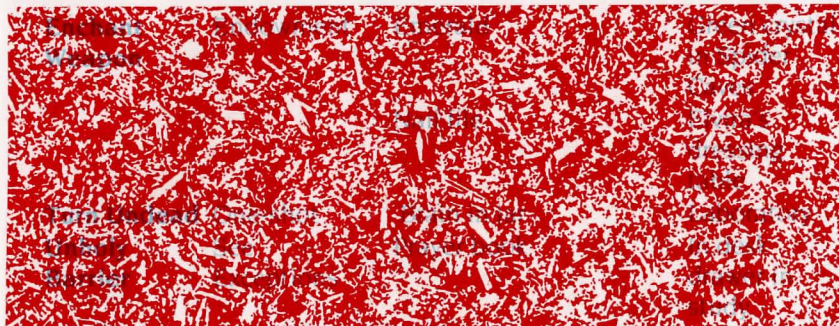


LEVEL 3

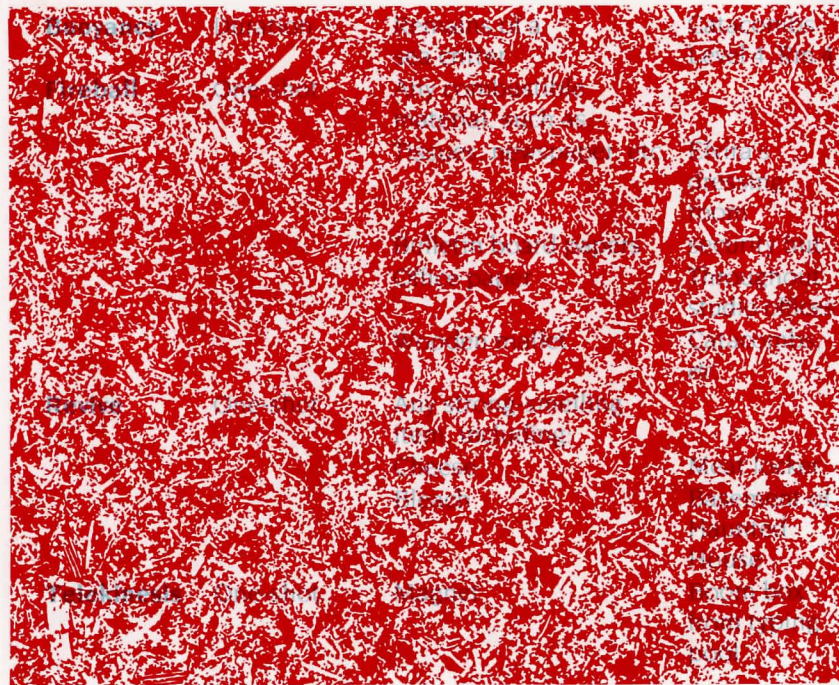


SPELL	TYPE	INGREDIENTS	LOCATION
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LEVEL 3 (continued)

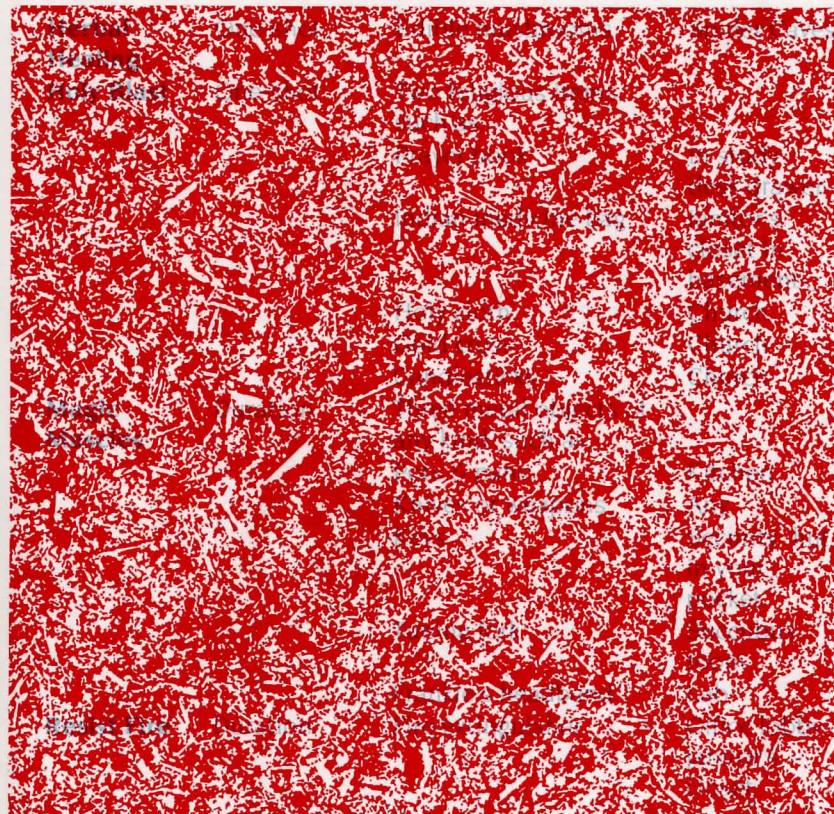


LEVEL 4

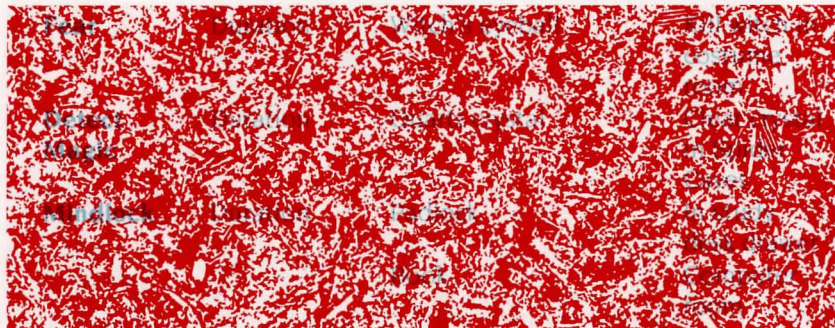


SPELL	TYPE	INGREDIENTS	LOCATION
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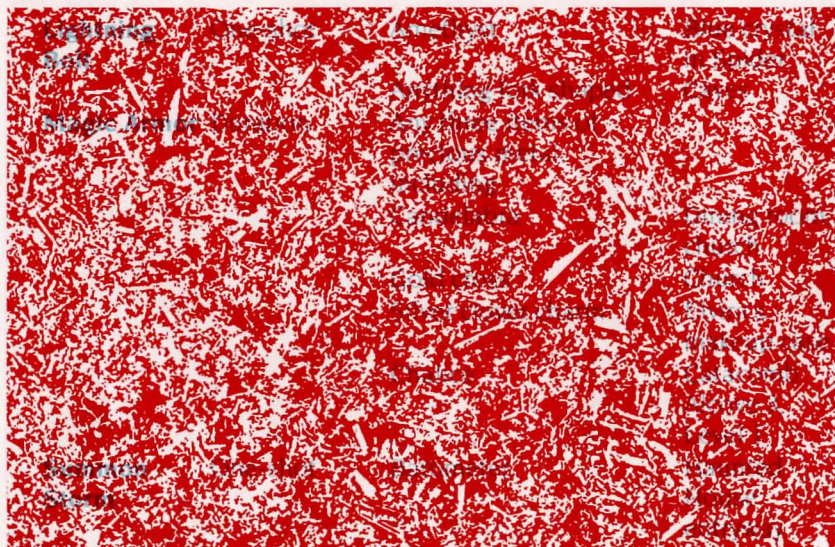
LEVEL 5



