

THE
STAGE FRIGHT

CHEAT
SHEET

Since you spent hard earned cash on this game to have the fun of playing it, I wouldn't want to cheat you by giving away all the good stuff. On the other hand, all it takes is one missed clue and you could run into a "brick wall" with most of the puzzles just around the corner out of reach. Ergo, a compromise - a slightly scrambled cheat sheet with questions in the first section and tips/answers in random order (I know, a blatant contradiction in terms like "jumbo shrimp" or "military intelligence") in the second.

If and when you run out of ideas, take a peek at the topics and see if you find one that fits your predicament. Maybe, if I was feeling generous when I made this up, I included a pointer or two. If not, well, that's the way it goes.

ROUND I

1. How do I get on stage? (1a, 1i)
2. Nice theater organ, what good is it? (1p, 2o)
3. What's the secret of the "secret"? (1w, 3j)
4. Can you throw some light on the old lamp? (2h, 2x)
5. A cracked floor and a heavy crate... I have a V-E-R-Y bad feeling about this! (2p, 3p)
6. I can't get the crowbar loose from the workbench. (1x, 3u)
7. What goes in the doggone crate? (1b, 3k)
8. What do I use to cover the gap in the floor? (1j, 2i)
9. Yeah? Well, just how do I do that? (2q, 3y)
10. I can't wear the coat. (2r, 3v)
11. What do you do with a spear? (1q, 2y)
12. I can't swim. (3e, 3i)
13. It hurts my face when the door keeps falling on it! (1y, 3q)
14. I'd like to find a way out of the "BIG ROOM" in the basement. (1k, 4a)
15. How do you keep the pressing engagement after the "BIG ROOM"? (1r, 2j)
16. I keep losing things. (1c, 2s)

ROUND II

17. The window is stuck, what a pane! (1z, 2z)
18. I still can't move the crowbar. (1d, 3a)
19. How does a person get some money in this place? (1l, 3f)
20. The janitor closet door is stuck, what now? (2a, 2k)
21. Sure wish I could walk on the grid over the stage. (1s, 3r)
22. The treasure won't fit down the stairs. (2b, 2t)

ROUND III

23. Where is the cat? (1e, 3b)
24. How do I make friends with the theater cat? (1m, 3m)
25. Now that I have her, what do I do with her? (2c, 3w)
26. A hopping-mad toad, this is getting ridiculous! (2l, 3s)
27. Sign for the drink? I can't write! (2d, 3g)
28. Dear Abby, I had a really hot date in the rehearsal hall... (1f, 3z)
29. I can't move the rock. (2u, 3x)
30. I can't go forward because of the guillotine and I can't go back because of the stream. (1t, 4b)
31. Dear Abby, remember me and the hot date? Now I find out she/he can't hold her/his drinks... (1g, 2e)
32. Play a girl/guy some nice music and what happens? (1n, 3n)
33. Love, riches, where do I go from here? (2m, 3c)
34. Now what does the genie want? (2v, 3h)

GENERAL HINTS:

35. Where did the genie go and what does he want? (1h, 2f)
36. I want to go beyond the fire door but I'm afraid of the dark. (1u, 3t)

37. How do I open the exit door? (1o, 3i)
38. Does the magic cabinet do me any good? (2g, 3o)
39. Does the magic table do me any good? (2n, 3d)
40. How do I read the "secret"? (1v, 2w)

TIPS

- 1a. Get a good agent?
- 1b. Are you asking me or telling me?
- 1c. Go to the front desk with your complaints.
- 1d. In the words of Julius Caesar, "I came, I saw, I conquered."
- 1e. When the cat is away, the mice will play.
- 1f. It takes two to Tango, and to raise your chance of survival.
- 1g. I'd head straight for the nearest restroom if I were you.
- 1h. Just watch my smoke.
- 1i. Push the right buttons in high places.
- 1j. I'm board with all these questions.
- 1k. What a gem of an idea!
- 1l. Let's blow this joint.
- 1m. Now with the smell of hotdog on your breath.
- 1n. That has a familiar ring to it.
- 1o. The same way you read the "secret".
- 1p. Don't let the black keys at the top of the keyboard "stop" you.
- 1q. Did you know that most of Shakespeare's plays used puns?
- 1r. Maybe you could squeeze in a little practice time on the trumpet.

