

**m. k. simon**

# **Keys to Solving Computer Adventure Games**







*Keys to  
Solving  
Computer  
Adventure  
Games*





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Computer  
Adventure  
Games*

*by  
M. K. Simon*



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## DEDICATION

Keys to Solving Computer Adventure Games is dedicated to my wife and children who so often woke up in the middle of the night, found me sitting in my dungeon dazed in front of the computer, and knew enough to just retrace their bread crumbs and go back to sleep.

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## INTRODUCTION

Over the years, people have been intrigued by the mystery of the unknown. Such is the art of adventure. Here, people play the part of: 1) explorers in search of truth, wisdom, or material objects, 2) detectives in search of the solution to a murder case, or simply 3) valiant warriors in search of beloved damsels in distress.

The advent of the personal computer has allowed these real life scenarios to be brought to the computer screen in the form of adventure games suitable for play by young and old alike. This book is addressed to the myriad of computer adventurers who, like myself, spend endless hours in front of the monitor trying to answer such puzzling questions as: where do I find the golden key that opens the dungeon door, what do I do with the chalice now that I have found it, how do I pry open the crypt, etc., etc., etc.

No doubt by now all of you adventurers have experienced the frustrating feeling I am trying to convey yet have been at a loss as to where to look for a clue to get unstuck and go on with the game. Such is the purpose of this book: a place where you can get maps and hints for playing currently popular adventure games with emphasis on the word "current". Most of us who have been playing adventure games for a while have no doubt solved such classics as Infocom's Zork I, II, III series. If not, hints for solving these and other popular games of the past are available in a variety of computer magazines and publications, the most notable being Volumes I and II of the Book of Adventure Games published by Arrays Inc. Thus, rather than repeat "ancient history", this book is devoted to "new" adventure games that have recently come on the market for which hints and clues are, to a large extent, not readily available elsewhere in collective form.

Quite often I have found, particularly with the neophyte adventurer, that even a good set of hints and clues is not sufficient for him or her to completely solve the game. Thus, a book that contained *only* such information would not have universal appeal. To service the needs of adventure players of *all* skill levels, Keys to Solving Computer Adventure Games also includes complete step-by-step solutions for many of the adventure games. The reader of this book is cautioned, however, to use these complete solutions only as a last resort since a large part of the fun of playing the game is figuring out the solution to the various puzzles on your own.

Historically, the first adventure, an all-text game appropriately titled *Adventure*, was developed in the 1960's on a mainframe. Since its first translation into BASIC language for the Apple computer in early 1980, there have been at least 5 different versions of this game that have hit the market (including both commercial and public domain versions). Early games like *Adventure* were characterized by a two



word (verb-noun) command parser, and an extremely limited vocabulary (on the order of 50 to 100 words). These limitations made the game difficult to play since indeed one often had to type in the exact combination of two words in order to get a favorable response from the computer.

Since that time, adventure games have significantly advanced in two directions. First, the all-text types published by such notables as Mindscape, Synapse/Broderbund, and Infocom (to name a few) now recognize full sentences, multiple commands, and have vocabularies on the order of 1500 to 2000 words! Second, many adventure game manufacturers now offer a mixture of graphics and text in many different formats which many adventure game players find a desirable feature. The first such kind of game was On-Line's (now Sierra On-Line) *Mystery House* which appeared in late 1981. While indeed its graphics were quite elementary by today's standards (essentially isometric line drawings with no color, fill, or detail), the game represented a milestone from which the industry has moved on to an extreme level of sophistication, e.g., double hi-res graphics with full exploitation of the color capability of the computer.

Contained within this book are maps, hints, and solutions for twenty-six of the newest adventure games currently on the market including Infocom's latest best seller *Leather Goddesses of Phobos* a racy space age spoof by the author of Infocom's adventure classic *Hitchhiker's Guide to the Galaxy*. Ten of the games are of the all-text variety while the remaining sixteen are of the graphics/text type. Among the former are adventures based on: 1) popular movies (Mindscape's *A View to a Kill* and *Rambo*), 2) a best-selling book (Mindscape's *The Mist* based on a Stephen King novel), 3) the history of the atom bomb (Infocom's *Trinity*), 4) religious material (Relational Systems' *Real Life*), and 5) a bizarre murder mystery plot that takes place on the grounds of a circus lot (Infocom's *Ballyhoo*). Included in the mixed graphics/text group are: 1) a sequel to the popular *King's Quest I* (Sierra On-Line's *King's Quest II*), 2) two games with a Disney theme and easy-play features appropriate for the younger set (Sierra On-Line's *Mickey's Space Adventure* and *The Black Cauldron* based on the corresponding title in Lloyd Alexander's five-volume fantasy epic *The Chronicles of Prydain*) 3) an adventure starring famous Marvel comic strip characters (Adventure International's *Fantastic Four*), 4) a modern day fast-paced, action-packed adventure through a bizarre place where only the "totally tass" are successful and only the "tone-ly" survive (Activision's *Tass Times in Tonetown*), and, 5) a comical experience in a crazy mixed-up world of characters from children's story classics such as *The Three Bears*, *Alice in Wonderland*, and *Little Red Riding Hood* (American Eagle's *Fraktured Fables*).

All of the games discussed in this collection are available for the Apple II series of computers and the maps, hints, and complete solves have been compiled by myself from data obtained by playing each of these games to completion on an Apple IIe. I hasten to add, however, that just about all of these very same games are playable and

have the identical solution on Macintosh, IBM PC, Commodore 64/128, Atari 400/800 XL/XE and 520ST, and Amiga computers (a complete tabulation of this availability is given in Table 1). Thus, the book, is in no way limited only to Apple users.

In principle, Keys to Solving Computer Adventure Games resembles the two volumes of The Book of Adventure Games published by Arrays, Inc. However, Keys to Solving Computer Adventure Games has all new material and a somewhat changed format. In particular, the set of clues for each of the games has been scrambled. This has been done to prevent the player from catching a glimpse of the clue following the one he or she is currently interested in thus continually spoiling the surprise. Furthermore, as previously mentioned, a section devoted to complete walk-thru's has been included as an added attraction.





**Table 1. Computer Availability of The Adventure Games**

<u>Name of Game</u>	<u>Computer</u>								
	Apple II Series	IBM PC Series	Macintosh	Commodore 64/128	Amiga	Atari XL/XE	Atari ST	TRS-80	Tandy 1000
A View to a Kill	X	X	X						
Ballyhoo	X*	X	X	X#		X		X	
Black Cauldron	X*	X					X		
Borrowed Time	X	X	X	X	X		X		X
Brimstone	X	X	X	X		X	X		
Chalice of Mostania	X								
Crimson Crown	X	X	X	X	X		X		
Destiny	X								
Fantastic Four	X								
Forbidden Castle	X	X	X						
Fraktured Faebles	X								
Kings Quest II	X*	X					X		
Leather Goddesses of Phobos	X	X	X	X	X	X	X		
Lost Ark of the Covenant	X								
Mickey's Space Adventure	X			X					
NeverEnding Story	X			X		X			
Nine Princes In Amber	X	X		X					



Name of GameComputer

	Apple II Series	IBM PC Series	Macintosh	Commodore 64/128	Amiga	Atari XL/XE	Atari ST	TRS-80	Tandy 1000
Oo-Topos (New Version)	X	X		X			X		
Rambo	X	X	X						
Real Life	X@		X%						
Spellbreaker	X	X	X	X	X	X	X		
Tass Times in Tonetown	X	X	X	X	X		X		X
The Mist	X	X	X						
Transylvania (New Version)	X	X	X	X	X		X		
Trinity	X*	X	X	X	X		X		
Voodoo Island	X	X	X						

---

\* Apple IIe/IIc (w/128k) only

# Commodore 128 only

% Macintosh (w/512k) only

@ Apple IIe/IIc (w/128k and 80 column card) only

## ACKNOWLEDGMENT

A special word of thanks to Jerry Jones whose efforts were invaluable in the design, layout, and the production of the manuscript. Also, I wish to thank Frank Kollar and Jeff Berner for assisting me with a number of tasks that required a skilled level of computer expertise.





## USER'S GUIDE

The contents of Keys to Solving Computer Adventure Games is divided into three main sections: Maps and associated Hint Sheets, Master List of Clues and Complete Solutions. The following are instructions on how to use the information in each of these sections in the most productive manner.

A map of an adventure game is, many ways, similar to an ordinary road map. Each rectangular box on the map represents a key location in the game (as would a city on a road map) and movement between boxes is typically achieved by typing in a directional command such as: North, South, Northeast, etc.\* For these simple directional commands, the following notation is applicable. North and South are indicated by a vertical line between the bottom of the box corresponding to the present location and the top of the box corresponding to the location to which you are headed. Similarly, East and West are indicated by a horizontal between the sides of the same boxes. If the game allows for diagonal directional commands such as Northeast, Southwest, again these directions are indicated by corresponding diagonal lines between appropriate corners of the two boxes in question.

In contrast to road maps, adventure game maps typically allow for movement between boxes with commands such as Up, Down, Climb the ladder, Enter the cage, etc. To avoid confusion with the conventional directions of the above, it is important to establish and maintain a consistent notation for these additional possibilities. In this book, Up and Down will be denoted by a diagonal line between the top of one box and the bottom of another. Specialized (non-directional) commands that cause transition from one box to another will be denoted by a diagonal line from the side of one box to the side of another.

Strange as it may seem, in some cases, the transition from one location (box) to another is not bi-directional, i.e., one might be required to go North to get from box A to box B but must go Southwest to get back to box A from box B. In such instances, an arrowhead pointing in the appropriate direction will be added to the directional line. When no arrowhead exists along a directional line, it is assumed that the transition corresponding to that line is bi-directional.

One other type of transition between map locations can occur in adventure games. Quite often an indirect command such as saying a magic word or casting a magic spell will "teleport" the player from one location to another which may even be far removed from his or her present position. To denote this type of movement, I have used a dashed line between the appropriate boxes.

---

\* Many adventure games accept abbreviations for these commands such as N for North, NE for Northeast, etc.



Finally, it should be noted that, because of limitations on layout, it is sometimes necessary to break a directional line segment transitioning between two boxes. With regard to the directions that this line represents, whether or not it is broken is irrelevant. All that matters is its direction when it leaves or enters the box.

Since many of the adventure game maps are quite complex, it is helpful to identify the starting location on the map. To this end, I have used a box with a shaded perimeter to denote this starting location. If the game takes place in several parts, each being described by its own map drawn on a separate page, then the shaded box notation has been applied to each such page.

Associated with every adventure map is a hint sheet that provides hints and clues for "breaking through" the key locations. The hints are provided in sequential order, i.e., an order in which they would be needed to successfully play through the game from beginning through end. It is to be emphasized that this ordering is not unique; that is to say, in some instances, it is possible to traverse through the key locations in a different order and still win the game. In many cases, however, the solution to the puzzle that allows the player to break through a particular key location can only be accomplished after having broken through certain other key locations. The simplest example of this might be the necessity to find a key (in one key location) that allows opening a door (in another key location). In such cases, the order of events is important and cannot be reversed,

Each clue on the hint sheet (identified by its location number) has a corresponding circled number located on one of the boxes of the map. Since, in general, a given location in the game will be traversed more than one time during play, many of the key locations may have several hints (circled numbers) associated with it. As such, it should not be surprising to find that the starting location (the box with the shaded perimeter) may wind up to be a key location with a clue number other than one, i.e., the puzzle that must be solved in this location only becomes significant after having played a portion of the game.

The actual clues themselves are also identified by numbers (clue number) and their content is obtained by associating these numbers with a scrambled Master List of clues for all of the games. Each clue number is used once and only once (i.e., it is never repeated in any other game) and as such corresponds to a unique clue in this Master List. Also, when a player looks up a particular clue corresponding to a certain key location in the game currently being played, he or she will obtain only the specific information sought after since the adjacent clues in the Master List will in all probability be from totally different games. The use of such an unencumbered yet effective scrambling scheme is essential to preserving the challenge.

A simple example serves to illustrate all of the above points. Suppose that, for the fictitious game entitled The Moldavian Conquest, the first 5 clues of the hint sheet



appear as follows:

<u>Location Number</u>	<u>Clue Number</u>
1	49
2	358
3	92
4	110
5	2

To use this information, one would begin the game at the starting location (the box with the shaded perimeter) on the corresponding map and play along until he or she reached the key location (box) with a circled number "1". At this point, if a hint was needed to continue the game, the player would look up clue number 49 in the Master List. Assuming that the player correctly interpreted and used the clues found there, he or she would proceed with the play of the game until reaching the box with a circled number "2". Thereupon, if help was needed, the player would look up clue number 358 in the Master List and, after making successful use of the information found, proceed on to key location #3, etc., etc., etc.

If after using the complete hint sheet, the player is still unable to solve the adventure, Keys to Solving Computer Adventure Games contains an added bonus not found in other books of this type. The third and final section of the book is a series of complete step-by-step solutions (walk-thru's) for those games where it is possible to define unique solutions and which, in the author's opinion, are sufficiently complex as to warrant its inclusion. Starting with these solutions rather than the combination of the map and hint sheet is like giving up on a puzzle before you open the box and remove the pieces. **Thus, I strongly urge the player to use these solutions only after he or she has lost as much sleep as I have in arriving at them.** In writing these solves, I have incorporated many parenthetical expressions which represent the responses provided by the game to the player's commands. These parenthetical expressions are included merely to add to the enjoyment of playing the game are are not to be typed in as part of any command.

Twenty-five of the twenty-six adventures treated in this book follow a common format, in the sense that the flow of the game is uniquely defined by a map with movement between locations to a large extent carried out by explicit or implicit directional commands. For this type of game, a hint sheet with numbered clues keyed to corresponding map locations is readily constructed. *Nine Princes of Amber* by Telarium is the exception to the above. In this game, directional commands are not used and movement from one location in the game to another is determined automatically by: 1) execution of the appropriate statement, 2) winning or losing a battle with an opponent, or 3) successfully completing a maze-type game called The Pattern. Thus, the notion of a map, in the sense of our previous discussions, is



inappropriate to this game. Furthermore, according to the manufacturer there are at least thirty different complete solutions each yielding some degree of success. Of the thirty, however, there are only two solutions that yield **complete** success. Thus, for this adventure, we have merely provided the two correct step-by-step solutions.

Before closing, I would like to point out to the user of this book that every effort has been made to assure the accuracy of the information contained within. To this end, I have personally played every game through to completion twice on an Apple IIe computer, each time using the map and the step-by-step solution and/or the hint sheet as guides. Thus, in theory, the user should expect a perfect manuscript.

However, due to the complex nature and potential randomness of some of the games coupled with the chance of slight variations between versions for different computers\* there exists the possibility of imperfections. Because of these uncontrollable factors, neither the author nor the publisher can assume responsibility for the fallibility of the maps, hint sheets, or complete solutions.

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\* Every adventure game manufacturer that I contacted informed me that no such variations existed.

## TIPS ON PLAYING ADVENTURE GAMES

Unlike most other types of software on the market, the typical computer adventure game consists of little else than a disk (or disks) in a box. Although some adventure game manufacturers are now trying to glorify the package by including such items as comic books, newspapers, color wheels, etc., which contain key clues for solving the game, the essence of the matter is that the adventurer is basically left on his or her own to figure out the mysteries of: 1) how do I start the game, 2) what strategies shall I employ along the way, and, 3) what is the ultimate purpose of my mission.

The brief discussion that follows is an attempt at answering these perplexing questions in the general context of the adventure games that are included in this and other books of this type.

A common thread among all adventure games is the necessity of accumulating an inventory of items that you, the adventurer, find along the way. These items (some of which may wind up to be of no value) are used to solve the various puzzles that occur throughout the game. Thus, the first thing to do when starting an adventure game is to determine what items you have in your inventory at the outset. This is typically done by typing the command: INVENTORY (most games accept an abbreviation of this word like "I" or "INV").

Next, you must begin to explore your surroundings. Before leaving your present location, however, LOOK at or EXAMINE every object in the "room." In fact, this is something you should do every time you move to a new location. When you are convinced you have seen all there is to see and taken all there is to take, you are ready to move on. Just type in a directional command such as North, West, etc. (again abbreviations such as "N" and "W" are accepted by most games) and you will move to the next game location in the chosen direction.

The best way to keep track of your movements is with the use of a map such as those contained in the first section of this book. When first playing a game, it is wise to map as much of it as you can without paying strict attention to what is happening in each room. This gives you a feel for the geography of the game before you set out to solve the intricacies of its various puzzles.

Most games only allow for limited inventory, i.e., you can only carry a certain number of possessions with you at any given time. Thus, you must judiciously DROP items from time to time when you think you either don't need them at the present time or have already made full use of them and won't need them again. In certain games, you may find a receptacle such as a sack, a pouch, etc. to carry items in. Putting your inventory items in this receptacle often allows you to carry more than if you carried these same items individually.



Quite often the player will encounter a maze within the adventure game itself that must be negotiated before play can continue. Here again a map is quite helpful. Since typically in a maze, the descriptions of the locations are identical, the construction of such a map is a bit more challenging. Here is another use for the inventory items you have collected thus far. As you move through the maze DROP an item every few maze locations. These then serve as markers to help you distinguish one location from another and find your way back in the same manner that Hansel and Gretel used their bread crumbs to retrace their steps.

Another pointer is to pay careful attention to the description of your inventory items when you LOOK at them after you have TAKEN them. These descriptions often contain clues as to how these items should be used. Don't always expect an item to be used in its most common application. For example, a lock is most often opened with a key; but perhaps a toothpick might accomplish the same by picking the lock.

Always make full use of the vocabulary allowed by the game. For example, SEARCHing an object often reveals more than merely LOOKing at it. CAREFULLY EXAMINing it might even reveal more yet.

Finally, don't try to accomplish too much in one sitting. Even the most experienced of adventurers will require many sessions to solve a game. In this regard, SAVE your game often and in as many locations as the game allows SAVE positions. In this way, you can try many different strategies to get through the tough spots without having to start from scratch each time.

Happy adventuring!!



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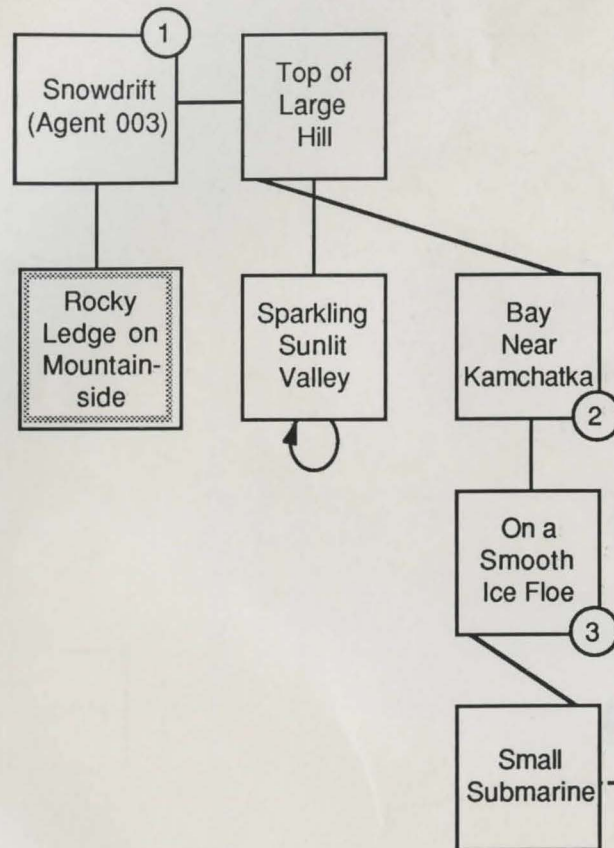




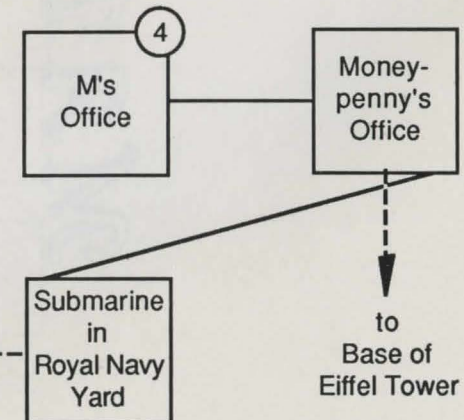
*MAPS*  
*and*  
*HINT SHEETS*



## A VIEW TO A KILL



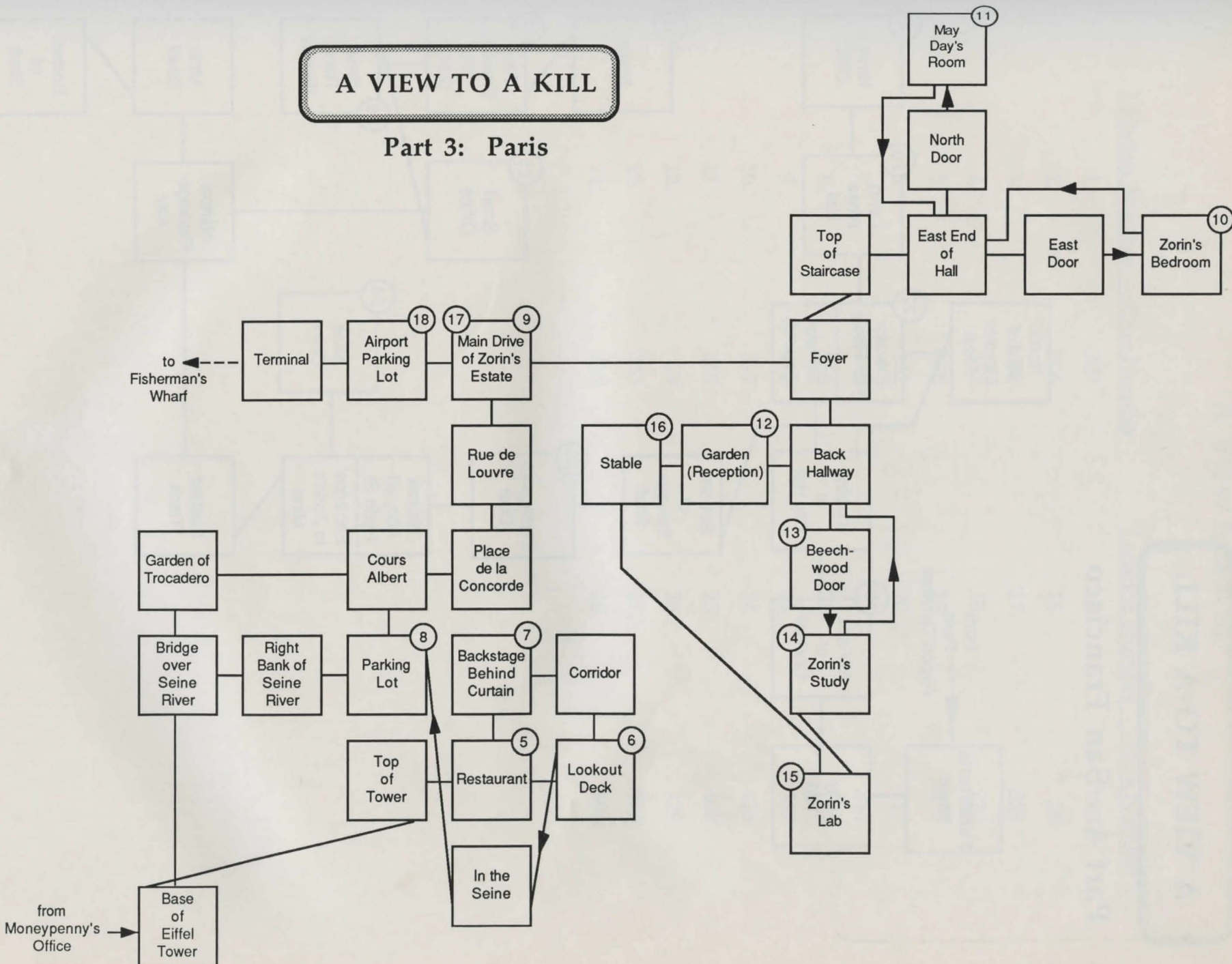
Part 1: Siberia



Part 2: London

## A VIEW TO A KILL

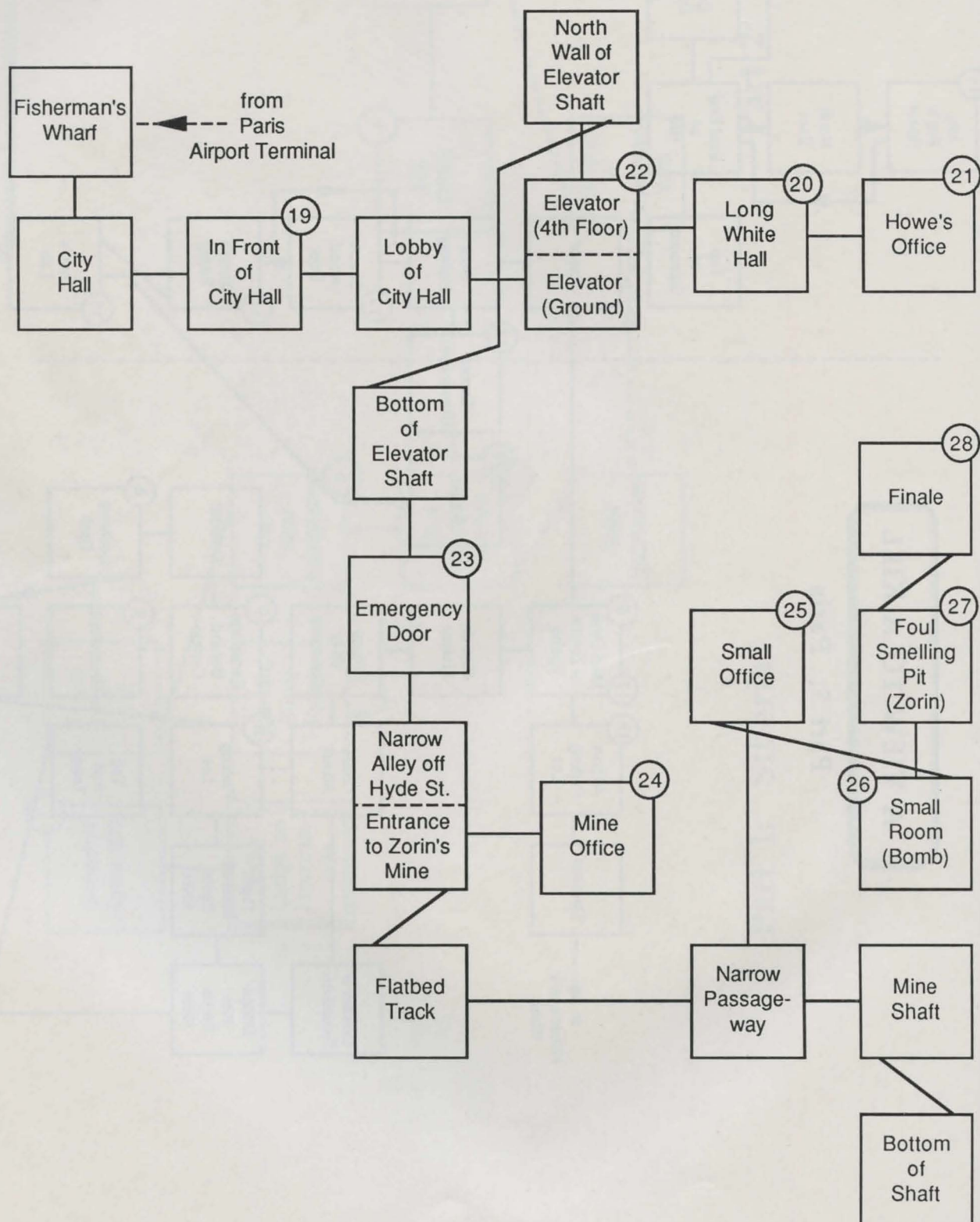
## Part 3: Paris





# A VIEW TO A KILL

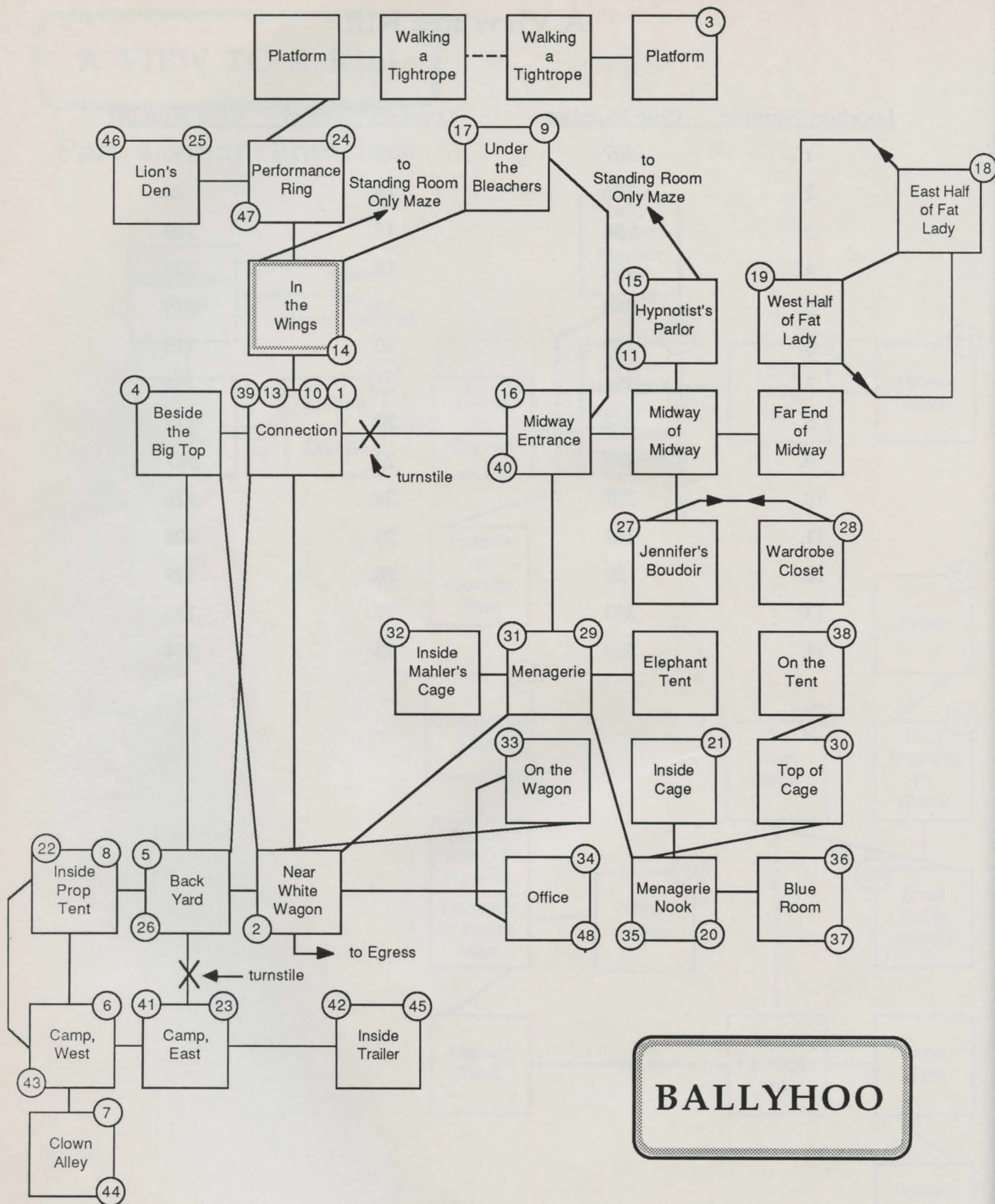
## Part 4: San Francisco



## A View to a Kill

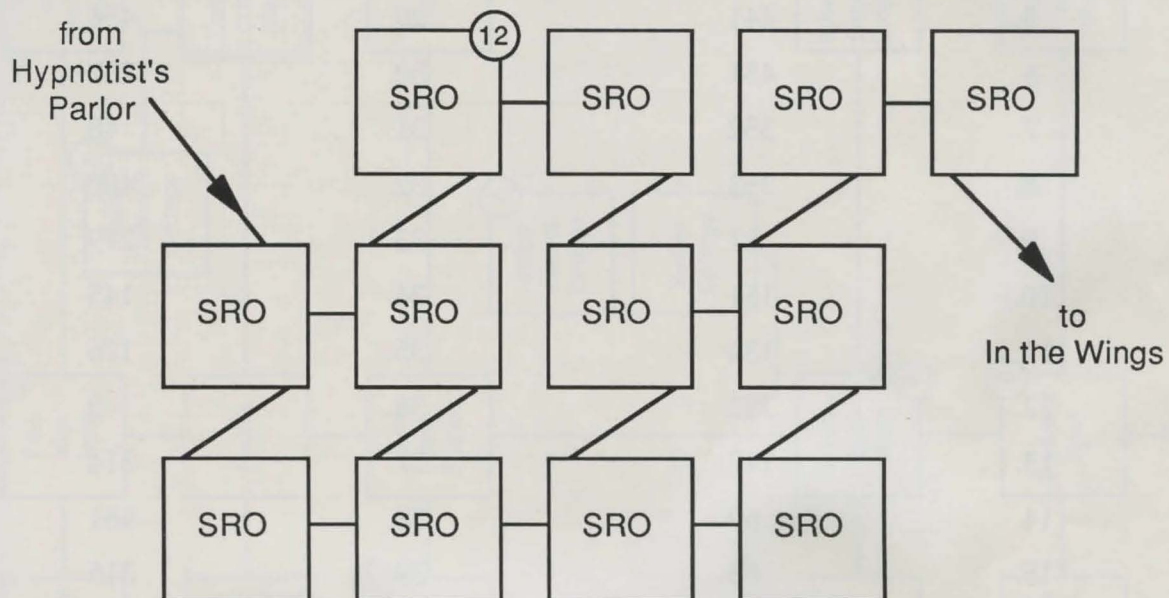
<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	307	15.	190
2.	206	16.	26
3.	54	17.	308
4.	452	18.	220
5.	370	19.	275
6.	232	20.	115
7.	156	21.	254
8.	268	22.	172
9.	177	23.	367
10.	337	24.	426
11.	162	25.	408
12.	29	26.	129
13.	333	27.	130
14.	339	28.	384





# BALLYHOO

## Standing Room Only (SRO) Maze



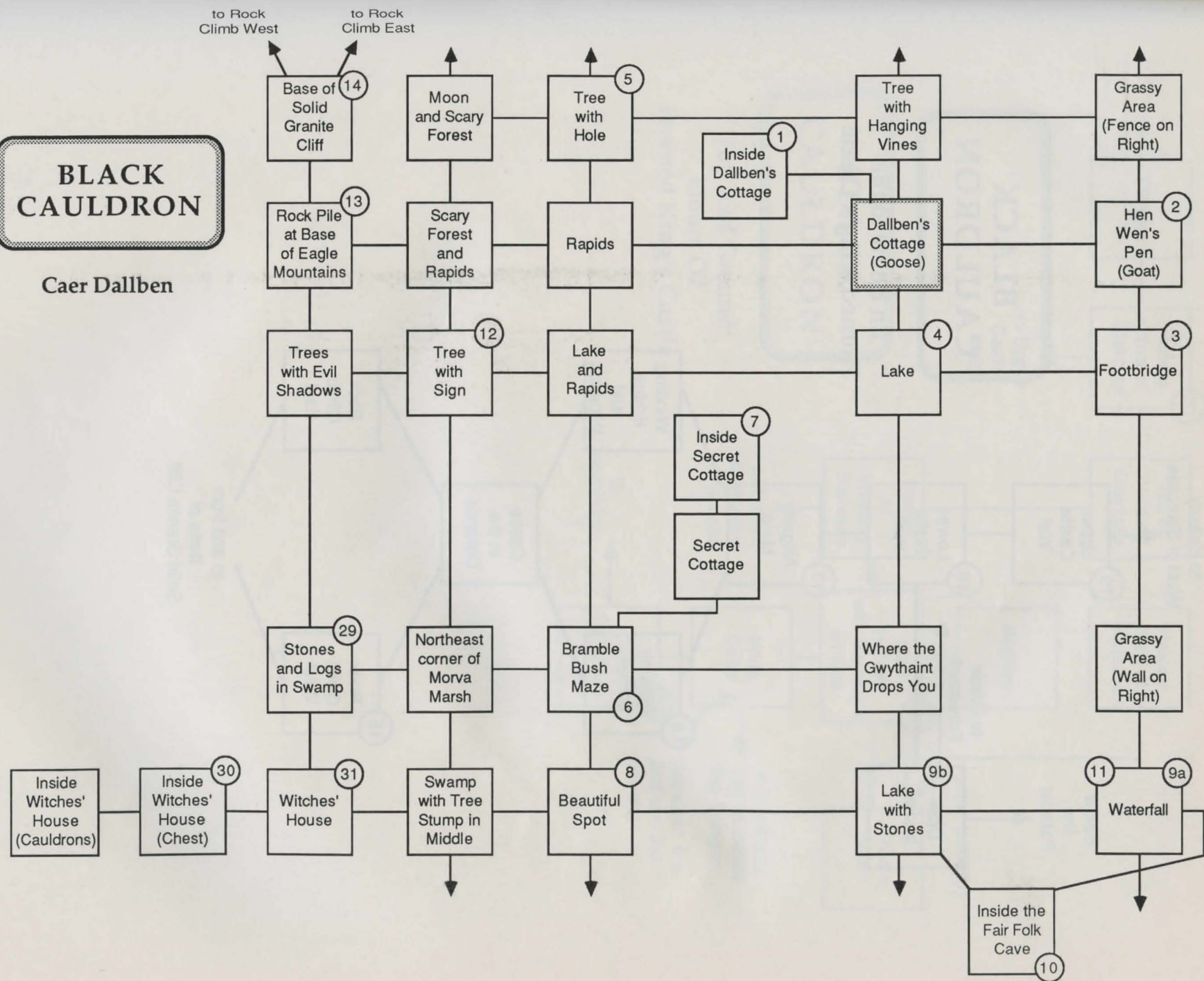


# Ballyhoo

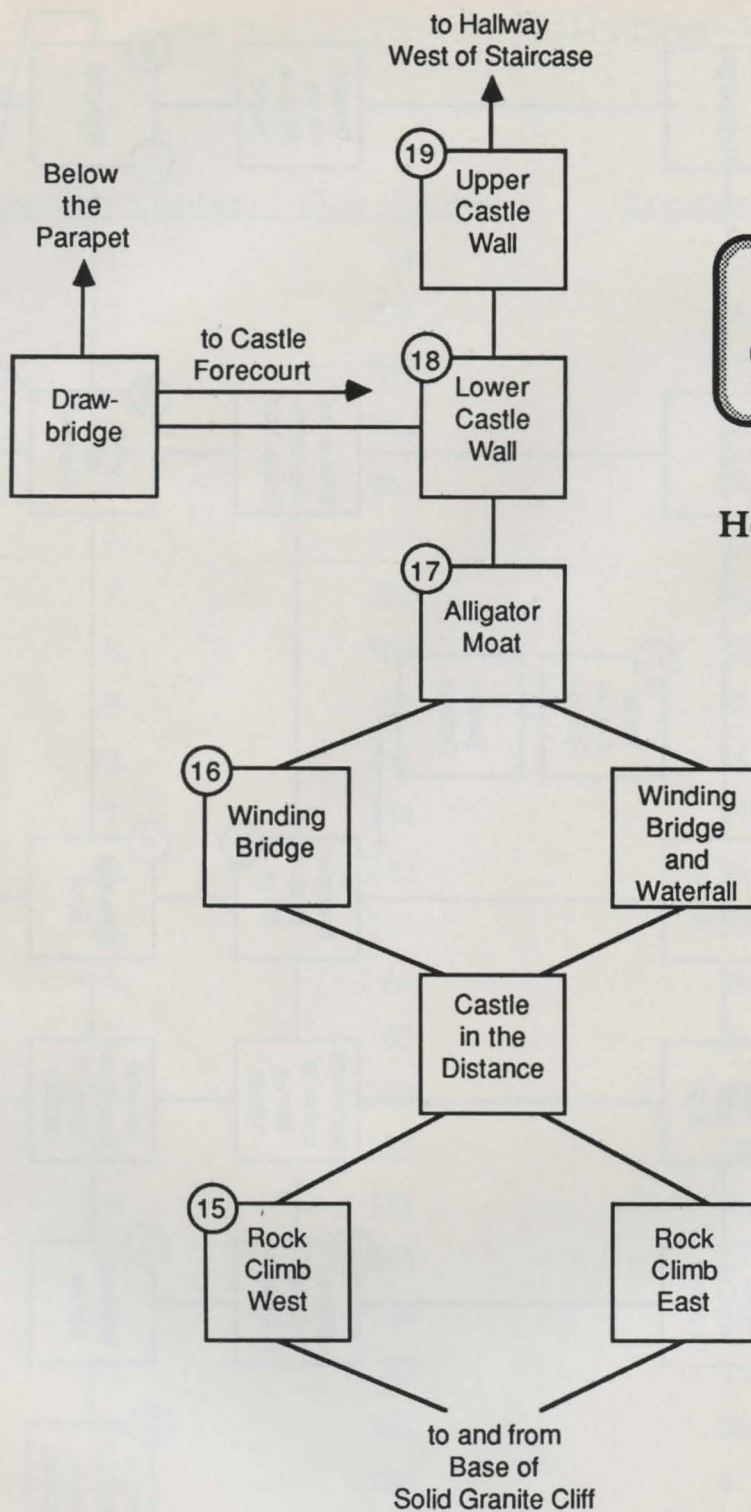
<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	14	25.	457
2.	298	26.	11
3.	365	27.	434
4.	300	28.	174
5.	441	29.	454
6.	451	30.	292
7.	352	31.	48
8.	353	32.	400
9.	81	33.	279
10.	151	34.	145
11.	134	35.	176
12.	332	36.	3
13.	147	37.	314
14.	69	38.	461
15.	63	39.	315
16.	330	40.	137
17.	321	41.	46
18.	173	42.	369
19.	463	43.	119
20.	144	44.	142
21.	53	45.	80
22.	381	46.	140
23.	280	47.	230
24.	150	48.	334

# BLACK CAULDRON

Caer Dallben





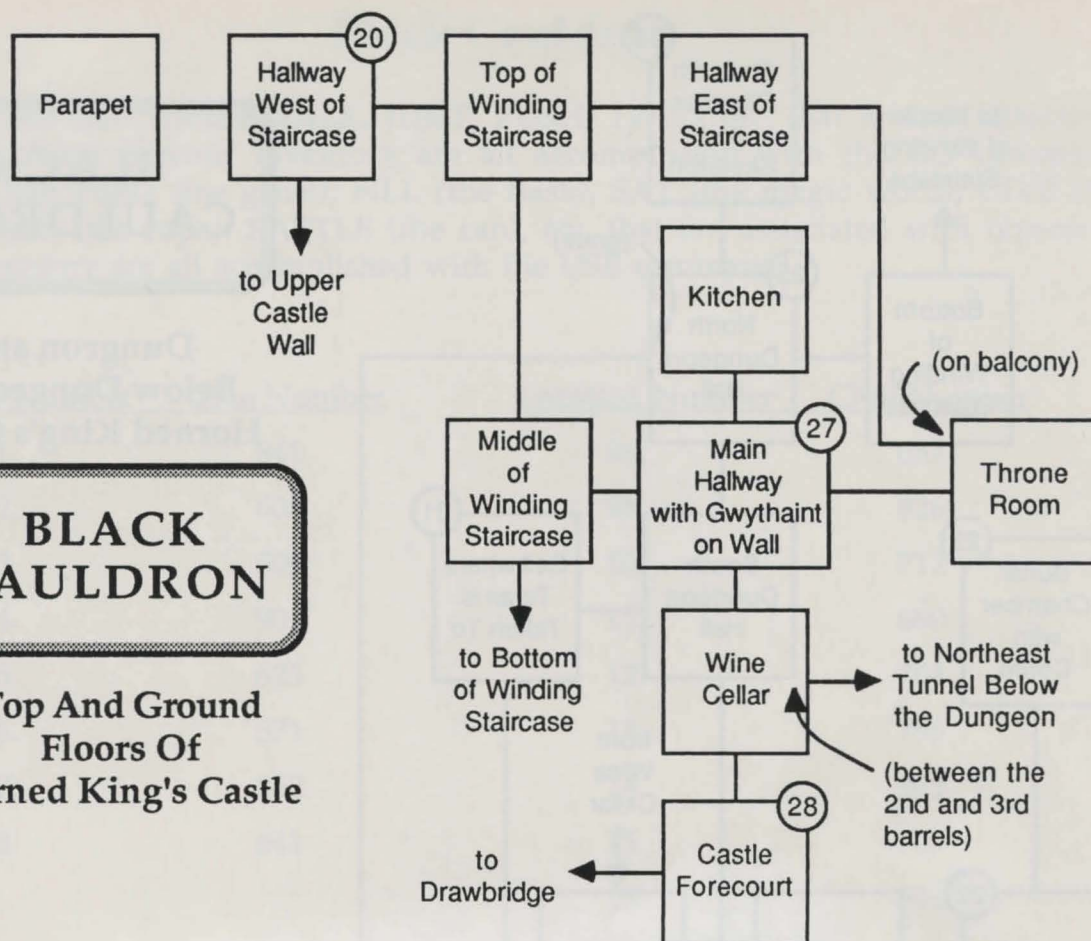


## BLACK CAULDRON

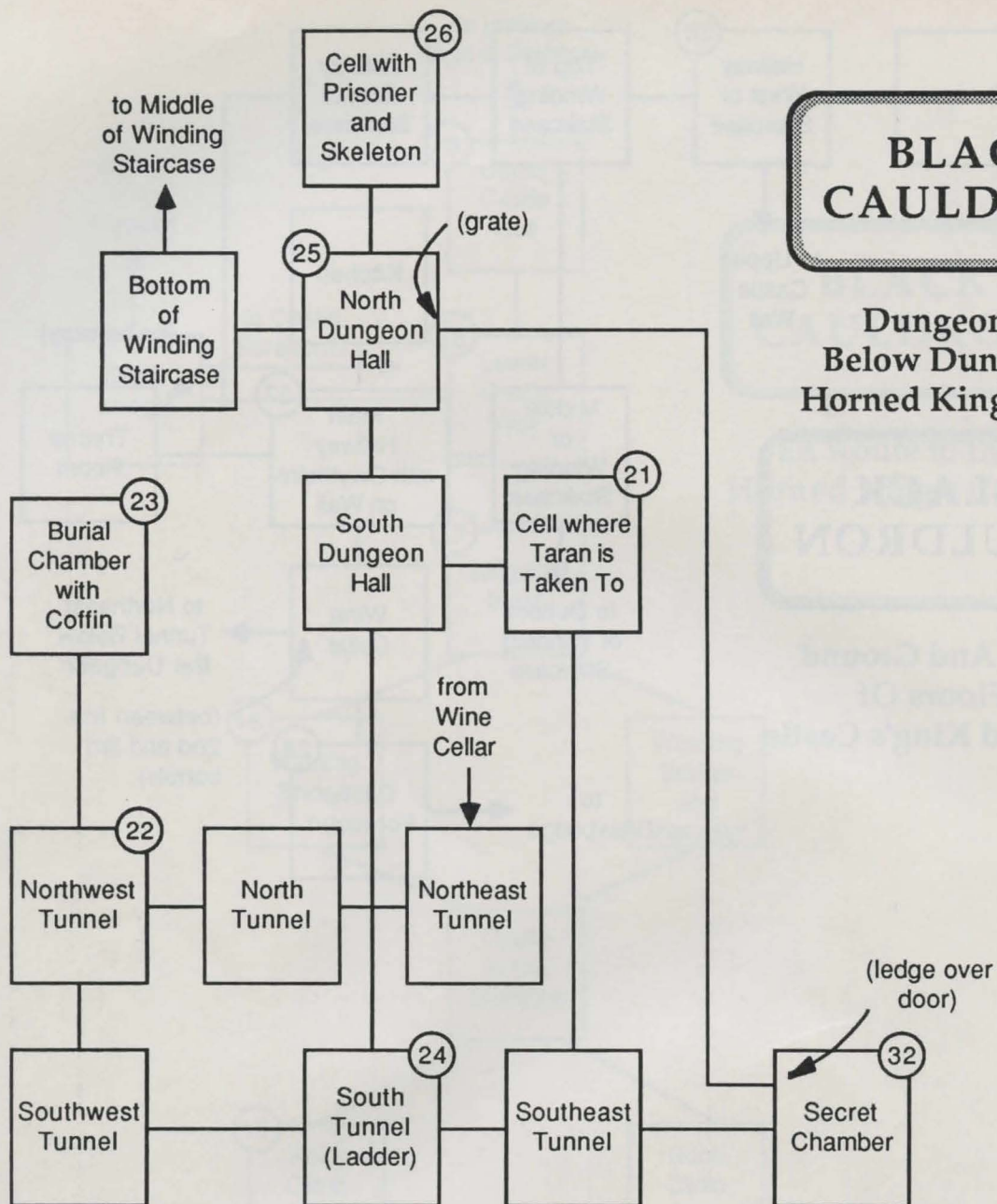
En Route to the  
Horned King's Castle

# BLACK CAULDRON

Top And Ground  
Floors Of  
Horned King's Castle







## BLACK CAULDRON

Dungeon and  
Below Dungeon of  
Horned King's Castle

## Black Cauldron

Actions like GET, OPEN, TALK, JUMP, PUSH, TWIST etc. that are not associated with an object in your inventory are all accomplished with the DO command. Actions like FEED (the gruel), FILL (the flask), SAY (the magic word), GIVE (the lute), GRAB (the rope). RATTLE (the can), etc. that are associated with objects in your inventory are all accomplished with the USE command)

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	841	9a.	657
2.	608	9b.	826
3.	509	10.	712
4.	901	11.	660
5.	623	12.	704
6.	571	13.	796
7.	868	14.	573
8.	641	15.	709
		16.	911

At this point in the game you can proceed in two different ways to get into the castle. You can either go west across the drawbridge or straight ahead across the moat and up the castle wall. We shall presume the latter for getting into the castle and then use the former for getting out.