SPELL	TYPE	INGREDIENTS	LOCATION
LEVEL 6			



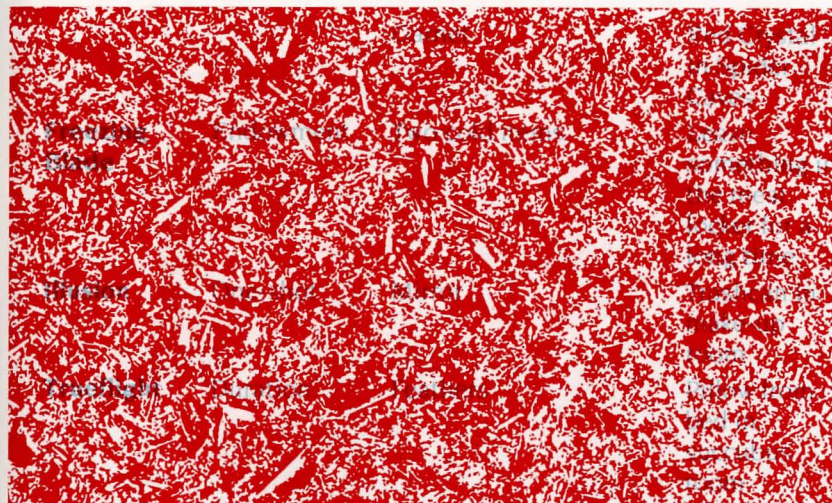
LEVEL 7



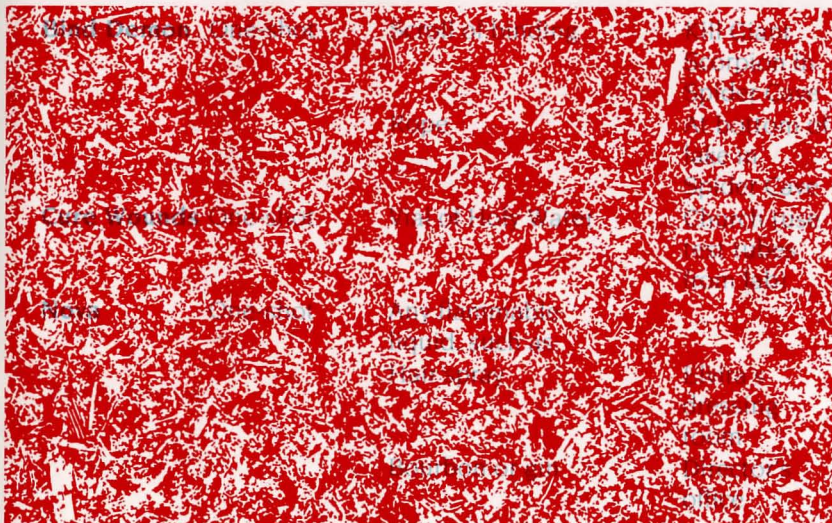
LEVEL 8



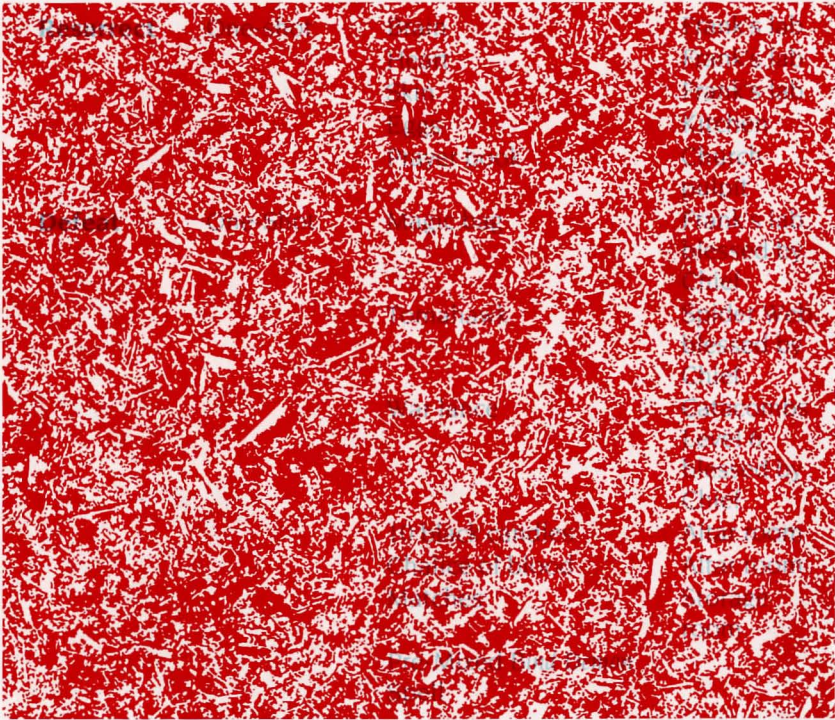
SPELL	TYPE	INGREDIENTS	LOCATION
LEVEL 9			



LEVEL 9



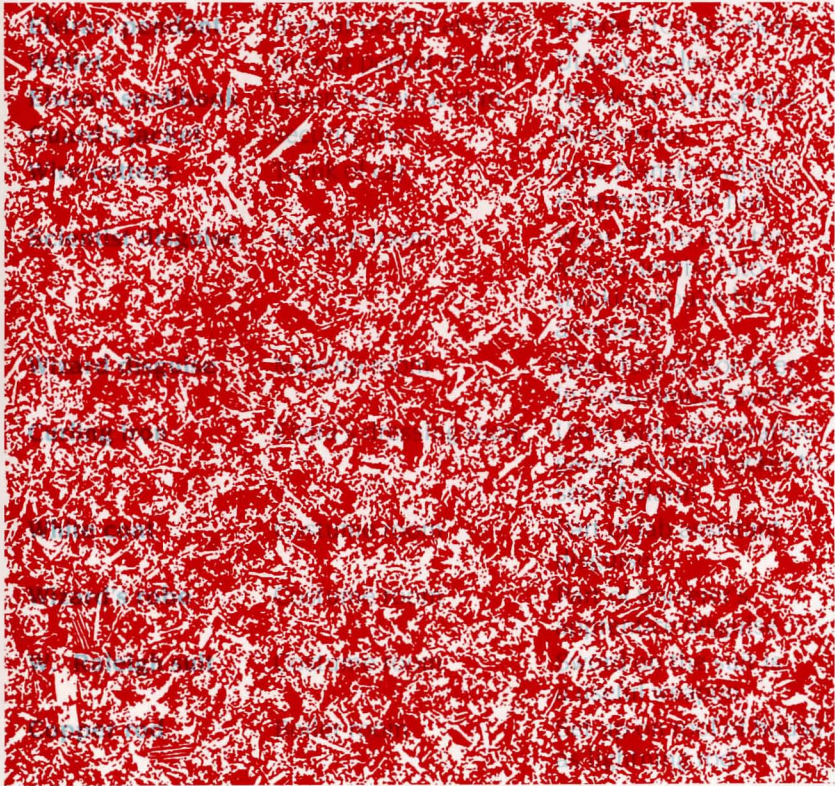
LEVEL 10



OTHER USEFUL OBJECTS

If you've been hauling something around for hours and can't figure out which spell it goes to, there are two possibilities. The first is that you have fewer intelligence points than the guy who funded "Ishtar," and should give up adventure games for something less demanding, like being a movie producer. The second is that the item in question has no magical properties whatsoever, but still might be good for something. The list below can help you figure out where you stand . . .