- 1s. Sure wish I could find Big Foot.
- 1t. Did the Tin Man of Oz have this same problem?
- 1u. Sounds like you have a mental block about defying authority.
- 1v. The same way you open the exit door.
- 1w. Hats off to you if you figure that one out.
- 1x. You're right.
- 1y. It's an improvement over all the zits the makeup gave you.
- 1z. Hey, I make the bad puns in this game. Just for that, NO CLUE.
- 2a. What an earth-shaking discovery. Try again after you've had a blast elsewhere.
- 2b. That's the way the fortune cookie crumbles.
- 2c. They make violin strings out of cat gut, heh, heh.
- 2d. Now the handwriting's on the wall.
- 2e. Sometimes you just can't win unless you let someone have a "little room" when they really need it.
- 2f. He just wants to help you out in the end.
- 2g. Sure beats walking.
- 2h. Rub-a-dub-dub, three wishes in a tub...
- 2i. Did you hear the one about the political party that wanted to add a plank to their platform, but had to table the motion?
- 2j. I don't care what the critics say, I liked "A Horn Blows at Midnight". (It's this movie where Jack Benny has to blow his trumpet or the world won't come to an end, but he gets it all backwards.)
- 2k. That blows your whole day, doesn't it?
- 2l. It's a little-known fact that toads like hotdogs.
- 2m. Why not go on the stage? (There's one leaving in 15 minutes! Ha, ha. Little joke there - very little.)

- 2n. No.
- 2o. It could open up a whole new path for you if you played in 4/4 time.
- 2p. I sure hope you had some steak for breakfast!
- 2q. It's a long story. Check the Table of Contents for "Crates".
- 2r. 'Cause I said so, and I'm the daddy.
- 2s. So they claim.
- 2t. It would be simple if you could just let it ride down on the curtain counter-weight, but then how would you get to the control button?
- 2u. You should have eaten your spinach like Popeye. (Did you ever see "Popeye meets Ali Baba and the 40 Thieves"?)
- 2v. First it was a SKATE, then a BUGLE, now what does he want to pull off, a MIRACLE?
- 2w. You can't.
- 2x. I give you three guesses and you give me three wishes.
- 2y. Do you really want to know? Ask the author of the "Scottish Play".
- 2z. OK, you pried it out of me. Use the crowbar.
- 3a. Read the janitor's note.
- 3b. If the crowbar was at square "0" and the organ was at square "20" then the cat is at square "43".
- 3c. I'd bow out at this point if I were you.
- 3d. No, but it sure gave me a good laugh to see the look on your face!
- 3e. What do you mean, "we", pailface?
- 3f. It's a good thing the boiler is running at a quarter power with that jammed safety valve.
- 3g. Sounds like a fair trade to me.
- 3h. Something that's been in plain sight since you first came through the lobby.

- 3i. You can't.
- 3j. Just do things in the right order, then drop it.
- 3k. What a "Mickey Mouse" question. (Sorry, Walt.)
- 3l. Big deal. I always thought SCUBA divers were fakes.
- 3m. In the immortal words of Audry II, "Feed me!"
- 3n. Well, what's good for Merry-Mary...
- 3o. It's just the ticket when the elevator goes on the Fritz.
- 3p. What did that script in the rehearsal hall say?
- 3q. It all hinges on the brand of makeup you use.
- 3r. I bet the janitor has a way to work up there.
- 3s. Warts or no warts, you must do your duty.
- 3t. Great! There's no way to put a light in the hall, I checked. Better leave the door open.
- 3u. You're right.
- 3v. What a moving situation.
- 3w. Fiddle around?
- 3x. Just open up and say, "Two all beef patties, special sauce, lettuce, cheese, pickles, on a sesame-seed bun."
- 3y. Multiply your efforts.
- 3z. Are you two going to hatch a plot?
- 4a. Didn't Alice have this same problem?
- 4b. In the words of Groucho Marx, "Oily to bed and oily to rise..." Something about a waterbed, I think.