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
17.	714	24.	602
18.	533	25.	737
19.	768	26.	860
20.	654	27.	564
21.	897	28.	894
22.	728	29.	905
23.	845	30.	689
		31.	649

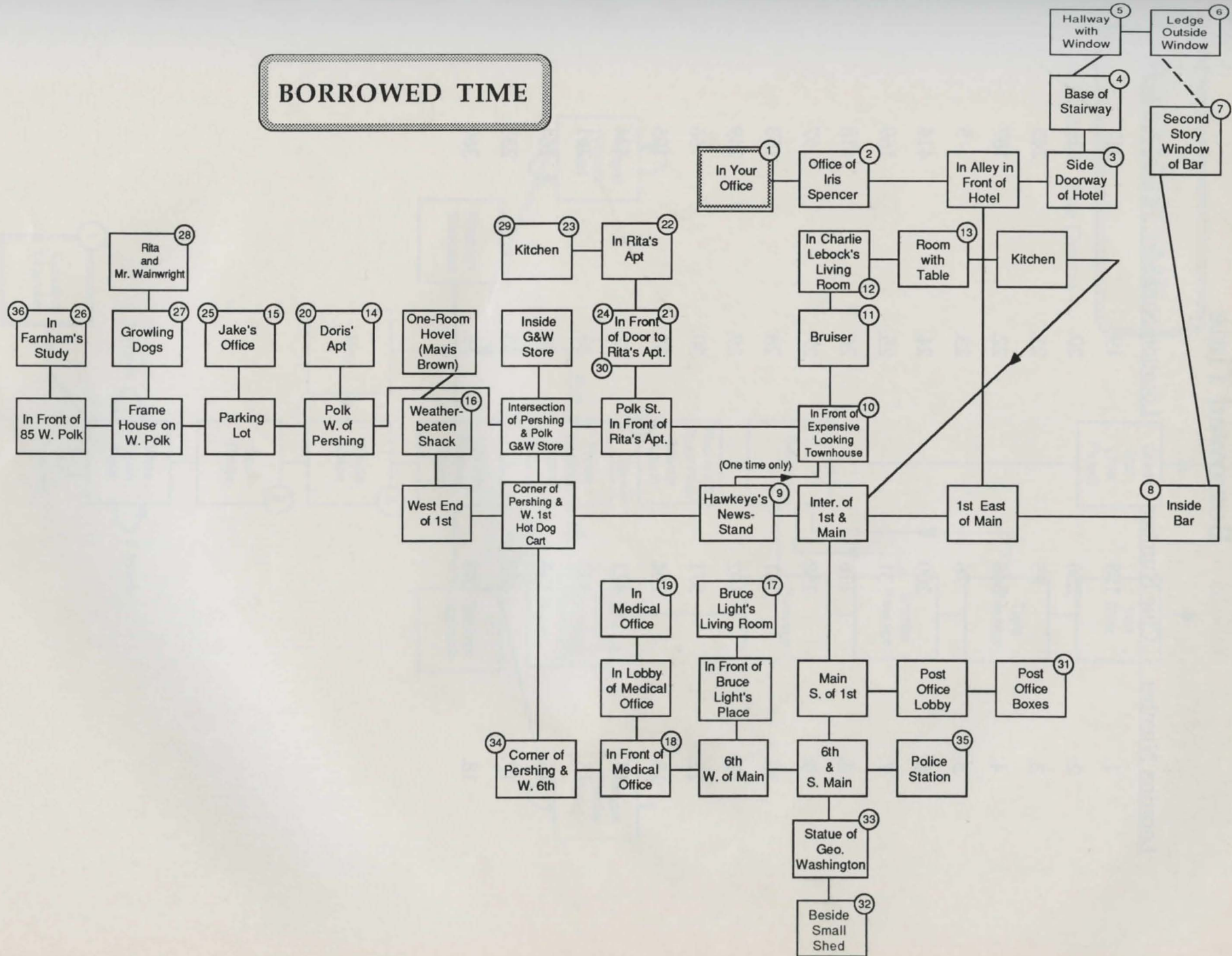


At this point you can win the game by jumping into the cauldron. Unfortunately, you don't live to see the victory and you only have 190 points. To continue further, proceed as follows. Wait until the Gwythaint swoops down and takes the cauldron. Then proceed to the King's secret chamber. Enter it on the ledge above the door (east of the North Dungeon Hall).

Location Number    Clue Number

32.                      795

# BORROWED TIME



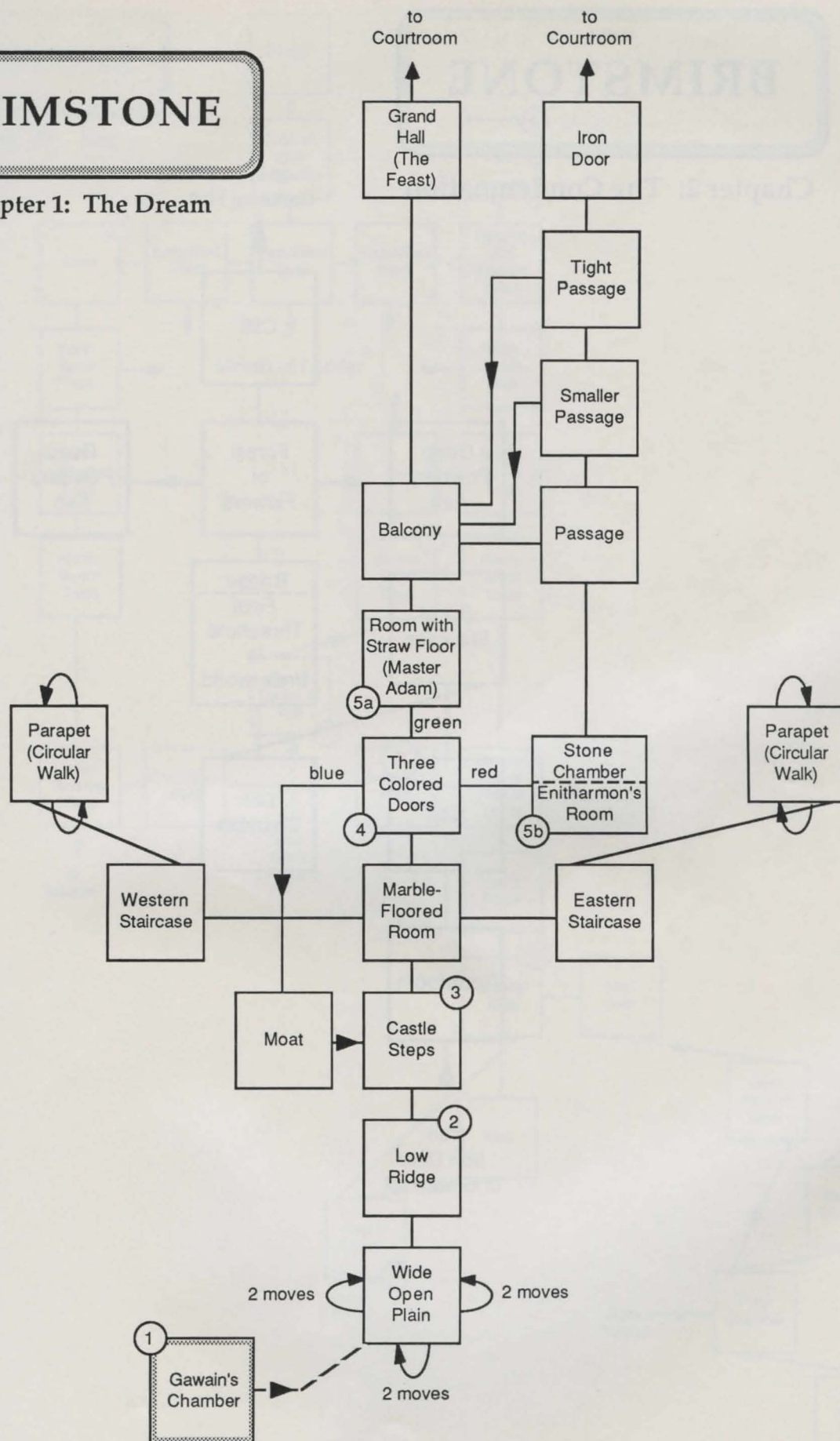


## Borrowed Time

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	158	19.	317
2.	256	20.	16
3.	55	21.	245
4.	346	22.	187
5.	76	23.	5
6.	200	24.	414
7.	31	25.	169
8.	116	26.	418
9.	258	27.	97
10.	161	28.	153
11.	192	29.	249
12.	371	30.	66
13.	204	31.	195
14.	421	32.	424
15.	383	33.	261
16.	133	34.	164
17.	480	35.	235
18.	89	36.	360

# BRIMSTONE

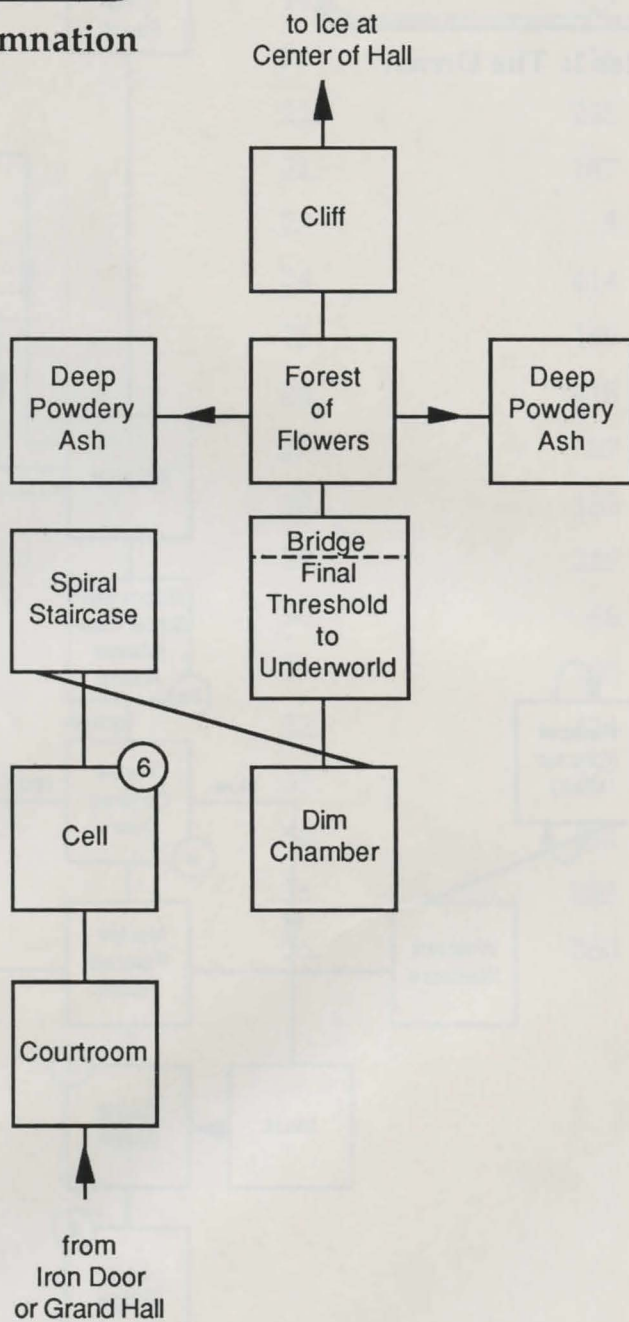
## Chapter 1: The Dream





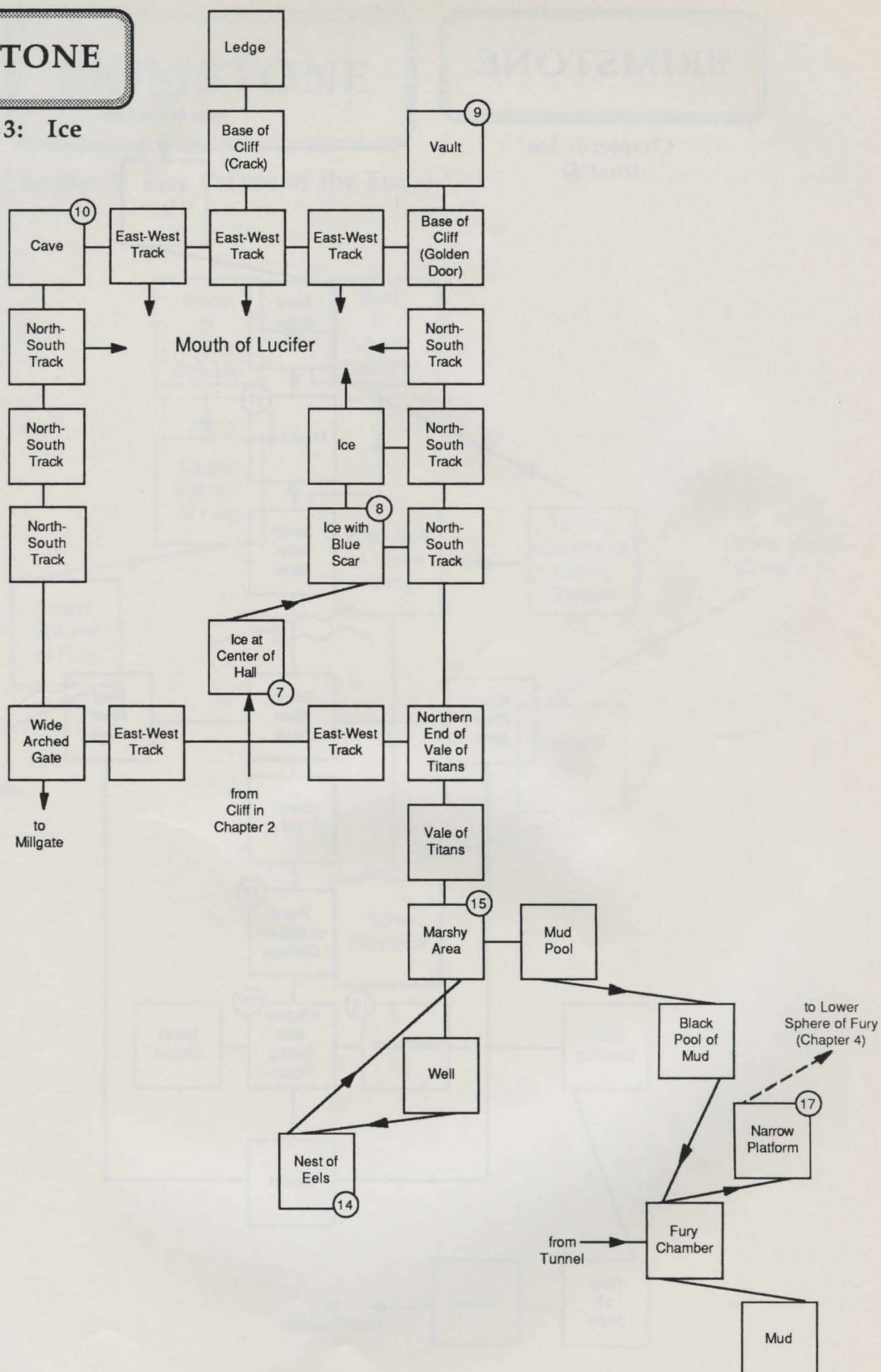
# BRIMSTONE

## Chapter 2: The Condemnation



## BRIMSTONE

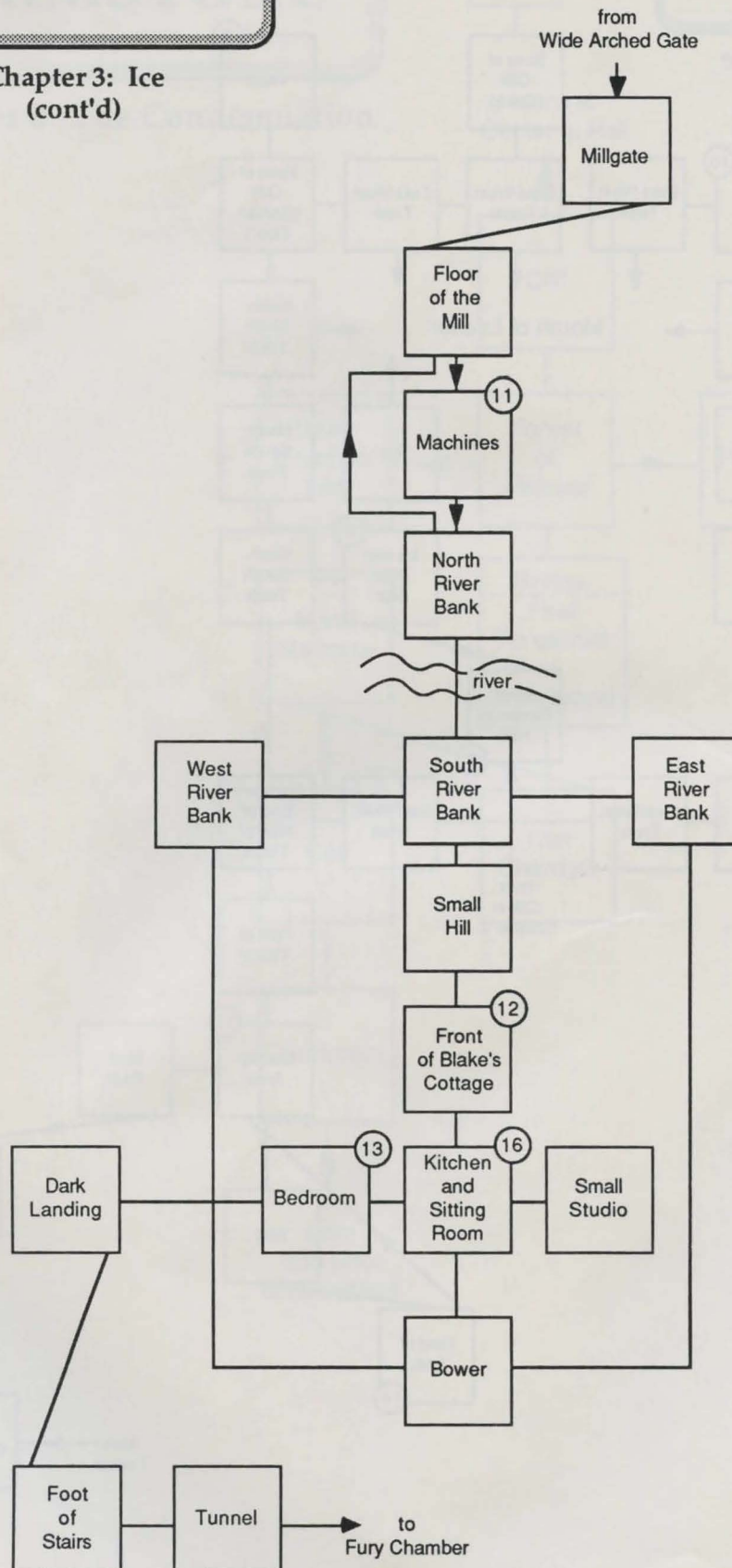
## Chapter 3: Ice





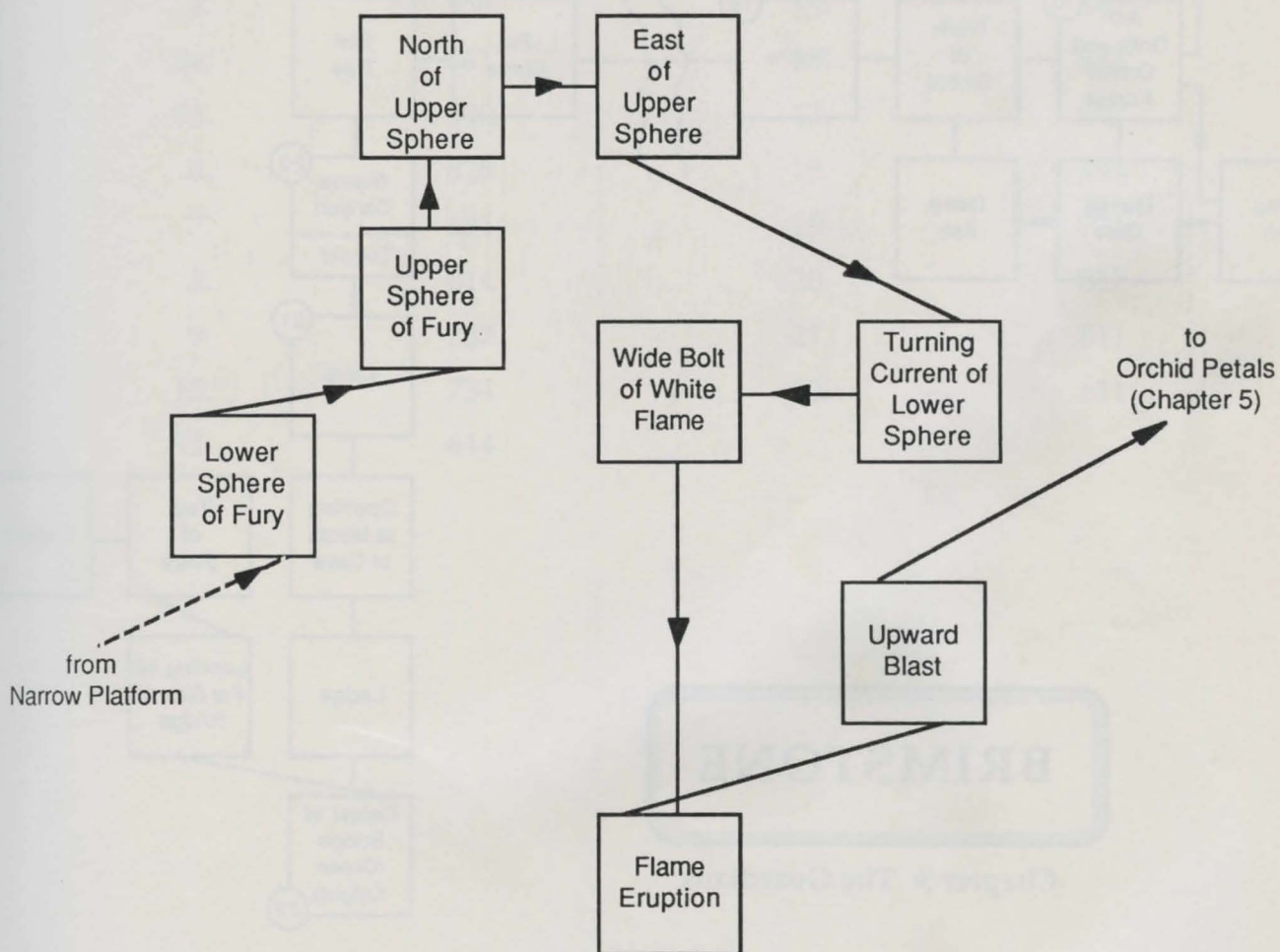
# BRIMSTONE

## Chapter 3: Ice (cont'd)

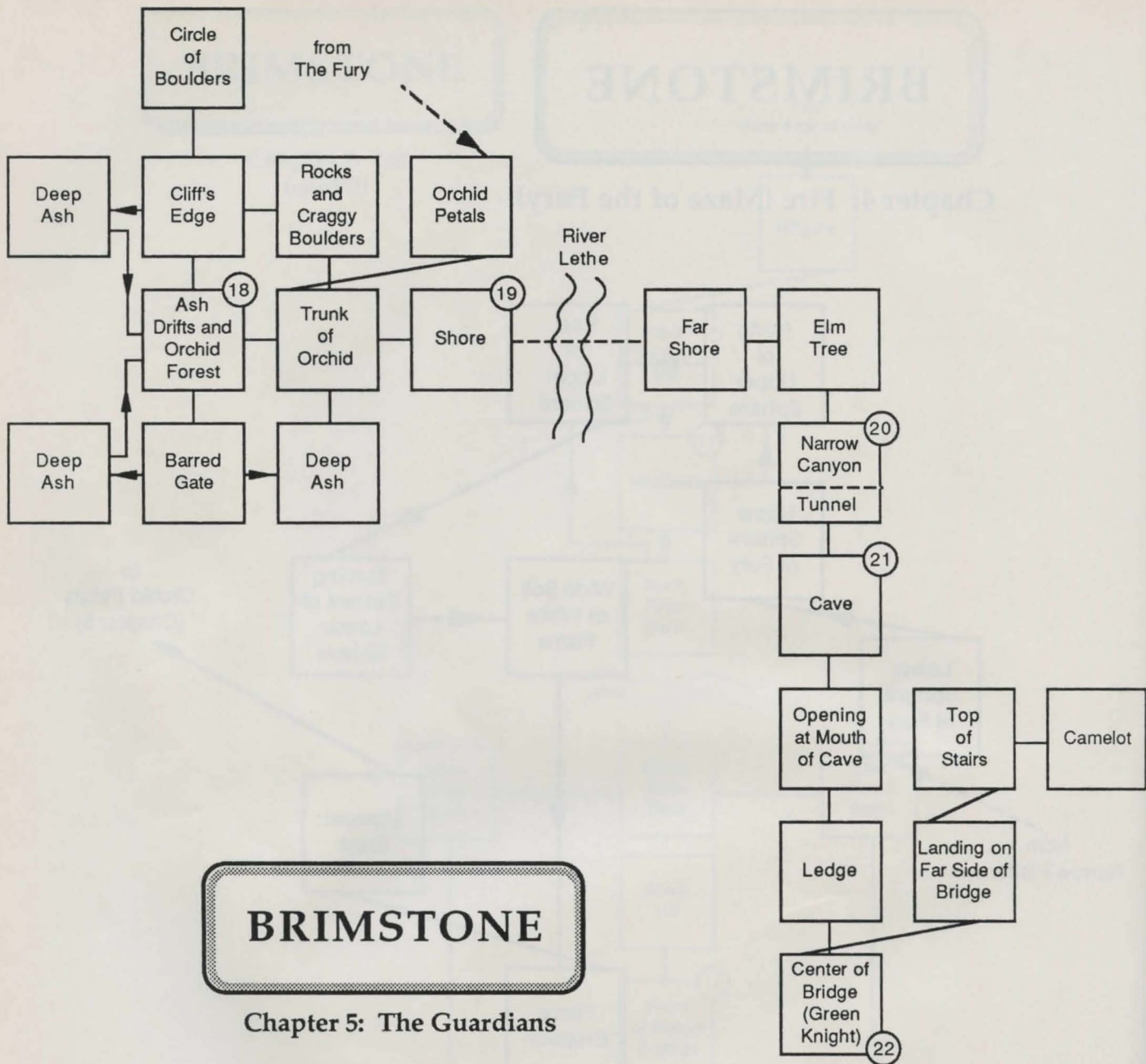


# BRIMSTONE

## Chapter 4: Fire (Maze of the Fury)







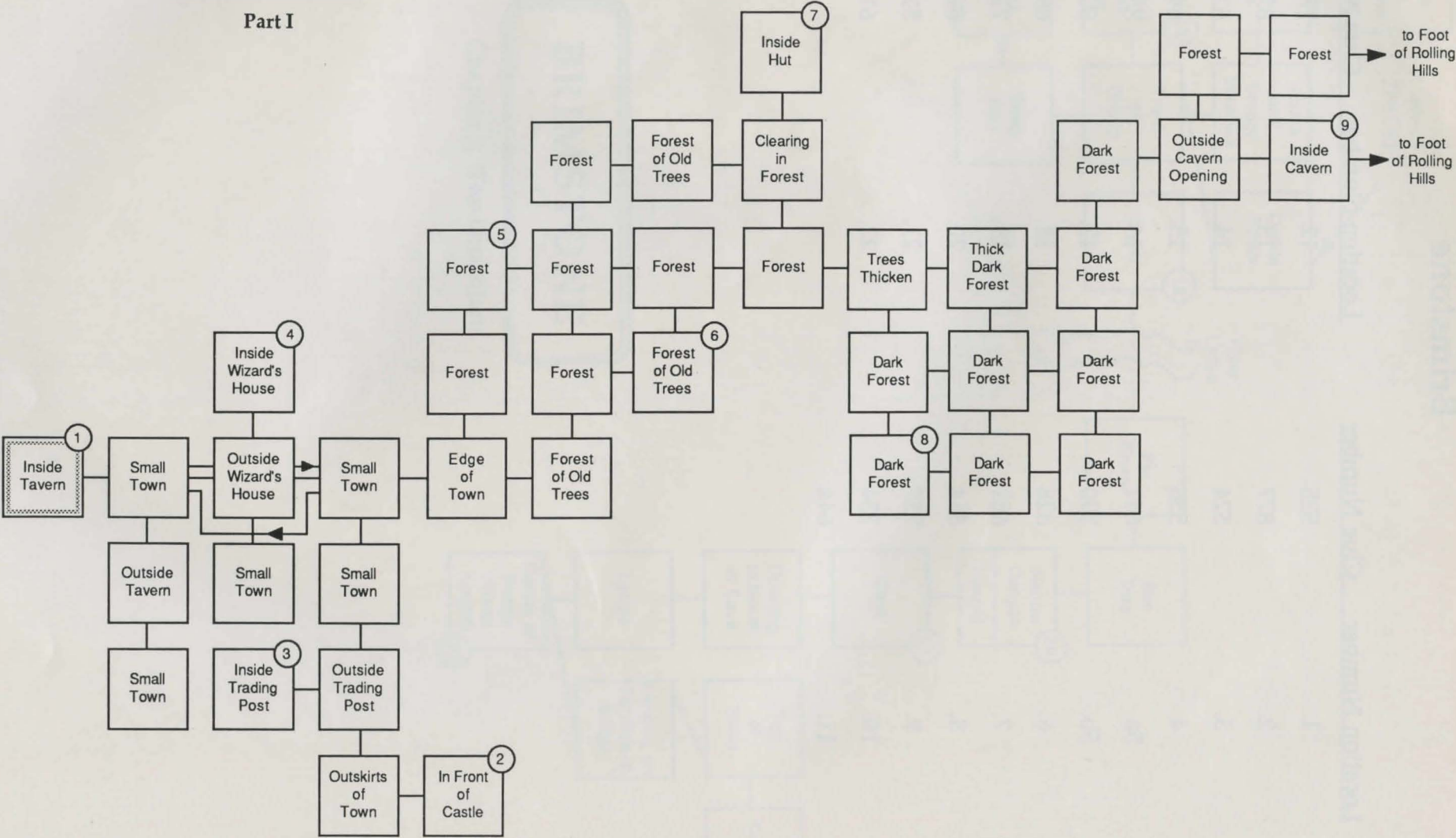
# Brimstone

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	525	12.	772
2.	877	13.	875
3.	524	14.	621
4.	556	15.	647
5a.	661	16.	883
5b.	590	17.	907
6.	828	18.	693
7.	681	19.	724
8.	814	20.	817
9.	757	21.	511
10.	734	22.	611
11.	644		



CHALICE OF  
MOSTANIA

## Part I

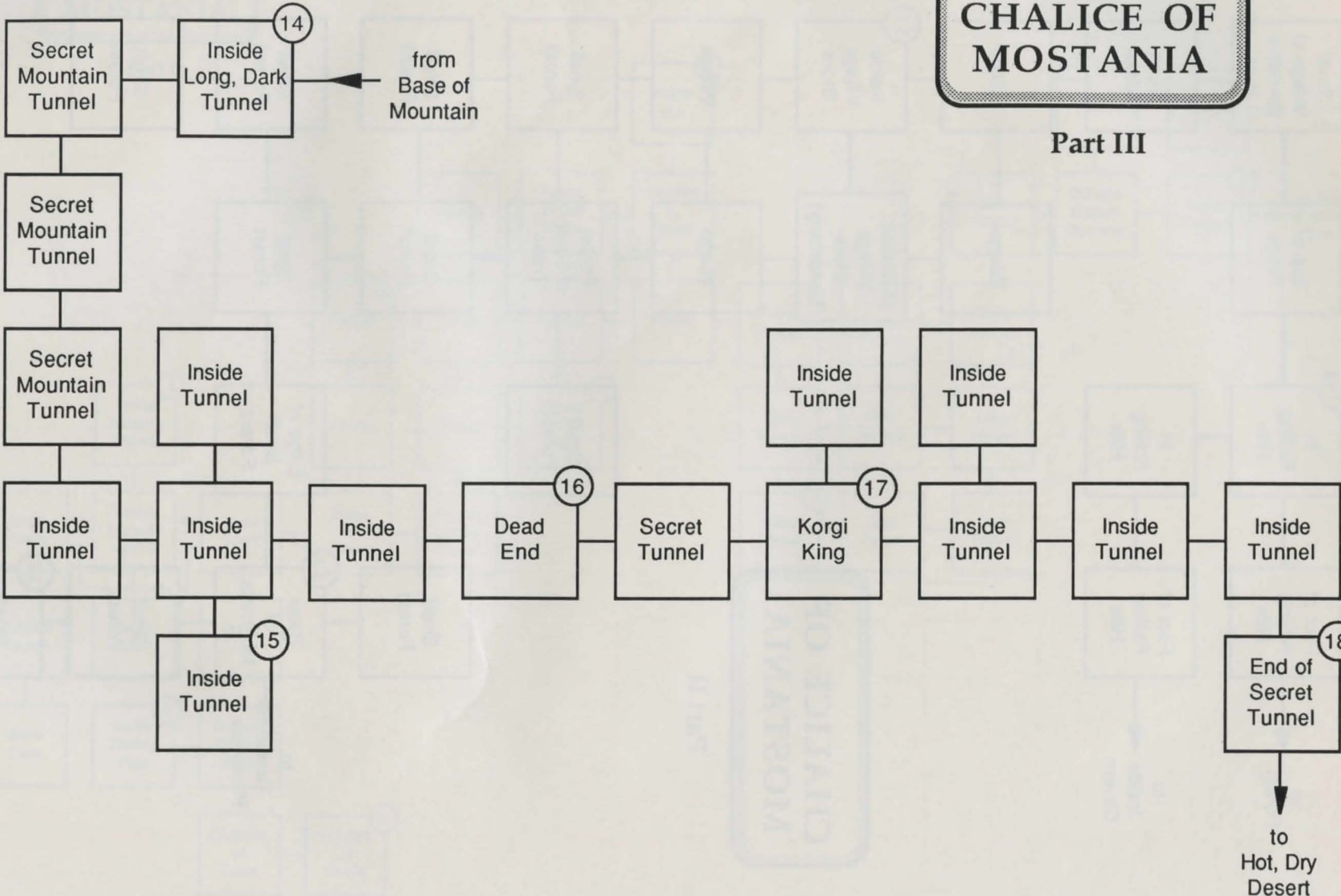


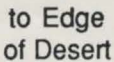




CHALICE OF  
MOSTANIA

## Part III

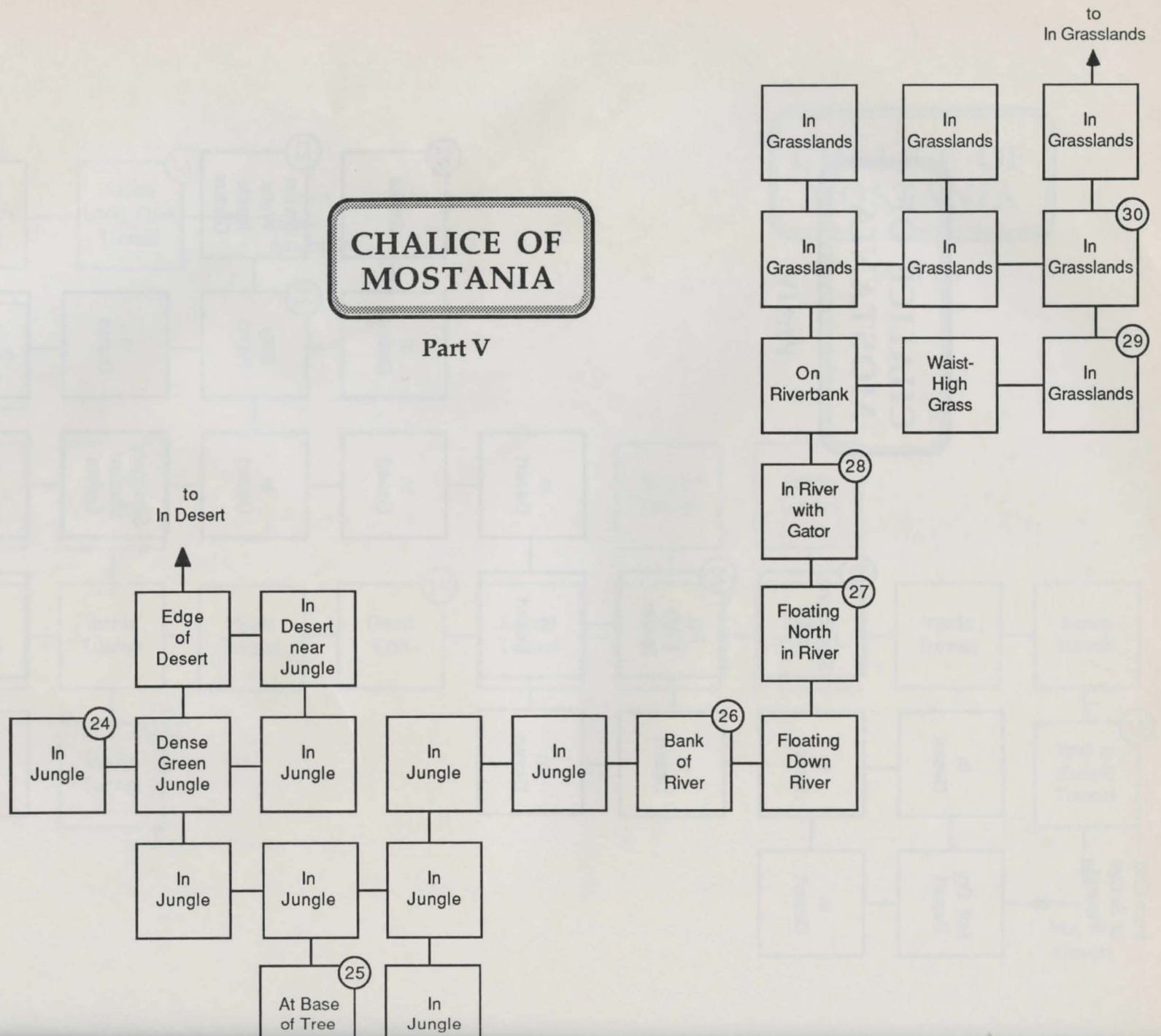






# CHALICE OF MOSTANIA

## Part V





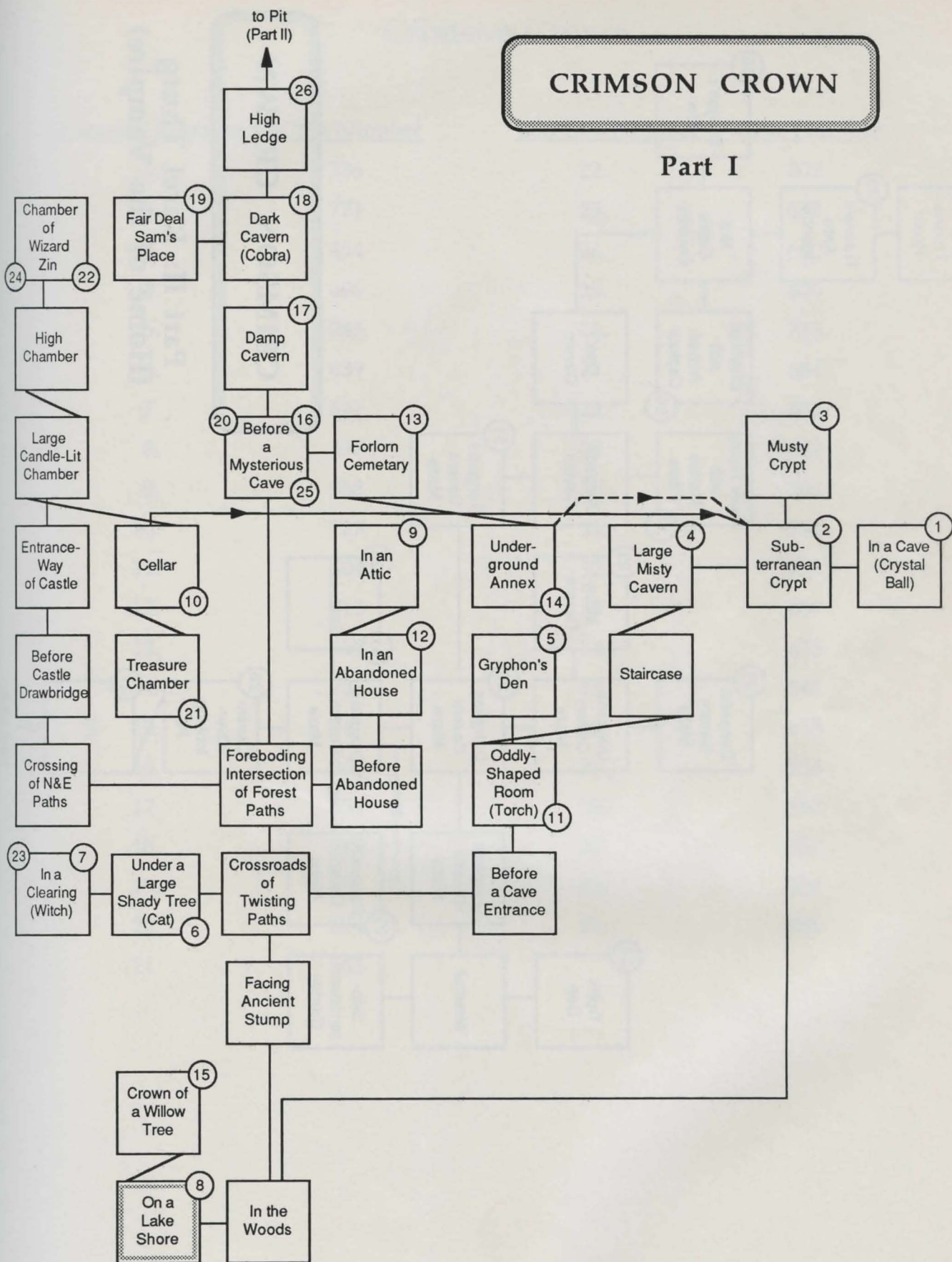


## Chalice of Mostania

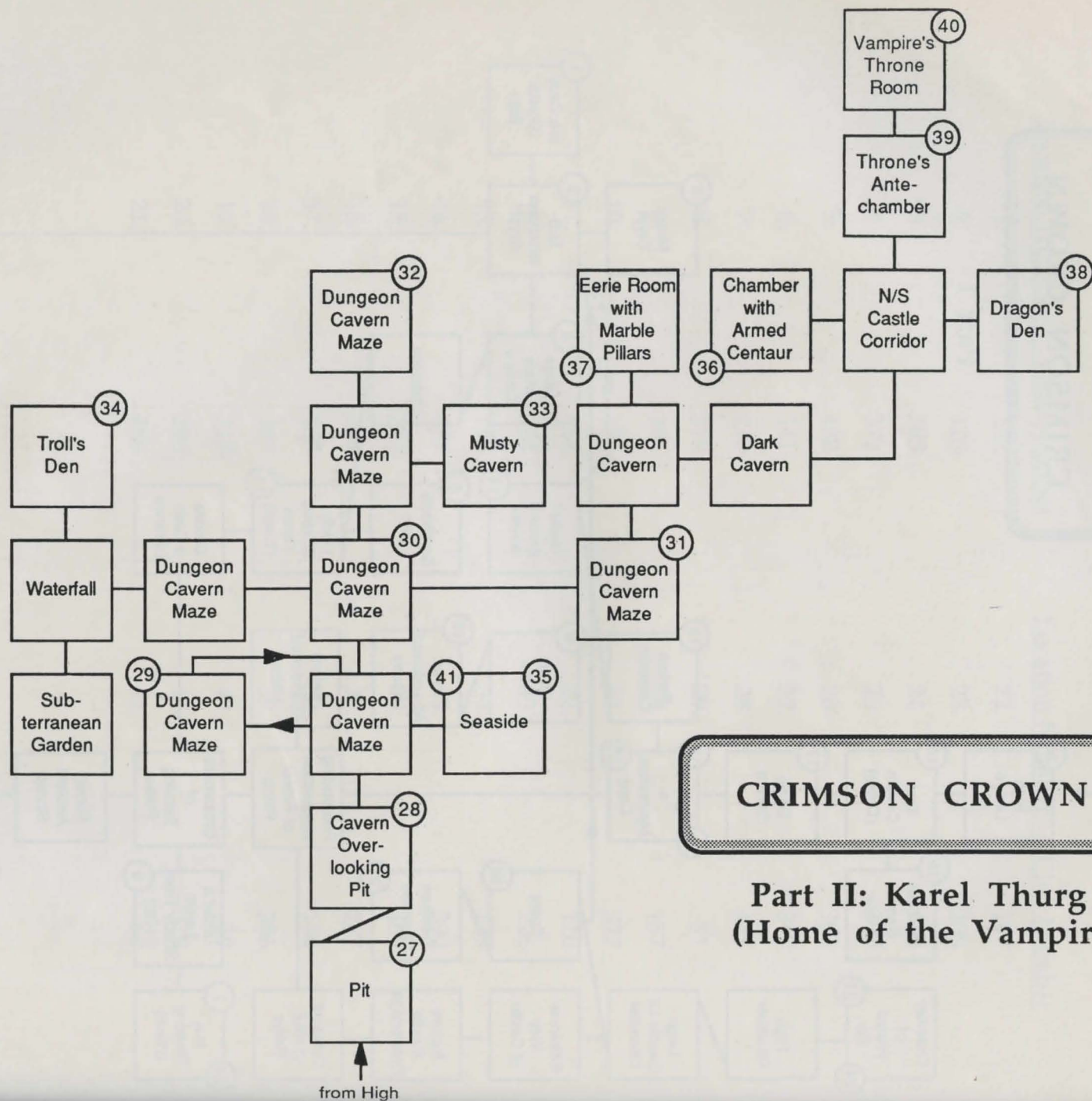
<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	222	22.	197
2.	125	23.	208
3.	385	24.	419
4.	373	25.	397
5.	438	26.	392
6.	141	27.	347
7.	210	28.	475
8.	318	29.	51
9.	291	30.	157
10.	83	31.	327
11.	484	32.	110
12.	354	33.	226
13.	155	34.	228
14.	453	35.	390
15.	349	36.	469
16.	479	37.	287
17.	265	38.	154
18.	269	39.	386
19.	218	40.	19
20.	290	41.	319
21.	486	42.	60