STUDIO OFFICES

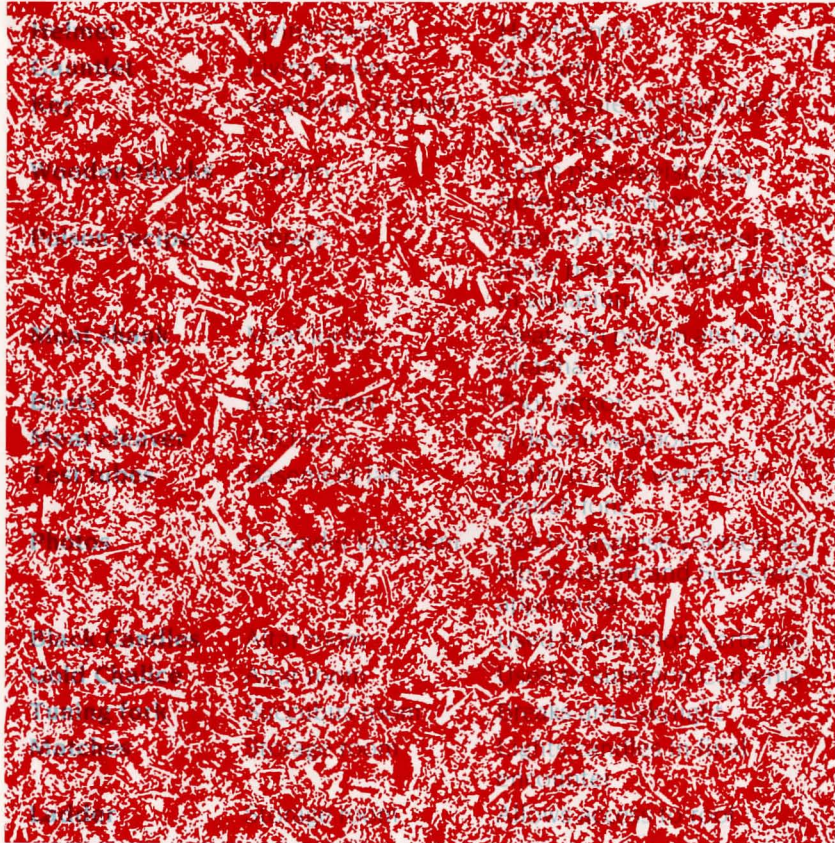


ITEM

LOCATION

USE

HAUNTED HOUSE

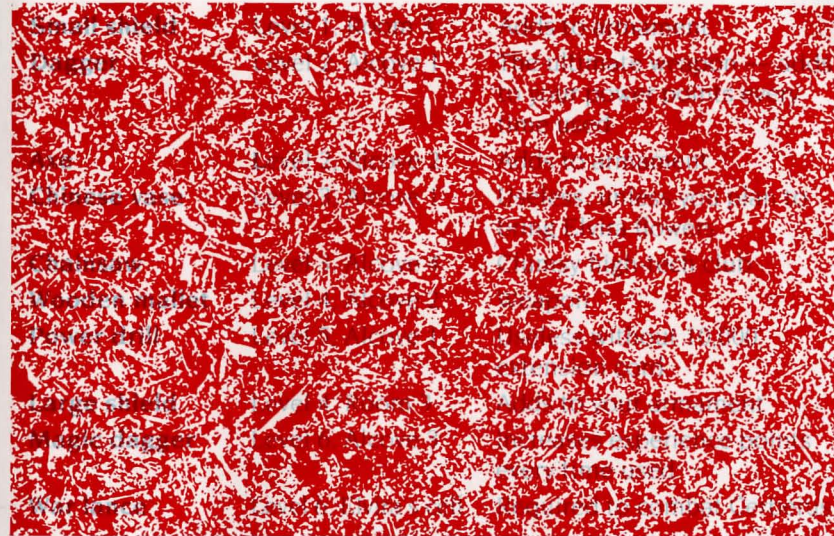


ITEM

LOCATION

USE

CATACOMBS



Spider Caves

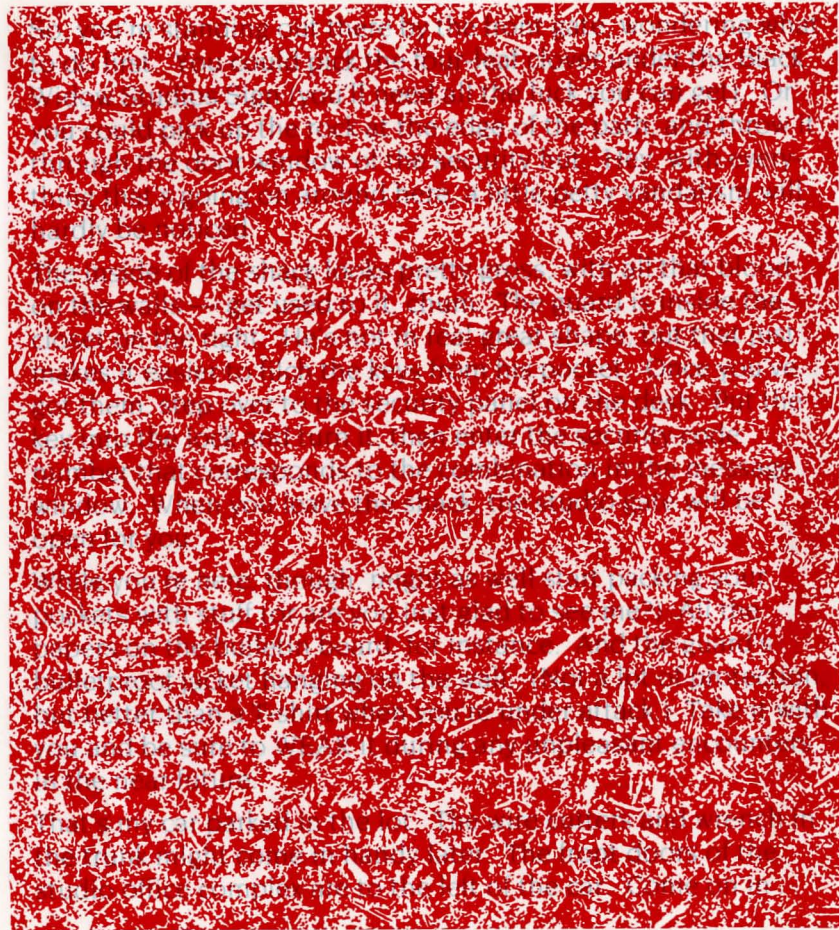
All the items in the Spider Caves are for use in spells, except the tomahawk, which belongs to the Chief.

THE JAWS OF CERBERUS: A DETAILED GUIDE

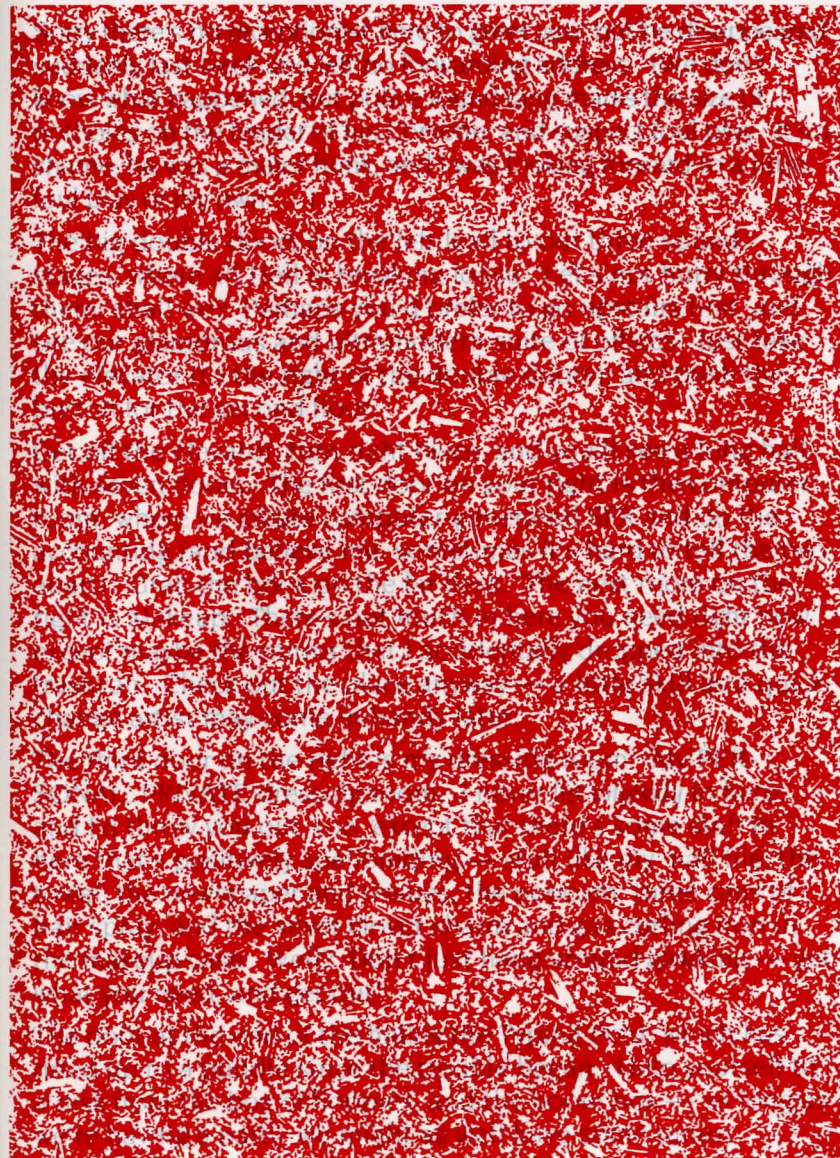
Awwwww. Still having a little trouble, are we? Kinda spooked by all those mean boogiemen, right? (Well, good. At least that's a sign of SOME useful brain activity.)

OK, OK. No more hide-and-seek with the facts. Here's the straight, unadulterated dirt on how to get around and through Cerberus' minions, and rescue me. (Wow. I can't wait.) Just to be different, let's start at the beginning . . .

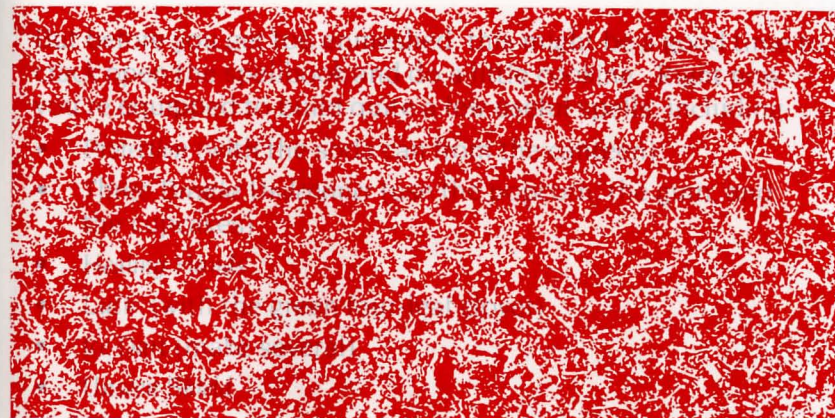
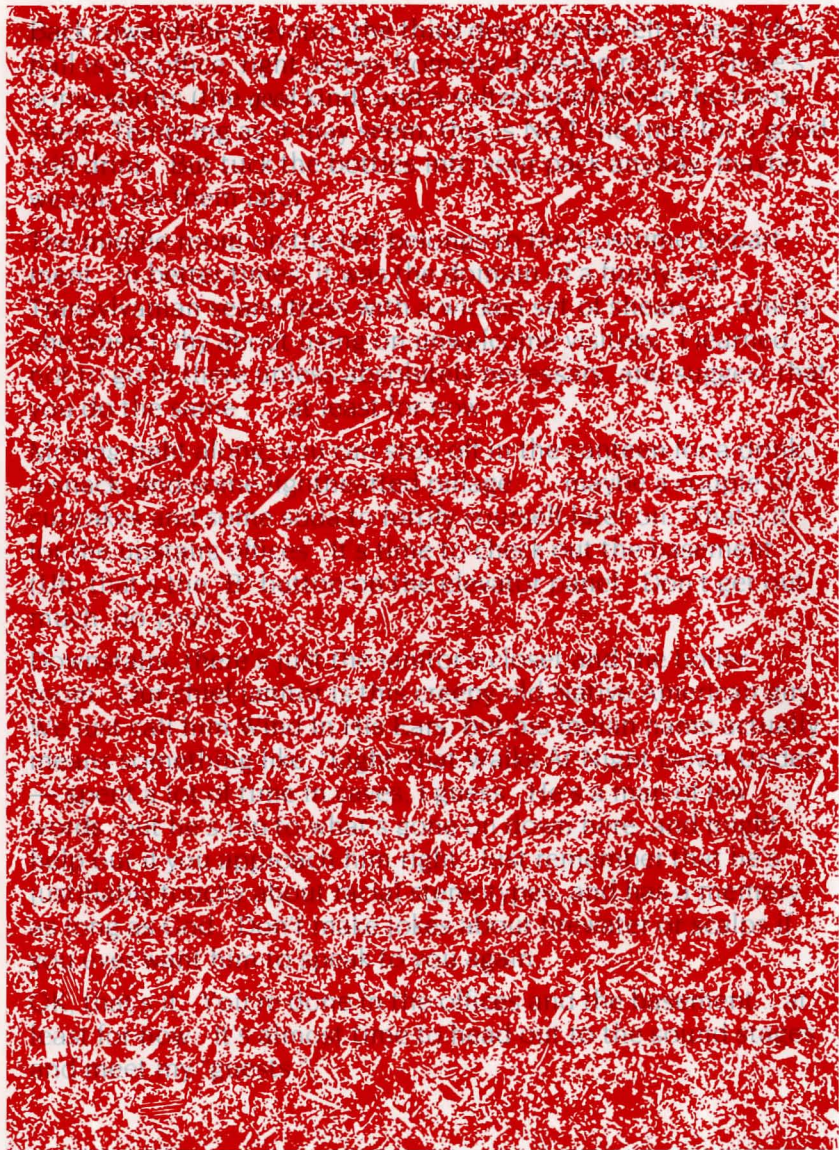
The Black Widow Studios Gate and Parking Lot



