

**MICROFAIR MADNESS**  
Spectrum 48K and 128K versions

Playing guide  
(By the authors)

**\* PART ONE \***

**MAIN GAME**

**TO GET INTO THE MICROFAIR** - Get the bottle off the tramp then go and fill it with water from the dripping pipe then return to the tramp and exchange the bottle for the pass to the fair.

**THE FROG** - Get the frog and take it to the location with the frenchman in then drop the frog there to get the laser-harp.  
(128K: You need the curtains to get the frog)

**THE DOOR AND THE TELEPHONE** - The locked door behind the curtains has numbers on. Pull the curtains. Get the keyring that the Goons drop and break off the fob to insert into the telephone and dial the number on the door to get the password, BABY OIL, that you should say at the door to open it.

**THE DRAGON** - To get rid of the dragon dial 999 at the telephone and SAY FIRE.

**THE YS STAND** - Myke wants the money in the 48K version and the airmiles (from the Great Caravan Caper) in the 128K version. In return he will give you the torch.

**THE COFFEE SHOP** - Climb over the counter to get into it. Then use the bar, pulled from the DINES stall, to prise open the padlock on the cupboard and get the poison and the coffee. In the oven are some gloves.

**THE CRATE** - This can be opened with the electronic screwdriver to enter the Hoppit mini-adventure.

**THE TELEVISION** - Examine the dragon's treasure to get the gold brick which should be thrown at the TV north of the locked door to get a match.

**THE CALCULATOR** - To show up the security beams to get the calculator: pour petrol over curtains (128K only), light curtains with match, drop curtains then get calculator.

**THE CELLO AND THE RIVER** - Get the bridge off the cello and drop it by the river to get across.

**THE COFFEE MACHINE** - Insert the coffee and the water (from the wellies) into the slot to gain access inside.

**THE TARDIT AND THE DENTIST** - The Dentist will give you the electronic screwdriver if you give him the calculator.

**THE GIANT AND HIS WELLIES** - Wear the gloves and play the harp to get the giant to sleep then get his wellies and fill them with water from the well.

**GAMES ROOM** - examine the deck to get the card and the dartboard to get a dart.

**THE SKODA** - Push the skoda to get the oil and petrol (128K only). Open the bonnet to get the battery to go in the torch.

**THE LIBRARY** - Oil the castors on the armchair so you can move it.

**THE MISTRESS** - Dip the dart in poison beforehand then throw dart at mistress to kill.

**UP THE TREE** - Insert the card into the cash machine to get the note.

**THE BALROG (128K only)** - Show the note to be able to buy the game which should be played on the computer to gain access to



the Great Caravan Caper.

**THE TEAPOT** - lift the lid to get in then inside place the crystal, from the Hoppit, on the indentation to finish level 1.

#### THE HOPPII MINI-ADVENTURE

(Note: Any objects taken into this adventure will not be returned at the end of the mini-game)

**BY THE ELF** - Get ring (at the door when you hear it) and wear the ring to enter the location with the warg and get the tape.

**THE PLAYTESTER** - Give the tape to the playtester for an orb. Dig in the sand to find a chest.

**THE ELF** - Give him the orb for some sheet music and remove the key from the music in order to unlock the chest to get the crystal and the tights.

**GETTING OUT** - Wear the tights so they ladder then throw the tights at the nail by the window and climb the ladder to get out.

#### THE GREAT CARAVAN CAPER MINI-ADVENTURE (On 128K only)

**IN LIVING ROOM** - Examine the rail to get the hook, feel between the cushions to get the needlework kit, search the kit to get the dowel.

**KITCHEN** - Open the cupboard for the jar and nutcracker. Undo the bolts with the nutcracker then search the tube to find the string. Search the jar for the money.

**OUTSIDE BEDROOM** - Search the beaver bag to find the gold key.

**BATHROOM** - Tie string to hook then fish key with hook to get the silver key.

**BEDROOM** - Look under bed to find the suitcase. Unlock the suitcase with the gold key to get the jacket and examine it to find the airmiles and the toolkit. Search the toolkit to find the screwdriver. Unlock the cupboard with the silver key to find the cool shirt and pants.

**GETTING OUT** - Go to the living room. Unscrew the strip with the screwdriver. Lift the carpet and move the board then enlarge the hole with the dowel. Wear the cool shirt and pants before wearing shoes jeans and normal shirt. The with monet and airmiles go through hole.

\* PART TWO \*

#### THE SEARCH FOR SMOK! MINI-ADVENTURE

**TOILET** - Examine the holder and get the toilet roll.

**DOG** - Drop the toilet roll to get the red key.

**IN HOLE ROOM** - Get the hole and fill it with water from the toilet.

**THE PEPPER-POT** - Unscrew the tiles at the northmost wall and go through the hole to pour the water on the pepper-pot allowing you to get the red key and enter the costume room.