CRIMSON CROWN

## Part I







## CRIMSON CROWN

Part II: Karel Thurg  
(Home of the Vampire)

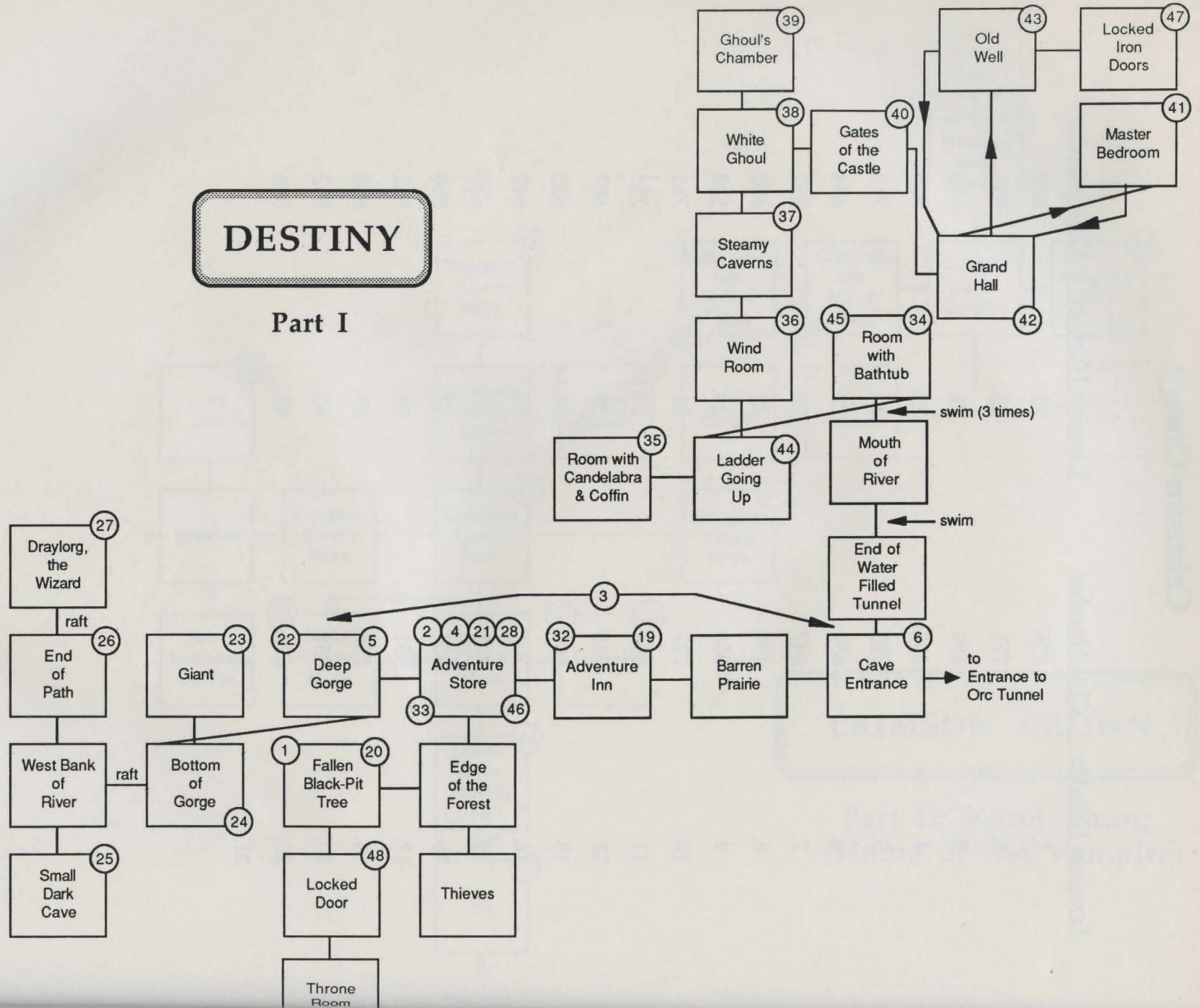
## Crimson Crown

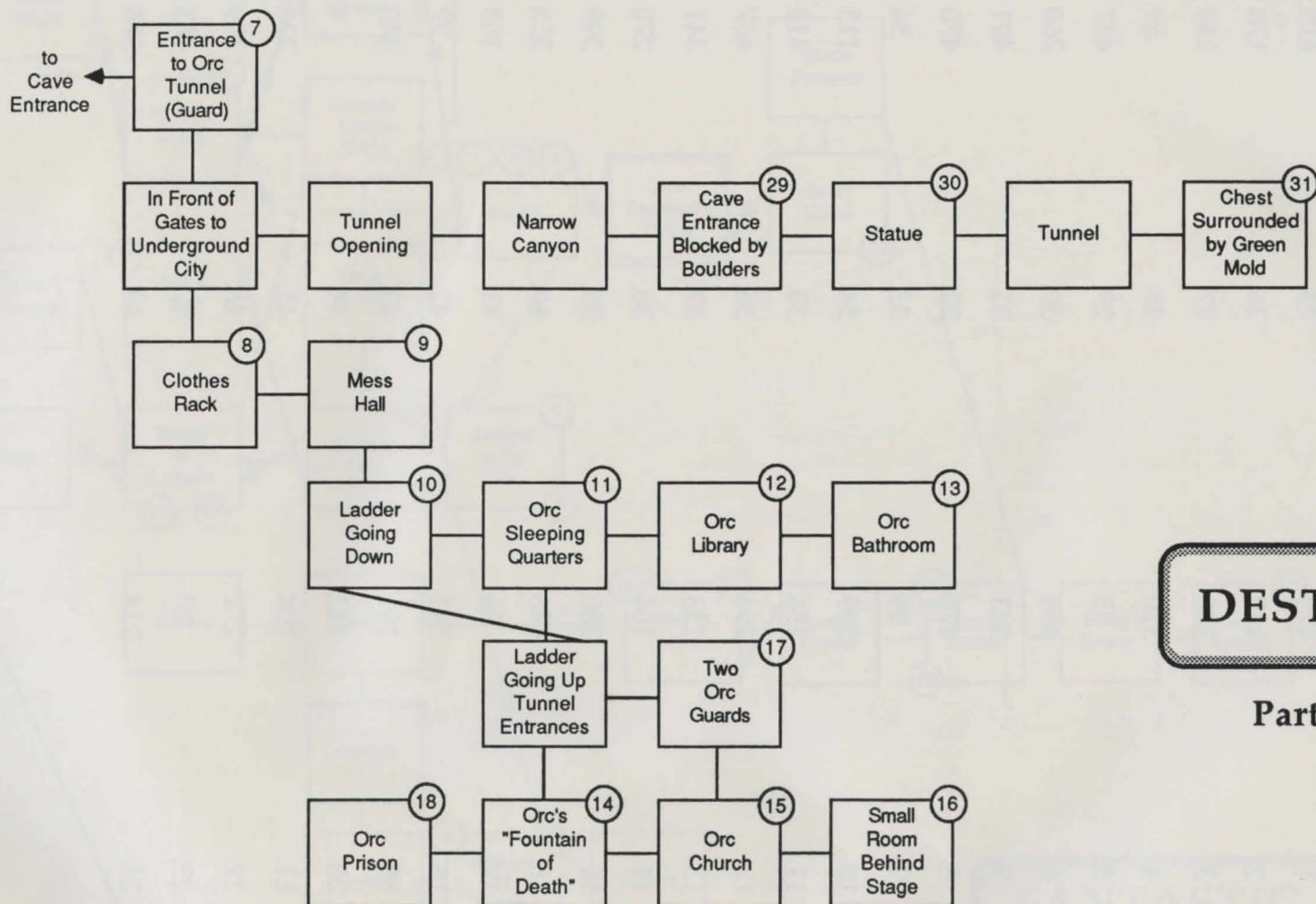
<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	736	22.	802
2.	771	23.	853
3.	494	24.	690
4.	496	25.	805
5.	785	26.	713
6.	639	27.	684
7.	547	28.	852
8.	497	29.	682
9.	908	30.	508
10.	727	31.	761
11.	604	32.	753
12.	715	33.	607
13.	696	34.	635
14.	701	35.	542
15.	741	36.	655
16.	801	37.	856
17.	551	38.	562
18.	760	39.	850
19.	851	40.	532
20.	674	41.	584
21.	565		



DESTINY

## Part I





# DESTINY

## Part II

# Destiny

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	473	25.	415
2.	445	26.	178
3.	326	27.	240
4.	310	28.	59
5.	35	29.	487
6.	468	30.	260
7.	343	31.	491
8.	478	32.	470
9.	99	33.	34
10.	399	34.	113
11.	286	35.	412
12.	294	36.	467
13.	123	37.	341
14.	104	38.	270
15.	380	39.	398
16.	446	40.	355
17.	36	41.	103
18.	391	42.	77
19.	191	43.	340
20.	422	44.	4
21.	304	45.	236
22.	271	46.	309
23.	20	47.	483
24.	214	48.	376



# FANTASTIC FOUR

## Fantastic Four

Location Number      Clue Number

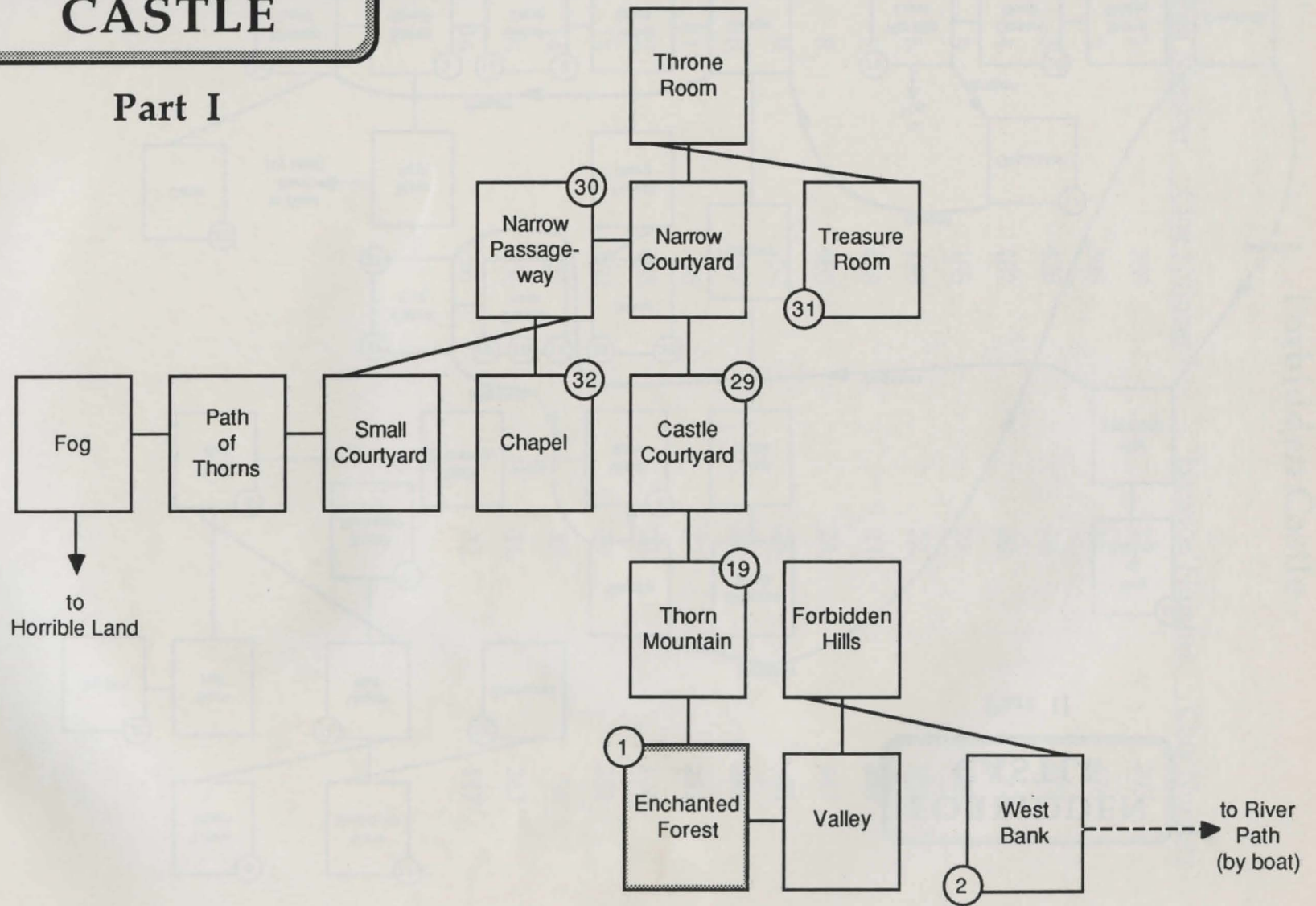
- |     |     |
|-----|-----|
| 1.  | 636 |
| 2.  | 627 |
| 3.  | 847 |
| 4.  | 855 |
| 5.  | 821 |
| 6.  | 721 |
| 7.  | 505 |
| 8.  | 806 |
| 9.  | 824 |
| 10. | 678 |
| 11. | 764 |
| 12. | 873 |
| 13. | 580 |
| 14. | 896 |
| 15. | 895 |

Location Number      Clue Number

- |     |     |
|-----|-----|
| 16. | 870 |
| 17. | 493 |
| 18. | 729 |
| 19. | 781 |
| 20. | 659 |
| 21. | 676 |
| 22. | 626 |
| 23. | 545 |
| 24. | 750 |
| 25. | 872 |
| 26. | 754 |
| 27. | 541 |
| 28. | 815 |
| 29. | 720 |

# FORBIDDEN CASTLE

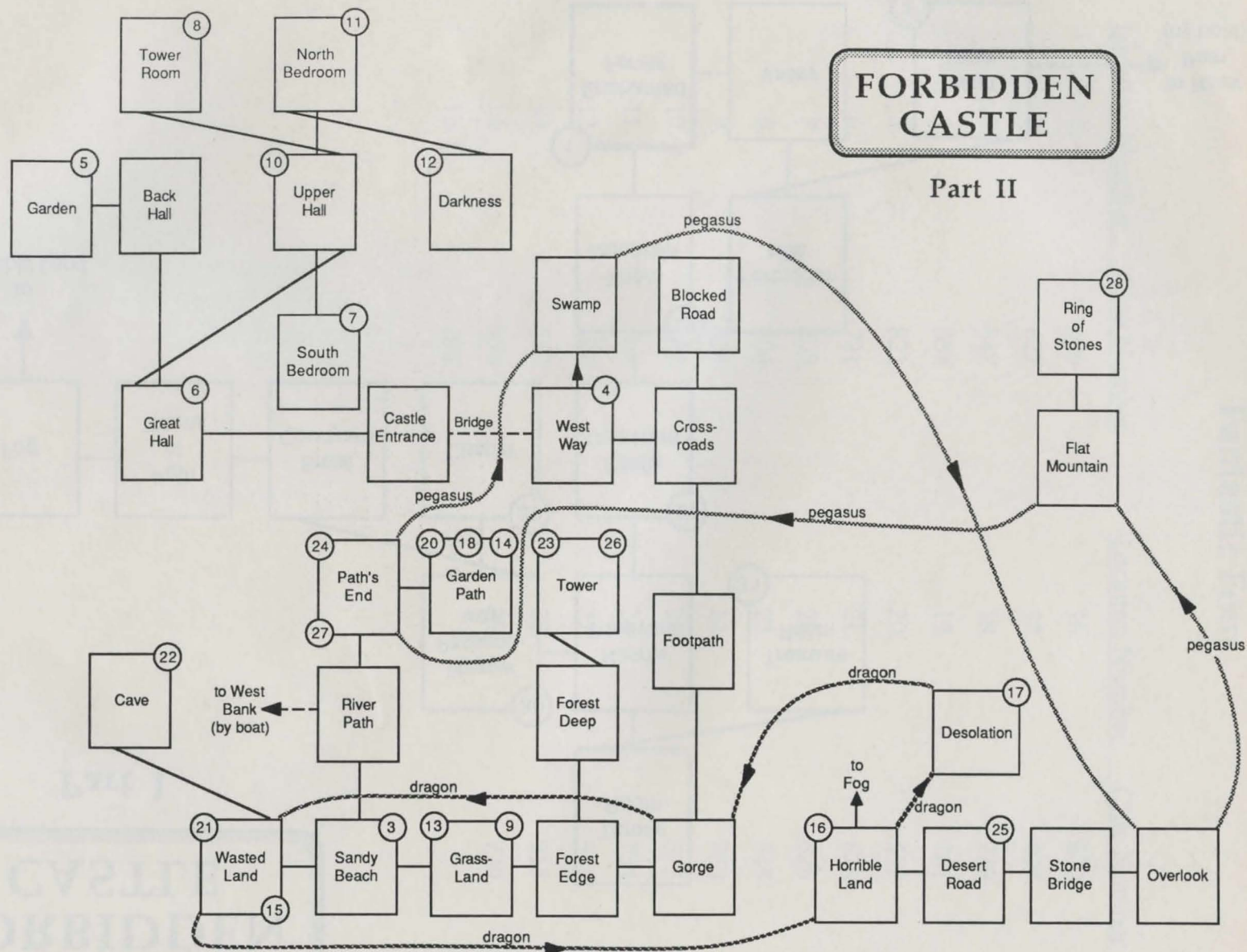
## Part I





# FORBIDDEN CASTLE

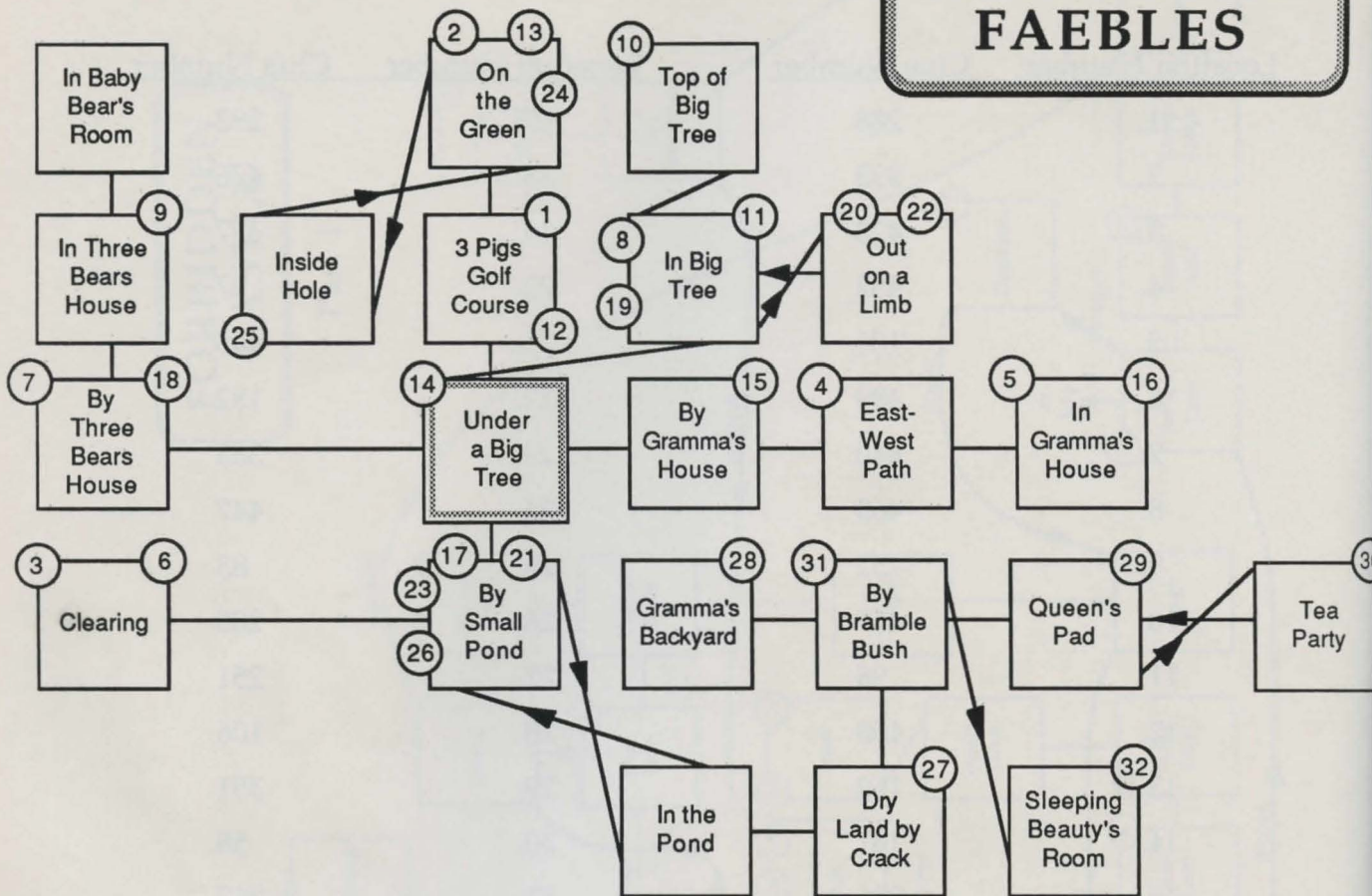
## Part II



# Forbidden Castle

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	288	17.	293
2.	393	18.	476
3.	428	19.	477
4.	482	20.	87
5.	185	21.	405
6.	489	22.	182
7.	440	23.	388
8.	465	24.	447
9.	52	25.	85
10.	417	26.	285
11.	98	27.	251
12.	458	28.	106
13.	160	29.	351
14.	131	30.	58
15.	356	31.	267
16.	56	32.	117

# FRAKTURED FAEBLES



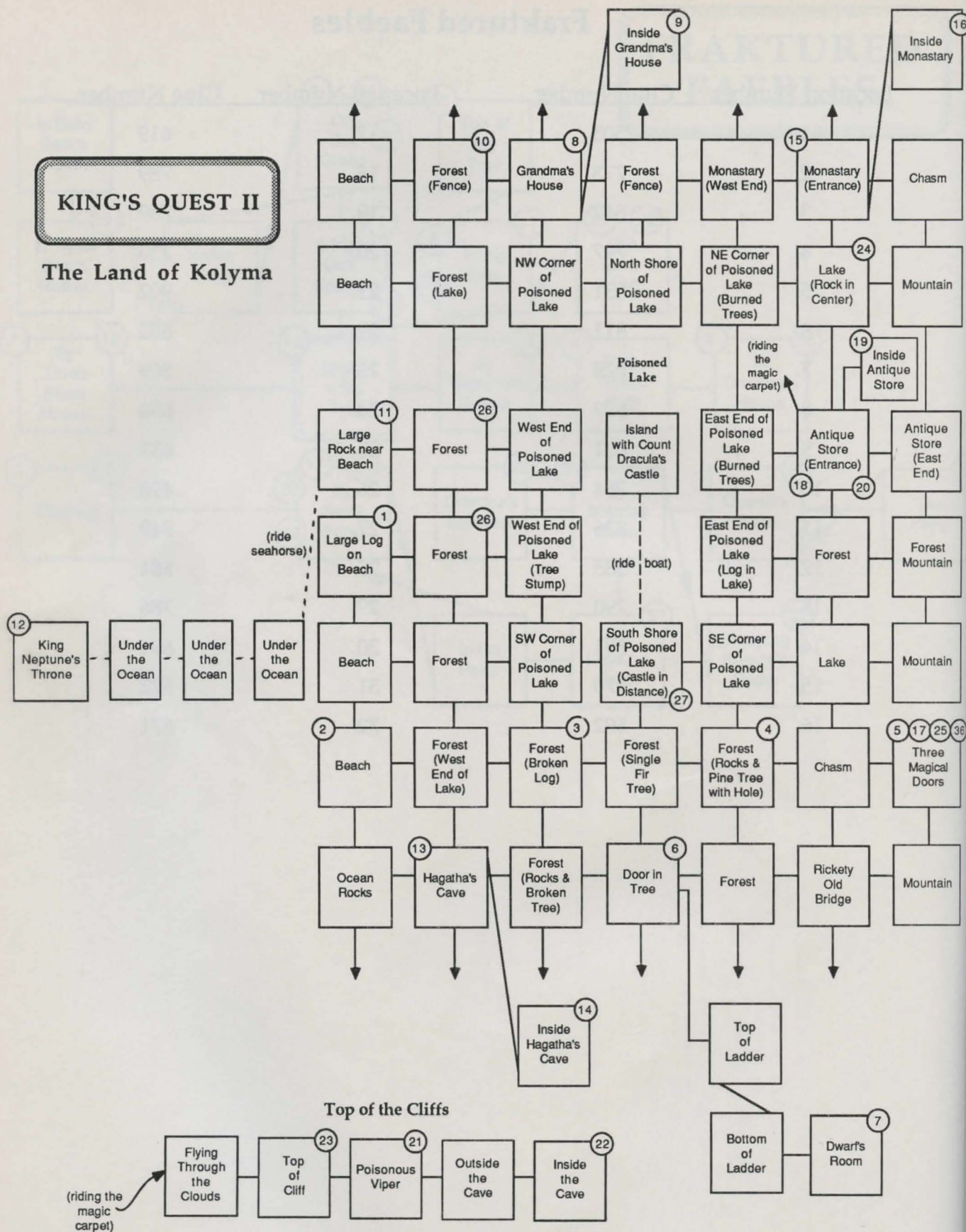


## Fraktured Faebles

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	503	17.	619
2.	773	18.	789
3.	812	19.	739
4.	747	20.	730
5.	831	21.	902
6.	811	22.	652
7.	629	23.	869
8.	679	24.	638
9.	651	25.	633
10.	784	26.	498
11.	836	27.	849
12.	585	28.	884
13.	790	29.	786
14.	691	30.	694
15.	670	31.	522
16.	592	32.	871

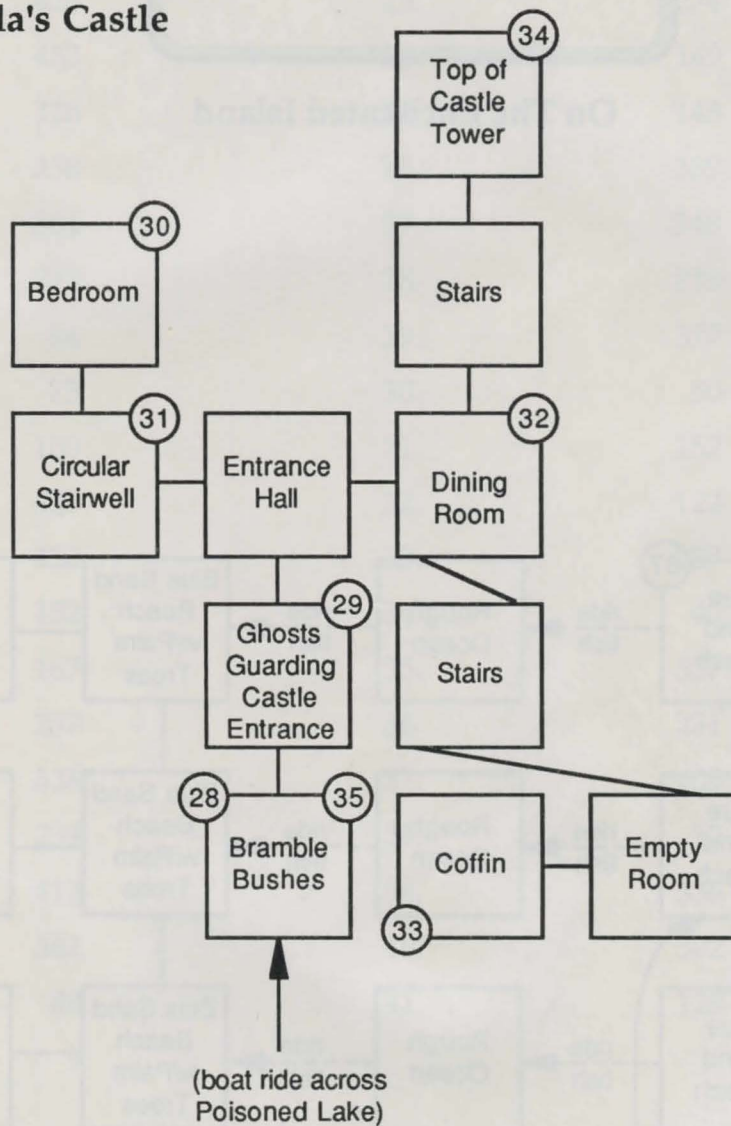
# KING'S QUEST II

## The Land of Kolyma



# KING'S QUEST II

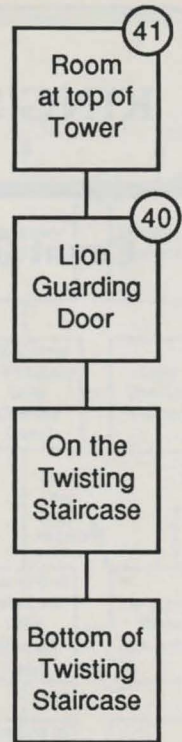
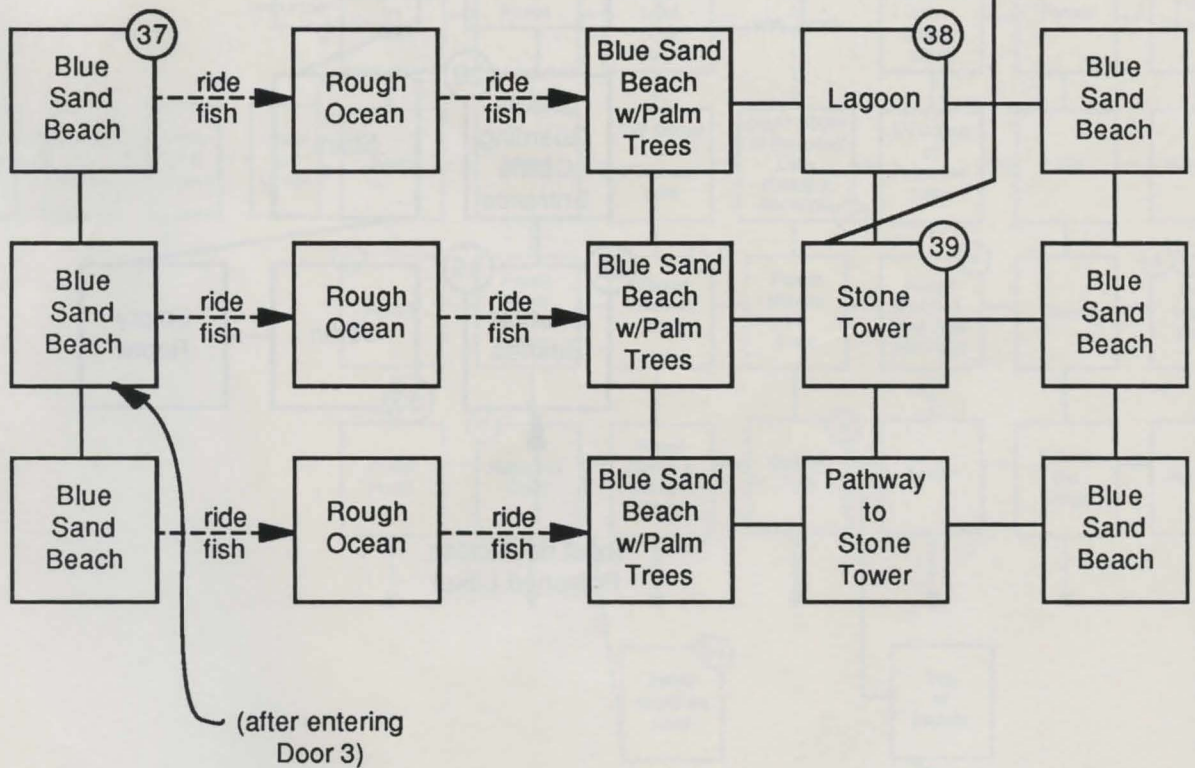
## Count Dracula's Castle





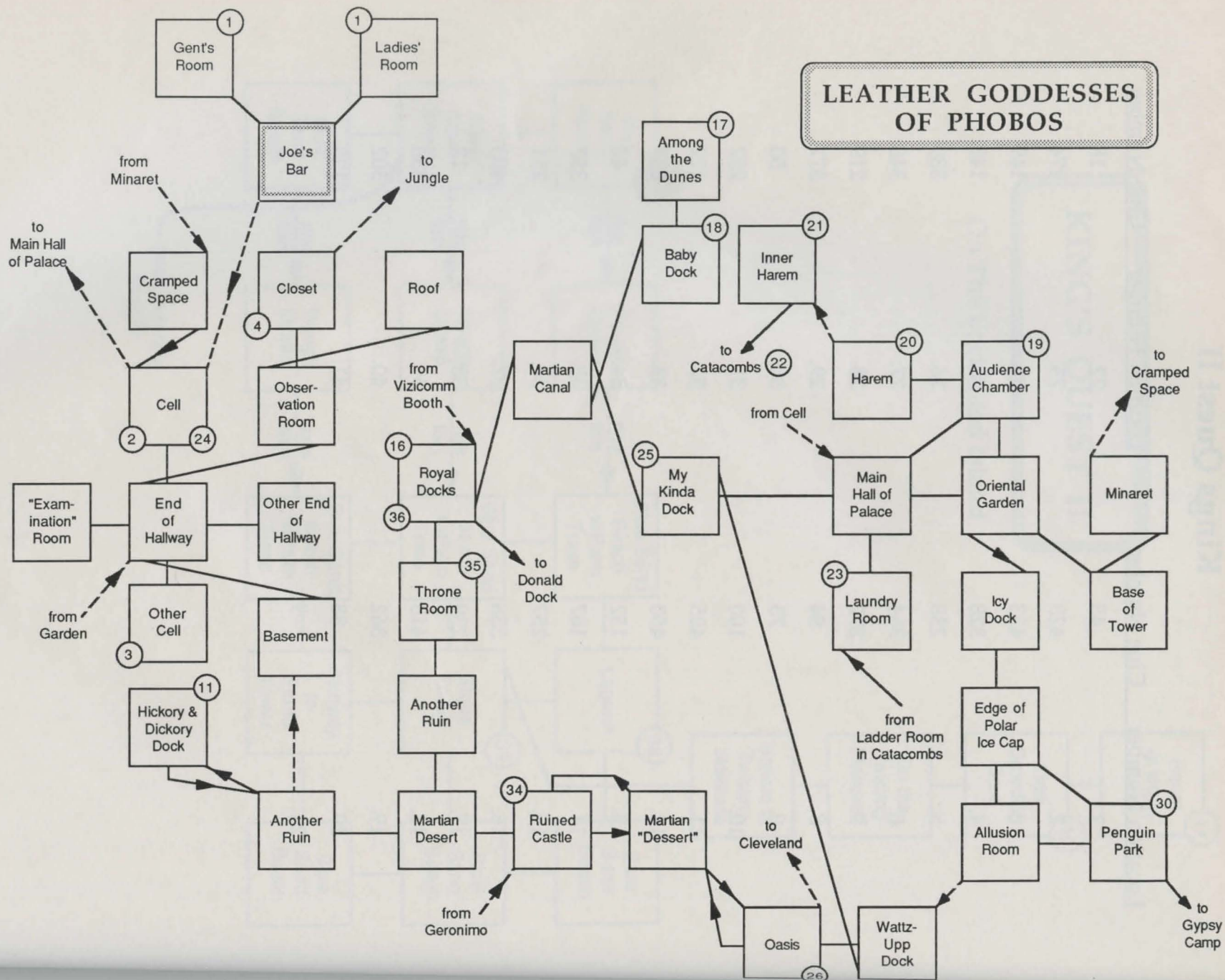
## KING'S QUEST II

## On The Enchanted Island



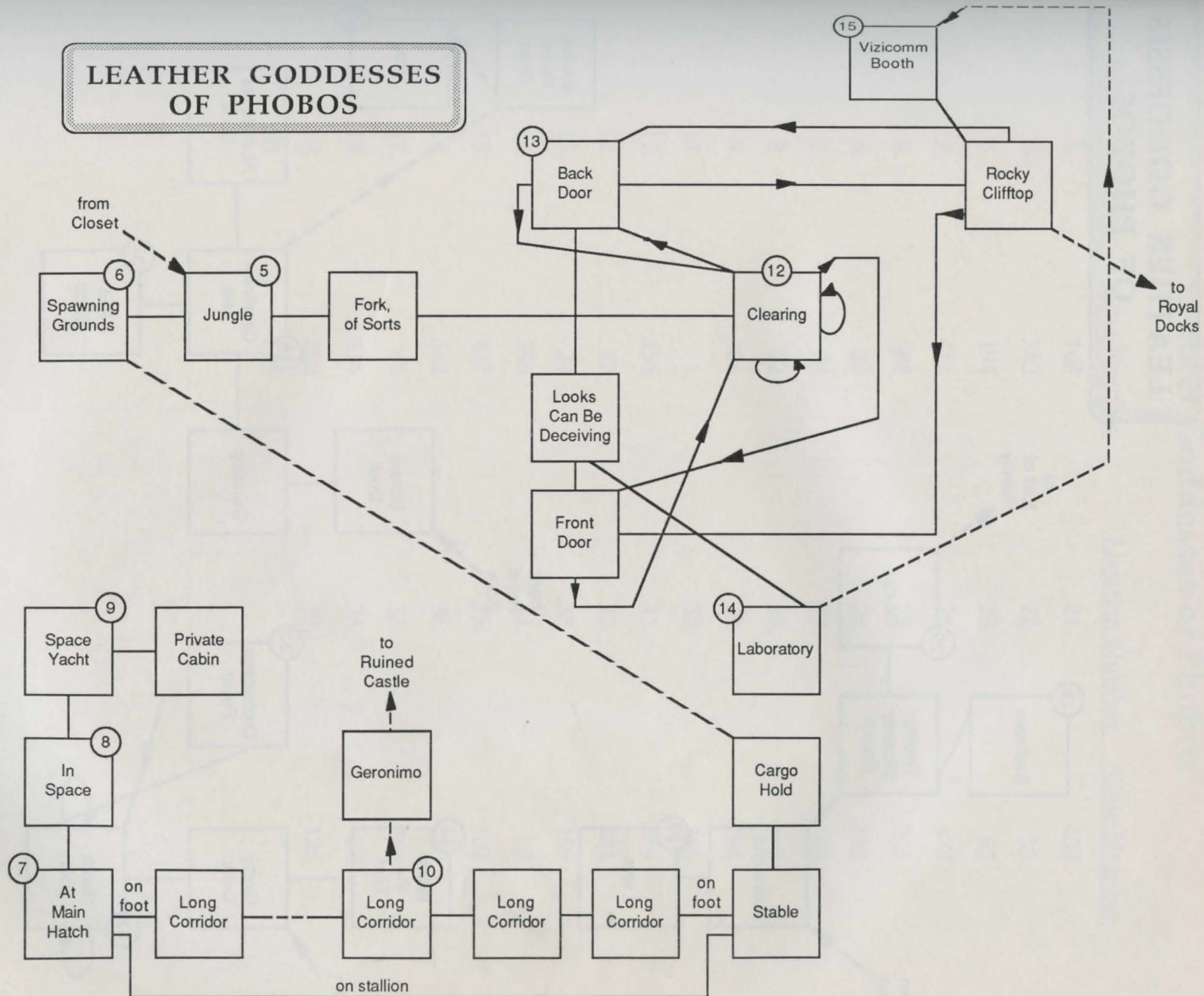
## Kings Quest II

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	45	22.	18
2.	423	23.	274
3.	433	24.	149
4.	328	25.	143
5.	238	26.	389
6.	364	27.	348
7.	372	28.	219
8.	94	29.	377
9.	73	30.	50
10.	100	31.	252
11.	425	32.	122
12.	450	33.	237
13.	152	34.	40
14.	167	35.	357
15.	257	36.	231
16.	338	37.	403
17.	239	38.	12
18.	413	39.	336
19.	362	40.	302
20.	88	41.	128
21.	9		