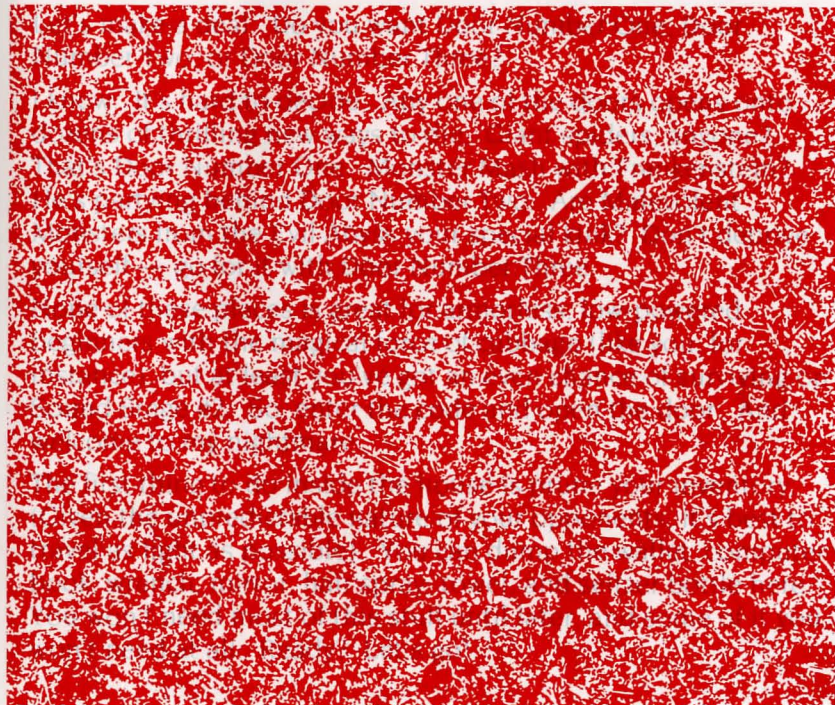
The Studio Offices



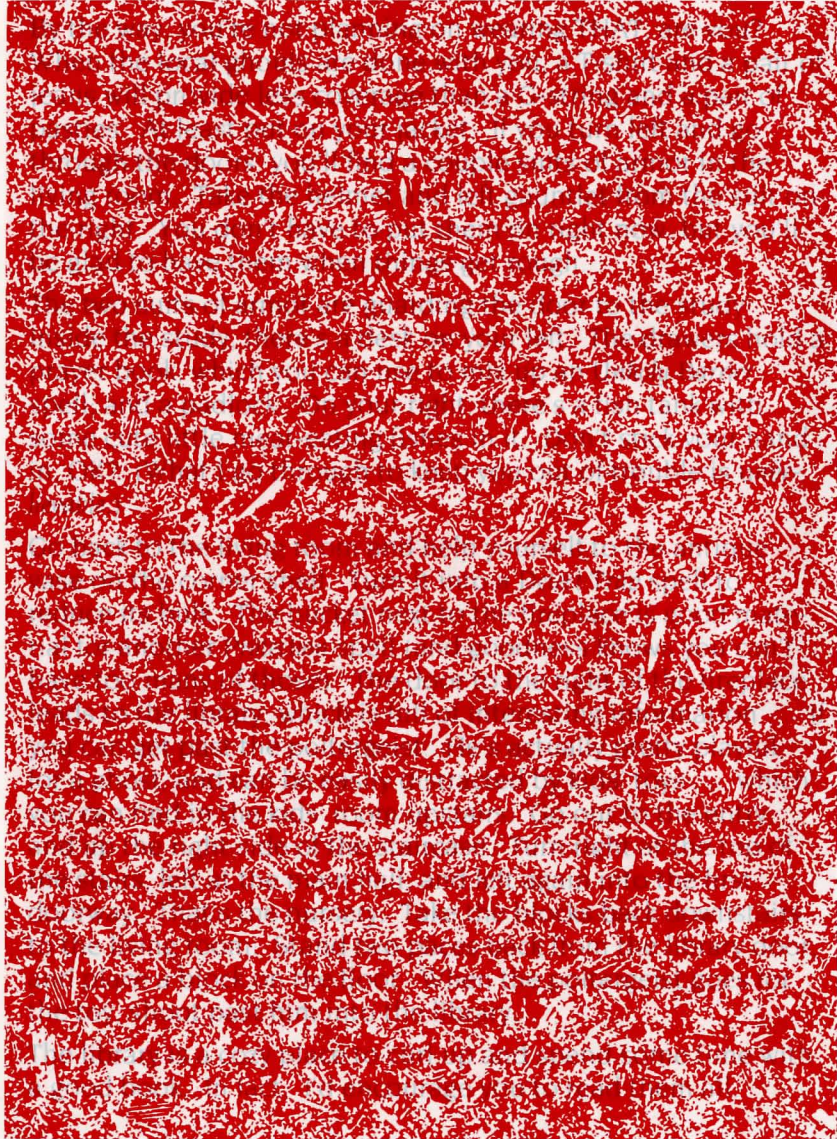
The Studio Offices (continued)



