

CORTIZONE SOLUTION

As Worked Out By Gareth Harrison

(C) 1990 High Voltage Software

1. In the rubbish pile, get the rock and tin. Throw the tin, then go out.
2. Hit the guard with the rock and get the stunner.
3. Go to the street corner and get the tank from the dustbin.
4. Then climb up the ladder to the square room, shoot the guard, then drop the stunner.
5. Get his pistol and then put him onto the chair.
6. Go through the opening into the chute.
7. Get the newspaper and laser iron.
8. Shoot the door with the pistol and stuff the paper into the bullet holes.
9. Light the paper and open the valve on the tank. Then drop the tank and the pistol.
10. Get the asbestos suit from the junk in the large chamber and wear it.
11. Go into the "Deep Space Research Ship" and agree to help.
12. Get the torch and examine the spydroid who gives you the first four numbers of a code.
13. Go to the end of the kitchen and examine the industrial chip pan.
14. Open the door and go east.
15. Go to the bottom of the shaft and drop the spydroid and laser iron.
16. Light the torch and go to the air conditioned room and get the screwdriver.
17. Go back up the shaft to the ground floor, turn off the torch and go to the broken down android.
18. Undo the screws on the android with the screwdriver.
19. Remove the battery, then pick it up.
20. Return to the basement and go to where the path south ends abruptly and go through the narrow gap.

21. Drop the battery onto the guard.
22. Go into the pit and get the circuit.
23. Stab the water pipe with the screwdriver.
24. Go up and then west.
25. Get the spydroid and laser iron from the bottom of the shaft.
26. Go to the repair bay and show the spydroid to the camera, then go southeast.
27. At the robot arm, drop the circuit.
28. The spydroid will then give you the rest of the code.
29. Undo the screws on the robot arm using the screwdriver.
30. Jam the screwdriver in the gears and cut the pipes with the laser iron. Then drop the laser iron.
31. Examine the workings and get the spanner, then press the button on the door.
32. Go to the door with the keypad and type in the code that the spydroid gave you.
33. Get the liquid and the goggles.
34. Go back up the shaft, turn off torch and get the lard from the kitchens. Put it into the bowl, and then drop the bowl.
35. At the android, go east into the linen closet.
36. Undo the tap on the boiler with the spanner.
37. Go to the lift and get the drone to follow you into the linen closet.
38. Throw the soap at the drone.
39. Go back to the lift and examine the light.
40. Move the tile and put on the goggles.
41. Go up and get the rag.
42. Go back to the dumb waiter shaft and go up.
43. Go out from the alcove and find the tiny cupboard and get the tin of polish.
44. Go into the morgue and go through the bare tiled room to the small room with plug sockets on the wall. Polish the floor, then drop the polish and rag.
45. Remove your shoes.
46. Go the operating room and get the pathologist to follow you

to the small room you've just polished.

47. Get the gun, hammer and saw. Examine the gun for a solution to the maze.
48. Put the shoes back on after you've left that room and go to the small office.
49. Hit the glass with the hammer and saw through the bolt. Then drop the hammer.
50. Open the door and go in. Get the broom and the welding kit.
51. Go to the metal grille and climb through.
52. Go East, South, West, sweep the dust and get the ammunition.
53. Load the gun and shoot the spider.
54. Keep loading the gun until another spider appears, then shoot it.
55. Go East, West, West, West, North, South, East, West - shooting at spiders wherever necessary.
56. At the grate, get the string and go down it. Then drop the broom.
57. Go down the dumb waiter shaft to the basement.
58. At the bottom, light the torch.
59. Go east and then south to the pile of rubble. Then tie the string to the rope.
60. Go north and pull the string.
61. Go south until you come to a doorway.
62. Knock on the door, go into the room and talk to SAM.
63. Ask SAM to help.
64. Keep following the pathway until the blockade.
65. Examine the blockade.
66. Examine the sign.
67. Say "DOWN" to the convict.
68. Talk to the convict.
69. Make your way back to the dumb waiter shaft.
70. Extinguish torch.
71. Go up to the top of the shaft.
72. Follow the corridors to the bottom of the stairs, then go up

to the winch room.

73. Examine the winch and cut the cable, then drop the saw.
74. Weld the cable to the door, then drop the welding kit.
75. Press the button and go down the stairs.
76. Wait one turn.
77. Go back to the winch room, then through the door into the attic.
78. Go east and get the serum.
79. Go back to the basement and give the crate of serum to the convict to get a bomb.
80. Return to the attic.
81. Go to the cabinet and set the bomb, then go south and wait one turn.
82. Return to the cabinet and get the diary.
83. Ask SAM to lift you through the ceiling.
84. Go to the rooftop bridge and wait three turns.
85. When you drop the diary, undo the bolts, then get the diary.
86. Wait two turns.
87. Push the guard over the bridge.
88. Catch the rifle and fire it at the other guard.
89. Fire the rifle at the helicopter.
90. Mission accomplished - well until Cortizone II.

CORTIZONE IS WRITTEN BY ANTHONY LEES AND
IS (C) 1990 HIGH VOLTAGE SOFTWARE