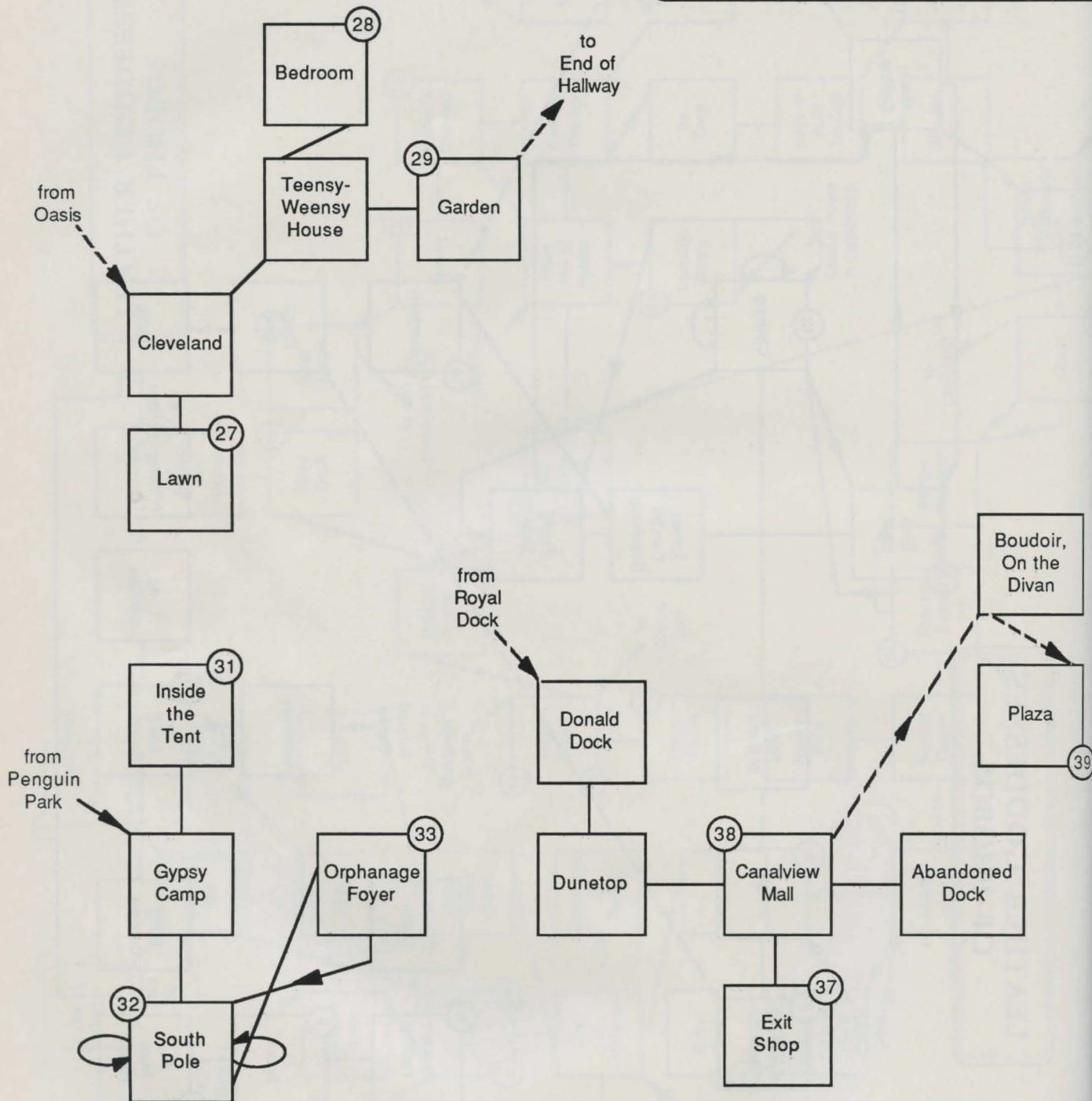




# LEATHER GODDESSES OF PHOBOS



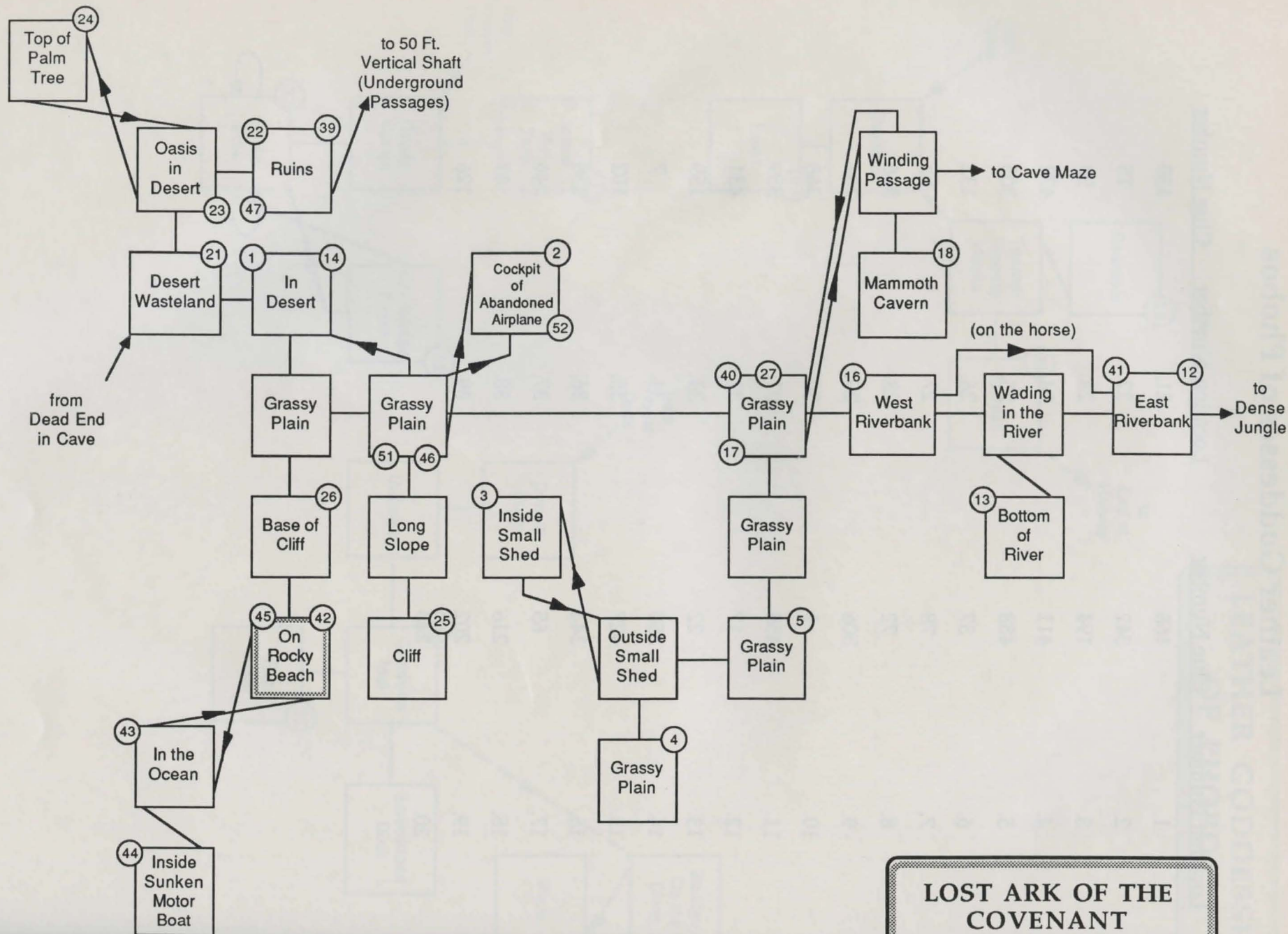
# LEATHER GODDESSES OF PHOBOS

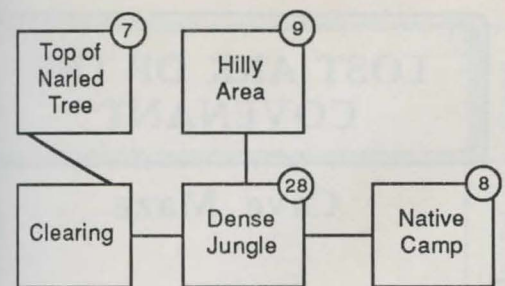


## Leather Goddesses of Phobos

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	168	21.	430
2.	342	22.	15
3.	194	23.	93
4.	411	24.	472
5.	488	25.	305
6.	37	26.	132
7.	78	27.	95
8.	72	28.	366
9.	306	29.	264
10.	1	30.	368
11.	456	31.	359
12.	17	32.	431
13.	22	33.	159
14.	350	34.	7
15.	427	35.	102
16.	344	36.	138
17.	65	37.	244
18.	216	38.	67
19.	202	39.	126
20.	243		

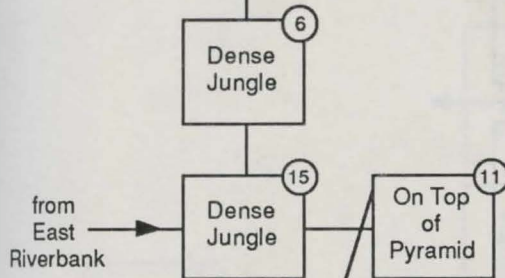




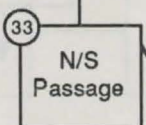
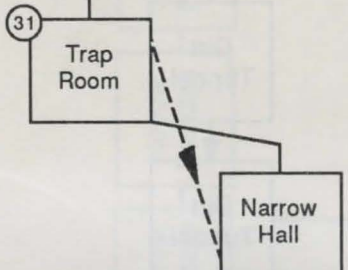
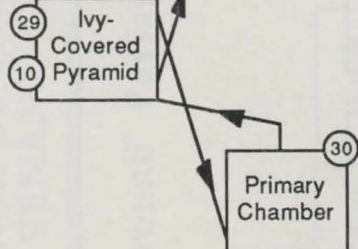


# LOST ARK OF THE COVENANT

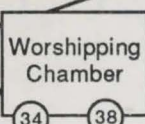
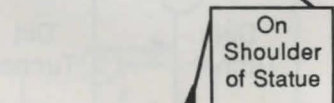
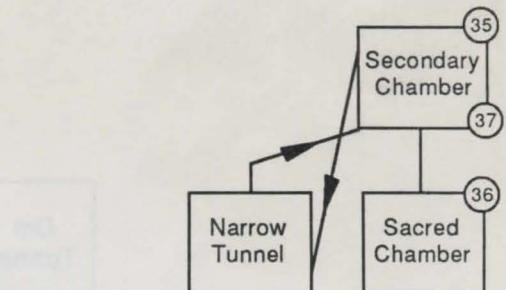
## Section II



from East Riverbank

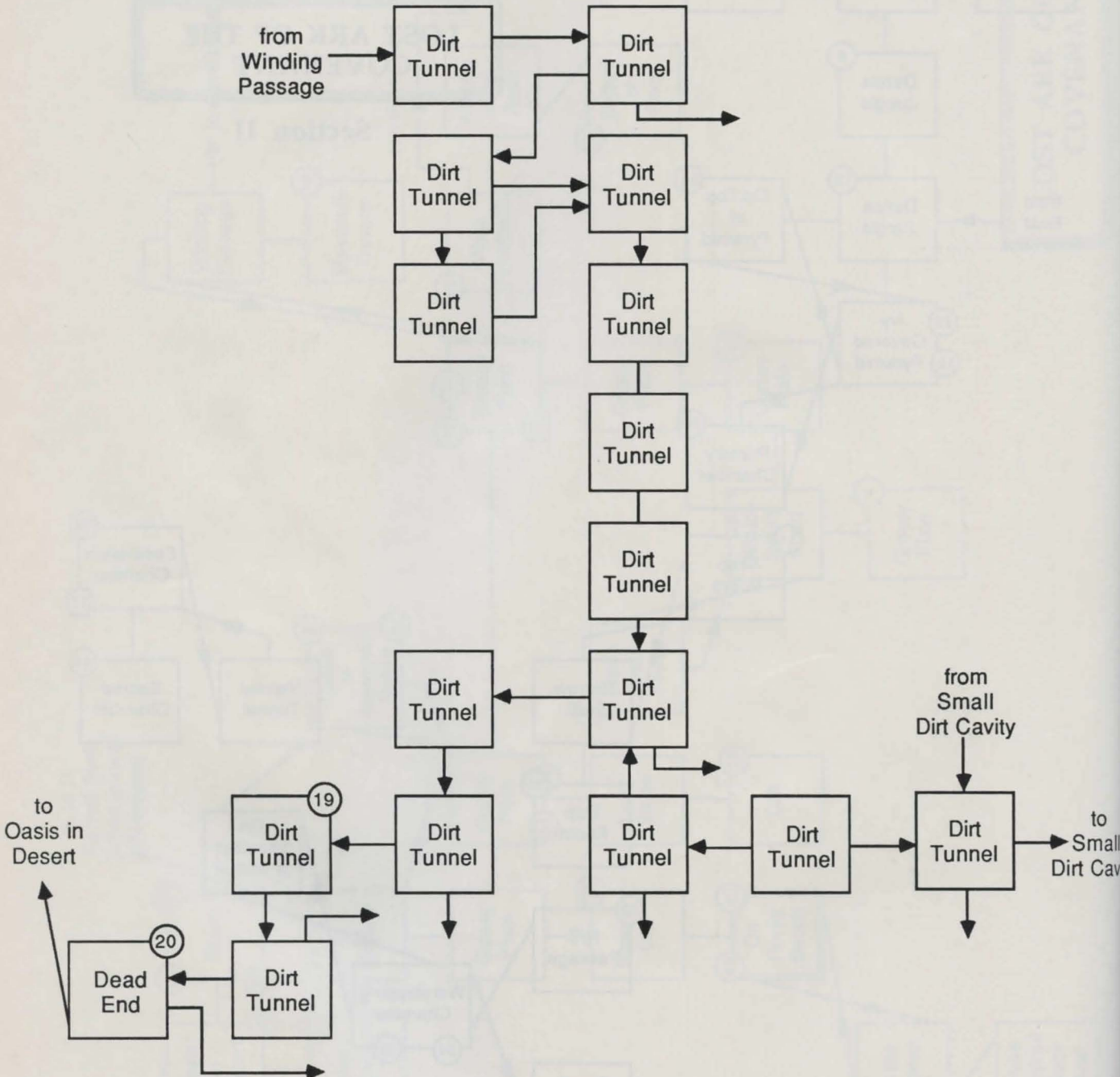


to Cave Maze



## LOST ARK OF THE COVENANT

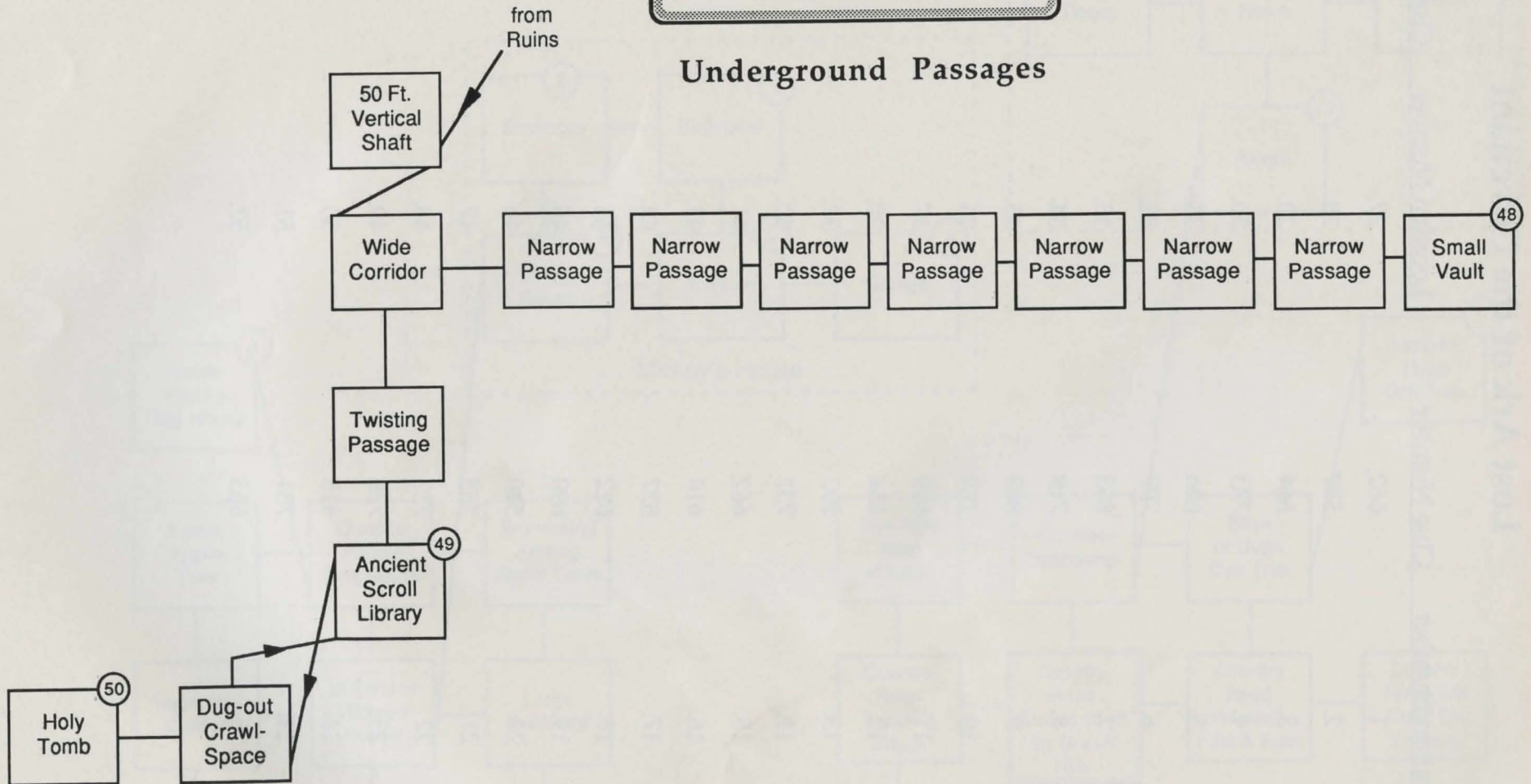
## Cave Maze





# LOST ARK OF THE COVENANT

## Underground Passages

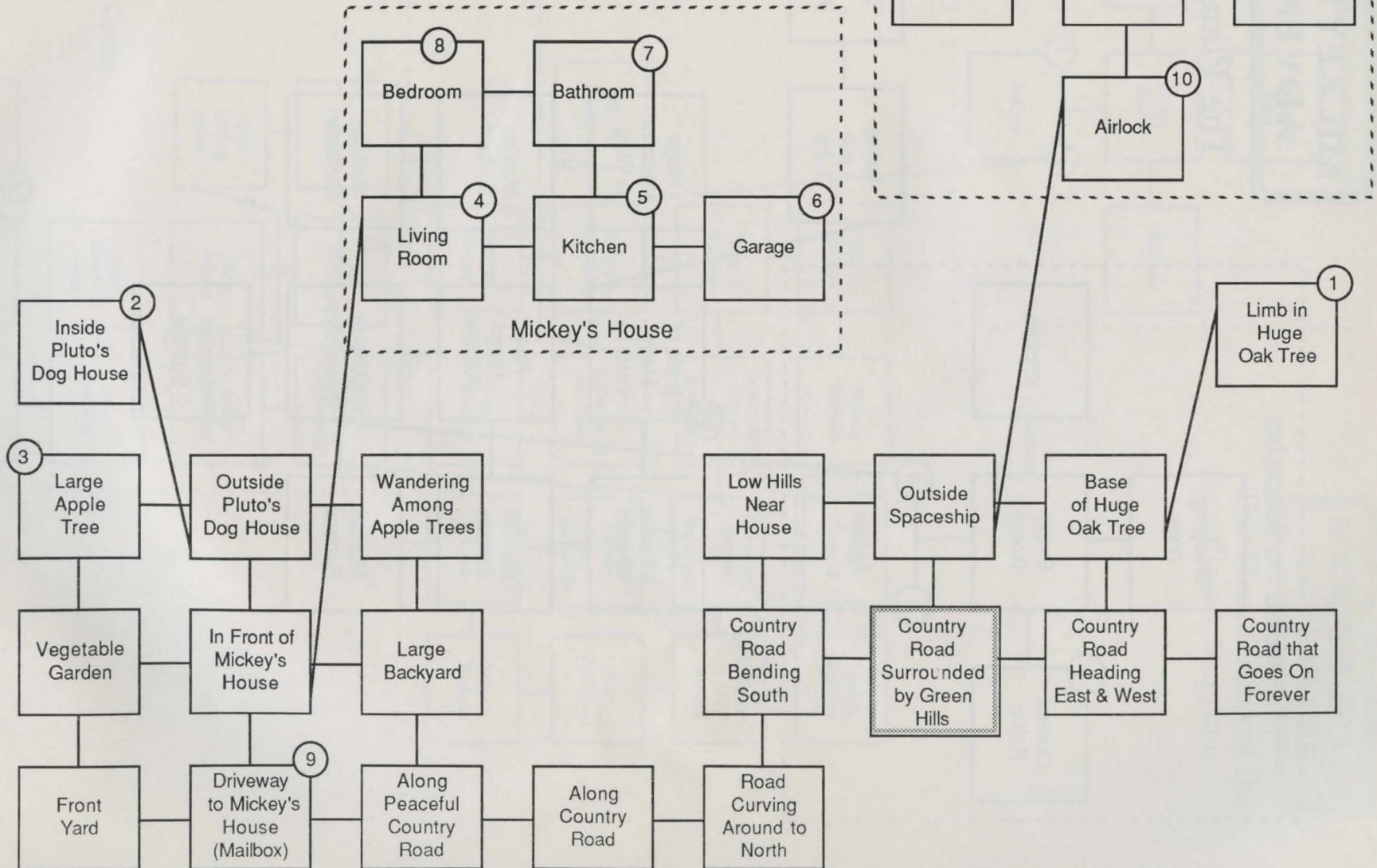


## Lost Ark of the Covenant

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	662	27.	798
2.	557	28.	823
3.	664	29.	857
4.	723	30.	692
5.	686	31.	523
6.	797	32.	702
7.	863	33.	865
8.	719	34.	770
9.	889	35.	792
10.	769	36.	881
11.	699	37.	515
12.	658	38.	866
13.	593	39.	746
14.	732	40.	566
15.	667	41.	791
16.	610	42.	803
17.	827	43.	783
18.	622	44.	596
19.	890	45.	698
20.	540	46.	843
21.	765	47.	832
22.	733	48.	555
23.	726	49.	653
24.	618	50.	777
25.	731	51.	550
26.	663	52.	839

# MICKEY'S SPACE ADVENTURE

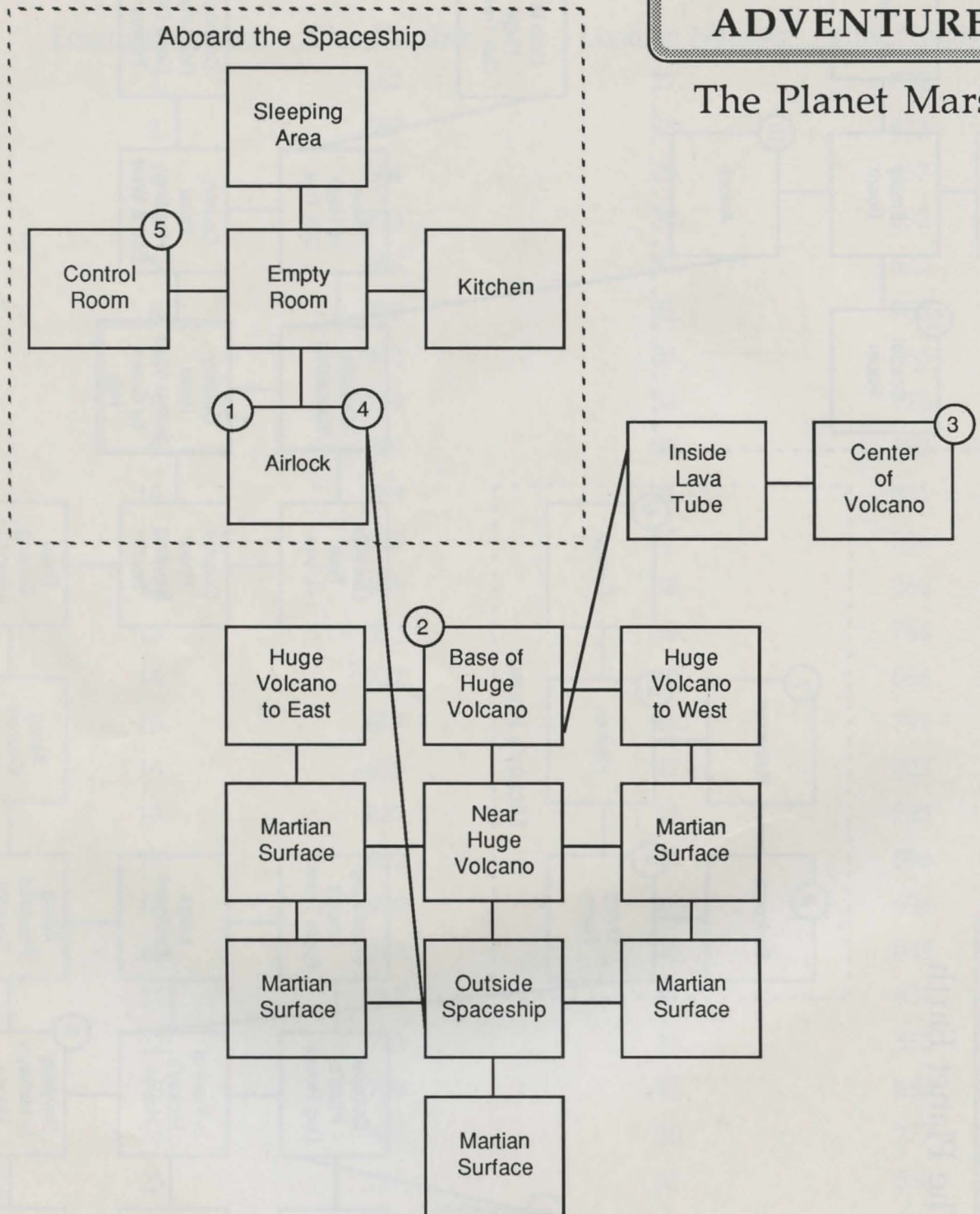
## The Planet Earth





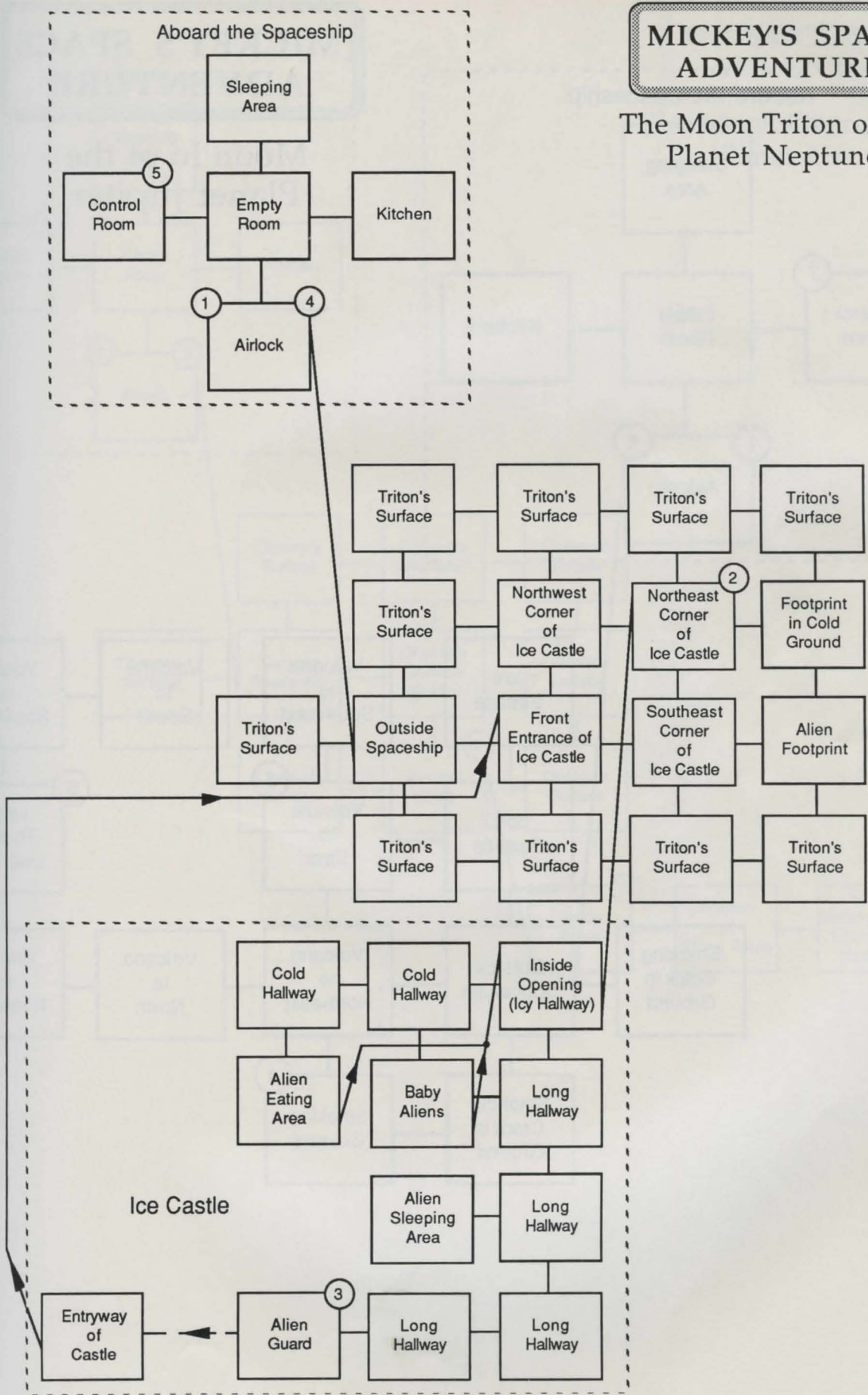
# MICKEY'S SPACE ADVENTURE

## The Planet Mars



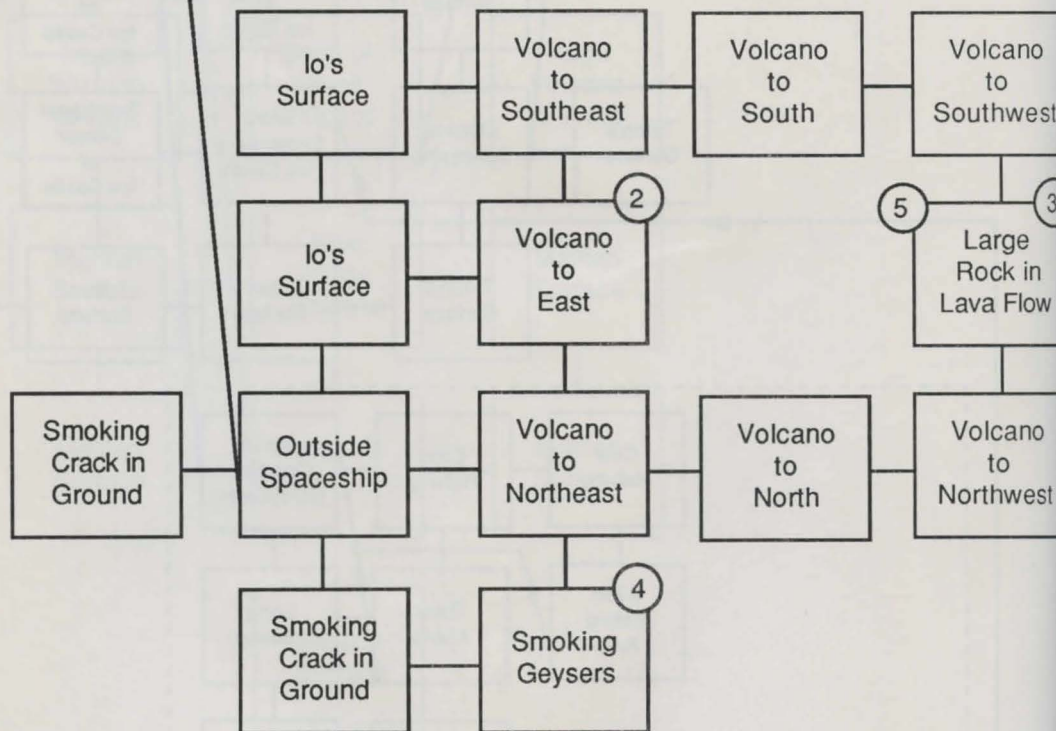
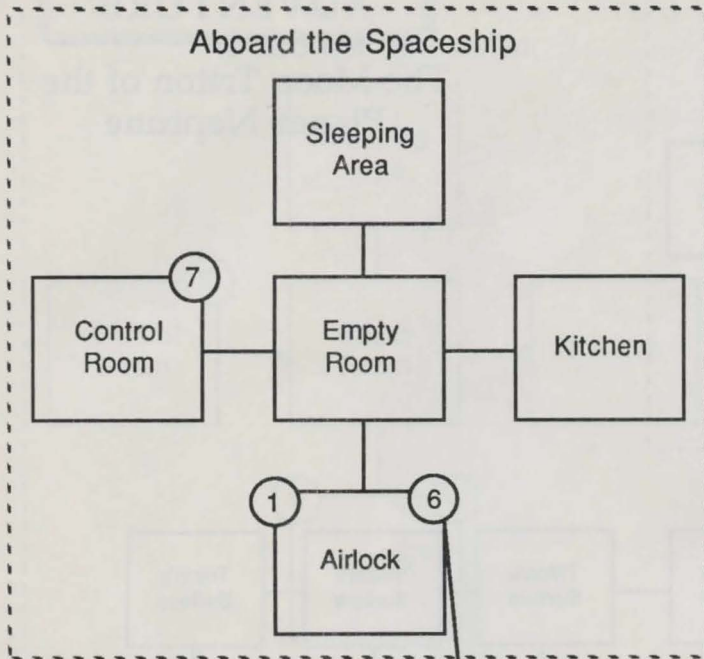
# MICKEY'S SPACE ADVENTURE

The Moon Triton of the Planet Neptune



# MICKEY'S SPACE ADVENTURE

Moon Io of the Planet Jupiter

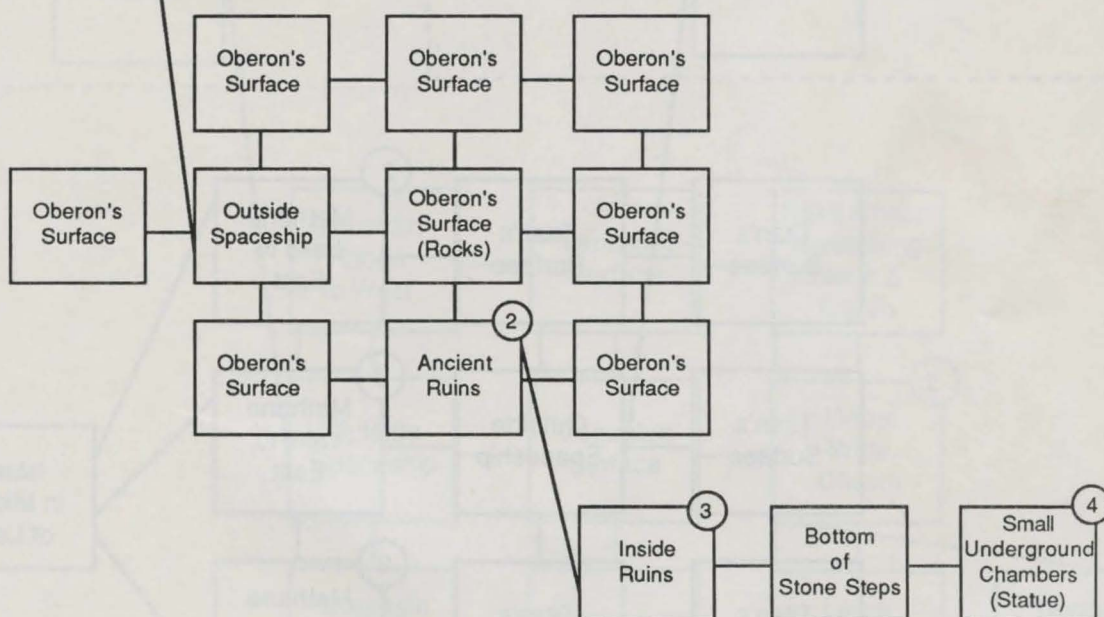
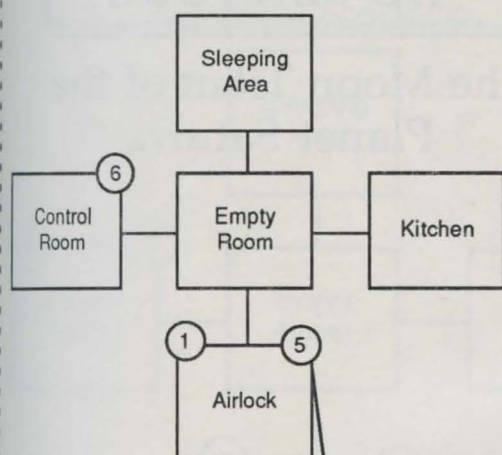




# MICKEY'S SPACE ADVENTURE

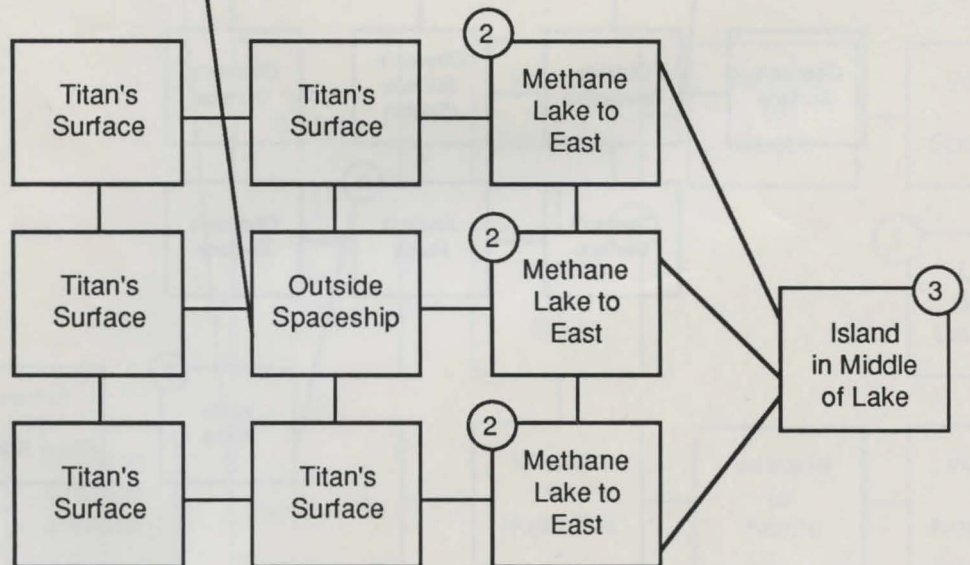
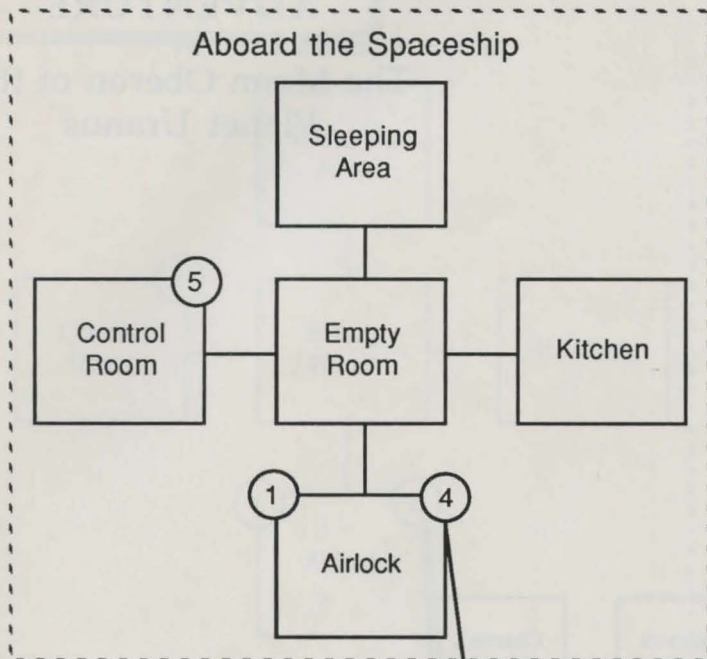
The Moon Oberon of the Planet Uranus

Aboard the Spaceship



# MICKEY'S SPACE ADVENTURE

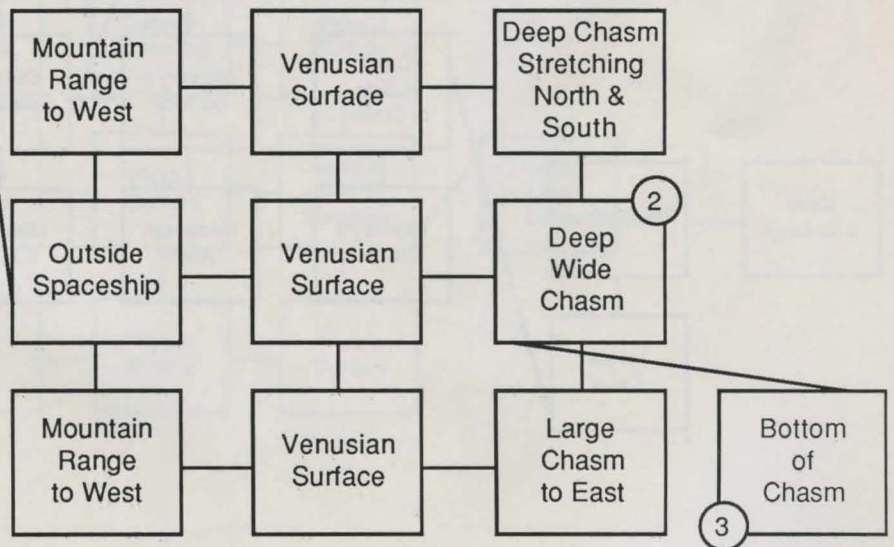
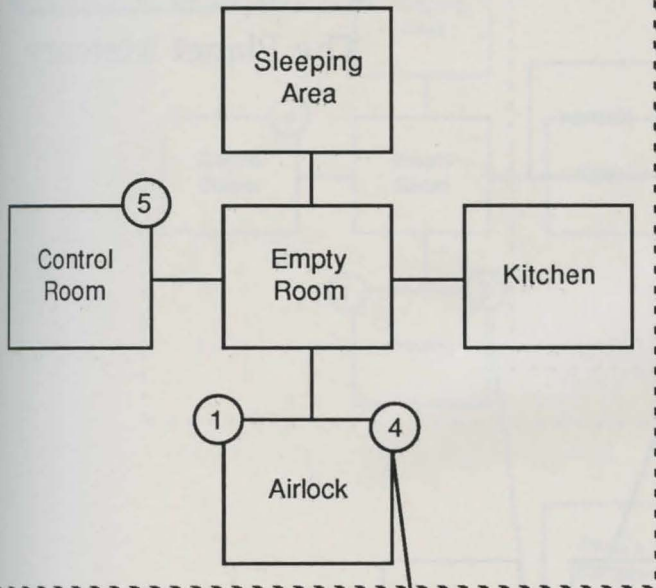
The Moon Titan of the Planet Saturn