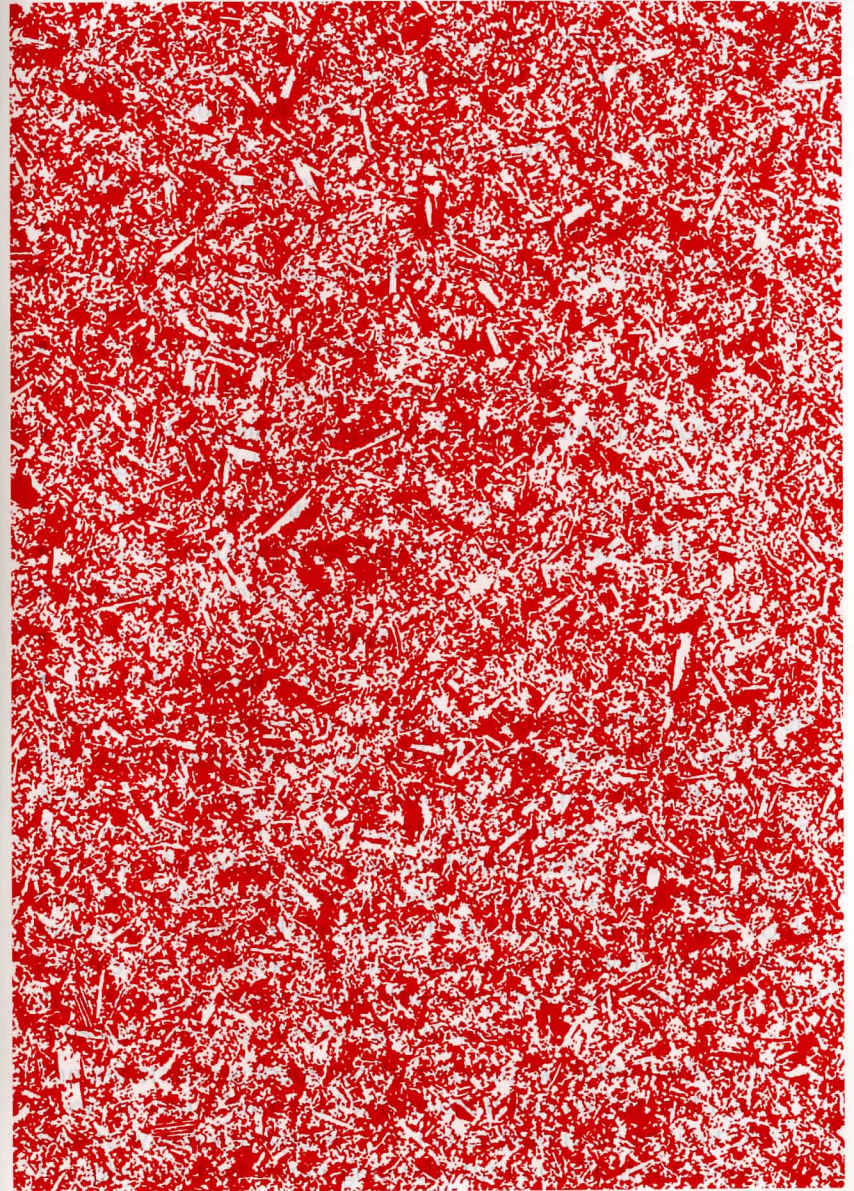
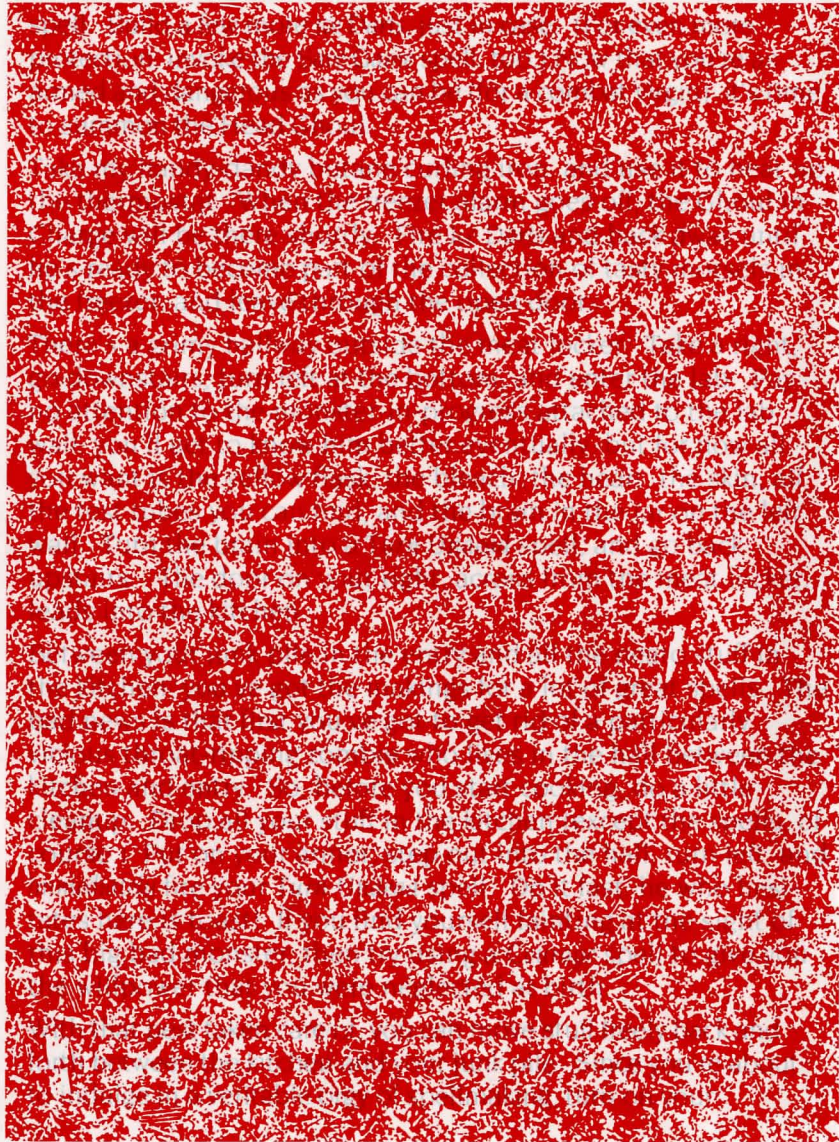
Studio 2: The Haunted House



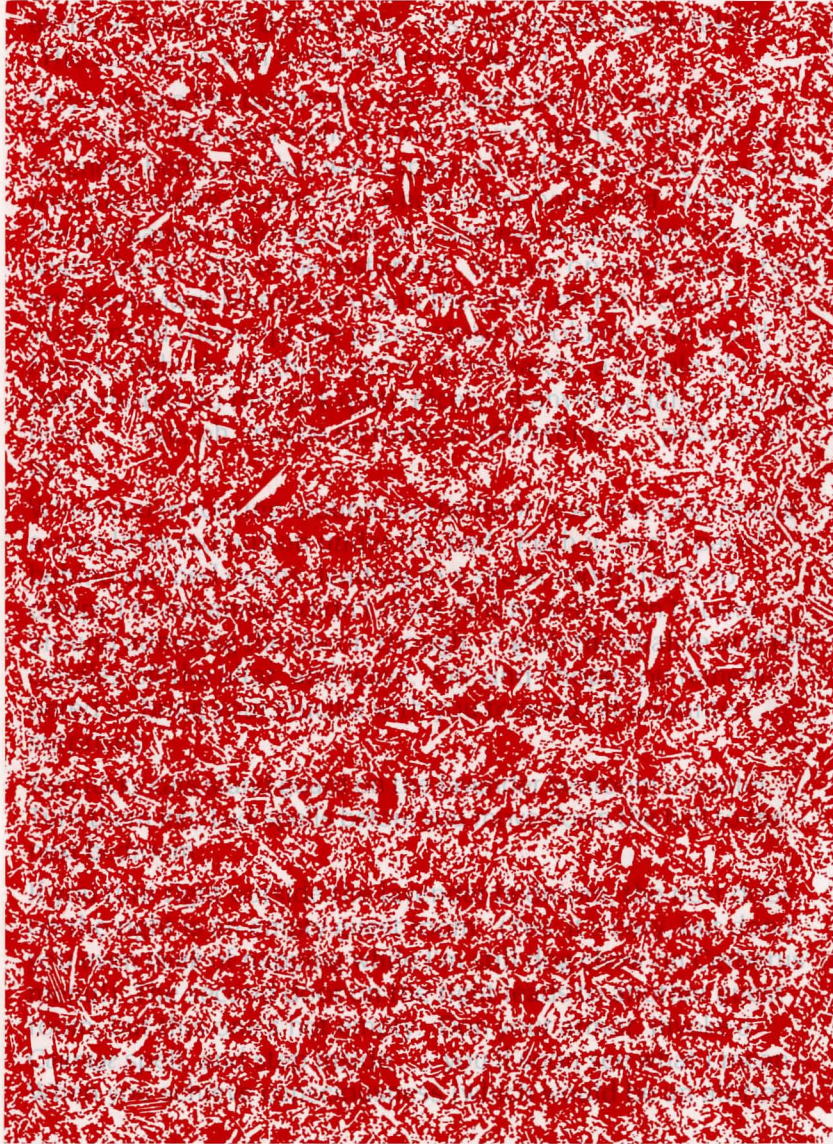
Studio 2: The Haunted House (continued)