**TO STAY ON THE BRIDGE** - Wear the ears from the devil's outfit to look like Smok.

**SCIENCE STATION** - Examine the console to find the coords of Earth and the microfair.

**ENGINEERING CONSOLE** - Get the mothballs and put them in your ears so that you can't hear the joke and don't laugh.

**HELM** - Say 49 77 93005 to move the ship to Earth.

**TRANSPORTER ROOM** - Go north from the bridge to enter. Input 49



77 53515 and press remote. Then stand on the pad and say energise to start the main part of level 2.

**MAIN GAME**  
(128K version only)

**THE ARCH** - Pull the chair (east of here) twice to move it. Then move it under the arch, stand on it and examine arch to find a carrier bag. Search bag to find a packet of smartos (128K only).

**THE SILENT CORNER** - Search the games twice to find the scissors and the stapler. Get the map, wrap it round you, staple the mat to cover below waist. Then cut the bag with the scissors and wear it.

**THE BOAT** - Examine the cupboard to find the spanner. Examine the straw to find the rope. Search the crates to find the net. Tie the rope to the wheel, then undo bolt with spanner and pull rope to get the wheel.

**THE BUG** - Throw net over bug to get it.

**THE BAR** - Give bug to get the crowbar.

**MAIN GAME**  
(All versions)

**BUDGIE CAGE** - Examine the cage to find the seed cake and the dead budgie.

**ROBOCLEANER** - Drop the budgie (or other object) to stop the cleaner then climb onto robocleaner but jump off before you are thrown into the furnace.

**THE HEAVEY METAL FAN** - Examine the junk in the tip to get the heavy metal and give it to the fan to get the spray can.

**LAWSON** - Spray the walls when Lawson is here to get the dragon.

**EXPERIMENT SECTION** - Give the Dragon to get the gizmo.

**THE GYM** - You need the pass from the sofa here but the security system MUST be disabled before you get the pass.

**SLOT MACHINES** - Press the button on the gizmo to get the money but make sure that the security system has been taken care of first.

**GLASSES** - Got from the packet of smartos.

**DELBERT** - (128K only) Give Delbert the wheel to get the note.

(48K only) Ask Delbert for help to get the note. (Both) Examine the stall to get the game.

**BLACK DOOR** - (48K only) Pull door to get the door.

(128K only) Open door to enter the Snail mini-game then, when completed, leave and pull the door to get it. Spray over the sticker with black paint.

**GARETH** - Get cracker and unroll the cracker to get the banger.

**AT TARTAN STALL** - Give the black door to get the alcohol.

**AT FANZINE STALL** - Give the note off Delbert to get the fanzine.

**HOT DOG STAND** - Buy the hot-dog with the money.

**THE BRIGHT CORRIDOR** - Spray the glasses before coming here then wear them and feel around for the exits.

**THE SECURITY SYSTEM** - Give the guard the fanzine to distract him.

**LAWSON'S OFFICE** - Lift the picture to get the string.

**GETTING PAST THE DOG** - Tie string to banger, put banger into hotdog, hold string then give dog hotdog.

**THE CRATE** - (128K only) Prise open the crate with crowbar to let loose the lemmings then get to the chasm fast. (48K only) Open the crate to achieve the above.



**THE CHASM** - Catch the lemming here to get a card then get the spade from the card. Use the trampette to leap across the chasm (run south then jump on it).  
**THE REVIEWER** - Give the alcohol to the reviewer to get past him.  
**THE TREE** - Plant seedcake, with spade, then set off the fire alarm. Climb the plant and reach across to get the nest. Get the egg from the nest.  
**THE PRISE STALL** - Give the game to get past.  
**THE SNAKE** - Hatch the egg on the radiator to produce a bird... the bird will eat the snake.

**THE QUEST FOR THE HOLY SNAIL  
MINI-ADVENTURE (128K ONLY)**

**IN BEDROOM** - Examine the bed to find the sheets and the pillows. Tear pillows to find a credit card. Tie sheets together, tie sheets to bed, open window, throw sheets through window and climb down sheets to get to the beach. Feel up the chimney to get the string.  
**IN SHOP** - Buy lamp.  
**BUY STONE** - Pour oil from lamp then pull sword to get it.  
**ON BEACH** - Throw sword to get coin.  
**IN PUB** - Give string for key and coin for mug.  
**BLEAK NIGHT** - Give mug to kill him and unlock gate with key.

**\* NOTE \***

An extended version of 'THE QUEST FOR THE HOLY SNAIL' is available from Zenobi, as is the 'sequel' to 'MICROFAIR MADNESS' - 'PERSONAL COMPUTER WHIRLED!'.