# MICKEY'S SPACE ADVENTURE

## The Planet Venus

### Aboard the Spaceship



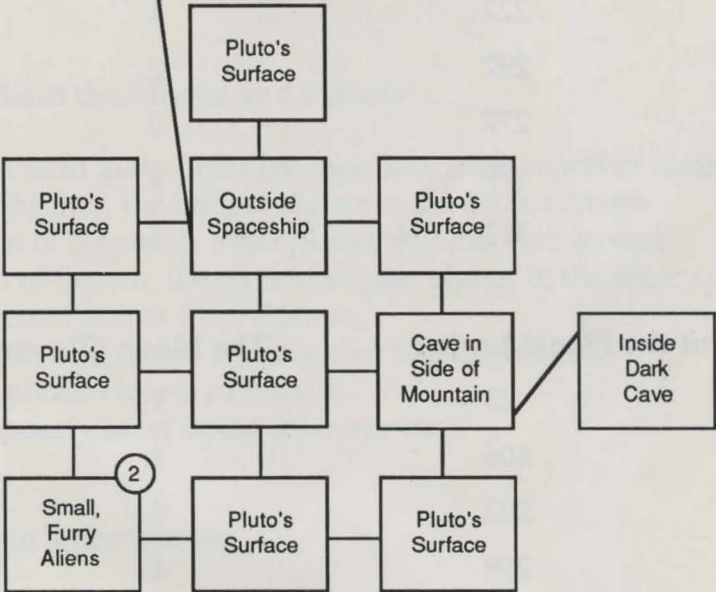
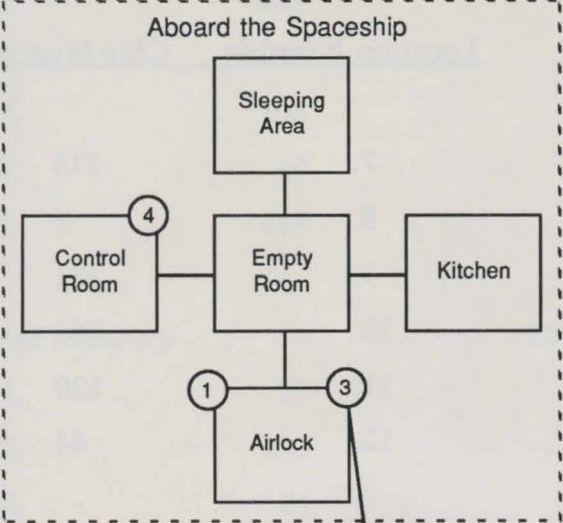


## The Planet Mercury



# MICKEY'S SPACE ADVENTURE

# The Planet Pluto



# Mickey's Space Adventure

Location Number      Clue Number

## The Planet Earth

- |    |     |
|----|-----|
| 1. | 201 |
| 2. | 42  |
| 3. | 490 |
| 4. | 345 |
| 5. | 432 |
| 6. | 262 |

Location Number      Clue Number

- |     |     |
|-----|-----|
| 7.  | 215 |
| 8.  | 2   |
| 9.  | 181 |
| 10. | 166 |
| 11. | 120 |
| 12. | 64  |

## The Planet Mars

- |    |     |
|----|-----|
| 1. | 227 |
| 2. | 297 |
| 3. | 277 |
| 4. | 179 |
| 5. | 313 |

## The Moon Triton of the Planet Neptune

- |    |     |
|----|-----|
| 1. | 439 |
| 2. | 471 |
| 3. | 247 |
| 4. | 39  |
| 5. | 180 |

## The Moon Io of the Planet Jupiter

- |    |     |
|----|-----|
| 1. | 23  |
| 2. | 406 |
| 3. | 203 |
| 4. | 259 |
| 5. | 395 |
| 6. | 82  |
| 7. | 47  |

## The Moon Oberon of the Planet Uranus

- |    |     |
|----|-----|
| 1. | 212 |
| 2. | 135 |
| 3. | 382 |
| 4. | 320 |
| 5. | 407 |
| 6. | 171 |



### **The Moon Titan of the Planet Saturn**

1.	242
2.	33
3.	108
4.	49
5.	448

### **The Planet Venus**

1.	79
2.	322
3.	223
4.	312
5.	460

### **The Planet Mercury**

1.	21
2.	213
3.	84
4.	101

### **The Planet Pluto**

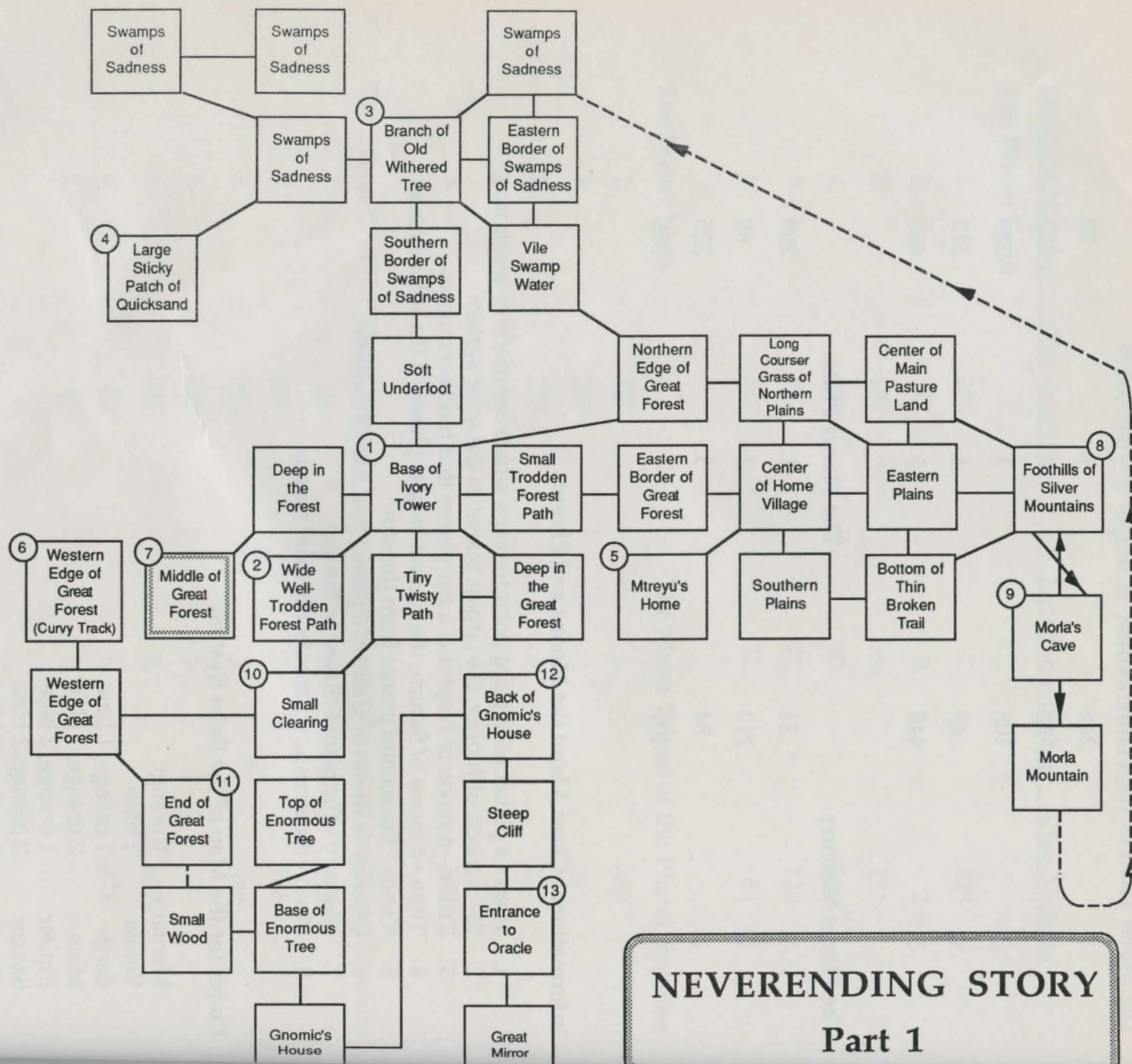
1.	299
2.	68
3.	325
4.	396

### **Informational Clues About the Moons and Planets**

1. Mars - a planet with giant polar ice caps which are made of water ice.
2. Io - a moon of Jupiter, the largest planet in the solar system.
3. Triton - a moon of Neptune, a gas planet that has two moons.
4. Titan - a moon of Saturn, the second largest planet in the solar system.
5. Venus - the second planet from the sun.
6. Oberon - a moon of Uranus, a planet that has five moons.
7. Mercury - the planet closest to the sun.
8. Pluto - the smallest planet in the solar system.

### **Codes for the Map of the Solar System**

Mercury	1 orange
Venus	1 blue
Earth	1 orange, 1 blue
Mars	2 orange, 1 blue
Jupiter	1 orange, 2 blue
Saturn	2 orange, 2 blue
Uranus	3 orange, 2 blue
Neptune	2 orange, 3 blue
Pluto	3 orange, 3 blue



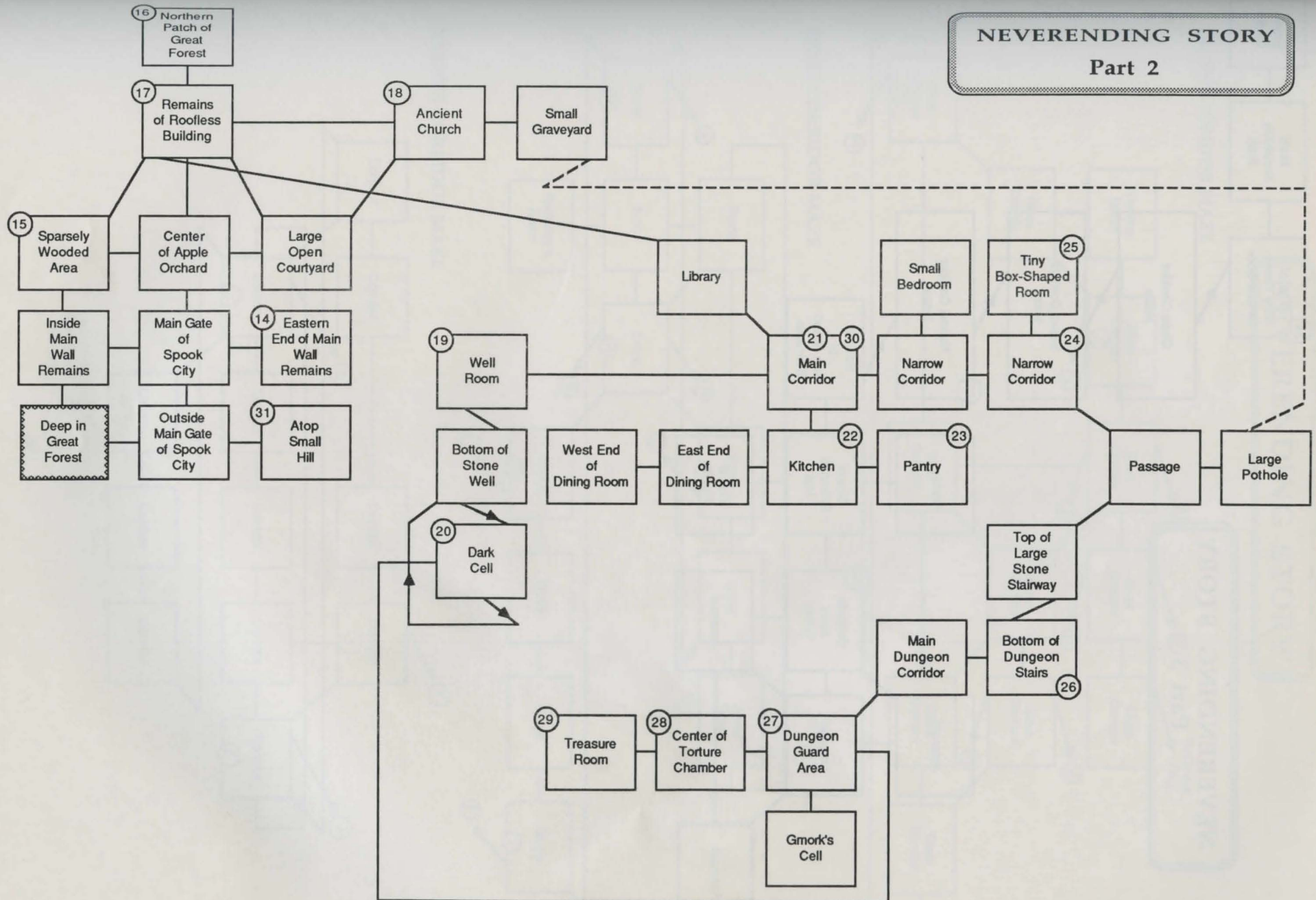
# NEVERENDING STORY

## Part 1



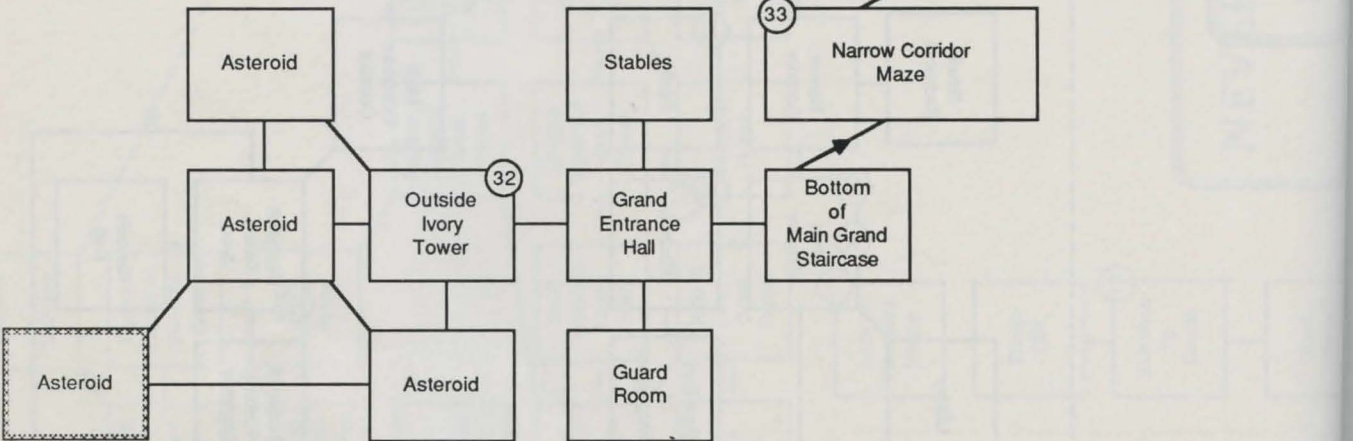
# NEVERENDING STORY

## Part 2



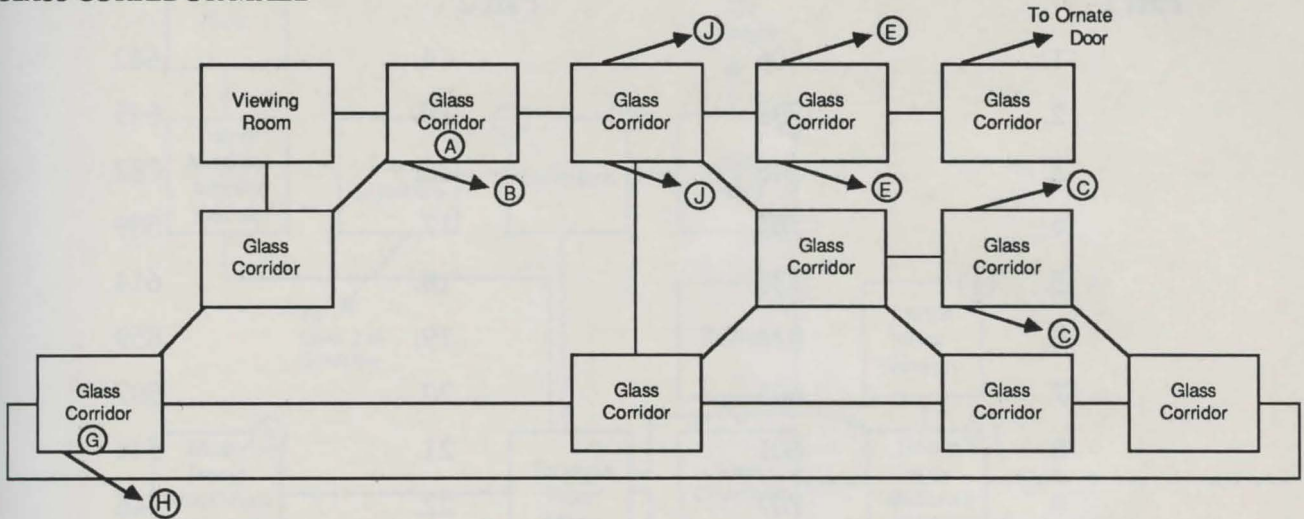


# NEVERENDING STORY Part 3

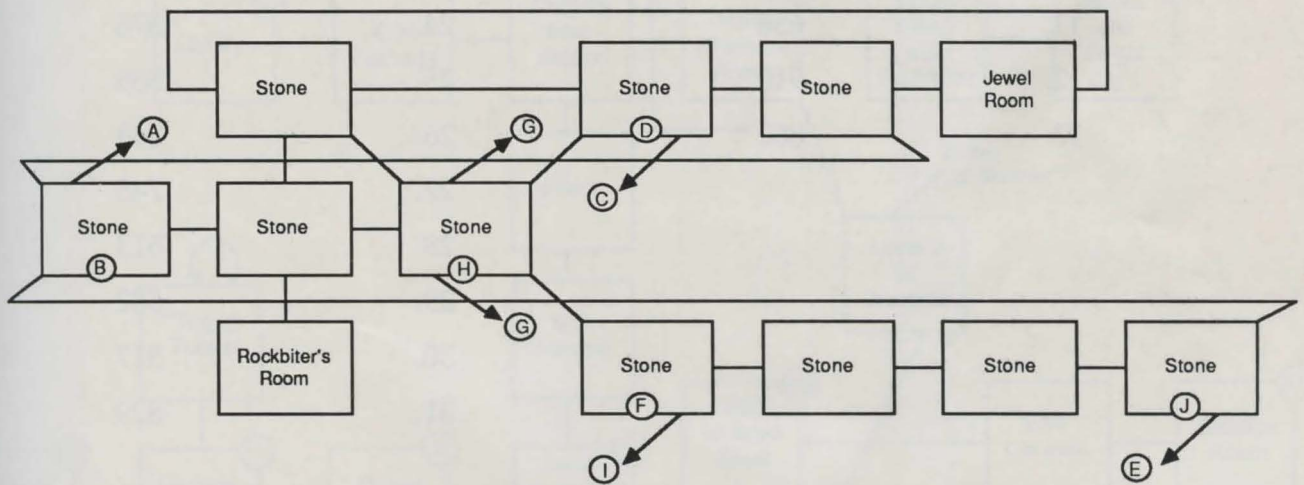


# NEVERENDING STORY

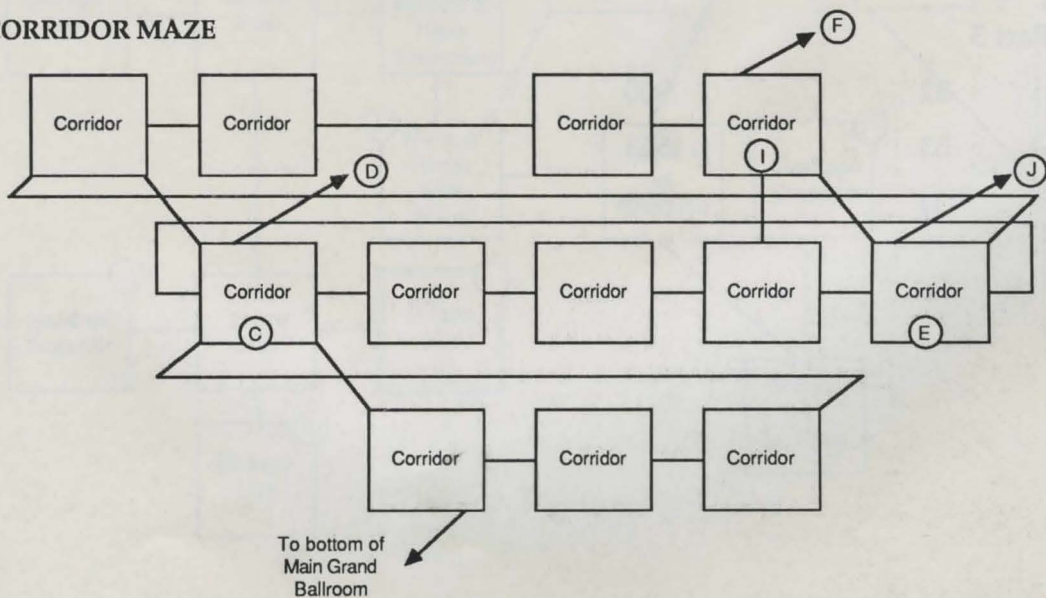
## GLASS CORRIDOR MAZE



## STONE CORRIDOR MAZE



## NARROW CORRIDOR MAZE



# NeverEnding Story

Location Number    Clue Number

## Part 1

1.	606
2.	793
3.	548
4.	755
5.	735
6.	816
7.	605
8.	601
9.	707
10.	880
11.	656
12.	910
13.	862

Location Number    Clue Number

## Part 2

14.	642
15.	645
16.	782
17.	589
18.	614
19.	859
20.	597
21.	544
22.	546
23.	613
24.	576
25.	588
26.	844
27.	745
28.	513
29.	582
30.	517
31.	829

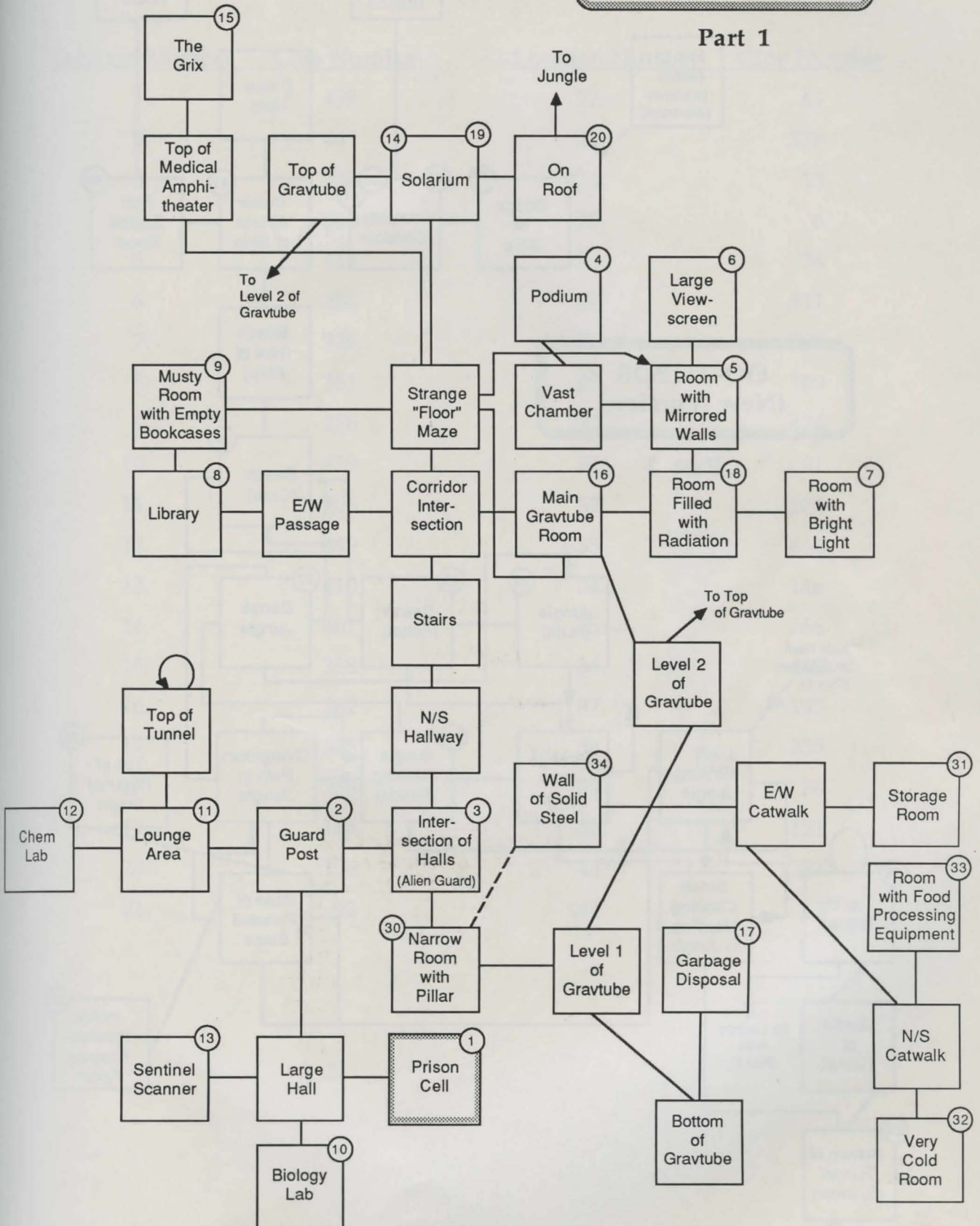
## Part 3

32.	900
33.	563
34.	500



OO-TOPOS  
(New Version)

## Part 1

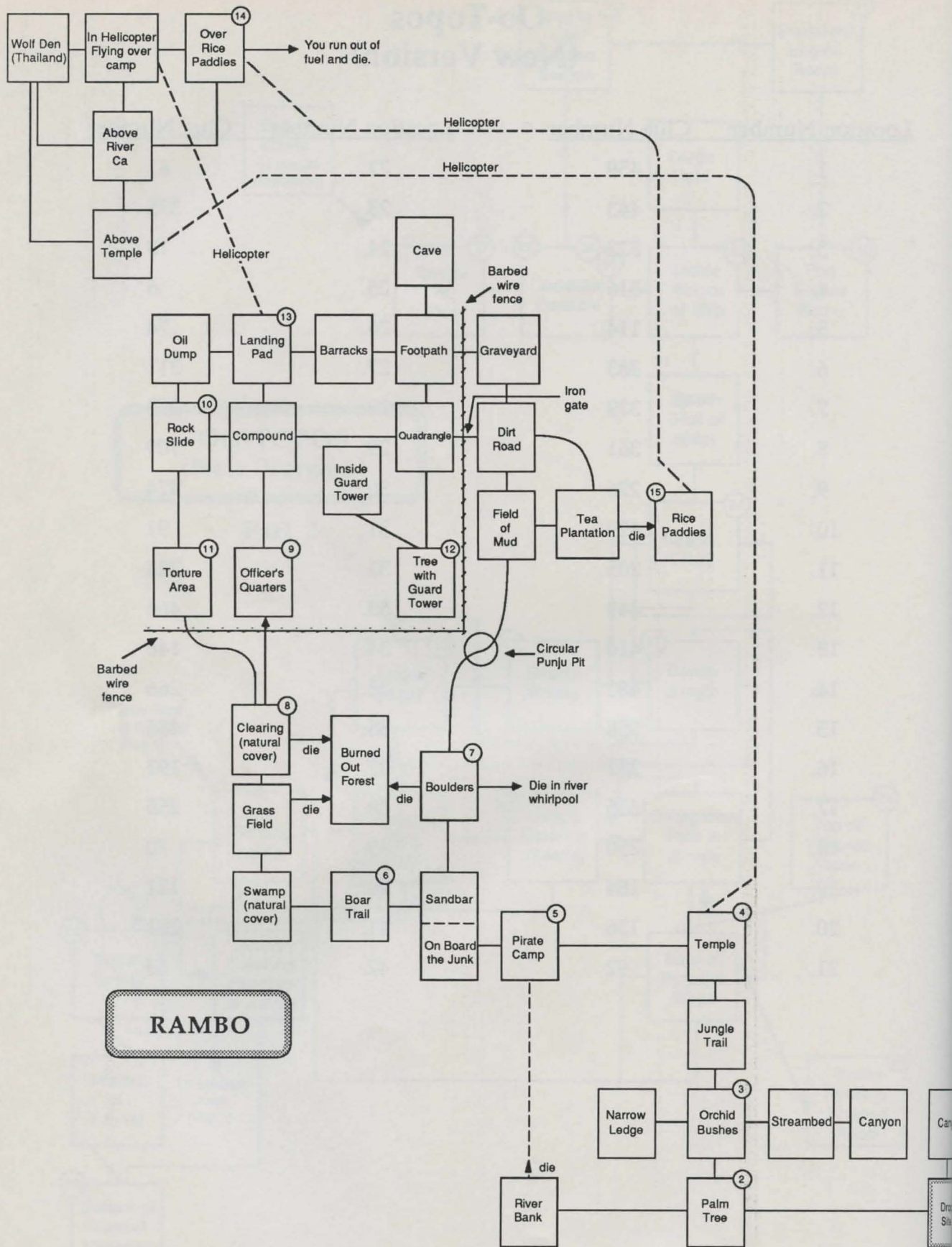




## Oo-Topos (New Version)

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	459	22.	61
2.	443	23.	378
3.	323	24.	13
4.	316	25.	6
5.	114	26.	74
6.	283	27.	311
7.	329	28.	363
8.	361	29.	109
9.	276	30.	474
10.	429	31.	91
11.	205	32.	224
12.	449	33.	466
13.	410	34.	146
14.	481	35.	266
15.	358	36.	485
16.	282	37.	193
17.	335	38.	255
18.	250	39.	70
19.	184	40.	121
20.	136	41.	281
21.	92	42.	43

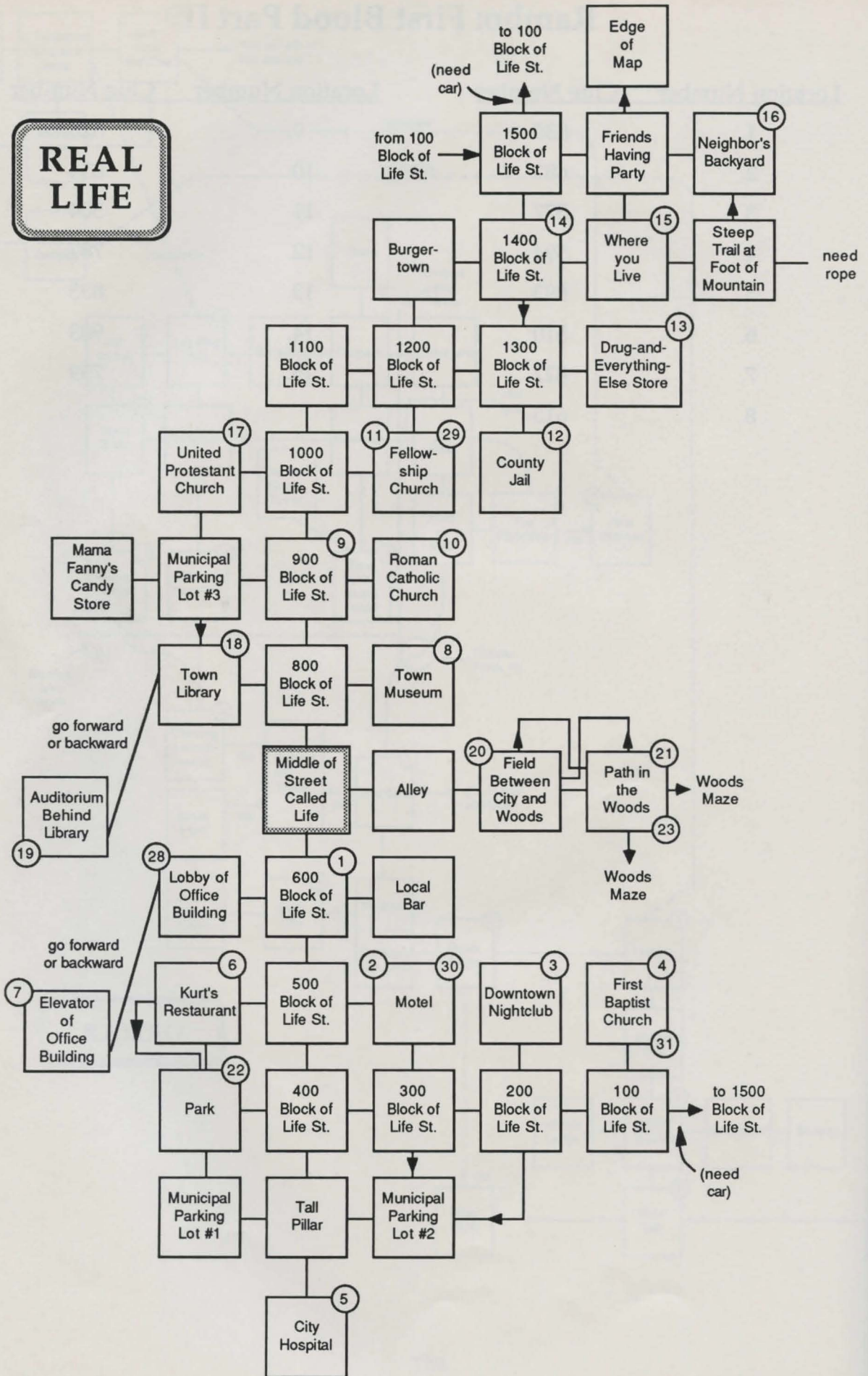




## Rambo: First Blood Part II

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	830	9.	528
2.	687	10.	834
3.	577	11.	504
4.	594	12.	787
5.	893	13.	835
6.	510	14.	903
7.	822	15.	759
8.	615		

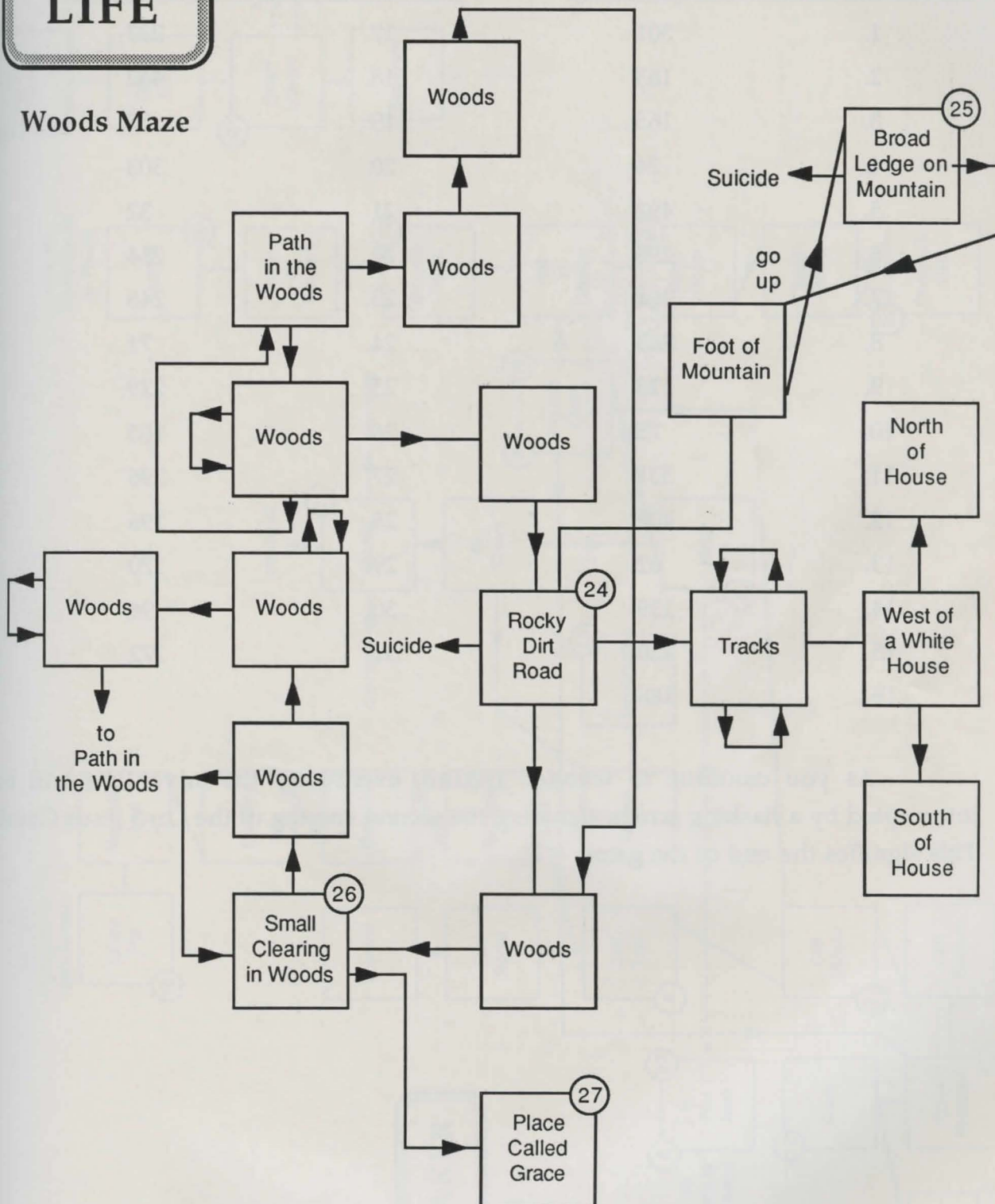
# REAL LIFE





**REAL  
LIFE**

## Woods Maze



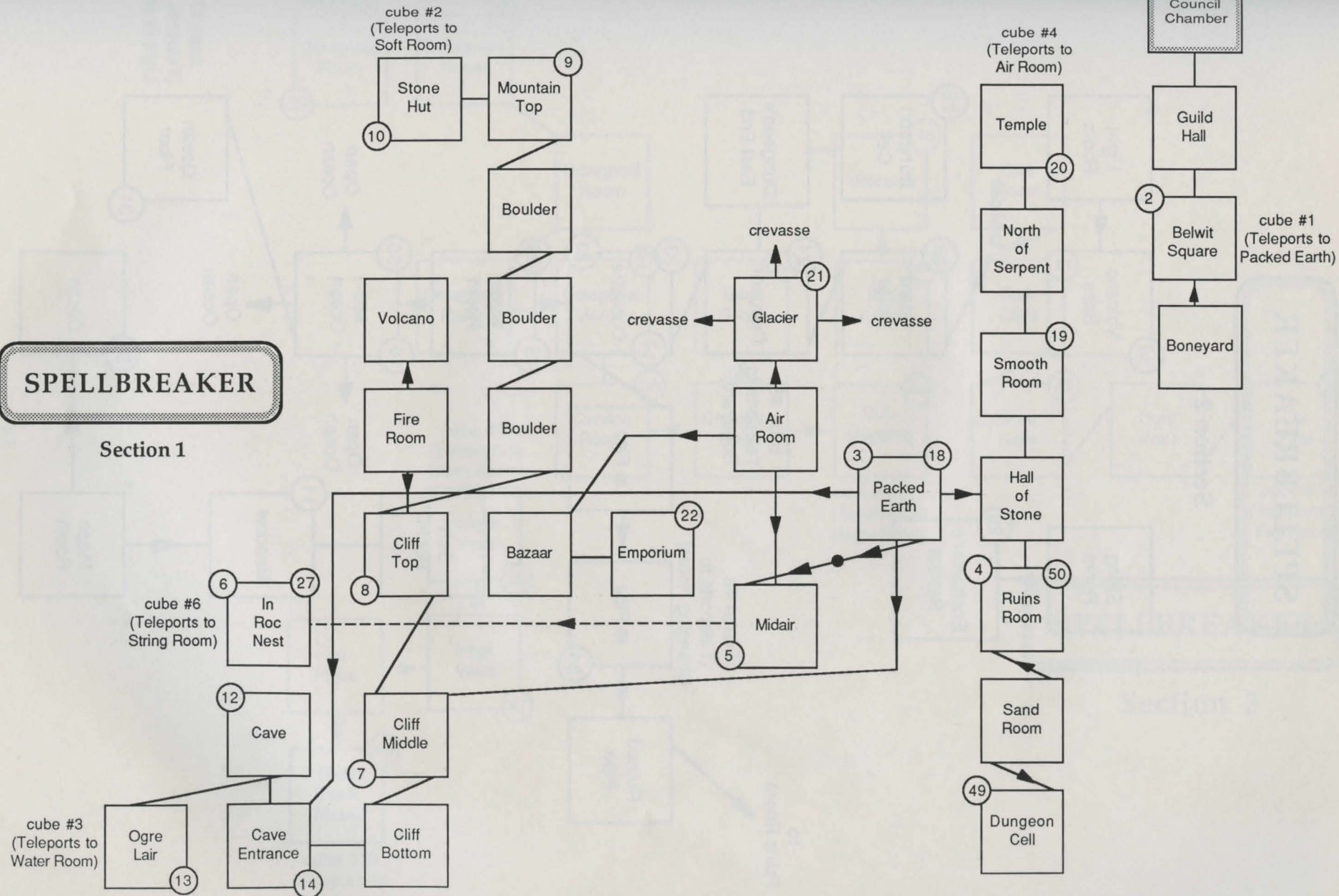
## Real Life

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	301	17.	233
2.	163	18.	462
3.	165	19.	57
4.	24	20.	303
5.	492	21.	32
6.	295	22.	234
7.	404	23.	248
8.	263	24.	71
9.	28	25.	229
10.	75	26.	105
11.	331	27.	296
12.	402	28.	196
13.	62	29.	170
14.	139	30.	96
15.	420	31.	272
16.	188		

As you continue to wander around, eventually the adventure will be interrupted by a flashing screen signaling the second coming of the Lord Jesus Christ. This signifies the end of the game.