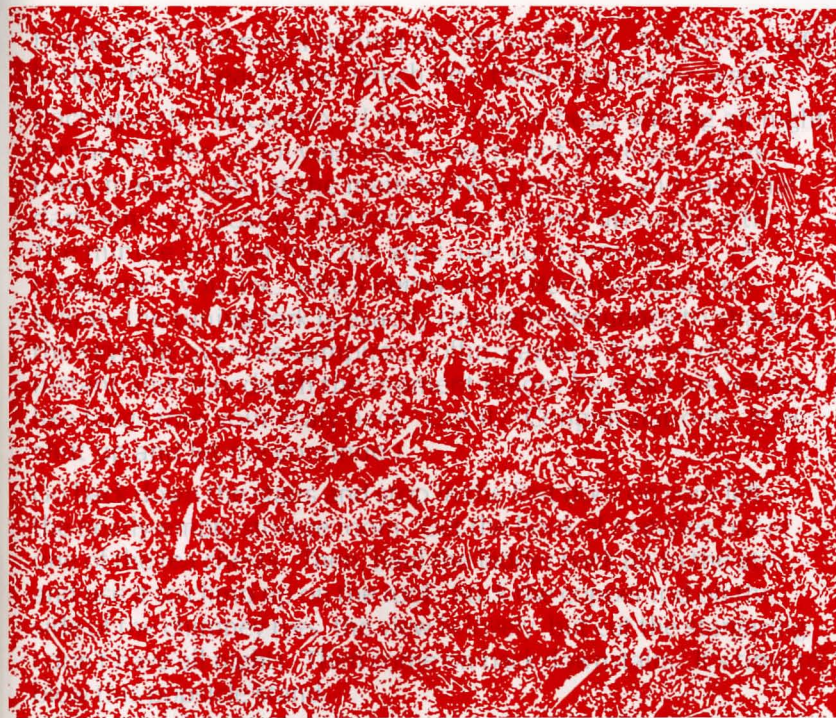
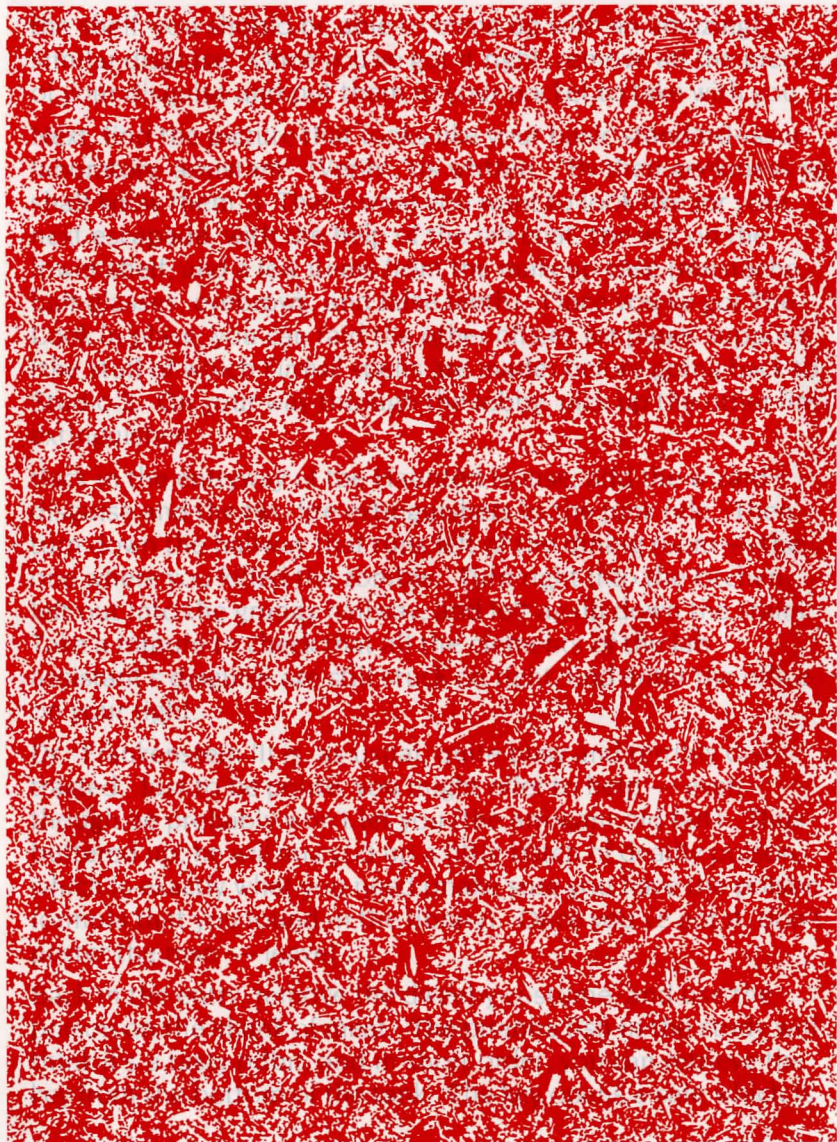
Studio 2: The Haunted House (continued)



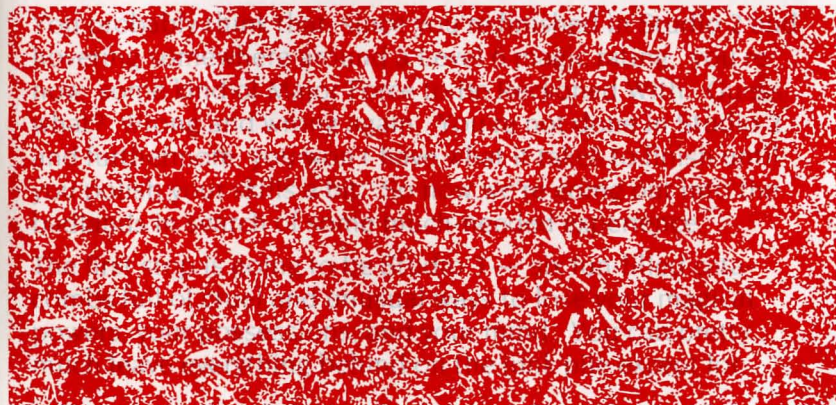
Studio 2: The Haunted House (continued)



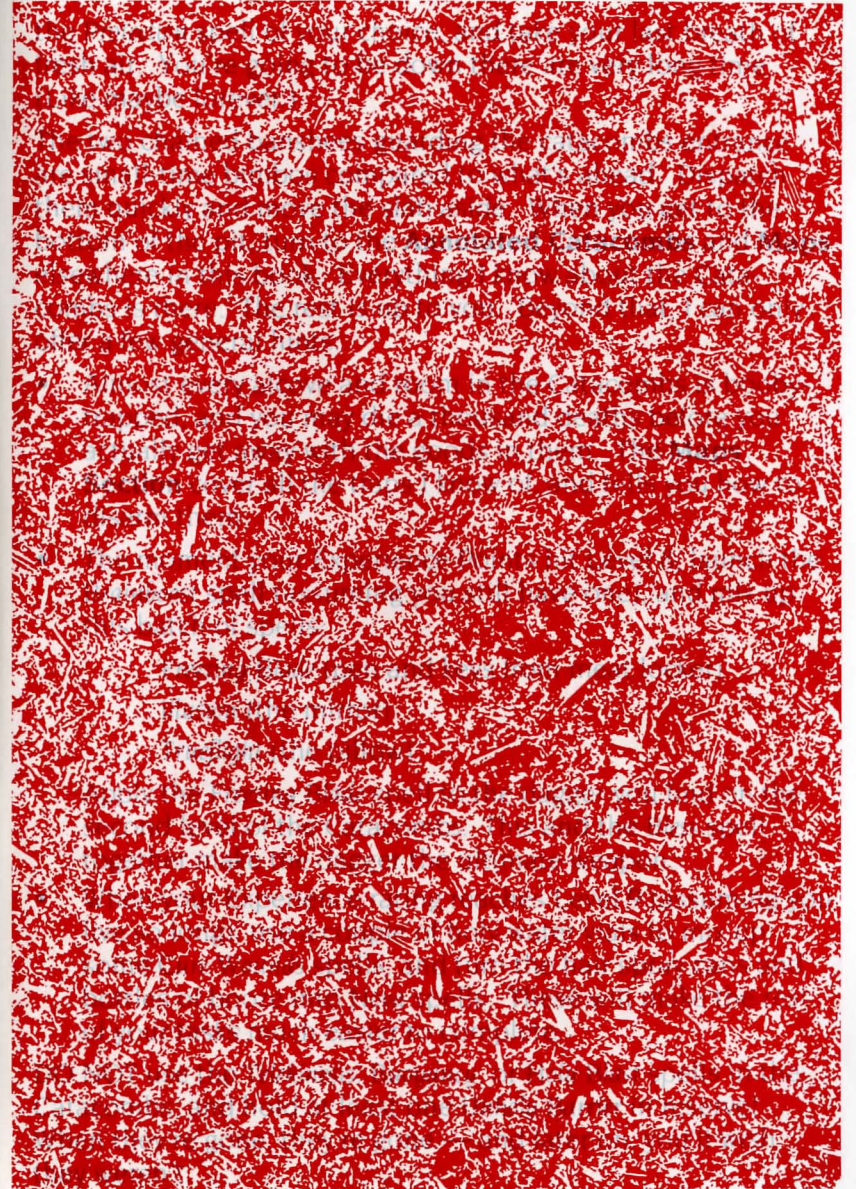
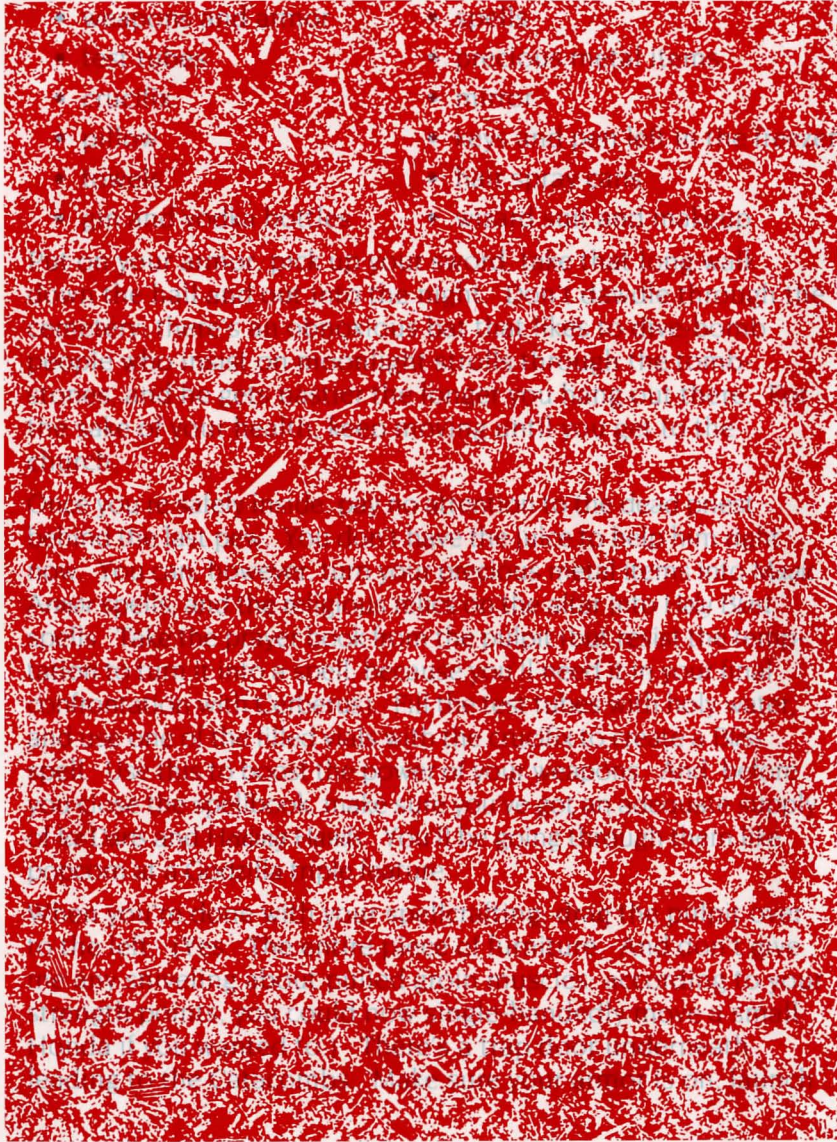
Studio 2: The Haunted House (continued)



