

# THE SEARCH FOR THE NETHER REGIONS

## PART ONE

(You start outside your cottage in Kwangz) - I (You are carrying some money) - X MONEY (two wobbles) - N (in cottage) - X JUNK (find hole punch) - GET PUNCH - X CARPET (I wonder what's under it) - LIFT CARPET (find newspaper) - GET NEWSPAPER - X IT - READ IT (see an interesting coupon and tear it out) - X COUPON (money off elephant!) - W (to kitchen) - X MAN (it looks like Keith Floyd!) - LIFT MAN (find baking tray underneath him) - GET TRAY - X IT (It's dull) - E-E (into toilet) - X WINDOW (find toilet roll) - GET ROLL - X IT (Just usual 'Am-Arecks') - W-S-S (outside bar) - S (outside cottage) - S ("Beware of the parrots") - X TABLES (in cottage, find bird cage) - GET CAGE - X IT (inside are two parrots and a shiny object) - GET OBJECT (the parrots stop you) - N-N-W (inside bar) - W (enter bar) - X PIANO (it's a player piano with a slot for the music roll) - PUNCH TOILET ROLL (with hole punch, there's now lots of little holes in the toilet roll) - INSERT ROLL (into piano, and it starts playing) - X PARROTS (happily listening to the music) - GET OBJECT (can now get it, and grab a handful of seed as well) - SCORE (25% so far) - DROP CAGE AND PUNCH (no further use) - X OBJECT (looks valuable) - E-X WALL (see a barameter. . . might come in useful later) - E-E-S (into cottage) - X JUNK (find chisel) - GET CHISEL - X IT (average) - N (out) - E (to town square) - X WALL (very high, it's crumbling) - USE CHISEL ON WALL (to extract a brick) - X BRICK (ordinary) - N-E-X STATION (nothing useful) - W-N-E (into gift shop) - TALK TO GORDON (tells you he has a special offer on cases, 20 wobbles each) - X MONEY (only 2 wobbles) - W-N-E (into adventure supply shop) - TALK SHOPKEEPER (elephants cost 200 wobbles, but remember you have special offer coupon) - W-N-E (into building society) - X COUNTER (a deposit is needed to Jan, this is a 'building society so. . .') - GIVE BRICK (you join the building society and are advanced a loan) - X MONEY (you now have 32 wobbles) - W-N (can't get into tourist office, hinges on door are rusty) - W-N (into chemist, nothing useful here yet) - S-W-N (pawin shop) - TALK TO SCOTT (he prefers to get down to business) - GIVE OBJECT (get 150 wobbles in exchange for it and also a free pawin) -



OPEN FRAME (to get the picture from <sup>outside</sup> which is a map) - GET MAP - S - W - N -  
TALK MAN (tell him you have a sure chest and he recommends some ointment for it) - BUY OINTMENT - X IT (rub a little on your chest) - S - W - W - W - S -  
GET VASE - N - OPEN CASE (Guard thinks you're someone else and leaves you alone) - E - E - N -  
PAWN VASE (for 15 wibbles) - X MONEY (152 wibbles) - S - E - E - S - E - BUY ELEPHANT (150 wibbles with coupon) - W - S - S - S - U - E - E -  
RUB OINTMENT ON CHEST - OPEN CHEST (inside is a lamp) - DROP OINTMENT AND GLASS - X LAMP (it's magic) - RUB LAMP (A genie appears and ~~tells~~ tells you that it will help you only once on rubbing the lamp) - W - W -  
D - N - W - W - N (elephant here) - CLIMB ONTO ELEPHANT - WEAR COAT (of arms, it's magical remember) - S - E - E - N - N - N - N - W - W - W - W -  
N - N - N - U (elephant climbs slope, coat keeps you warm, map guides you) - E (now off elephant in front of observatory) - N (inside) -  
N (to telescope) - X TELESCOPE (two lenses at either end) - LOOK THROUGH TELESCOPE (can see a castle - the wizards?) - UNSCREW LENS (now hole at one end) - CLIMB THROUGH TELESCOPE (you appear where it was pointing) -  
N (into castle) - N - N (Black knight won't let you pass) - S - W (into a small room with squares marked with numbers on floor) - THROW STONE (to play hopscotch) - W (into room, chessboard here) - X BOARD (there is a single chess piece on it) - X PIECE (it's a knight) -  
TAKE KNIGHT WITH PAWN (knight disappears and you hear a screaming nearby) - E - E - N (no knight here now) - N (into wizard's chambers)

You are given a task by the wizard and turned into a dragon.

You will have scored 100% and have a password to part two - OXYGENE.

Although there are other possible passwords this is the only one that will get you into part two with the BAKING TRAY and the LAMP (which are needed for the next bit).

Additional Although you can use the Genie  
of the Lamp to help you get  
past certain problems in Pt 1 you will have  
used up the wish needed at the start of  
Pt 2.