## SPELLBREAKER

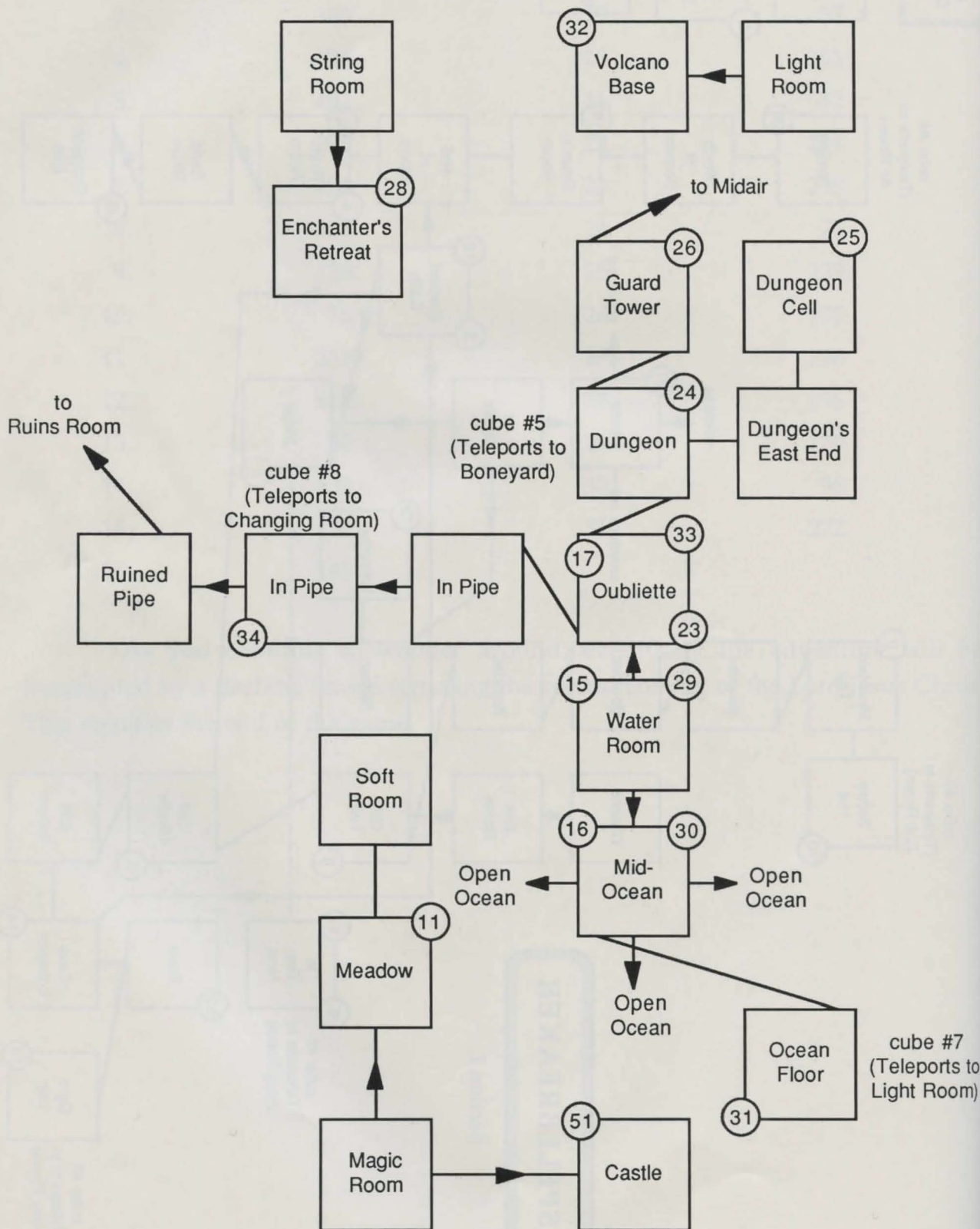
## Section 1

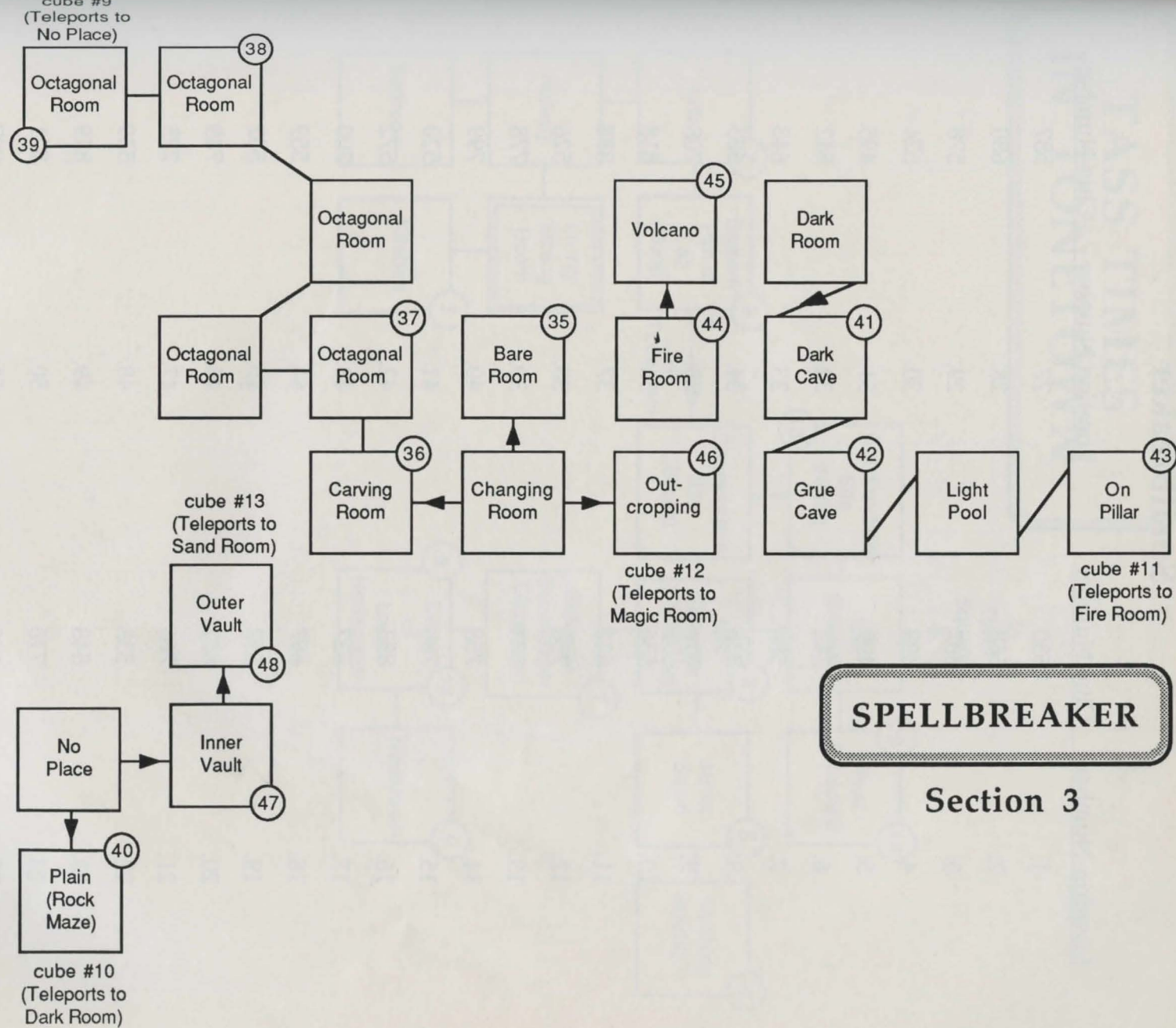




# SPELLBREAKER

## Section 2



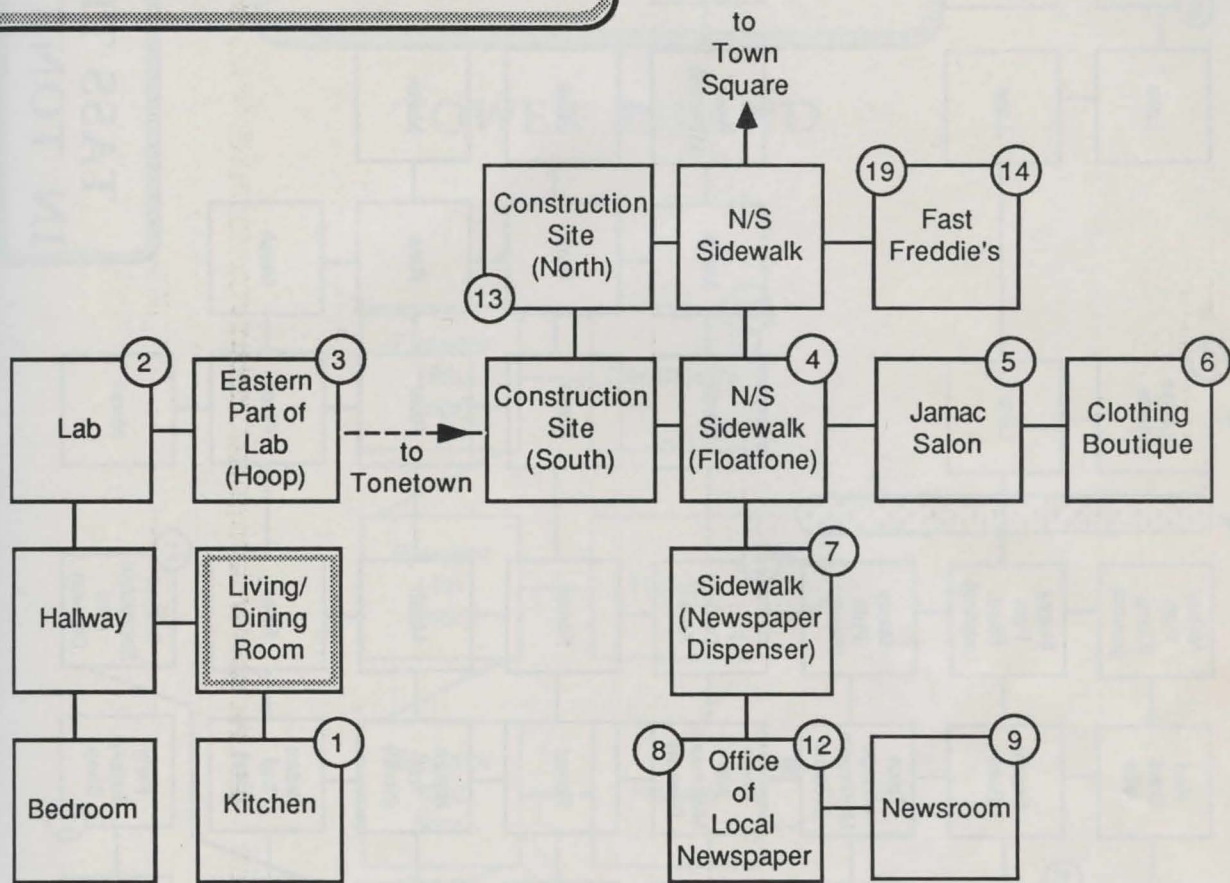


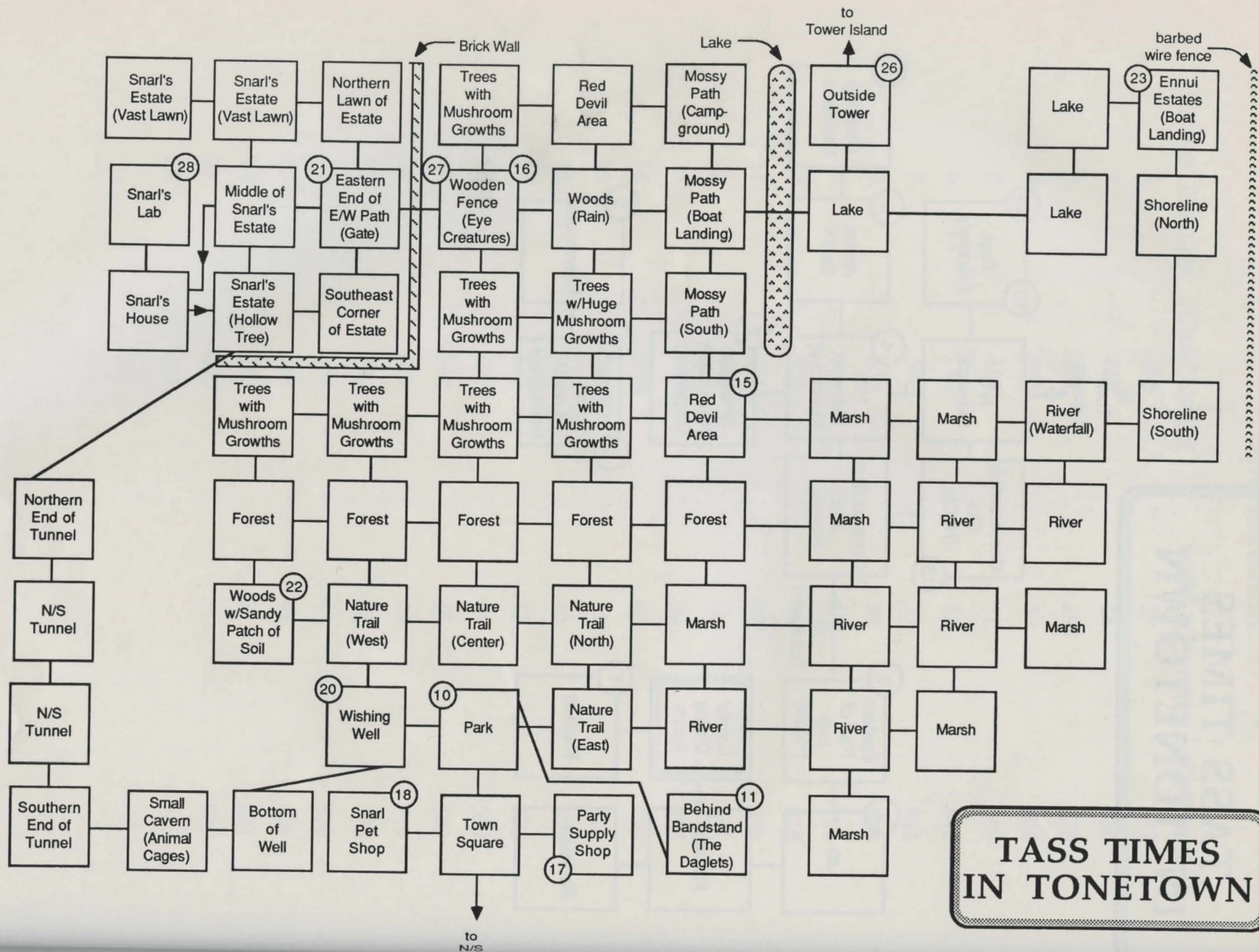
# Spellbreaker

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	530	27.	587
2.	668	28.	680
3.	867	29.	578
4.	898	30.	624
5.	499	31.	495
6.	742	32.	842
7.	586	33.	643
8.	838	34.	603
9.	776	35.	708
10.	536	36.	818
11.	612	37.	888
12.	756	38.	526
13.	583	39.	778
14.	758	40.	799
15.	780	41.	520
16.	833	42.	572
17.	527	43.	700
18.	697	44.	559
19.	552	45.	502
20.	632	46.	749
21.	766	47.	775
22.	538	48.	539
23.	848	49.	819
24.	710	50.	521
25.	600	51.	887
26.	628		



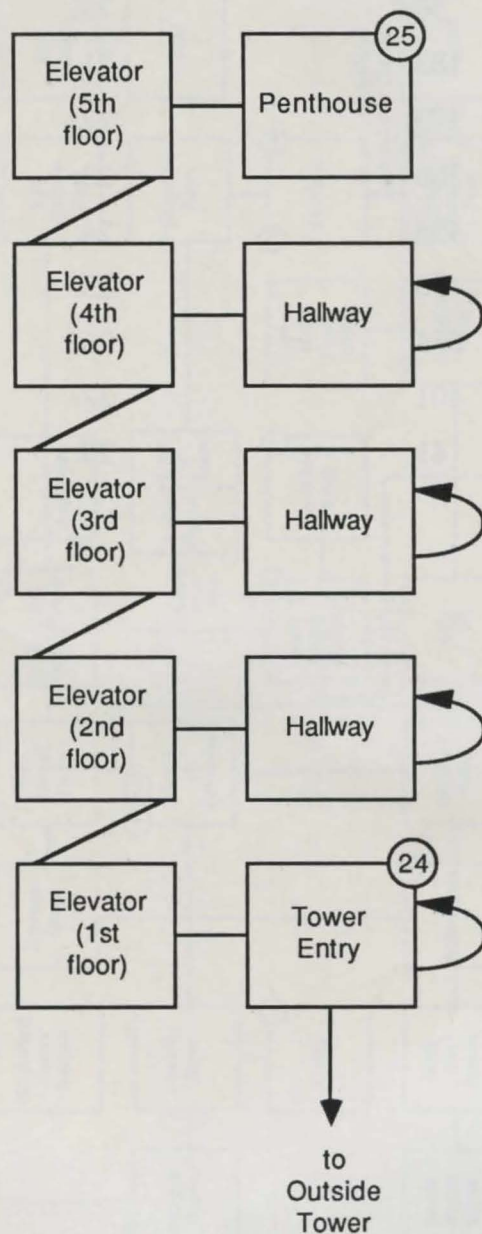
# TASS TIMES IN TONETOWN





# TASS TIMES IN TONETOWN

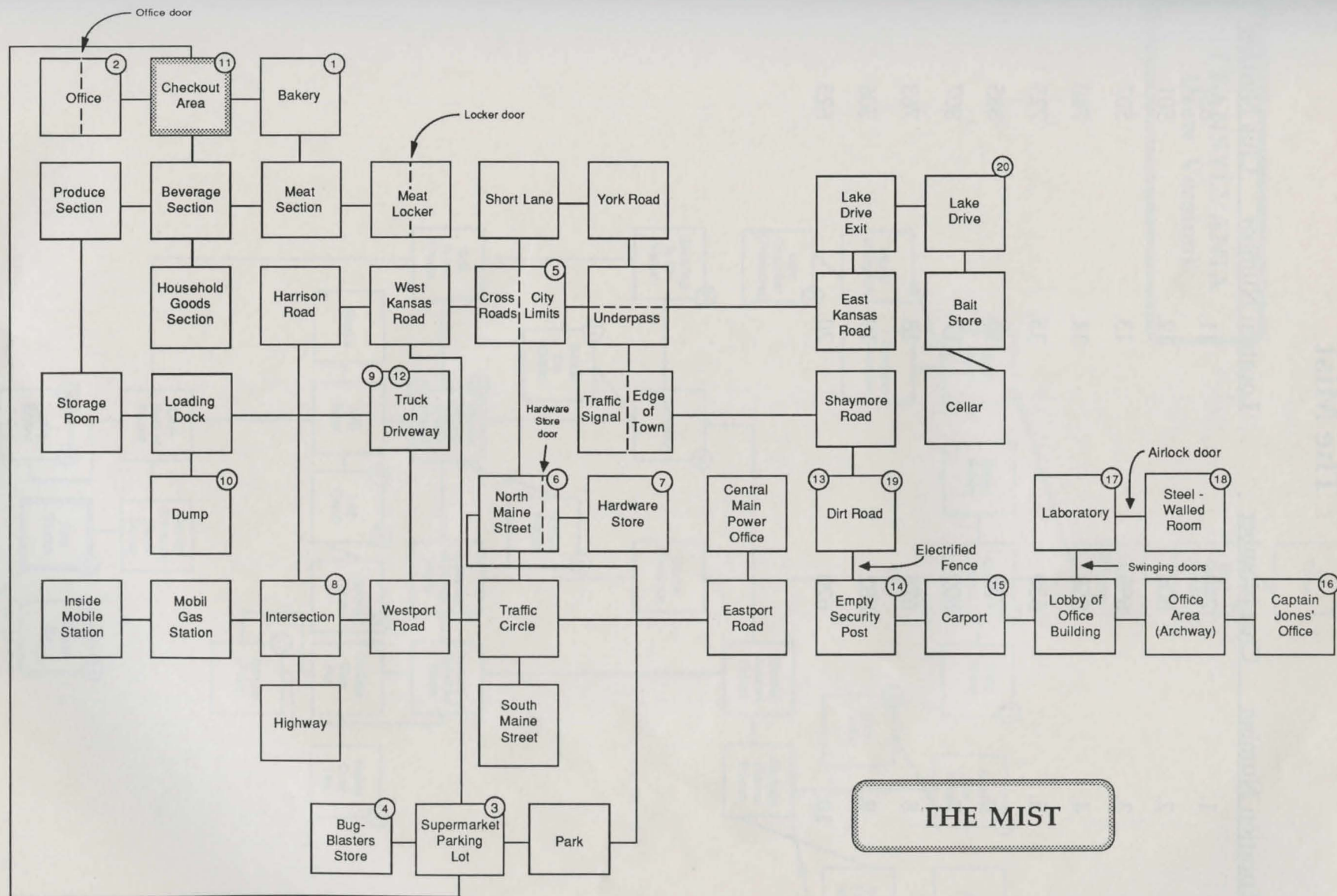
## TOWER ISLAND





## Tass Times in Tonetown

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	217	15.	278
2.	111	16.	127
3.	27	17.	442
4.	112	18.	289
5.	464	19.	207
6.	30	20.	198
7.	183	21.	175
8.	375	22.	44
9.	186	23.	253
10.	455	24.	435
11.	90	25.	387
12.	374	26.	241
13.	401	27.	10
14.	41	28.	394

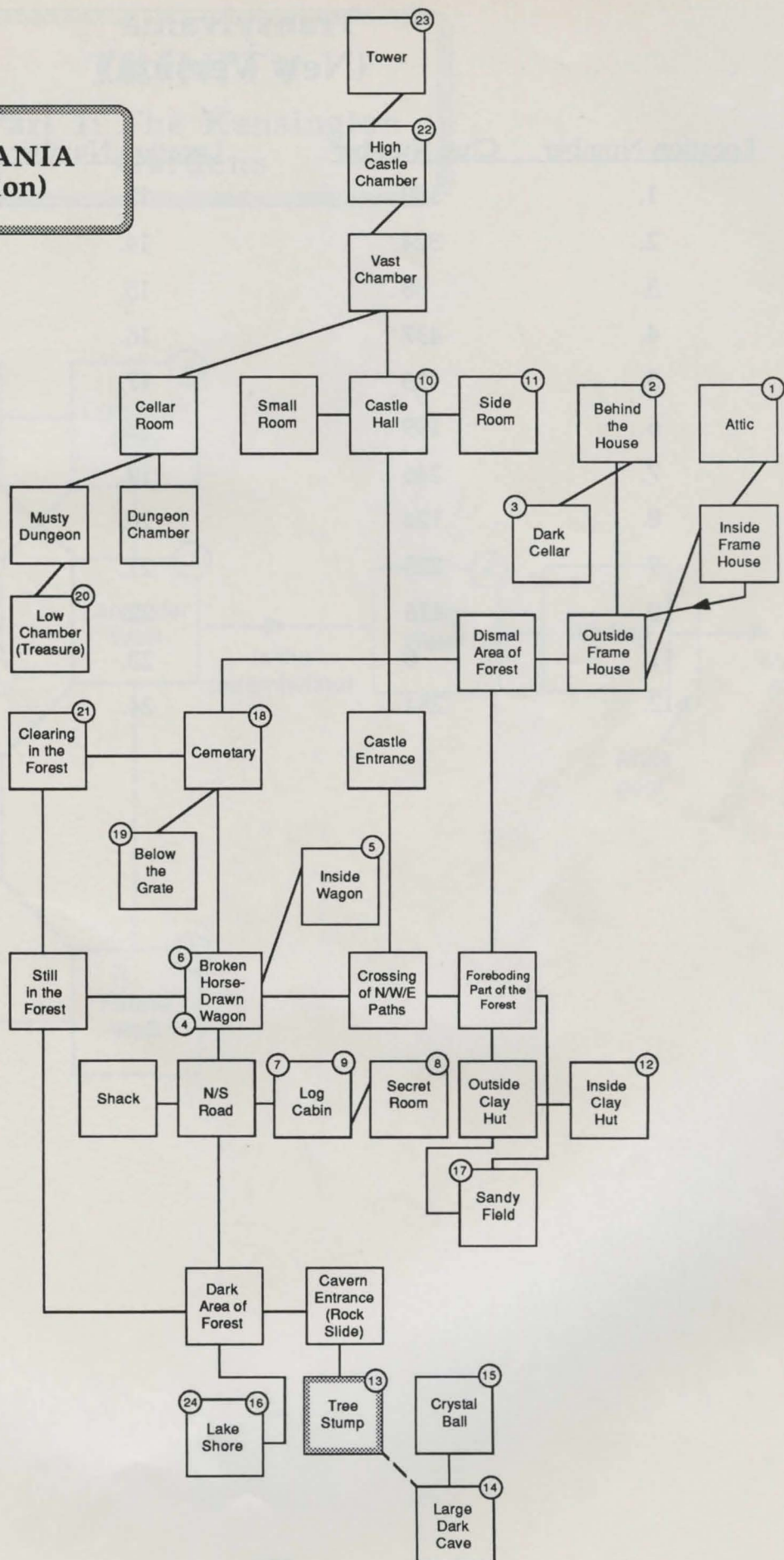


# The Mist

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	748	11.	837
2.	808	12.	501
3.	695	13.	507
4.	858	14.	740
5.	630	15.	725
6.	738	16.	885
7.	800	17.	807
8.	675	18.	763
9.	882	19.	506
10.	620	20.	625



**TRANSYLVANIA**  
(New Version)

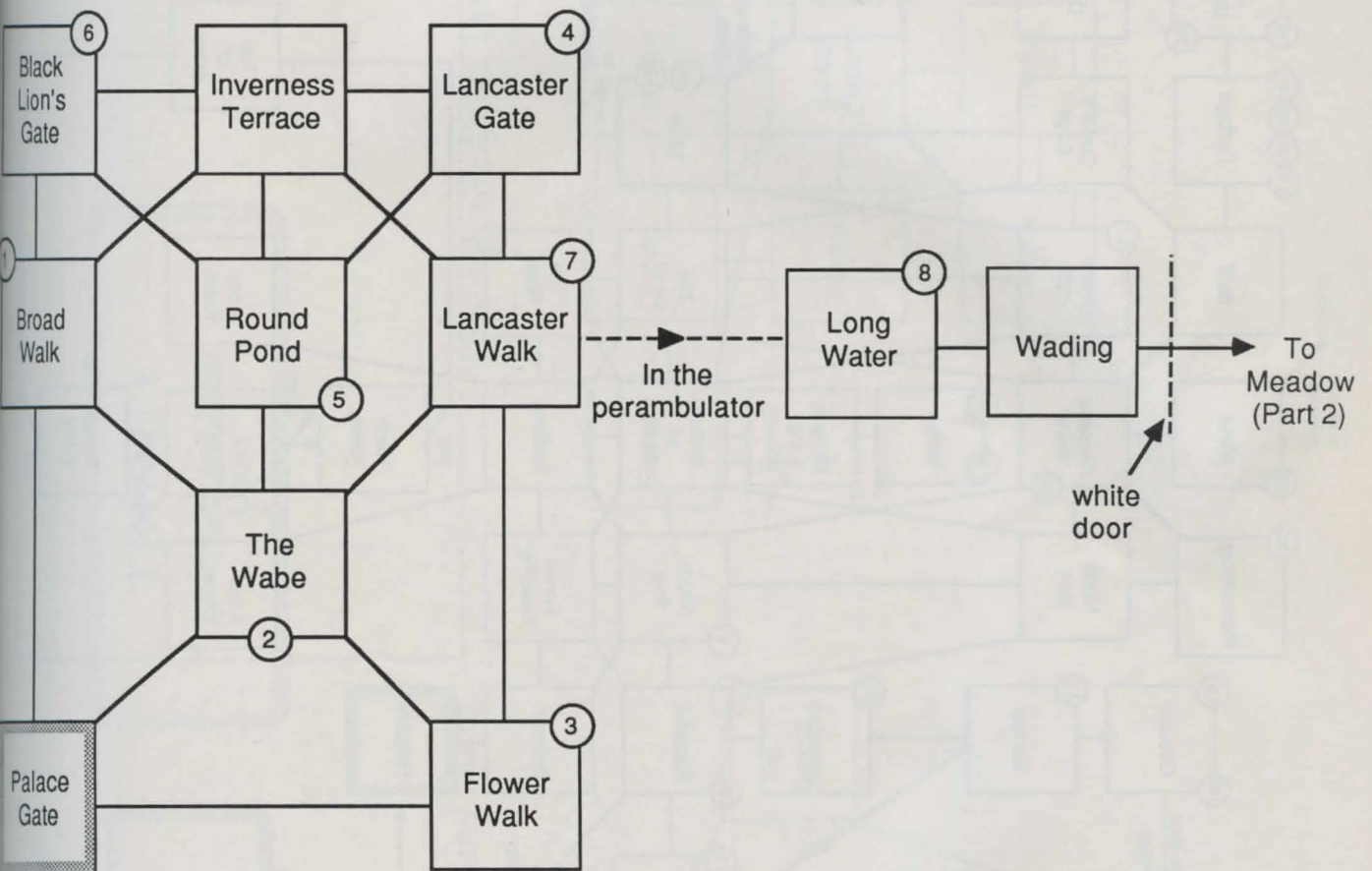


## Transylvania (New Version)

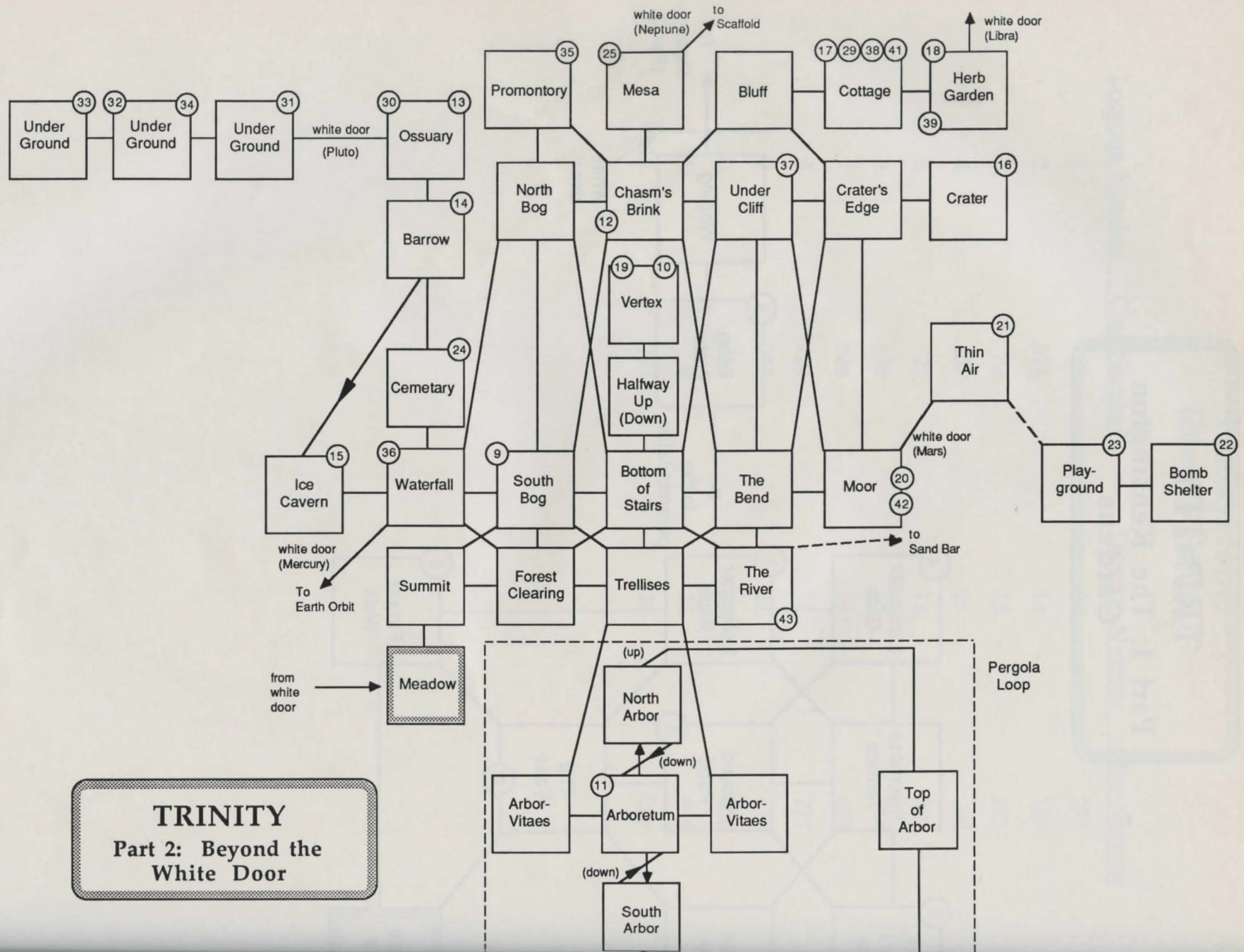
<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	189	13.	273
2.	324	14.	107
3.	38	15.	221
4.	437	16.	86
5.	25	17.	379
6.	199	18.	148
7.	246	19.	409
8.	124	20.	211
9.	225	21.	118
10.	416	22.	436
11.	8	23.	444
12.	284	24.	209

# TRINITY

## Part 1: The Kensington Gardens







**TRINITY**  
Part 2: Beyond the  
White Door

**TRINITY**  
Neptune and Libra  
Doors

**TRINITY**  
Neptune and Libra  
Doors

The map shows a central area labeled 'Scaffold'. To its north is 'North Beach', to its west is 'West Beach', to its east is 'East Beach', and to its south is 'South Beach'. A smaller area labeled 'Bottom of Scaffold' is located south of the main 'Scaffold' area. Three numbered markers are present: marker 28 is on the western boundary of 'West Beach'; marker 27 is on the eastern boundary of 'East Beach'; and marker 26 is on the northern boundary of 'Bottom of Scaffold'. An arrow points from the western boundary of 'Bottom of Scaffold' towards the bottom left, labeled 'to Mesa'.

Through the Libra Door

Cliff Edge

Platform

Tundra

Tundra

Tundra

Under Platform

Tundra

Tundra

Tundra

Tundra

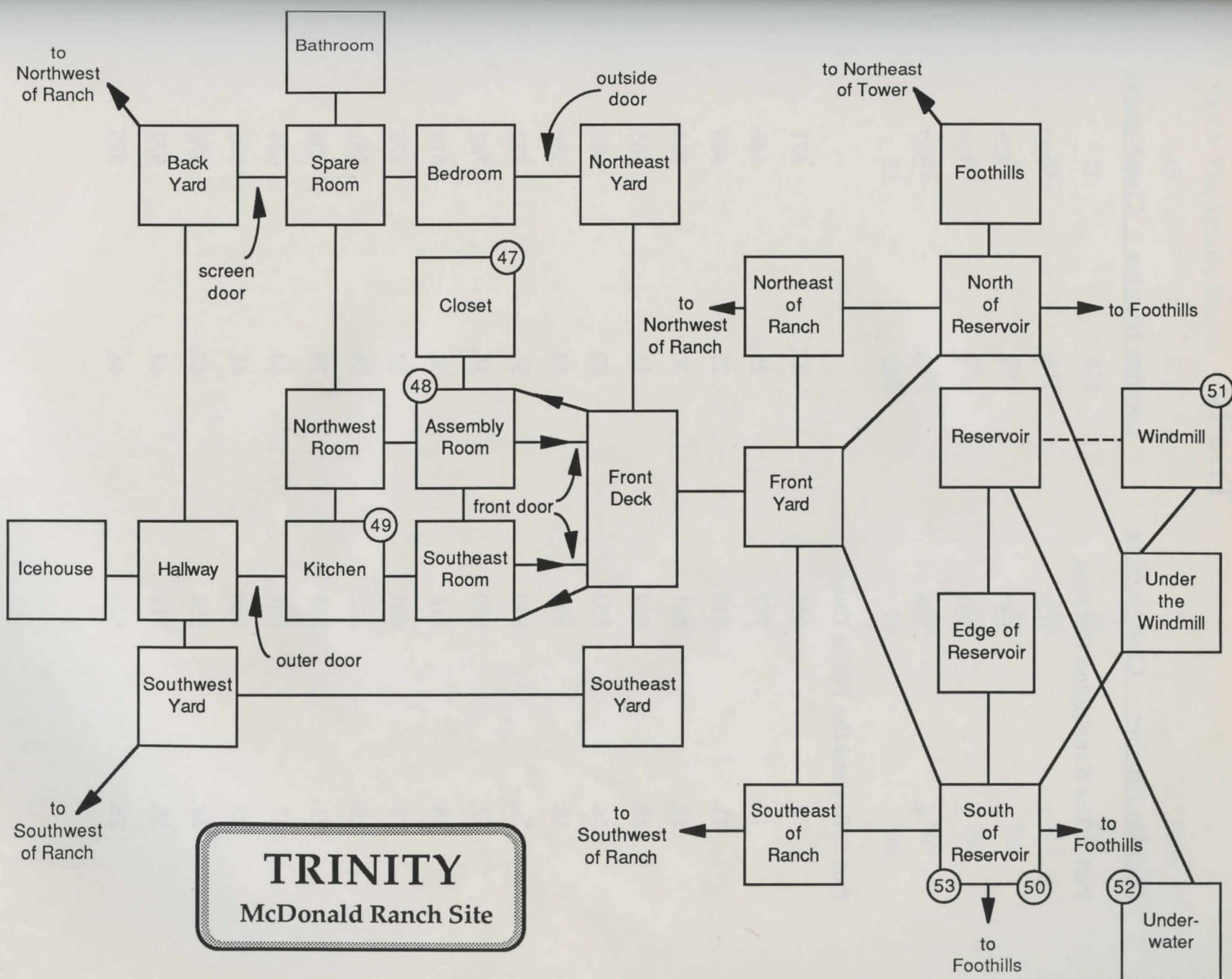
Tundra

to Herb Garden

40







# Trinity

Location Number    Clue Number

Location Number    Clue Number

## Part 1: The Kensington Gardens

1.                    820  
2.                    854  
3.                    751  
4.                    706

5.                    779  
6.                    825  
7.                    705  
8.                    567

## Part 2: Beyond the White Door

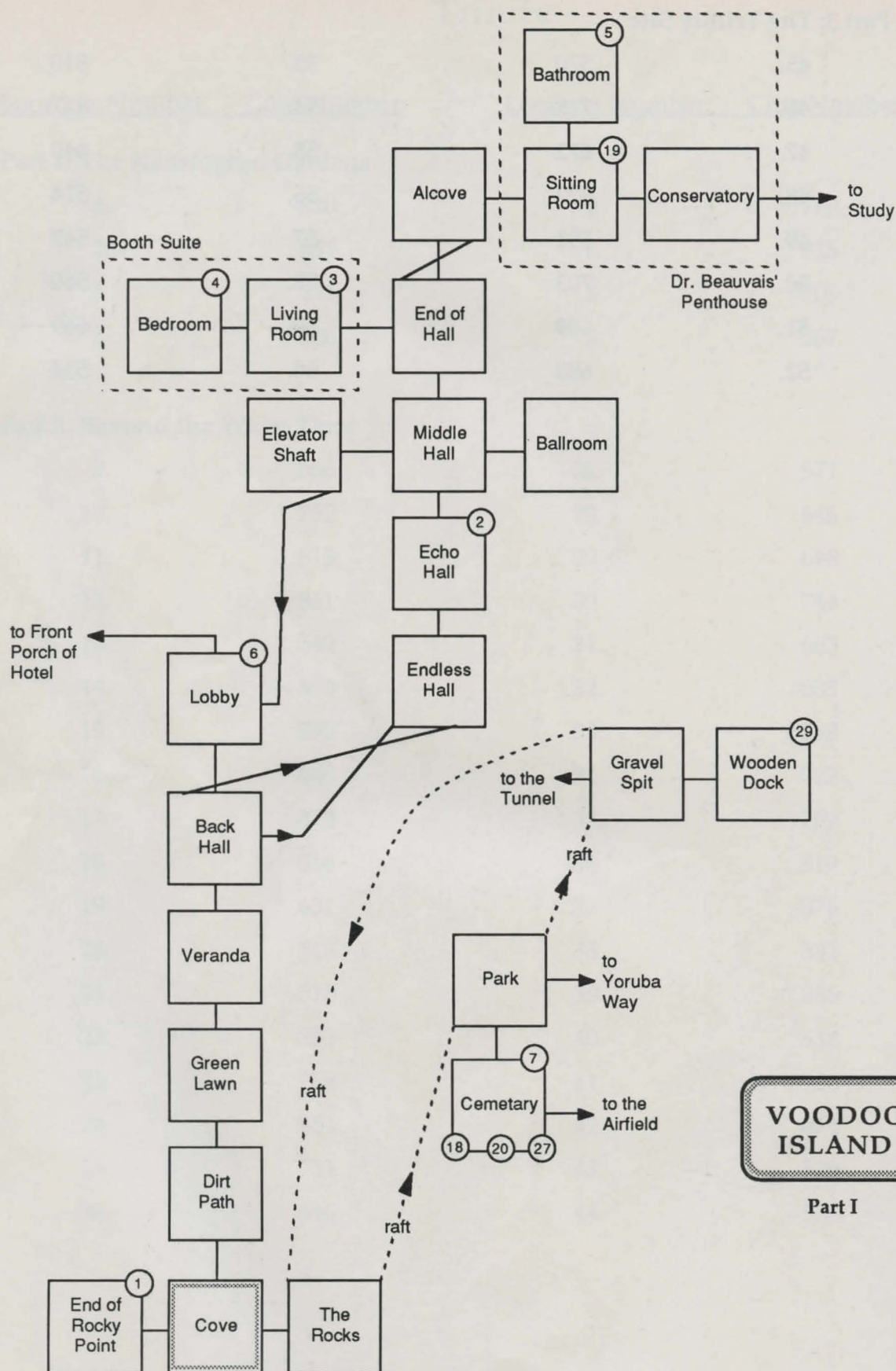
9.                    666  
10.                   752  
11.                   813  
12.                   861  
13.                   549  
14.                   553  
15.                   892  
16.                   840  
17.                   879  
18.                   516  
19.                   631  
20.                   512  
21.                   518  
22.                   891  
23.                   788  
24.                   554  
25.                   711  
26.                   846

27.                   671  
28.                   646  
29.                   648  
30.                   744  
31.                   665  
32.                   685  
33.                   558  
34.                   722  
35.                   762  
36.                   519  
37.                   876  
38.                   581  
39.                   886  
40.                   634  
41.                   906  
42.                   874  
43.                   579  
44.                   575

### Part 3: The Trinity Site

45.	570	53.	810
46.	718	54.	617
47.	672	55.	640
48.	637	56.	514
49.	591	57.	543
50.	703	58.	560
51.	609	59.	669
52.	683	60.	534



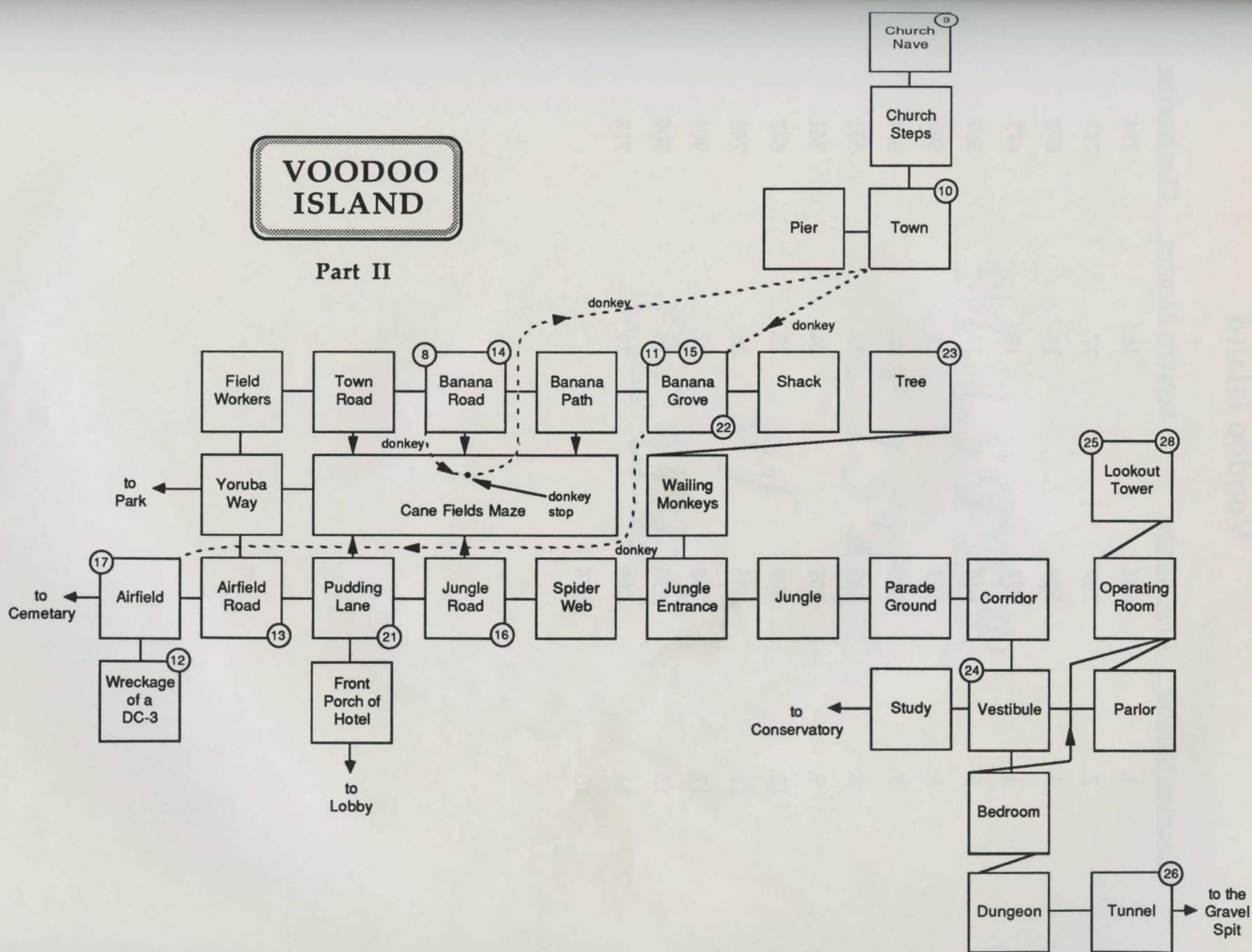


**VOODOO ISLAND**

Part I

# VOODOO ISLAND

## Part II



# Voodoo Island

<u>Location Number</u>	<u>Clue Number</u>	<u>Location Number</u>	<u>Clue Number</u>
1.	804	16.	794
2.	767	17.	717
3.	529	18.	878
4.	774	19.	673
5.	616	20.	569
6.	599	21.	598
7.	537	22.	864
8.	595	23.	531
9.	809	24.	561
10.	899	25.	677
11.	535	26.	743
12.	568	27.	904
13.	650	28.	909
14.	688	29.	716
15.	574		



*MASTER*  
*LIST*  
*of*  
*CLUES*

## MASTER LIST OF CLUES

1. Enter the circle. (This is the last time this clue will appear. Hereafter you will have to figure this one out on your own).
2. Open closet. Get mattress. Get scarf.
3. Get the ticket. Open the panel. Look under the table. Open the panel. Now go back to Near White Wagon and find Comrade Thumb. Wait and follow his advice.
4. USE flint stones.
5. Look waste can. Take receipt. Look receipt. Look matches.
6. Take cube.
7. Put the balm on your lips. Put the clothes pin on your nose. Drop all. Cover your ears with your hands. Close your eyes. Kiss the frog. Get the blender. Take off the lip balm. Take the pin off your nose. Drop the pin and the balm. Show the painting to the mouse. Get the mouse. Get all but the pin and the balm.
8. Take flypaper.
9. Rub lamp (the genie appears and gives you a sword). Rub lamp (the genie appears again and gives you a leather bridle). Throw bridle on viper (this transforms it into a winged horse). Talk horse (it gives you a magic sugar cube that will guard against poisonous brambles; it then flies away).
10. Get book. Get jar. Open gate.
11. Give the cigarette case to harry.
12. Take amulet. Look amulet (it has the word "HOME" on its back).
13. Shoot laser at crab. Take shell.
14. Lift up the midget.
15. (The Catacombs – The following sequence of commands is offered as a means of getting through both lower levels of the catacombs. For further explanation, consult page 7 of the 3-D comic and catacombs maps that came with the game). Say "kweepa". hop, clap, nw, n, ne, e, clap, ne, hop, ne, say "kweepa", clap, se, d (to very lower level), nw, hop, clap, ne, n, say "kweepa", s, clap, hop, ne, u (to lower level), nw (Forgotten Storehouse), clap, get phone book, say "kweepa", hop, nw, clap, s, se, se, d (to very lower level), clap, hop, say "kweepa", ne, w, clap, e, hop, w, s, clap, say "kweepa", sw (Burial Chamber), get raft, hop, clap, n, s, e, nw, clap, say "kweepa", hop, n (Ladder Room).
16. Show bookmark.