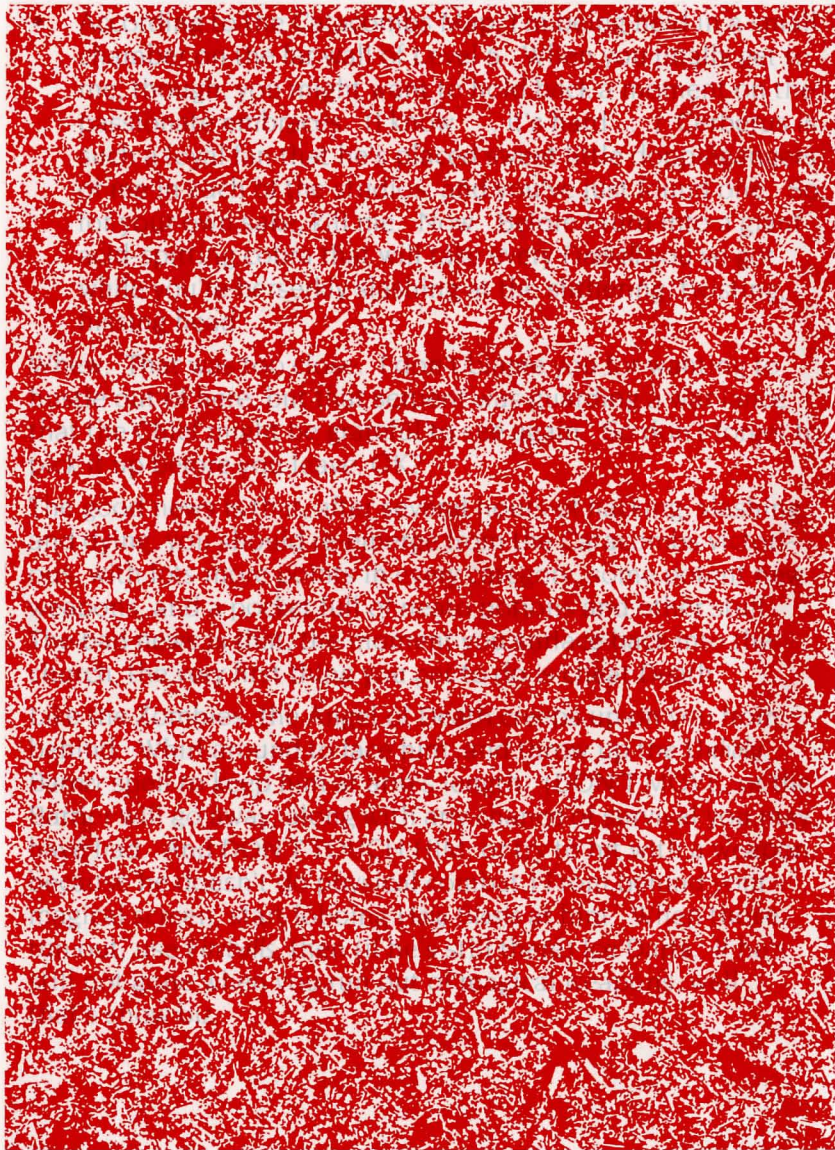
Studio 3: It Came from Beyond the Grave



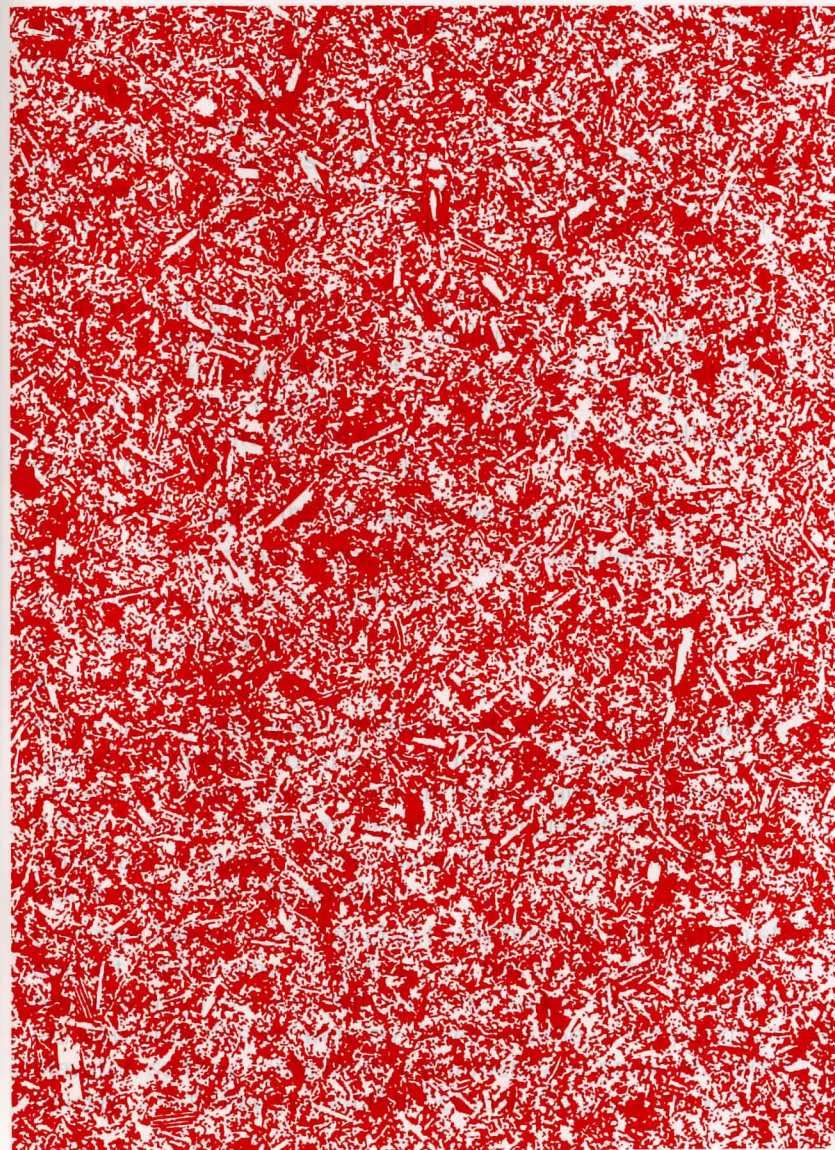
Studio 3: It Came from Beyond (continued)