17. Get the stain.
18. Take key.
19. Wave wand.
20. LOOK at the raft (between the giant's legs). BUY the raft (offer 100 gps).
21. Wear spacesuit. Press button. Go mercury.
22. Give the flashlight to the salesman. Get the machine. Knock on the door.
23. Wear spacesuit. Press button. Go io.
24. Listen david (alternately, you'll find him in the Fellowship Church).
25. Pry coffin. Drop bar. Take mice. Take bullet. Leave wagon.
26. Turn on the calculator. Shine the calculator on the checkbook. Read the letter.
27. Throw switch. Enter hoop.
28. Listen mike.
29. Yes. Scotch. Ask Zorin a question or two -- he will then leave. Go west and learn of the meeting with Howe about the pipelines - Operation Main Strike.
30. Look clothes. Buy jumpsuit. Buy hooplet. Wear jumpsuit. Wear hooplet.
31. Cut wire.
32. Drop book. Goto 0400 block. Go W.
33. Cross lake. Use mattress.
34. ENTER the store. BUY the fireproof shield (for 200 gps) and a rope (20 gps).
35. PUT spike. PUT rope.
36. LOOK at the ring of keys hanging on the side of the left guard. GET the ring of keys.
37. Get the jar. Put all in the basket but the stool. Enter the circle.
38. Feel walls. Feel floor. Take bar.
39. Press button. Remove spacesuit.
40. Unlock chest (with silver key). Open chest. Take tiara.
41. Get mitts. Wear mitts.
42. Get bone.



43. Close airlock.
44. Get card.
45. Look ground. Take clamshell. Take bracelet.
46. Show the spreadsheet to eddie smaldone. Show the newsprint to eddie smaldone. Show the ribbon to eddie smaldone. Show the trade card to eddie smaldone. Show the note to eddie smaldone. Wear the dress-suit. Wear the shawl-jacket. Wear the veil. Knock on the door.
47. Flip switch. Type in code for next planet corresponding to information given by XL-30. Pull throttle. Push throttle.
48. Unlock the cage with the key. Open the cage.
49. Press button. Remove spacesuit.
50. Open drawer. Take candle.
51. Drop oar. Drop candle. Take spear.
52. (Assuming Blue Faerie is here). Faerie, do you want to trade? (Continue to trade with her until you end up with the vase and the key -- you may have to give her the chest and sword for now). Carefully examine the vase.
53. Get the bucket. Get the meat. Get the headphones. Rewind the headphones. Play the tape. Wait (a few times until you hear Rimshaw's voice in the background). Stop the headphones.
54. Examine the ring. Screw the ski pole into the ring. Remove the skis.
55. Hide behind chair.
56. Talk to the raven. Remove the cape. Drop the cape. Talk to the raven. Take the cape. Wear the cape. Wait for the dragon. Ride the dragon.
57. Listen roger.
58. Open the door.
59. ENTER the store. BUY the decoder book (for the red rubies) and the magic powder (for the shroud).
60. Shoot arrow.
61. Play reed. Take gyro.
62. Return change. Divert gaze.
63. Rimshaw, tell my future. Rimshaw, read my head. Get up.

64. Flip switch. Now type in the code corresponding to the planet you are to visit next in accordance with the information given by XL-30. For example, if you want to go to Jupiter, then execute the following sequence of commands: Press orange, Press blue, Press blue. Pull throttle. Push throttle.
65. Drop the sword. Put all in the basket. Get the message and the lip balm. (The message is coded with a sliding (shifted by 3 letters) alphabet. After decoding it, read it backwards and take note of the four digit wife number, say XXXX).
66. Drop key. Take bandages. Wrap hands with bandages (so you can carry more than 2 inventory items). Take scrap of paper and key.
67. Open the tube. Drop the circle on the ground.
68. Get crystal. Give bone.
69. Hawker, hello. (Follow his advice and you will then wake up from the hypnotic spell).
70. Put shield in starboard engine.
71. Crawl.
72. Hit thorbast with the sword. (Repeat this until you knock the sword out of his hand). Get his sword. Give his sword to thorbast. Hit the monster with the sword. Untie the woman.
73. Give chicken soup to grandma (she thanks you and tells you to look under the bed). Look under bed (you find and get a black cloak and ruby ring). Wear cloak. Wear ring.
74. Take jewel.
75. Ignore statue. Listen edward.
76. Break window. Take shard.
77. PULL the picture. ENTER behind the bookcase.
78. Get the suit. Wear the suit. Open the hatch.
79. Wear spacesuit. Press button. Go venus.
80. Put thumb in the crawl space. Wait (until he rescues Chelsea). Get chelsea.
81. Look in the garbage. Get the ticket.
82. Press button. Remove spacesuit.
83. Throw rope.
84. Press button. Remove spacesuit.
85. Take the stone. Carefully examine the stone. Go west and ride the dragon (twice).



86. Feed flies to frog.
87. Ask frog about elowynd.
88. Rub lamp (a genie appears and gives you a magic carpet). Ride carpet.
89. Drop novel and shard. Go north into the medical office and answer "yes".
90. Take picture. Get zagtone. Talk daglets. Wait (3 times). Drop camera. Drop press.
91. Take purifier and cylinder.
92. Take reed.
93. Get clothes pin.
94. Open mailbox. Take basket. Open door (if wolf is in bed, leave immediately. Keep going back in until grandma is in bed).
95. Get the sack. Open the sack. Empty the sack. Put all in the sack.
96. Turn off tv.
97. Say hiyo.
98. Take the book. Open the book. Read the book (6 times). Drop the book.
99. LOOK at the club in the kettle. GET the large club. LOOK at the plate on the seat of the table. GET the plate full of orc food.
100. Wait around for Little Red Riding Hood to show up. Give basket to red riding hood (in return she gives you her bouquet of flowers).
101. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
102. Open the compartment. Put the jar in the compartment. Close the compartment. Turn on the compartment. Open the compartment. Get the jar. Rub the cream on the daughter. Get the angle.
103. FEEL the pillow (you find a gem). USE the spell book (another gem appears behind the wardrobe doors). GET the blue gem.
104. PUT the orc food (in the fountain of water). FEEL the water (you get a yellow gem).
105. Reflect (on your uninformed conscience). Read book (on each subject pertaining to your right and wrong doings including RIGHT & WRONG). Reflect (on your informed conscience). Think (each of the 12 persons you have listened to and choose answer 1) in each case). Go E.
106. Carefully examine the pillar. Put the stone on the pillar. Go south, ride pegasus back to Path's End, and take the vase.



107. Take flies. Drop flypaper. Read book. Pick lock. Drop pick.
108. Get crystal. Leave island.
109. Enter gravcar. Push up (twice).
110. Throw spear.
111. Look fishbowl. Get picks. Get book. Read book.
112. Insert pick (4 times).
113. PULL the bed. CLIMB the ladder.
114. Look mirror. Look 4-d mirror.
115. Examine the door. Ask stacey for help. Kiss stacey. Ask stacey about the passcard. Stacey, give me a passcard. Unlock the door with the passcard. Open the door.
116. Sit down. Look men. Show gun (twice).
117. (Make sure you are not carrying the sword when you try to enter here). Carefully examine the altar. Carefully examine the case. Open the case. Put the vase on the altar. Put the chalice on the altar. Open the case.
118. Wave hand. Now you have to kill time and wait until you see a shooting star go by (the alien returns in a flying saucer). Try repeating the pattern: S,S,S,E,N,N,N,W until it happens. Go saucer. Look box.
119. Pry the door with the crowbar.
120. Read map (write down the codes).
121. Put cylinder in port engine. Put purifier in port engine. Put converter in port engine.
122. Look table. Take ham.
123. USE rubber gloves. FEEL the water in the bathtub (you get a black gem). Don't feel the toilet hole in the floor. It will cost you 20% damage for acting like a sick person.
124. Take cloak. Look inside cloak. Take pick. Wear cloak. Pull horns.
125. Yes. Tree. (you get 50 gold pieces, a full bottle of water, and some food).
126. Give the blender to trent. Give the rubber hose to trent. Give the cotton balls to trent. Give the angle to trent. Give the headlight to trent. Give the mouse to trent. Give the photo to trent. Give the phone book to trent.
127. Get mushroom. Throw mushroom at eye (creature). Drop book. Drop jar (with the devil in it).
128. Kiss girl. Home (sit back and enjoy the big finale).

129. Carefully examine the dome. Unlock the dome with the key. Open the dome. Take the tape off of the green chip. Shine the calculator at the green chip. Drop the calculator. Draw the gun.
130. Shoot zorin with the gun. Shoot the rock with the gun.
131. Ask frog about tynwyn. Ask frog about findolwyr. Ask frog about the ring. Ask frog about the cape. Ask frog about the locket.
132. Put the stain on the circle. Drop the stain.
133. Drop candlestick. Break window. Enter window. Untie mavis. Take novel and tube. Look novel. Take bookmark. Look bookmark. Look tube.
134. Show the ticket to rimshaw. Rimshaw hypnotize me. Stand up.
135. Look temple. Enter temple.
136. Take ring. Read sign. North. Yes.
137. Pour the water on the detective. Get the note. Drop the stool. Get the trade card.
138. Put the raft in the water. Enter the raft. Wait (until a dock is close enough to grab on the southern shore). Grab the dock.
139. Hold tongue.
140. Remove the shawl-jacket and the dress-suit and the veil. Drop all except the radio. Get the stand.
141. Remember the word "Nordauq" carved on a nearby tree.
142. Get comrade thumb.
143. Unlock door. Read door (whosoever chooses to seek the last key must have a stout heart).
144. Get the key with the pole. Unlock the cage with the key. Open the cage.
145. Lock the door. Look on the desk. Get the spreadsheet. Push the desk under the panel. Climb on the desk.
146. Leva (this teleports you back).
147. Get in line. Wait (a few times). Get out of the long line. Get in the short line. Wait (a few times). Get out of the long line. Yes. Get in the long line. Eat the banana. Drop the banana.
148. Move gravestone. Unlock grate. Drop key. Go grate.
149. Swim out to the rock in the middle of the lake. Look inside hole (in the rock). Take brooch.
150. Unlock the cage with the key. Open the cage.



151. Punch blue (if you're a male) or Punch pink (if you're a female). Insert the ticket in the slot.
152. Enter the witch Hagatha's cave. If she's there, go back out and wait near the entrance until she shows up outside the cave. Then quickly go back in the cave.
153. Talk to shuman. Untie rita. Give check to rita. Talk to wainwright. (he gives you a report). Wait (repeat until police come and take Shuman away).
154. Unlock door.
155. Say coastal.
156. Take the flyrod. Examine the flyrod.
157. (Kangaroo takes your inventory.)
158. Open desk. Take check. Look check. Answer phone. Open file cabinet. Read case 1. Read case 2....Read case 7.
159. Get the cotton balls.
160. (Assuming Mankin is here). Ask beard belt for magic power. Ask beard belt about findolwyr.
161. Listen woman.
162. To defeat May Day and make her succumb to your charms, you must follow her moves -- the following sequence will do it. Flip may day. Kick may day. Flip may day. Kiss may day. Examine the key.
163. Take book.
164. Hide in the trash. Drop shovel. Look trash. Take bone. Give bone.
165. Refuse offer.
166. Press button.
167. Take cage (with the nightingale in it). Instead of waiting for the witch to leave the cave in step 13, you can first: Look inside bottle. Take cloth. Look cloth. Then, go inside the cave (even though the witch is there). Cover cage with cloth. Now when you take the cage, the witch will not bother you.
168. Get the stool. Urinate.
169. Hit mongo. Look cans. Look gloves. Wait (repeat until detectives Hardcase and Jones arrive on the scene). Show gloves. Show cans. Show bookmark. Show receipt. Show tube.
170. Love return.
171. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.



172. Look. Open the north panel.
173. Get the stool. Give the granola bar to tina. Tina, hello. Take tina's hand. Kiss tina's hand.
174. Drop the whip. Get the shawl-jacket. Get the dress-suit. Look in the pocket.
175. Unlock gate. Drop black. Open gate.
176. Insert the ticket under the front.
177. Open the door. Get out. Drop the watch. Drop the car key.
178. USE the raft.
179. Press button. Remove spacesuit.
180. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
181. Mail letter.
182. Say hello to griffin. Ask griffin about elowynd.
183. Insert pick. Read articles 1 - 5.
184. Open airlock.
185. Carefully examine the pool. Take the locket. Carefully examine the locket. Wear the locket.
186. Turn on printer. Turn on terminal. Type "the legend". Yes. Get pass. Drop key and paper.
187. Take matches and candle. Light match. Light candle. Burn twine.
188. Congratulate.
189. If werewolf is here, go down (D) and then go up (U) again, repeating this as often as necessary until he is not there when you are in the attic. Then: Take pistol.
190. Carefully examine the metal box.
191. Heal your wounds. Fight some more enemy between the gorge and cave to accumulate some more (about 130 total) gold pieces if necessary.
192. Say tinslayer.
193. Put navchip in control panel. Put gyro in control panel.
194. Get the crumpled paper. (Contained within the "hidden word" puzzle found on the paper are 8 key words for building an Anti-Leather Goddesses of Phobos machine, and an important message about Venus flytraps)
195. Look boxes. Open box 999. Read poem.

196. Witness.
197. Pour liquid. Drop book. Take axe.
198. Down (Unless Ennio says "I smell Snarlmeat!", implying Snarl is in the well. Then repeatedly go North and South (or East and West) until Ennio doesn't say this any more).
199. Take pistol. Wait for the first chance you get where the werewolf is not on your back. Then: Load pistol. Wait for the next time you meet him. Then: Shoot werewolf. Drop pistol.
200. Climb wire.
201. Get crystal.
202. Yes. Say "riddle".
203. Get crystal. Throw rock.
204. Take candlestick. Wait. Hit rocco with candlestick.
205. Look game. Look screen. Pull lever. Take block.
206. Shoot the russian with the ski pole.
207. Order burger. Get burger.
208. Fill bottle (with the clean drinking water).
209. Go boat. Sail boat.
210. No. Jadin the forest-dweller joins you.
211. Open coffer. Take ring. Wear ring.
212. Wear spacesuit. Press button. Go oberon.
213. Get crystal. Give sunglasses.
214. USE the raft.
215. Get sunglasses. Get scale.
216. Enter the barge. Press the orange button. Wait. Press the orange button. Wait (until you wind up at My Kinda Dock).
217. Look jar. Get key.
218. Examine wall.



219. Exit boat. You can either try the difficult task of walking through the brambles without letting them touch you (believe it or not, it can be done) or, first: Eat the (sugar) cube. This will prevent the brambles from harming you.
220. Open the door. Get out. Drop the car key.
221. Look ball.
222. Take book. Read book.
223. Open hatch. Use wrench. Open hatch. Get crystal. Climb rope.
224. Take vial.
225. Sing some enchanted evening (Zin appears and gives you a wooden cross).
226. Throw gem. Take bow. Take quiver.
227. Wear spacesuit. Press button. Go mars.
228. Nordauq. Take sword.
229. Listen rhamish.
230. Drop the stand. Climb on the stand. Clap hands. Roustabout, get the net. Wait (until the net is in position). Turn on the radio then climb the ladder and make your way across the high wire.
231. Unlock door.
232. Open the bench. Take the backpack. Wear the backpack.
233. Come here on Sunday. Listen bruce.
234. Listen sally. Listen charles. Go to path.
235. Open suitcase. Take folder. Look folder. Arrest farnham.
236. JUMP in the tub.
237. If the coffin is open, then Dracula is not home. Close the coffin, go out and come back in. Open coffin. Kill dracula (the sword won't do it...you need the mallet and stake... If you don't have them, Dracula will turn into a bat and be scared off by the cross around your neck and you won't get to kill him). Take key (the silver one). Look inside coffin. Take pillow. Take key (the gold one).
238. Read door (whosoever chooses to seek the key for the door will undoubtedly make a splash).
239. Unlock door. Read door (whosoever chooses to seek the key for this door should set their sights high).
240. KILL the wizard. GET the shroud. MOVE the rock (on the right). GET the fuse.



- 241. Enter boat.
- 242. Wear spacesuit. Press button. Go titan.
- 243. XXXX (i.e., the 4 digit number (read backwards) in the coded message).
- 244. Give the coin to the proprietor. Search the dust (until you find a tube-shaped object).
- 245. Drop all and then enter rita's apartment.
- 246. Pull horns.
- 247. Get crystal. Give scarf. Leave castle.
- 248. Take book.
- 249. Look stove. Move stove. (Note: if you had done this the first time you came into Rita's apartment and then "used the tube" to heal your burned hands so you could carry more inventory, you would get your fingerprints on the tube and it would have then not been an acceptable piece of evidence to arrest Mongo). Take key. Take report.
- 250. Put converter in beam. Take navchip and converter.
- 251. Wait for pegasus. Ride pegasus (3 times).
- 252. Light candle (with the torch on the wall).
- 253. Enter boat.
- 254. Carefully examine the cabinet. Drop the passcard. Take the wires. Unlock the cabinet with the wires. Open the cabinet. Wear the wires. Take the folder. Carefully examine the folder. Open the folder. Drop the folder. Take the note. Read the note (remember the sequence and direction of the numbers -- in the context of the combination for a lock).
- 255. Put light rod in life support. Put recirculator in life support.
- 256. Look desk. Read notepad.
- 257. Open door.
- 258. No. Tell me about lebock. Tell me about mongo. No. Look newspaper.
- 259. Get rock.
- 260. TURN the head of the statue. PULL the spear.
- 261. Dig. Take suitcase.
- 262. Open cabinet. Get crowbar. Get wrench.

263. Listen ken (alternately, you'll find him where your friend is having a party). Take manuscript. Examine manuscript. Drop manuscript.
264. Move the sod.
265. Throw mace.
266. Enter gravcar. Push down (twice).
267. Open the chest. Drop the chest. Put the feather in the chest. Remove the cape. Put the cape in the chest. Remove the ring. Put the ring in the chest.
268. Unlock the door with the car key. Open the door. Get in. Drop the notepad. Drop the flyrod. Take the envelope. Open the envelope. Take the printout. Read the printout. Drop the printout. Take the badge. Examine the badge. Wear the badge. Drop the envelope. Close the door.
269. Drink elixir.
270. USE the spell book.
271. CLIMB the rope.
272. Teach others.
273. Pour acid on stump. Read stump. Knock stump.
274. Ride carpet.
275. Drop the calculator. Take the wires. Unlock the door with the wires. Wear the wires. Take the calculator. Open the door.
276. Take book.
277. Get crystal. Pluto dig.
278. Get devil.
279. Turn the crank. Look in the panel. Knock on the door. Climb in the panel.
280. Unlock the compartment with the key. Open the compartment. Get the bullwhip.
281. Put card in computer. Value ring. Value shell. Value silver. Value jewel. Value sphere. Value emerald. Value cube (this should give you 527 frods -- enough to buy fuel on Mealy Sukes).
282. Look gravtube. Push button. Enter gravtube. Push red (twice).
283. Take card. Look screen. Push blue. Push red. Push blue (3 times). Push red.
284. Feed mice to cat. Take bottle. Look bottle.



285. Put the stone on the carving. Take the stone.
286. LOOK in the chest. GET the rubber gloves. LOOK under the closest cot. GET the orange gem.
287. Kill warrior. Take key.
288. Take the bag.
289. Wait (until Snarl arrives). Buy blobo.
290. Kill spider. Take potion.
291. Give carcass. Take mace.
292. Turn the dial on the radio to 1170. Rewind the headphones. Record. Wait (4 or 5 times until you have recorded sufficient classical music onto the tape). Stop the headphones.
293. Take the chalice. Carefully examine the chalice. Wait for the dragon. Ride the dragon (twice).
294. LOOK at the book on the lower shelf leaning diagonally to the left against a stack of books. GET the orc spell book. (The other books are all orc comic books and you can't get them anyway).
295. Listen robert. Tell truth.
296. Believe. Go backward.
297. Look tube. Go tube. Use flashlight.
298. Get the pole.
299. Wear spacesuit. Press button. Go pluto.
300. Get the mask.
301. Give change (to blind man).
302. Give ham to lion. Open door.
303. Avoid jogger.
304. ENTER the store. BUY the pick hammer (it costs 30 gps).
305. Enter the barge. Press the orange button (twice). Wait (until the barge comes to a stop at Wattz-Upp Dock). Press the orange button (after you exit the barge).
306. Get the photo. Open the door.
307. Carefully examine the body. Take the watch. Wear the watch. Examine the arr.



308. Drop the letter. Drop the checkbook. Take the watch. Take the car key. Get in. Close the door.
309. ENTER the store. BUY the dragon blade (for the blue diamond) and the fireproof armor (for the 9 gems you should have by now).
310. ENTER store. BUY steel shield, rope, and spike (the steel shield will increase your strength from 3 to 4).
311. Look flower. Touch flower. Take emerald.
312. Press button. Remove spacesuit.
313. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
314. Look under the table. Get the suitcase. Open the panel.
315. Fill the bucket with water.
316. Take light rod. Now, before going into any room that's dark, turn on the light rod. Remember to turn it off when you leave that room since it has finite energy.
317. Listen. Look diplomas. Look table. Take bandages. Look north.
318. Take knife.
319. Drink potion.
320. Get crystal. Use crowbar.
321. Search the garbage. Get the granola bar.
322. Down chasm. Use rope. Down rope.
323. Shoot laser at guard.
324. Open trap door.
325. Press button. Remove spacesuit.
326. Wander around going EAST and WEST between the gorge and the cave entrance fighting off the enemy until you have accumulated about 110 gps and have 0% damage. You reduce your damage in the Adventurer's Inn at the cost of 1 gp per 2% damage.
327. Examine pouch. Take bottle, food, spear, gem, javelin, sabre, arrow, potion.
328. Look inside hole (of pine tree behind rocks). Take mallet.
329. Wear goggles. Take sphere. Remove goggles.
330. Crawl under the tent.

- 331. Get baptized.
- 332. Somewhere in the SRO maze a hawker will ask you if you want to buy some food item(s). Wherever this happens: Buy (food item). Give \$1.85 to hawker.
- 333. Take the wires. Unlock the door with the wires. Wear the wires. Open the door.
- 334. Call wpdl. Now make your way across the high wire again and rescue Chelsea.
- 335. Push button. Look inside garbage. Take suit and helmet and gloves. Wear suit and helmet and gloves.
- 336. Open door.
- 337. Take the card. Read the card.
- 338. Approach the altar. Pray. (The monk asks your name). Graham. (He gives you his cross on a chain to protect you from evil). Wear cross.
- 339. Carefully examine the desk. Open the trap door. Unlock the drawer with the key. Open the drawer. Take the checkbook. Take the letter.
- 340. PUT torch (in the well). PUT rope (in the well). CLIMB the rope (you find the blue diamond).
- 341. USE the flint stones (to relight the torch). PUT the board (the top of the coffin) across the lava.
- 342. Get all.
- 343. KILL the guard. Go back to the Adventurer's Inn to get healed. If you have enough gold pieces, improve you strength by BUYing steel armor and/or a strong sword in the store. Before going back to where you killed the guard, have at least 50 gps (to bribe the enemy) and 0% damage.
- 344. Enter the barge. Press the purple button. Press the orange button. Wait (until a dock is visible on the northern shore). Press the orange button.
- 345. Look desk. Write letter.
- 346. Lock door.
- 347. Hold jadin.
- 348. Talk man. Give brooch to man. Enter boat.
- 349. Unlock chains. Skeleton gives you a vial of elixir. Drop knife. Take javelin.
- 350. Give chocolate to the male (or female, depending on how you identified yourself at the beginning of the game) gorilla. Wait (until you are inside the gorilla). Touch the male (or female) gorilla. Get the hose. Eat the chocolate. Pull the bars. Exit the cage. Untie myself. Untie trent. Drop the hose. Pull the switch. Stand up. Get the hose.



351. Carefully examine the fountain. Pour the liquid in the fountain.
352. Close the door. Look in the ashes. Get the newsprint. Read the newsprint. After Chuckles the Clown throws you out: Crawl under the tent.
353. Hide behind taft. Wait (until Munrab and the detective leave). Go south. Go north. Get wood. Curse (a few times). Examine the wood.
354. Take candle.
355. ENTER the castle.
356. Wait for the dragon (if it's not here). Ride the dragon.
357. Enter boat.
358. Release snarl. Drop box. Take converter.
359. Empty the basket into the sack. Get the baby. Put the baby in the basket. Put the blanket on the baby.
360. Show folder. Show suitcase. Show scrap of paper. Show report.
361. Take crystal. Put crystal in projector.
362. Give the cage to lady (she gives you an oil lamp and hastens you out of the store).
363. Drop most of your inventory here, like the shell, jewel, gyro, ring, laser, cube, and emerald.
364. Open door.
365. Get the balloon.
366. Get the sheet. Tear the sheet. Tie the strips together. Tie the rope to the bed. Throw the rope out the window. 190 (or any larger number). Wait (until the ceiling collapses and Trent reappears). Get the headlight. Climb down the stairs.
367. Open the door.
368. Give the coin to the penguin.
369. Close the door. Get the crowbar. Move the moose head.
370. Carefully examine the body. Examine the butterfly. Take the notepad. Take the car key.
371. Lock door (this prevents the thug from following you in). Look fireplace. Take scrap of paper. Look scrap of paper.
372. If dwarf is home, go back out and then in again until he is not there. Take pot (of chicken soup from fireplace). Open chest. (If the dwarf has taken any of your possessions, you will find them here). Take earrings.



373. Yes. You get a gem. Remember the words "Coastal" and "Notark" told to you by the wizard.
374. Show picture.
375. Talk nuyu. Get camera.
376. PUT the crystal key in the lock. BREAK the door. The crown and all its kingdom are yours to claim. Long live the king!!!
377. Because you are wearing the black cloak and ruby ring, the ghost guards won't bother you. Open door.
378. Throw reed in sea. Take shield.
379. Say ijnid. Take key.
380. PUSH the idol's right eye. ENTER the opening in the middle of the curtain.
381. Drop the mousetrap (Don't set it). Go south and north a few times. Catch the mouse in the bucket.
382. Use crystal. Open door. Enter door.
383. Look cars. Look desoto.
384. Kiss stacey.
385. Buy rope (5 gold pieces). Buy sabre (10 gold pieces).
386. Take horn. Play horn.
387. Hit cuffs with zagtone.
388. Carefully examine the carving. Drop the key.
389. Look tree. Take stake.
390. Take rod.
391. Before proceeding here, make sure you have enough gold pieces to offer (50 gp each) or little enough damage to sustain 3 successive encounters. USE the orc keys. Fight or offer gold to the 3 enemies. ENTER the prison cell (your torch light is too dim to see anything). FEEL around the prison cell (you get a red gem).
392. Chop tree.
393. Wait for the boat (if it's not here). Ride the boat.
394. Sic ennio. Give book to gramps. Open jar. Throw snarl through hoop.
395. Get crystal. Throw rock. Get crystal.

396. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
397. Climb up. Yes (you get a glowing magic arrow). Climb down.
398. TURN the safe. Enter 2 then 8, then 55. OPEN the safe. GET the gem.
399. You are likely to have an encounter with the enemy here. Hopefully you will sustain little damage and come out with some gold pieces. CLIMB ladder.
400. Turn off the radio. Rewind the headphones. Play the tape. Look under the cage. Look under the straw. Open the trap door. Get the red ribbon.
401. Enter trench. Get jar.
402. Listen mary (alternately, you'll find her in the United Protestant church).
403. Look sand. Take net. Fish (keep fishing until you catch one... you may alternately fish at either of the two screens south of here). Take fish. Throw fish in water. Ride fish.
404. Listen marvin.
405. (Assuming Blue Faerie is here). Faerie, you are beautiful. Faerie, give me the chest. Carefully examine the chest. Carefully examine the chalice. Carefully examine the tooth.
406. Get rock.
407. Press button. Remove spacesuit.
408. Carefully examine the model. Carefully examine the manhole cover. Dial 25 to the right. Dial 62 to the left. Dial 17 to the right. Open the manhole cover.
409. Take vial.
410. Throw flask. Shoot laser at scanner. Take translator.
411. Turn on the flashlight. Stand on trent (or Tiffany). (For simplicity, we shall hereafter refer to your companion as Trent). Enter the circle.
412. BREAK the coffin. USE the club. GET the top of the coffin. LOOK at the coffin. Write down the number 2-8-55.
413. Open door.
414. Drop matches. Take bookmark and tube and check.
415. USE the pick hammer (you get the red rubies).
416. If the vampire is here, then: Show cross. Otherwise, you will do that later when you return to the castle.
417. Unlock the door with the key. Open the door.



- 418. Talk to farnham. Tell me about rita.
- 419. Break egg. Drop gem. Close egg. Break egg. Take gem.
- 420. Take invitation. Examine invitation.
- 421. Talk to doris. Tell me about mongo. Tell me about rita.
- 422. BREAK the log. USE the large club. GET the blue gem.
- 423. Look ground. Take trident.
- 424. Look shed. Look lock. Enter 6316. Drop key. Take shovel.
- 425. Swim out to the mermaid on the rock. Give flowers to mermaid. (in return she summons a seahorse). Ride seahorse. The two of you will go through three underwater scenes and arrive at King Neptune. Instead of riding the seahorse, try swimming underwater. You'll never get to King Neptune, but the jumping fish are neat to watch.
- 426. Drop the card. Take the hardhat. Wear the hardhat.
- 427. Pull the knob. Open the box. Get the coin.
- 428. Open the bag. Take the tooth. Carefully examine the tooth. Wear the tooth. Drop the bag.
- 429. Take flask and box. Open box.
- 430. Ask wife to kiss my kneecaps. Get the torch and the map. Drop the stool and the message.
- 431. Put the basket on the stoop. Wait (until the woman opens the door and takes the basket inside). Open the door.
- 432. Open cupboard. Get flashlight.
- 433. Look inside log. Take necklace.
- 434. Show the cigarette case to andrew. Show the cigarette case to jenny.
- 435. Insert card. Press button 5.
- 436. Climb ladder.
- 437. Look bar. Look pressings. Drop pistol. Go wagon.
- 438. Take carcass.
- 439. Wear spacesuit. Press button. Go triton.
- 440. Take the cape. Carefully examine the cape. Wear the cape.



- 441. Wait (until Comrade Thumb passes through the turnstile). Untie the balloon. Inhale the helium. Harry, hello.
- 442. Buy mask. Get black. Wear black.
- 443. Push red. Push green. Take laser and goggles.
- 444. Move vines. Look sarcophagus. Push button. Wave vial. Pour vial. Clap.
- 445. ENTER store. BUY wood shield (20 gps) and dagger (60 gps).
- 446. GET the potion.
- 447. Drop the vase. Wait for pegasus (if it's not here). Ride pegasus (twice).
- 448. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
- 449. Look sink. Fill flask.
- 450. Give trident to king. (He gives you a bottle and then waves the trident in front of the huge clam causing it to open up). Take the golden key.
- 451. Wear the mask. Knock on the door.
- 452. Ask M a question or two -- Q will pop his head in and leave you wires and a calculator. Take the wires. Wear the wires. Take the calculator. M, what do I do with the calculator? M, what do I do with the microchip? Examine the gun. M, do you have a clip for my gun? Insert the clip in the gun.
- 453. Light match. Light candle.
- 454. Take the mouse. Show the mouse to the elephant (2 times). Wait (until the elephant stampedes southwest through the fence).
- 455. Show pass to stelgad.
- 456. Show the painting to the mouse. Get the mouse.
- 457. Whip the smooth lion (3 times). Open the grate. Throw the meat in the passage. Go east. Go west. Close the grate. Lift the stand.
- 458. Take the feather.
- 459. Take bottle and food. Break lock (three times).
- 460. Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
- 461. Move about in random directions (like north, east, south) until the shaft that is thrust upwards through the burn hole lingers momentarily. Grab the shaft. Pull the prod.

- 462. Research various subjects until it is Tuesday. Go forward.
- 463. Get the radio.
- 464. Look dyeorama. Buy foil.
- 465. Examine the crate. Open the crate with the sword. Take the chest. Carefully examine the chest.
- 466. Take recirculator.
- 467. FEEL in the dark (you find a gem).
- 468. LOOK at the crack (looks like a black spot) between the two cave entrances. GET the flint stones. USE the flint stones (to light the torch). Every time you return to this location from the west, you must USE the flint stones to relight your torch before going east or north.
- 469. Take wand. Join wand.
- 470. Heal your wounds. Fight some more enemy between the gorge and cave to accumulate some more (about 220 gps total) gold pieces if necessary.
- 471. Look castle. Enter opening. Use crowbar. Enter opening.
- 472. Drop the torch and the map.
- 473. FEEL crack in big rock. GET torch.
- 474. Read writing (you need the translator to do this). Taka (this teleports you to a solid steel wall).
- 475. Row.
- 476. Ask frog about the chalice.
- 477. (Assuming Ogre is here). Give me the ring. Carefully examine the ring. Wear the ring. Talk to ogre.
- 478. WEAR the orc suit on the left (the small one). Later when you return through here on your way out, PUT the orc suit.
- 479. Edi Dori.
- 480. Look bottles. Wait (3 times until Bruce Light appears). Show gun. Tell me about mongo. Wait (repeat until he comes to). Show gun. Tell me about lebock. Wait (repeat until he comes to). Show gun. Tell me about doctor lafferty.
- 481. Take snarl. Since the game is inventory limited, you might want to drop some of it here temporarily, like the block, bottle, food, sphere, book, goggles, and card.
- 482. Cross the bridge (only if it's down. If it's up, then wait for it to go down. Also you can't cross the bridge if you are carrying the book that you will find later).



- 483. USE skeleton key. OPEN the door. KILL the dragon (at the end of the fight you get the crystal key).
- 484. Yes. Buy matches (5 gold pieces). Buy robe (15 gold pieces).
- 485. Bring all your inventory here. Now when the computer asks for your mission code, type: TSE957X.
- 486. Fill bottle (with the dirty water).
- 487. PUT the magic powder (in the hole). PUT the fuse (in place). LIGHT the fuse (and run).
- 488. Hiss.
- 489. Take the sword. (If it's not here now, come back in a few moves). Carefully examine the sword.
- 490. Get rope. Untie rope. Get rope.
- 491. USE the potion (on the green mold). OPEN the chest. GET the skeleton key.
- 492. Visit mother.
- 493. Flame on low. Pull lever left. Flame off. Rest 15 turns. Flame on low. Look watch. Flame off. (Repeat these four commands until you are about 90% rested).
- 494. Erik, take the sword.
- 495. Wait (repeat until you become yourself again). Get all. Up. Blorple the cube (to the Light Room).
- 496. Look mist.
- 497. Take the frog. Drop the frog. Take the coin. Now, go to the attic in the abandoned house. On the way, the frog will turn back to Erik.
- 498. Swim.
- 499. Wait (repeat until the Roc bird takes you to its nest).
- 500. Open door. Say please.
- 501. Open the door. Get in. Close the door.
- 502. Get the cube from the box. Throw the box at the outcropping.
- 503. Read sign. Take sign. Read sign.
- 504. Kill tay with the knife. Shoot the guard with the gun. Survey the terrain. Cut the thongs with the knife. Wear the knife. Take the canteen. (If the guard appears again, shoot him with the gun). Give the water to banks. Wear the canteen. Take the bow. Banks, come with me (If the guard appears again, shoot him with the bow).



505. Land. Throw high flame at boulder. Take pebble. Push pebble under boulder. Change point of view (from Human Torch to Thing).
506. Get in. Close the door.
507. Open the door. Get out. Examine the fence. Dig a hole with the shovel.
508. Take the scepter.
509. Walk into the water and face the footbridge. Look at it. Get the food wallet from under the bridge.
510. Take the branch.
511. Crone, "can you help me?". Sword, "light up".
512. Drop the lump and coin and bag. Enter the white door.
513. Drop coin.
514. Turn on the walkie-talkie. Raise the antenna. Open the door. Enter the jeep.
515. Go gap.
516. Search the pile of refuse. Take the garlic.
517. Take leather. Take fragment.
518. Open the umbrella.
519. Enter the white door. Take the skink then kill it. Wait (until the satellite is headed straight for the white door). Break the bubble with the axe. Go to the sundial and TURN THE BRASS RING TO LIBRA.
520. Learn snavig. Learn blorple. Put all in the zipper. Close the zipper.
521. Find the cube you got in the outcropping. Put everything else in the zipper except the burin and the vellum scroll. Open the sack. Get the flimsy scroll. Write girgol on the vellum scroll. Get the sack. Empty the zipper into the sack. Put the flimsy scroll into the zipper then close the zipper. Drop the zipper. Blorple the cube (to the Magic Room).
522. Search bush. Take mint. Eat mint. Vault.
523. Examine beam. Whip beam.
524. Examine Lion. Get tooth. Examine tortoise. Pull handle. Look inside the chamber. Get silver key. Unlock door with silver key.
525. Dream (or sleep).
526. Rezrov the alabaster.

527. Get back to the Packed Earth Room by blorpling the appropriate cube.
528. Lone wolf (4 times). Survey the terrain. Take the bow. Take the gun.
529. Take the bible. Read the bible.
530. Get the bread and fish.
531. Take the doll.
532. Take the crown. Erik, wear the crown. Touch erik.
533. Jump (DO) on to the wall and climb it staying off the big (slippery) stones and avoiding the falling boulders.
534. Unscrew the panel with the screwdriver. Wait (until the countdown reaches "zero minus thirty seconds" -- this is fifteen seconds after the auto-sequencer turns on). Turn on lantern. Cut the ZZ wire with the knife (where ZZ is the color of the wire corresponding to YY in step 58 and the legend in step 45).
535. Drop the bible. Remove the necklace. Trade the necklace with moma (she gives you a linen shirt). Carefully examine the shirt. Wear the shirt. Take the bible. Trade the bible with moma (she gives you back the necklace). Wear the necklace. Who is the island girl? Wait for the donkey (it takes you to the airfield).
536. Learn caskly then caskly the hut. Get the cube. Learn blorple then blorple the cube (to the Soft room).
537. Open the crypt. Carefully examine the crypt. Drop the bible. Take the necklace. Carefully examine the necklace. Wear the necklace. Take the bible.
538. Buy the blue carpet from the merchant. Offer 300 zorkmids to the merchant. Offer 400 zorkmids to the merchant. Offer 500 zorkmids to the merchant. Drop the red carpet. Get the blue carpet from the merchant.
539. You must now determine which of the 12 cubes (6 in each pile) glows brighter than the rest. Start with: Get x1 and x7 then jindak. If both piles glow with identical brightness, you were lucky and your job is over since the correct one is x1 or x7. Put them back in their respective piles, then jindak, and see which pile glows brighter. If you were not that fortunate on the first try, take note which pile glowed brighter (that one contains the correct cube). Now: Get x2 and x8 then jindak. Continue in this manner until you find the correct cube. Blorple xN (where N is the integer of the cube you just got).
540. Drink water. Push ceiling. Go crevasse.
541. Fly down at high flame.
542. Look at the sand. Dig in the sand. Take the shell. Look at the shell. Listen to the shell.
543. Examine the radio. Examine the dial. Set the slider to XX (where XX is the number found on the dial). Get out of the jeep (The countdown to zero hour has begun).



- 544. Drop fragment. Drop leather.
- 545. Drop cannon. Put gun powder in cannon. Drop torch.
- 546. Drop glowglobe. Take knife.
- 547. Take the tablet (you can't). Talk to the witch. Look kettle (Erik drinks some of the potions). Now, go to the Lake Shore. On the way, Erik will turn into a frog.
- 548. Look (you get a clue from Morla).
- 549. Search the bones. Take the skeleton key.
- 550. Take rod. Go airplane.
- 551. Take the diamond.
- 552. Liskon the serpent.
- 553. Put the key in the hole. Turn the key.
- 554. Open the crypt with the spade. Look inside the crypt. Examine the corpse. Remove the bandage and drop it. Look inside the mouth. Take the silver coin. Remove the shroud. Drop the spade. Take the boots and examine them. Go to the vertex (sundial) and TURN THE BRASS RING TO NEPTUNE.
- 555. Pull lever.
- 556. Examine glass case. Read question. Say "Horn". Take suit of armor (It falls to pieces). Take all. Examine red door. Translate reddoor. Examine green door. Translate green door. Examine blue door. Translate blue door. Put sword in sheath. Wear all.
- 557. Take glasses.
- 558. Put the splinter in the crevice. Take the skink. Put the skink in the pocket.
- 559. Get the Changing Room cube and put it in the box.
- 560. Open the breaker (a lot of information comes over the walkie-talkie -- one of the statements will be: "Ask the kid.....the YY line on....". Remember what YY is). Close the breaker.
- 561. If Dr. Beauvais is not here, then, WAIT FOR DR. BEAUVAIS. Break the doll.
- 562. Wave the scepter.
- 563. You must get to the top of the ivory tower by ascending through the 3 mazes. Hint: Each time you get to an "up" staircase, LOOK FRAGMENT. This will tell you whether it is a true "up" staircase or a false one (Remember the slogan on the scrap of paper).
- 564. Open the closet. Take all your inventory.



565. Wave the censer. Drop the censer. Sabrina, take the scroll. Sabrina, read the scroll.
566. Take black. Take vine. Take glasses.
567. Take all.
568. Carefully examine the skeleton. Take the pouch. Open the pouch. Carefully examine the pouch. Drop the tote. Take the powder. Drop the pouch. Take the tote.
569. Put sharleen in the crypt. Close the crypt.
570. Drop the shroud and lantern. Take the book then read it. Drop the book. Take the cardboard and the lantern. Read the cardboard. Look at the diagram (Remember this information -- RD = Red, BL = Blue, ST = striped, WH = white, GND = ground, POS = positive, DET = detonator, INF = informer). Drop the cardboard.
571. To get to the hidden cottage you must head northeast behind the rocks and the green bush just east of them to the tall blue and green bush on the right of the screen. Then, head west toward the center of the screen till you are out of sight and immediately go north (4 points).
572. Snavig the grue.
573. Approach the withered tree (but not far enough to crash into the solid granite rock). Use the rope. Depending on where you stood, it will attach itself so that it runs northwest or northeast up the cliff. Go to the side of the tree where the rope is attached and grab it. Then, climb it (The simplest way to do this is to press either the ";" or the "" key whichever is appropriate for the direction the rope is pointing) (5 points).
574. Give the island girl to moma. Where is the doll? What do I do with the doll? Wait for the donkey. Take the donkey (back to the airfield).
575. Enter the white door.
576. Drop tin.
577. Survey the terrain. Carefully examine the mine. Take the bow. Shoot the bow at the mine. Wear the bow.
578. Learn blorple. Learn snavig. Put all in the zipper except the knife. Close the zipper.
579. Wait (until the dory arrives and has landed). Board the dory then give the silver coin to the oarsman.
580. Fly down at nova flame.
581. Stick the hand in the cauldron. Put the lizard in the cauldron. Take the cage. Take the garlic. Put the garlic in the cauldron. Go to the north bog to let the flytrap consume the bee. Then come back to the cottage. Look inside the cauldron. Take the emerald.
582. Take key (the golden one).

583. Get the dusty scroll and the gold box. The "espnis" spell written on the dusty scroll will be used whenever you get tired. When this happens, just: Learn espnis then espnis myself.
584. Wait (repeat until the boat arrives and escorts you and your party off to safety aboard a merchant ship).
585. Give egg.
586. Get the dirty scroll. Gnusto throok (in your spell book). Open the zipper. Get the flimsy scroll from the zipper.
587. Get off the carpet. Get all. Learn blorple then blorple the cube (to the String Room).
588. Take key.
589. Remove planks.
590. Tell the little girl (Enitharmon) who you are, answer her questions, and give her the golden tooth and silver key. Go north through the passages, read the iron door, and then open it.
591. Take the knife.
592. Give apple. Take worm. Put worm (on the pin). Take apple.
593. Take orange.
594. Lone wolf. Immediately after Co Boa leaves to the west into the jungle, go west.
595. Wait for the donkey (repeat until it shows up). Take the donkey (repeat until it lets you ride - it takes you to the cane fields). Take the donkey (it takes you to town).
596. Take container.
597. Take pouch. Drop pouch. Take coin.
598. Wait for the donkey. Take the donkey (4 times until you get back to moma in the banana grove).
599. Carefully read the book. Where is the island taxi? (The locked French doors open).
600. Rezrov the cabinet. Get the moldy book. Learn caskly then caskly the moldy book. Gnusto snavig.
601. Light bush.
602. Twist the gargoyle's head (to the left of the stairs). Go up the ladder.
603. Get the cube. Go west and then up to the Ruins Room. Blorple the cube (to the Changing Room).
604. Light the candle.
605. Light branch.