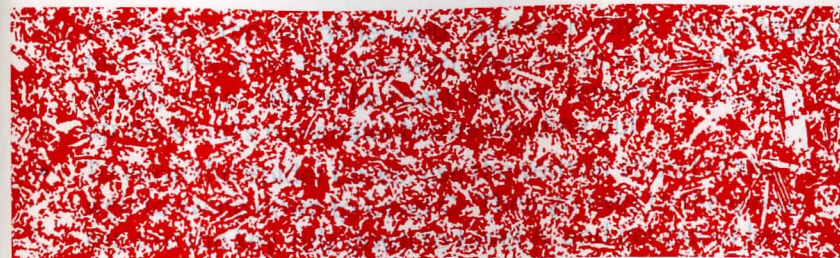
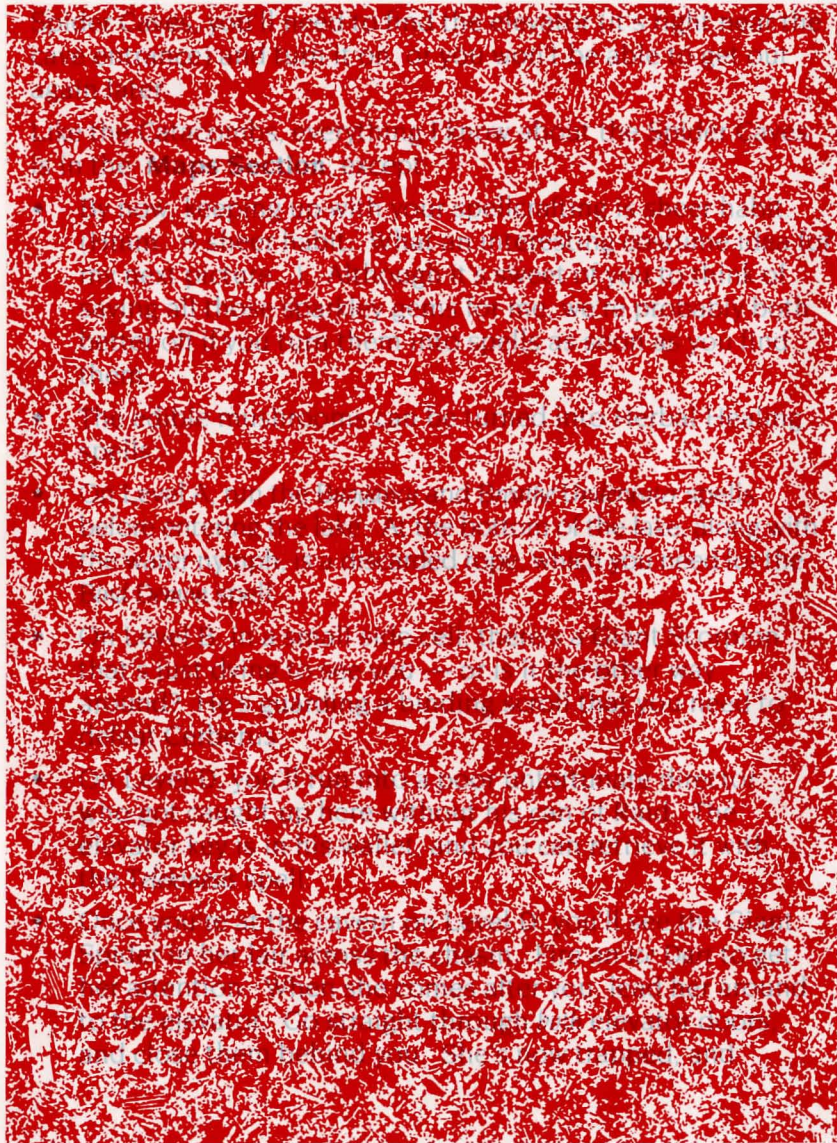
Studio 3: It Came from Beyond (continued)



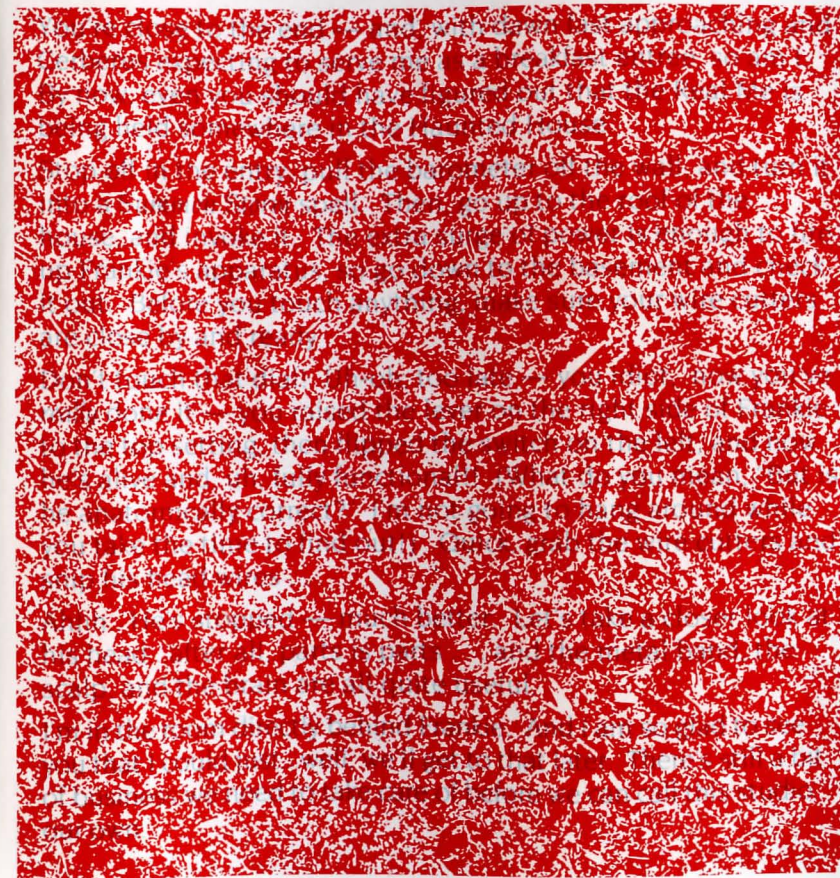
Studio 1: The Spider Caves



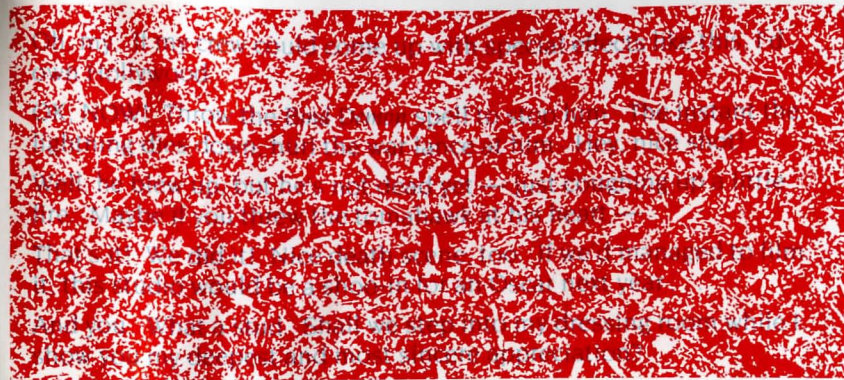
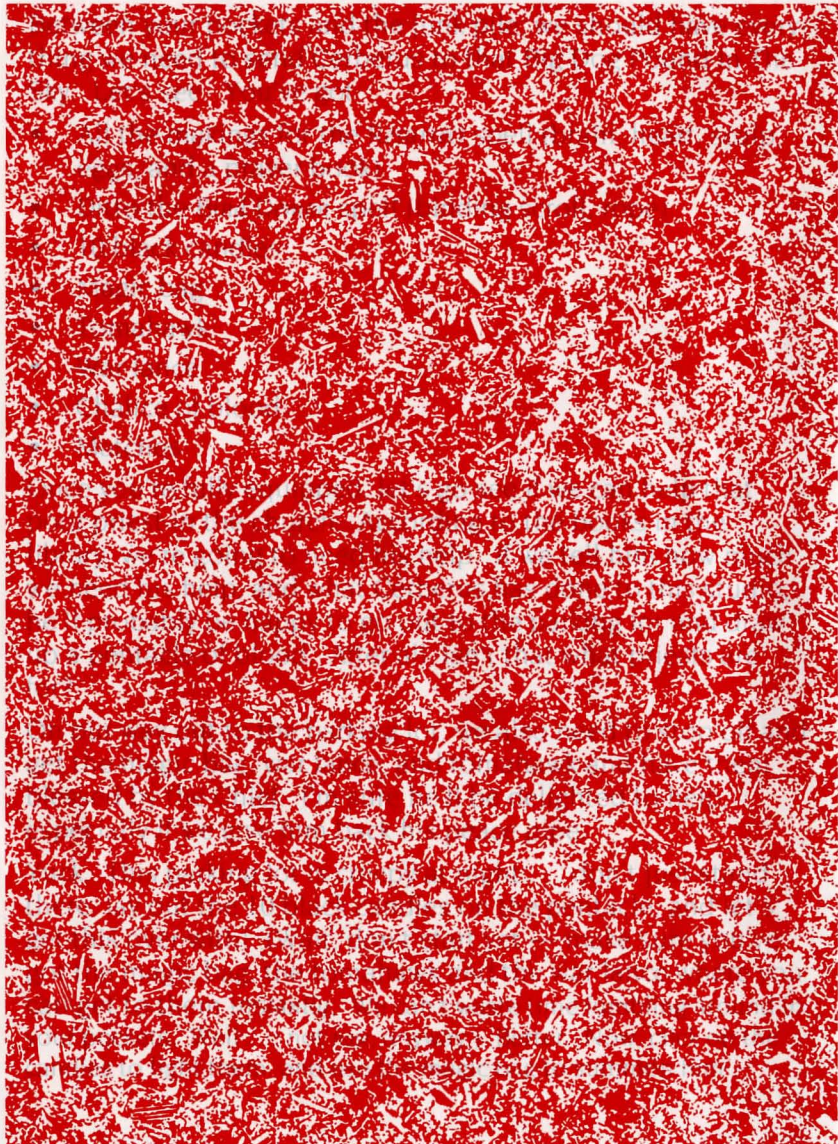
Studio 1: The Spider Caves (continued)



The Climactic Rescue & Grand Finale



Climactic Rescue & Grand Finale (continued)



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