606. Take aurnyn.
607. Wait (until the troll appears). Pull the lever. Erik, kill the troll. Push the lever.
608. Open the door of the shed (attached to Dalben's house). Reach inside and get the dried corn. Open the gate to the pen and go in. Feed the gruel or the dried corn to Hen Wen (5 points). Follow Hen Wen back to Dallben's cottage, go inside, watch Hen Wen's vision, and get the rope from Dallben.
609. Turn on the lantern. Take the binoculars (you wind up in the reservoir).
610. Take matchbook.
611. The green knight asks if you wish to fight with blades or bare hands. Choose bare hands. Hit the green knight with bare hands. Duck the green knight (now it is time for the magic words). Knight, "honi soit qui mal pence".
612. Get the weed (twice). Go back to the Packed Earth Room by casting the blorple spell on the appropriate cube.
613. Take tin. Open tin.
614. Drop rope. Take book. Read book. Drop book. Take rope.
615. Survey the terrain. Take the knife. Cut the fence with the knife. Give the knife to co. Co, give me some food. Eat the food. Co, stay here.
616. Carefully examine the mirror. Break the mirror. Take the mirror.
617. Examine the shelter through the binoculars. Drop the binoculars. Roadrunner, get the key (If the roadrunner is not here, WAIT for it). Take the key.
618. Take coconut.
619. Fish. Take fish.
620. Drop the shovel. Take the notebook. Open the notebook. Read the notebook (3 times). Drop the notebook. Take the shovel.
621. Take sword. Kill eels with sword. Again. Up.
622. Shoot bear. Take red.
623. Get the lute from the hole in the tree.
624. Get the cube. Snavig the grouper.
625. Open the door. Get out. Spray the thing with the pesticide (3 times). Open the door.
626. Take gun powder.



- 627. Take candle.
- 628. Drop the carpet. Sit on the carpet.
- 629. Give comb. Take note. Raad note. Take packet. Open packet.
- 630. Shoot the bird with the pistol. Look. Drop the raid. Take the key. Carefully examine the key.
- 631. Lower the lever (this stops the movement of the shadow on the sundial). Turn the brass ring to mars (this "dials" the symbol Mars causing it to appear under the shadow).
- 632. Learn malyon. Learn espnis. Malyon the idol. Wait (until the idol is looking around the room searching for you). Espnis the idol. Wait (repeat until it turns back into basalt). Climb the idol. Look in the idol's mouth. Get the cube. Learn blorple then blorple the cube (to the Air Room).
- 633. Look etchings (yora croker 2ba prince tellim xxx - remember the three character alphanumeric string xxx).
- 634. Look in the fissure. Take the lemming. Put the lemming in the cage then close it.
- 635. Take the scepter.
- 636. Change point of view (from Thing to Human Torch).
- 637. Look under the paper. Take the screwdriver. Put the screwdriver in the pocket.
- 638. Go hole.
- 639. Talk to sabrina. Sabrina, cast a spell.
- 640. Open the box with the key.
- 641. Sometimes the creature Gurgi appears here. If at all, it will only happen if Hen Wen is not with you. Feed it the apple or cookies (10 points).
- 642. Take glowglobe.
- 643. Learn blorple. Learn liskon. Put all in the zipper except the knife. Close the zipper. Liskon myself. Enter the outflow pipe.
- 644. Throw the red switch.
- 645. Take rope.
- 646. Wait (until the coconut from the palm tree "bobs gently on the surface of the lagoon") Dolphin, get the coconut. Take the coconut.
- 647. Grab Fum's hand. He will ask you for the coin but don't give it to him. You may show it to him if you like. Then, immediately go east.

648. Drop the coconut then break it with the axe (which you picked up on the way back). Take the coconut. Pour the milk into the cauldron. Drop some of your inventory (e.g., coconut, shroud, silver coin, boots.). Then go back and get the lump (by the moor) on the way to the vertex where you TURN THE BRASS RING TO PLUTO.
649. Press DO to learn how to end the evil spell.
650. (The island girl is usually here; if not, WAIT FOR THE ISLAND GIRL). Throw powder on the island girl. Take the island girl.
651. Give hive. Take honey. Move baby. Take pin. Put pin (on the string).
652. Drop all.
653. Move cobwebs. Wear glasses. Read scroll (it is a clue which will be used in step 50.) Go passage.
654. One of the King's henchmen will pick you up here, throw you in a cell in the dungeon, and take all your inventory. Make sure you drink some water and eat some food before this happens.
655. Throw the sphere at the centaur. Take the bow and arrow.
656. Fly south.
657. Go to the rock which blocks you from getting to the waterfall. Say the magic word. The rock moves revealing a hidden cave. Enter it to the east (13 points).
658. Drop vulture. (you can now cross over the river).
659. Flame off. Change point of view (from Human Torch to Thing).
660. Say the magic word.
661. Hit man with sword (a few times until you break Master Adams's staff and he disappears.) Then go north.
662. Take torch. Read sundial.
663. Take black.
664. Take can.
665. Take the lantern.
666. Move the log. Take the splinter then examine it.
667. Take vine.
668. Learn lesoch. Lesoch. Get the cube. Learn blorple then blorple the cube.
669. Open the cage. Drop the cage. (Wait for the roadrunner to go into the cage and begin to peck at the crumbs in the bag).



- 670. Show sign. Take apple.
- 671. Wait (until the dolphin appears).
- 672. Close the closet door. Open the birdcage (letting the lemming out). Put the bag in the cage. Close the cage. Open the closet door.
- 673. If Sharleen is not here, then, WAIT FOR SHARLEEN. Hit sharleen with the stick. Take sharleen.
- 674. Drop the flute. Take the censer.
- 675. Shoot the dragonfly with the pistol.
- 676. Take cannon.
- 677. Carefully examine the coffin.
- 678. Light candle.
- 679. Say aracadara (abracadabra with the letter "b" removed). Take hive.
- 680. Show the cube to belboz (Answer his question correctly -- the answer comes from information in the Fanucci Clue Cards).
- 681. Think warm. Think spring. Think summer. Think green. Type a period or two and the ice will melt thus freeing you.
- 682. Erik, take the broadsword.
- 683. Take all.
- 684. Pour water on sabrina. Ask sabrina for help. Sabrina, whistle. Take the branch and beehive. Look hole. Plug hole with beehive. Wait (repeat about 6 times until the water level rises - eventually you will float up and out of the pit on the branch).
- 685. Turn on the lantern. Drop the lantern.
- 686. Feed horse (the plant). Ride horse.
- 687. Take cover. Survey the terrain. Take the machine gun. Shoot the sniper with the gun. Wear the gun.
- 688. Wait for the donkey. Take the donkey (3 times until you get back to moma in the banana grove).
- 689. Open the chest and free the frogs. Hang around and the three witches, Orwen, Orddu, and Orgoch, will appear. Press DO to introduce yourself. Then offer them the magic mirror in exchange for not turning you into a frog. Now to get the cauldron, give them the magic sword before they disappear. Go outside and the cauldron will be waiting for you. (18 points).



690. Give the tablet to the wizard.
691. Glue honey (to the letter). Glue letter (to the sign). Look sign.
692. Take rod.
693. Wait for fum (this may take many periods). Show the coin to fum. Fum, "do you know a word?". He tells you the fifth key word: QUI
694. Look queen. Look candle. Look tea. Drop apple. Blow candle.
695. Kill the bug with the salt.
696. Open the grate with the broadsword.
697. Open the bottle. Look inside the bottle. Get the damp scroll. Gnusto liskon. Learn liskon.
698. Remove suit. Drop suit. Drop jug. Take all your other possessions.
699. Read message (you get a clue about how to get back across the river).
700. Get the cube. Wait (repeat until you become yourself again). Blorple the cube (to the Fire Room).
701. Put the scepter in the sack. Take the censer. Look at the censer. Light the censer. Windmill (you are teleported back to the subterranean crypt).
702. Whip light. Drop whip. Take pitchfork.
703. Drop all but lantern.
704. Take the dagger holding up the "NO TRESPASSING" sign on the tree.
705. Open the perambulator then get in it. Open the umbrella.
706. Throw the soccer ball at the umbrella then take it (the umbrella).
707. Smash box. Drop stone. Take crystal. Take fragment.
708. Get the rose.
709. Assuming you went up the cliff to the northwest, you will be on a ledge in the lower right of the screen. Walk left around the ledge to the vertical wall and move on to it. Climb up and to the left and descend on the next ledge. (Stay away from the top and sides of the wall). Walk left around this ledge and again move on to and up the next wall. Continue this procedure until you reach the ledge in the upper right corner of the screen (6 points). If you went up the cliff to the northeast, reverse the procedure.
710. Get the cube.
711. Enter the white door.

712. Press DO to introduce yourself. Give the lute (or the harp if you have it) to King Eiddileg (10 points). He in turn gives you Fair Flying dust and a magic mirror. Use the dust and fly up through the hole in the roof.
713. Lorelei.
714. Dive into the moat and swim across avoiding the alligators.
715. Open the crate. Burn the zombie. Drop the coin. Take the sack. Look inside the sack. Put the coin in the sack. Put the mouse in the sack.
716. Wait for the seaplane. Take the seaplane.
717. If Randall is not here, then, WAIT FOR RANDALL. Hit randall with the stick. Drop the stick. Take randall.
718. Take the ruby. Put the ruby in the red boot.
719. Whip native. Read note. Drop note.
720. Go to alicia. Take alicia.
721. Burn tar with high flame. Fly up.
722. Take the lantern and the walkie-talkie. Examine the walkie-talkie. Turn off the lantern when you get out of the underground. Then go back to the vertex and TURN THE BRASS RING TO MERCURY.
723. Take plant.
724. Wait for the ferry (this may take many periods). Show coin to charon. Give coin to charon. The crone on the ferry will ask you to grant her one wish. Tell her "yes". She tells you to follow her when you get off the ferry. Wait (a few periods) till you get to the far shore.
725. Shoot the centipede with the pistol (3 times). Open the door.
726. Drink water. Climb tree.
727. Go door (you wind up back in the subterranean crypt).
728. Approach the rear wall on the left. Push on the wall (3 or 4 times). (10 points).
729. Take thing. Fly up shaft at high flame.
730. Take bug.
731. Throw coconut.
732. Read sundial. Remember Jane's note? Start counting moves and arrange to arrive at Dense Jungle (just north of ivy-covered pyramid) on the 99th move (3 moves after High Noon). The best way to do this is to keep reading the sundial till it says "092 moves". Then go south once and east six times.



- 733. Drop red. Drop violet. Drop green. Drop indigo. Drop orange. (You will be back here later).
- 734. Ape, "Do you know a word". Again. Again. (you learn the third key word: HONI)
- 735. Take leather.
- 736. Look at the ball.
- 737. Get the keys. Use the key to unlock the door on the rear wall.
- 738. Unlock the door with the key. Open the door.
- 739. Climb branch.
- 740. Drop the shovel. Drop the sprayer. Take the clip out of the pistol. Put the old clip in the pistol. Take the sprayer. Wear the clip.
- 741. Drop the sack. Take the mouse. Drop the mouse. Take the sack.
- 742. Get the stained scroll. Gnusto caskly (in your spell book). Learn blorple then blorple the cube.
- 743. Go east to the gravel spit. Wait for the raft. Take the raft (twice until you get to the park).
- 744. Enter the white door.
- 745. Unlock cell. Drop key.
- 746. Drop blue. Drop yellow. Drop torch. Drop matchbook.
- 747. Look beggar. Give key. Read card.
- 748. Take the salt box. Open the salt box. Take the salt out of the box. Drop the salt box.
- 749. Get all. Get the No Place cube and blorple it.
- 750. Change point of view (from Thing to Human Torch).
- 751. Take the soccer ball.
- 752. Screw the gnomon in the hole (Take notice why you can't do this).
- 753. Take the sphere.
- 754. Rest 15 turns. Look watch. (Repeat two or three times until you are about 80% rested -- note that the wind is now only strong instead of hurricane force).
- 755. Take cape.
- 756. Plant the weed. Learn throck. Throck the weed.



757. Examine the golden apple. Read the golden apple. Now, don't take it and you will get the second key word: SOIT as you exit the vault.
758. Open the box. Get the cube. Put the cube in the box (notice what happens). Get the cube from the box. Learn blorple then blorple the cube (to the Water Room).
759. Get out. Prisoners, come with me. Get in.
760. Play the flute.
761. Take the ring. Wear the ring.
762. Enter the dish. Wait (until you are inside a soap bubble).
763. Carefully examine the tank. Pour insecticide out of the sprayer. Pour pesticide into the sprayer. Open the door.
764. Throw pebble hard up shaft. Change point of view (from Thing to Human Torch).
765. Shoot rattlesnake. Take scimitar. Look scimitar. Look pommel. Break scimitar (you now have the indigo gem). Drop scimitar.
766. Get the white scroll. Gnusto tinsot (in the spell book).
767. Take the frame. Carefully examine the frame. Take the photo. Drop the frame. Carefully examine the photo. Put the photo in the tote.
768. Move on to the yellow rectangle behind the twisted vines. Cut the vines using the dagger (18 points)
769. Spray beehive. Drop can. Drop whip. Wear glasses. Read door (Remember the word abrayoo - you will be back here later). Climb pyramid.
770. Climb statue. Up.
771. Look at the wall. Push the button (even though it says "nothing happens", something actually does When you finally get out of here, you can go back and forth across the tree stump without falling in). Read the inscription. Windmill.
772. Read sign. Knock on door.
773. Take pole. Give watch. Take string. Put string (on the pole).
774. Take the card. Read the card. Put the card in the tote.
775. Learn jindak (repeat about 4 more times). Learn blorple. Put all in the zipper. Rezrov the door.
776. Get the gold coin.

777. Drop the gems you have accumulated thus far and go back up the vertical shaft and get the rest of them. Before going up from the wide corridor, make sure you drop the torch (which puts it out) and then take it again. Look sarcophagus (the word WARBOIN is a scrambled version of the word RAINBOW in accordance with the code on the scroll, i.e., W = 7, A = 2, R = 1, B=5, etc.). Now place the gems in the order they appear in the rainbow color spectrum. Place red. 1. Place orange. 2. Place Yellow. 3..... Place black. 8. Now, depending on how much "life" you have left in the torch light, you can either "Wait" (just keep typing "N" for north) here until it is high noon (move #96 according to the sundial), or instead, go out to the sundial and "Wait" there arranging to be back at the holy tomb by move #96 (Remember to drop the torch before going up on the way out). Take ark. (Again, remember to drop the torch before going up on the way out).
778. Get the cube. Learn blorple then blorple the cube (to No Place).
779. Examine the boats. Take the paper bird. Unfold the paper bird then read it.
780. Learn blorple. Put all in the zipper except the fish and knife. Close the zipper.
781. Fly to castle.
782. Drop rope. Take paper. Read paper. Drop paper. Take rope.
783. Empty jug.
784. Put salt.
785. Talk to the gryphon. Yes. Fear. Cloud. Dream. Take the scepter.
786. Give card.
787. Shoot the tower with the gun. Shoot padovsk with the gun.
788. Take all. Wait (until a little girl appears). Give the paper to the little girl. Give the umbrella to the little girl. Get on the bird.
789. Give fish (to papa bear).
790. Take letter ("w").
791. Take shovel. Take suit.
792. Pull knob (you get a clue as to what to do with the jug of wine).
793. Take stone.
794. Cut the web with the mirror. Drop the mirror. North (into the cane fields). Keep going south and north, alternately, until you find a walking stick. Take the stick. Carefully examine the stick. If Bob is not here, keep going north and south, alternately, until you find him. Then: HIT BOB WITH THE STICK. Take bob. Again, go north and south, alternately, until you get out of the maze (usually at the jungle road).



795. Walk to the edge of the ledge. The King is busy putting skeletons in the cauldron. Before the third skeleton is released from the cauldron, attempt to jump off the ledge. Gurgi appears and jumps in for you. The cauldron shakes and explodes (20 points). You then float down the river on a log. Sit back and enjoy the ride. Eventually, the three witches appear and want to make a deal for the cauldron. They offer you: 1) the book of knowledge, 2) a pot of gold, or, 3) Gurgi alive again. Try all three endings and the correct one will become obvious resulting in a grand finale!
796. This is a maze. Ultimately you have to climb to the top center of the screen. Begin by going behind the grey rocks on the lower right edge of the screen. For a while Taran will be obscured; when his head reappears (just before he's ready to go off the screen to the right), go north and then west behind the next (blue) rocks. Continue in this fashion (north and west) until you reach the rock pile at the upper left of the screen. Go east to the center of the screen and then finally go north (5 points).
797. Take pistol.
798. Take matchbook. Drop black.
799. Get the cube. Climb the rock (Now you must chase and catch up with the brown eyed rock -- the sequence to win changes each time you play the game. Here is an example of how to get started). Rock, go s (the brown eyed rock is to the NE and heading N). Rock, go n (the brown eyed rock is to the NE and heading W). Rock, go n (the brown eyed rock is to the E and heading S).....After You catch up with it: Climb the brown eyed rock. Get the cube. Learn blorple then blorple the cube (to the Dark Room).
800. Drop the salt. Drop the key. Take the shovel. Take the old clip. Carefully examine the old clip.
801. Drop the censer. Drop the candle. Take the flute. Take the ring. Wear the ring. Take the coin. Drop the sack.
802. Talk to the wizard.
803. Wear suit. Drop everything else except the jug of wine. Go ocean.
804. Take the tote. Examine the tote.
805. Take the sack. Take the candle.
806. Wait 5 turns (if Thing breathes, then: HOLD BREATH).
807. Open the door.
808. Open the office door (Ollie Weeks will usually appear; otherwise, gowest into the manager's office and you will find him). Ollie, calm down. Ollie, do you have anything to help me? Ollie give me the gun.
809. What power does the necklace give me? Where is moma? Who is dr. beauvais?
810. Turn off lantern. Take all but roadrunner. Wear binoculars.



811. Wake rip. Give no-doz. Take comb.
812. Search rip. Take key. Look key. Turn key. Look key. Say wendi.
813. North. Up. Take the silver axe. South. Down. (You are back at the arboretum but have traversed a complete pergola loop - this has the effect of changing the handedness, i.e., right-to-left and left-to-right of everything outside the loop, in particular, the screw threads in the sundial hole. Now go back there and SCREW THE GNOMON IN THE HOLE. Then come back here and traverse another complete pergola loop as above to restore everything back to normal).
814. Read sign. Spit in the right eye of lucifer (you learn the first key word: MAL)
815. Throw fire down tunnel. Change point of view (from Human Torch to Thing).
816. Take branch.
817. The crone asks to join you if you succeed in reaching the Overworld. Grant her wish by telling her "yes". Follow crone.
818. Put the rose in the carving. Get the rose.
819. Unlock the cabinet with the key. Open the cabinet. Get the vellum scroll. Learn blorple (repeat about 5 times). Put the book in the cabinet. Close the cabinet. Lock the cabinet with the key. Rezrov the door. Blorple xN (to the Sand Room).
820. Take the coin then buy a bag of crumbs with it. Take the bag. Take the credit card then drop it. Feed the birds with the bag of crumbs. Take the ruby.
821. Change point of view (from Thing to Human Torch).
822. Put the branch across the pit (this provides a means for entering the camp. For a more exciting approach, skip steps 6 and 7 and go directly to step 8).
823. Take jug.
824. Feel down. Smash machinery.
825. Push the perambulator east (twice). Push the perambulator south.
826. If Hen Wen was stolen by the Gwythaint and thus you didn't get the Magic Word from Gwystyl, you can come back here later after you rescue Hen Wen and enter the Fair Folk cave from here. You will see pig tracks. Stand on them (near the inlet on the left of the screen closest to a rock), face the lake, and jump. You will wind up on a rock. Continue jumping from rock to rock until you reach the large one in the right center of the lake.
827. Light torch. Drop matchbook. Drop Vine. Remove glasses. Drop glasses. Go cave.
828. Take the feather, coin, and handkerchief. Ask the prisoner (Jeremy Diddler) to help you exit the cell. He will tell you to: Call for fum.
829. Take aurn. Take falkor.

830. Inventory. Carefully examine the log. Carefully examine your inventory items. Take the parachute. Hide the parachute in the log. Take cover. Wait (until the gunship goes by). Survey the terrain.
831. Look gramma. Take no-doz.
832. Dig sand. Drop shovel. Move plate. Take blue. Take orange. Take indigo. Take matchbook. Take torch. Tie vine. To plate. Go back to the oasis (just to the left of here) and drink water. Then come back here and: Go hole.
833. Drop the fish. Get the cube. Get the bottle. Blorple the cube (to the Water Room).
834. Shoot the guard with the bow. Wear the bow. Co, give me the knife.
835. Fly the helicopter.
836. Take egg.
837. Ollie, do you have a truck key? Ollie, give me the truck key.
838. Wait (repeat until huge rocks and boulders are tumbling down and you will die if you don't do something soon). Girgol.
839. Unlock compartment. Open compartment. Take manual. Read manual. Fly plane.
840. Put the icicle on the lump and take it (the lump).
841. Get the gruel (from the fire). Open the cupboard and get the knapsack, apple, bread, and flask. Talk to Dallben.
842. Wait (repeat until a molten lava fragment appears). Learn tinsot then tinsot the fragment. Get back to the Water Room by blorpling the appropriate cube.
843. Fill tank. Drop container. Drop rod.
844. Cut web. Drop knife.
845. Take the magic sword from the coffin (8 points). You can use the sword to temporarily stun the King's henchmen whenever they get in your way.
846. Push the red button.
847. Fly up.
848. Learn tinsot (repeat 3 or 4 times). Put all in the zipper except the knife. Close the zipper. Tinsot the outflow pipe (twice). Wait (repeat until the oubliette is full of water). Rezrov the trap door. Tinsot the water. Get on the ice floe.
849. Look prince. xxx (this is the three character string you saw in the etchings).
850. Shoot the arrow. Call fury.



851. Talk to sam. Give the coin to sam.
852. Wake erik. Talk to erik.
853. Sabrina, cast a spell. Drop the scroll. Take the tablet.
854. Unscrew the gnomon then take it.
855. Give candle to thing. Take watch from thing. Change point of view (from Human Torch to Thing). Hold breath. Wait 10 turns (this should be enough for you to go BLUB! and be sucked down).
856. Look at the basin. Dip the arrow in the water. Load the bow.
857. Say abrayoo. Light torch. Take whip. Go pyramid.
858. Take the raid. Spray the raid on the spider. Take the sprayer. Examine the sprayer.
859. Tie rope.
860. Go behind the stool and up to the prisoner. Untie him and he gives you the harp (9 points).
861. Chop the tree with the axe. Push the tree north. Drop the axe.
862. Wait (repeat until the sphinxes' eyes blink).
863. Shoot boa. Take violet.
864. Tell moma the bodies are at rest. Take the donkey.
865. Go opening.
866. Drop canister. Take yellow. Shoot canister. Drop pistol. Drop pitchfork. Go pit.
867. Frotz the knife.
868. Assuming that the Gwythaint has not taken Hen Wen, you will meet Gwystyl, one of the Fair Folk here who soon thereafter will take the pig from you and lead it to safety. He will also give you a Magic Word which will be useful to gain access to the Fair Folk town (20 points). (If you don't have Hen Wen, no one will be in the cottage.) Open the cupboard (at the rear of the house) and get the cookies.
869. Kiss frog. Look myself.
870. Smell. Feel east. Listen.
871. Kiss beauty.
872. Fire cannon at blob. Throw high flame at blob.



873. Look watch. Rest 15 turns (Repeat these two commands about 3 or 4 times until you are 100% rested).
874. Take the bag of crumbs (you will need it in Part 3).
875. Open bookcase. Read book. Go east to the sitting room and wait for Blake. Talk to him and he will ask you if you have a sword. Tell him "no" and he will tell you where to find it.
876. Reach into the beehive (twice).
877. Examine banner. Type 3 periods (the breeze stiffens and unfurls the banner). Examine banner.
878. Put bob in the crypt. Put randall in the crypt. Go east and take the stick.
879. Listen to the magpie (repeat a number of times -- he will give you significant information about mixing a magic potion).
880. Drop cape. Take horn. Blow horn (Falkor appears.). Take falkor. Drop horn. Take cape.
881. Take head. Break head (with the pitchfork - you find a blue gem). Drop head.
882. Examine the truck.
883. Wait for Blake to show up here again. Again he will ask if you have the sword. Tell him "yes" and he will ask if you have a token of love. Say "yes" and: Show the handkerchief to Blake. He says he'll give you a word if you have a pen. Give the feather (quill pen) to Blake. He will tell you the fourth key word: PENCE. When you are through talking to Blake, as he leaves he will tell you how to fight the Fury.
884. Take apple. Take pole. Take card.
885. Carefully examine the memo. Open the closet. Take the rubber suit. Wear the rubber suit.
886. Open the cage (to let the magpie fly out). Enter the white door.
887. Hold the cube. Wait (repeat until the shadowy figure prepares to jump into the hypercube). Girgol. Get the cube from the hypercube. Put the sack in the hypercube.
888. Touch the rose to the west rune.
889. Shoot vulture. Take egg. Break egg (you find a green gem). Drop eggshells. Take vulture.
890. Take canister.
891. Take the spade.
892. Throw the umbrella at the icicles. Take the umbrella and the icicle. Now go immediately to the crater stopping on the way at the vertex to harden the icicle after it starts to melt.
893. Carefully examine kinh. Take the camera. Kinh, trade the camera for the canteen. Wear the canteen. Wait (repeat until Kinh says it's time to go).

894. Use the magic sword to break the chain lowering the drawbridge.
895. Flame off.
896. Enter fire.
897. Take the tin can. Rattle the tin can against the door (6 points.) In a few seconds, a flagstone in the floor will open up (10 points).
898. Get the zipper. Learn blorple then blorple the cube.
899. Wait for the donkey. Take the donkey (he takes you to the banana grove - moma is usually here; if not, WAIT FOR MOMA).
900. Unlock door. Drop key.
901. Fill the flask with water from the lake.
902. Give bug.
903. Survey the terrain. Fire the rocket at the hedgerow. Land the helicopter.
904. Open the crypt. Drop the doll. Take sharleen. Go north and take the raft back to the gravel spit.
905. Either jump from stone to stone across the swamp or use the flying dust and fly across it (15 points)
906. Take the silver coin and the shroud and the boots. Wear the shroud then wear the boots. Put the emerald in the green boot. Go to the vertex (for the last time) and TURN THE BRASS RING TO ALPHA.
907. Put handkerchief in right hand. Put sword in left hand. Go up to the platform and: Raise tip of sword to flame.
908. Take the candle.
909. Open the coffin. Put sharleen in the coffin. Close the coffin.
910. Give crystal.
911. Carefully negotiate the winding bridge (5 points) across the drawbridge or straight ahead across the moat and up the castle wall. We shall presume the latter for getting into the castle and then use the former for getting out.

# COMPLETE SOLUTIONS



*A VIEW  
TO  
A KILL*

# A VIEW TO A KILL

You are agent 007 about to begin a perilous adventure that takes you from Siberia to Paris to San Francisco as you pursue the evil industrialist Max Zorin. Only you can diffuse the madman's plot and save the fate of the Silicon Valley.

The following is a step-by-step solution to the adventure. Expressions in parentheses are not to be typed but are there merely for keeping track of where you are.

n  
carefully examine the body  
take the watch  
examine the watch  
wear the watch  
examine the arr (it's an Advanced Rescue Receiver - a black box with 5 lights - white light indicates  
you've found your target)  
e  
d  
shoot russian with ski pole  
s  
examine the ring  
screw ski pole into ring  
remove skis  
d (after a 5 day trip, you arrive...)  
u (limo arrives and escorts you to familiar gray building opposite Regent's Park)  
talk to miss moneypenny  
w  
talk to m  
m, where is max zorin? (agent Aubergine can fill you in on that)  
m, tell me about 003 (his death was a great loss - Q pops his head in and leaves you wires and a  
calculator)  
take wires  
examine wires  
wear wires  
take calculator  
examine the calculator  
m, what do i do with the calculator? (It has a UV light that reveals things)  
m, where do i find Aubergine? (he'll meet you in the restaurant atop the Eiffel Tower)  
m, what do I do with the microchip? (it is impervious to the magnetic pulse of a nuclear explosion - it's  
almost identical to one being designed by a research group in California - 003 found it in a remote  
Russian installation - since it isn't Russian in origin, we must find out what the Russians are up to)  
examine the gun (it's missing its clip - you threw it away when you damaged it)  
m, do you have a clip for my gun? (he gives you one)  
insert clip in gun  
e  
s (you board a plane to Paris - you arrive at the Eiffel Tower - note that you no longer have the ARR)

examine the 325 (it's a BMW 325)

open the door (it's locked)

u

e (restaurant atop the Eiffel Tower - agent Aubergine falls dead in his soup a hooded figure in the wings is controlling butterflies for the stage show dancer)

carefully examine the body (he has a butterfly with poison in his cheek - a hooded figure heads for the lookout deck)

look

e (hooded figure jumps off railing - as it descends it's cape changes into a CRUISLITE - figure glides toward the Seine like a GRACEful bird)

w

take notepad

examine the notepad (Chateau is north of the city; pick up eggplant and tomatoes)

take car key

examine the butterfly (a broken fishing line is attached to it)

e

examine the bench (OPEN ONLY IN CASE OF EMERGENCY)

open bench

take backpack

examine backpack (label reads CHUTE FOR THE STARS WITH A CRUISLITE)

wear backpack

n

w

take flyrod

examine the flyrod (it's a fishing pole with a broken line - the other part of the line is attached to the butterfly stuck in Aubergine's cheek)

s

w

d

unlock door with car key (it fits but won't turn - this is not 007's car)

n (on the bridge)

e

e

unlock door with car key (this time it works)

open door

get in

examine car

drop notepad

drop flyrod

take envelope

open envelope

take printout

read printout (it's a report on Max Zorin and his female companion and bodyguard May Day)

drop printout

take badge

examine badge (it reads ANNUAL HORSE AUCTION -- ZORIN'S CHATEAU -- MR. JAMES ST. JOHN-SMYTHE)

wear badge

drop envelope

close door

n

e

n



n  
open door  
get out  
drop watch  
drop car key  
e (in foyer of chateau)  
u  
e  
e  
open east door  
e (Zorin's bedroom)  
take card  
read card (B.G. HOWE -- DEPT. OF CONSERVATION -- CITY HALL -- SAN FRANCISCO,  
CALIFORNIA)  
w  
n  
open north door  
n (in May Day's room)  
flip may day  
kick may day  
flip may day  
kiss may day (she succumbs to your charms and gives you a key)  
examine the key (it has eight metallic contacts instead of the usual ridges)  
s  
w  
d  
s  
w (bartender asks if you want a drink)  
y(es)  
scotch  
zorin, what do you know about microchips? (he leaves the party)  
w (you learn of meeting with Howe about pipelines -- Operation Main Strike is almost ready to go)  
e  
e  
s  
take wires  
unlock door with wires  
wear wires  
open door  
s (zorin's study)  
carefully examine the desk (you see a locked drawer in the desk and a trap door below)  
open trap door  
unlock the drawer with the key  
open the drawer  
take checkbook  
take letter  
d (through the trap door into Zorin's laboratory)  
carefully examine metal box (front plate reads: Ultra Violet EPROM eraser. Caution: even brief  
exposure to UV light may result in erasure of microchip memory)  
n (in the stable)  
turn on calculator  
shine calculator on checkbook (the ledger is kept in invisible ink -- last check was made out to one S S  
for five million dollars)

read letter (International Committee for the Impervious Chip (ICIC) is resuming it's investigation of Zorin)

e

e

n

w (next to you 635cs)

drop letter

drop checkbook

take watch

take car key

get in

close door

w

open door

get out

drop car key

w (you fly to San Francisco arriving at Fisherman's Wharf)

s (in front of City Hall)

e

drop calculator

take wires

unlock door with wires

wear wires

take calculator

open door

e

e (elevator takes you to the fourth floor -- Stacey Sutton (alias S S) is here)

e

examine door

ask stacey for help

kiss stacey

ask stacey about passcard

stacey, give me a passcard (she does)

unlock door with passcard

open door

e (in Howe's office)

carefully examine the cabinet

drop passcard

take wires

unlock cabinet with wires

open cabinet

wear wires

take folder

carefully examine the folder (it's marked "Main Strike")

open folder

drop folder

take note

read note (it reads "Turn right on 25th street, then make a left on 62nd street. The building is on the right -- number 17. On the back is written: Main Strike detonates at spring flood -- Tuesday 9:00 a.m.)

w

w (stuck in elevator between floors)

look

open north panel

n  
d  
s

open door

s (you are in a narrow alley on Hyde Street -- you and Stacey drive to Zorin's mine)

drop card

e

take hardhat

wear hardhat

w  
d  
e

n (small office)

carefully examine the model (it's a 3D model of San Francisco's Bay Area and the Silicon Valley -- a place has been marked on it where an explosion would cause an incredible earthquake)

carefully examine the manhole cover (it has a dial in the center -- numbers from 1 - 75 are marked on it's face)

dial 25 to the right

dial 62 to the left

dial 17 to the right

open the manhole cover

d

carefully examine the dome (it's a closed metal dome anchored in a concrete block -- a steady ticking sound is coming from it)

open dome (it's locked)

unlock dome with key

open dome (it contains the red chip, the blue chip, and the green chip with tape on it)

take tape off of green chip

shine calculator at green chip (the ticking stops - you have disabled Operation Main Strike - congratulations)

drop calculator

draw gun

n (Zorin appears - there is a slate-colored rock in the roof -- that is your escape hatch)

shoot zorin with gun (you got him)

shoot rock with gun (you put a hole through the fake rock)

u

kiss stacey

## CONGRATULATIONS

Mission accomplished and you've maintained your touch with the ladies, 007.



# БАЛЛУНО

## BALLYHOO

Here you are on the grounds of The Circus That Time Forgot after the show is over. You decide to stick around hoping to catch a glimpse of an after-hours performance. Instead, you overhear a conversation between the circus owner and a hired detective concerning the mysterious disappearance of the owner's daughter. Disturbed by the apparent ineptness of the detective and the blind loyalty of the circus owner to his overworked performers, any of whom might be guilty of the kidnapping, you set out to find and rescue a girl you've never met, in a place you know nothing about, among bizarre people who want nothing to do with you.

The following is a complete step-by-step solution. Do not type the words in parentheses. They are there for explanatory purposes.

s  
look at the midget  
lift up the midget  
s  
get the pole  
n  
n  
n  
u (at the west platform)  
e  
e  
e  
e  
e  
e (at the east platform)  
(score = 10/200)  
get the balloon  
w  
w  
w  
w  
w  
w  
d (you drop the pole)  
d  
get the pole  
s  
s  
w  
get the mask  
s  
wait (Chuckles the Clown barks hello into the cage and then passes through the turnstile)

examine the cage  
 look inside the cage (you see a silhouette of a man)  
 wait (while Comrade Thumb sings Russian folk songs in a high pitched squeaky voice)  
 applaud  
 wait (repeat until Comrade Thumb says "Hello Harry" toward the cage, then passes through the  
 turnstile)  
 untie the balloon  
 inhale the helium  
 hello harry (since after sucking in the helium your voice is high pitched like Comrade Thumb's, Harry  
 (who is blind) will let you through the turnstile)  
 (score = 20/200)  
 s  
 wear the mask  
 w  
 examine the trailer  
 knock on the door  
 (score = 30/200)  
 s  
 close the door (because of your disguise, Chuckles thinks you're Malcom)  
 examine the ash tray  
 look in the ashes  
 get the newsprint  
 read the newsprint (you will get thrown out by Chuckles the Clown)  
 crawl under the tent (herein you can leave the tent by going south and reenter by going north from Camp,  
 West)  
 (score = 40/200)  
 examine taft  
 wait  
 hide (behind Taft)  
 wait (Munrab is telling the detective about the plight of his circus)  
 wait (Munrab gives the detective a ransom note and a picture of his kidnapped daughter, Chelsea and  
 asks him to find her. Munrab and the detective leave)  
 s (you see a piece of wood just inside the tent)  
 n  
 get the wood  
 curse  
 curse  
 examine the wood (it's an unset mousetrap with a piece of cheese in it -- it's now in your inventory)  
 e  
 ask harry about munrab  
 ask harry about chuckles  
 ask harry about comrade thumb  
 e  
 n  
 n (note: the passage to the northeast was not available when you started the game here)  
 ne  
 look in the garbage  
 (score = 50/200)  
 get the ticket  
 sw  
 s (you must now get through the turnstile to the east of here)  
 punch blue (blue for boys or pink for girls)  
 insert ticket in slot



e  
 e  
 n  
 show the ticket to rimshaw  
 rimshaw, hypnotize me (you wind up in the grandstand high above the arena floor -- you now must pass  
 through the standing room only (SRO) maze)  
 stand up (somewhere during the next sequence of moves a hawker will ask you if you want to buy some  
 food items, e.g., cotton candy, Old Coke. Wherever it happens (we shall assume it occurs after  
 two moves) just proceed as shown below.)  
 e  
 u (the hawker appears)  
 buy FOOD (where FOOD is one of the food items he is selling)  
 give \$1.85 to hawker (he disappears in the crowd without giving you your food)  
 e  
 d  
 e  
 u  
 e  
 d (in the wings)  
 s  
 get in line  
 wait  
 wait  
 get out of the long line  
 get in the short line  
 wait  
 wait  
 wait  
 get out of the long line  
 yes  
 get in the long line  
 eat the banana  
 drop the banana (this gets the monkey off your back)  
 n  
 hello hawker (he tells you to go back to the place in the SRO maze where he supposedly gave you a  
 granola bar for your \$1.85)  
 u  
 w  
 d  
 w  
 u  
 w (a man in the audience throws the \$1.85 granola bar at you but it bounces off your head and falls below  
 -- you wake up from being hypnotized)  
 (score = 60/200)  
 rimshaw, tell my future  
 rimshaw, read my head  
 get up  
 s  
 w  
 crawl under the tent  
 search the garbage  
 get the granola bar  
 crawl under the tent

e  
 e  
 n  
 ne  
 get the stool  
 give the granola bar to tina  
 hello tina  
 take tina's hand  
 kiss tina's hand  
 nw  
 get the radio  
 (score = 70/200)  
 s  
 w  
 w  
 s  
 se (the menagerie nook)  
 look in the cage (you see a key -- it is on the wall of the cage out of reach)  
 get the key with the pole  
 (score = 80/200)  
 unlock the cage with the key  
 open the cage  
 n  
 get the bucket  
 get the meat  
 get the headphones  
 examine the headphones  
 rewind the headphones  
 play the tape (it's a tape of Jimi Hendrix -- a rock 'n roll guitarist of the 1960's)  
 wait (the tape continues to play...in the background you hear Rimshaw's voice saying over and over  
 again: "At the clap of my hands you shall obey my every command")  
 stop the headphones  
 s  
 nw  
 n  
 w  
 sw  
 w  
 drop the mousetrap (now go in and out of the prop tent two times -- the second time you return the mouse  
 will be busy gnawing at the cheese)  
 s  
 n  
 s  
 n  
 catch the mouse in the bucket (if you set the mousetrap when you dropped it, you will catch him, but he  
 will be dead and thus useless)  
 (score = 90/200)  
 s  
 e  
 examine the trailer  
 unlock the compartment with the key  
 open the compartment  
 get the bullwhip

n  
 harry, tell me about the lions (you learn about Nimrod and Elsie, one of which will not accept the  
 whip)  
 ne  
 n  
 n  
 unlock the cage with the key  
 open the cage  
 w  
 whip the smooth lion (3 times)  
 open the grate  
 throw the meat in the passage  
 e  
 w  
 close the grate  
 lift the stand (you find and get a cigarette case)  
 (score = 100/200)  
 e  
 s  
 s  
 sw  
 give the cigarette case to harry (he tells you it belongs to Andrew who has been trying to hide his  
 smoking from Jenny)  
 harry, tell me about andrew jenny (the implication is that he/she is really a two person sideshow  
 freak)  
 harry, tell me about mahler (you learn that the ape likes "good" music)  
 ne  
 insert the ticket in the slot  
 e  
 e  
 s  
 jenny, tell me about andrew  
 show the cigarette case to andrew  
 show the cigarette case to jenny (you learn of a meeting of thugs later on at Katz's trailer -- Jenny chases  
 Andrew out of the sideshow)  
 u  
 drop the whip  
 get the shawl-jacket  
 get the dress-suit  
 look in the pocket (you see a veil)  
 u (not down as you might expect)  
 n  
 w  
 s  
 examine the elephant (it's Hannibal of the Jungle chained up)  
 take the mouse  
 show the mouse to the elephant (2 times -- now you know why you had to catch it alive)  
 wait (the elephant breaks the chain and stampedes southwest through a fence)  
 (score = 120/200)  
 se  
 drop all except the radio and the headphones  
 u  
 turn the dial on the radio to 1170 (a nice, soothing music AM station)



rewind the headphones  
 record  
 wait (about 4 or 5 times until you have recorded sufficient music from the radio onto the tape)  
 stop the headphones  
 d (if you die, just keep playing -- it's a scare tactic to make you think you lost the game)  
 get all  
 nw  
 unlock the cage with the key  
 open the cage  
 w  
 turn off the radio  
 rewind the headphones  
 play the tape (Mahler goes off in the corner of the cage to listen to the music)  
 (score = 130/200)  
 look under the cage  
 look under the straw  
 open the trap door  
 get the red ribbon  
 e  
 sw (note that by entering NEAR WHITE WAGON through the fence, which was made possible only by  
 setting the elephant free, you can now see a stepladder attached to the rear of the trailer)  
 drop all  
 u  
 turn the crank  
 look in the panel  
 knock on the door (Munrab steps outside closing the door behind himself)  
 climb in the panel  
 (score = 140/200)  
 lock the door  
 look on the desk  
 get the spreadsheet  
 read the spreadsheet (you learn about Eddie Smaldone)  
 push the desk under the panel  
 climb on the desk  
 d  
 get all except the pole  
 w  
 harry, tell me about eddie smaldone (he's Chuckles the Clown)  
 e  
 ne  
 se  
 insert the ticket under the front  
 (score = 150/200)  
 e  
 get the ticket (now play blackjack for a while....when you've had enough, then try to leave)  
 open the panel (you go back and decide to play one more hand... this time after you are dealt your cards,  
 someone under the table will try to help you cheat by tapping your foot a certain number of times)  
 look under the table (it's Comrade Thumb)  
 open the panel  
 w  
 nw  
 sw (Comrade Thumb is here)  
 wait (he motions for you to go back to the Blue Room)

ne  
se  
insert the ticket under the front  
e (there is a different dealer behind the blackjack table)  
look under the table (the dealer disappears)  
get the suitcase (as you lift it, you hear a muffled voice (must be Chelsea in there). Billy Monday  
appears)  
open the panel (Billy and the dealer wrestle the suitcase away from you. Billy takes it and bolts out  
through the panel)  
w  
drop all  
u  
u  
n (or any other direction -- as long as you are moving)  
e (or any other direction)  
s (or any other direction -- the shaft that is thrust upwards through the burn hole lingers momentarily)  
grab the shaft  
pull the prod  
(score = 160/200)  
d  
d  
get all  
nw  
sw  
n  
fill the bucket with water  
s  
ne  
n (the detective is lying in the sawdust)  
examine the detective (it appears he is sick)  
read the flask (it's Dr. Nostrum's extract)  
pour the water on the detective  
get the note  
drop the stool  
get the trade card  
s  
sw  
w  
w  
s  
e (outside Katzenjammer's trailer -- Chuckles is here)  
show the spreadsheet to eddie smaldone  
show the scrap of newsprint to eddie smaldone  
show the ribbon to eddie smaldone  
show the trade card to eddie smaldone  
show the ransom note to eddie smaldone (Chuckles leaves)  
(score = 170/200)  
wear the dress-suit  
wear the shawl-jacket  
wear the veil  
knock on the door  
e  
close the door

get the crowbar  
 move the moose head  
 climb into the crawl space (you're too big to fit)  
 open the door  
 w  
 w  
 examine the door  
 pry the door with the crowbar  
 s  
 get thumb  
 n  
 e  
 e  
 put thumb in the crawl space  
 wait (until he rescues Chelsea)  
 get chelsea  
 (score = 180/200)  
 w  
 w (Chelsea prefers that you don't go in this direction)  
 n (you pass through the turnstile and are congratulated by Harry)  
 e  
 ne  
 n  
 w  
 n  
 n (in the performance ring with Mahler holding Chelsea in one arm high above you)  
 climb the rope ladder (you can't reach it)  
 w  
 remove the shawl-jacket  
 remove the dress-suit  
 remove the veil  
 drop all except the radio  
 get the lion stand  
 e  
 drop the lion stand  
 climb on the lion stand  
 clap hands (the roustabout stands at attention)  
 roustabout, get the net  
 (score = 190/200)  
 wait (the net is placed in position)  
 u (Mahler takes off for the guy wires above the platform)  
 u (Mahler moves across to the opposite platform)  
 turn on the radio  
 e  
 e  
 e (the classical music is interrupted by a WPDL pledge break)  
 e (to get the classical music to continue you must phone in a pledge)  
 w  
 w  
 w  
 w  
 w  
 d



s  
s  
s  
e  
call wpdl (your pledge is accepted)

w  
n  
n  
n  
climb on the lion stand

u  
e  
e  
e  
e  
e (Mahler lets loose the girl who falls safely into the net -- Mahler bounces you off your perch and you  
are left hanging from the high wire)  
(score = 200/200)  
wait (a few times until your sweaty hands can no longer continue to grip the wire)

### CONGRATULATIONS!!

You have saved Chelsea and won the game.

# BORROWED TIME

## BORROWED TIME

The year is 1934 and you are Sam Harlow, private investigator. Nice guy, but somebody wants you dead. Guess who? Think quick because you're living on "Borrowed Time". Investigate your way through a web of seedy characters and try to discover who is trying to bump you off. Save the game often. You will be continuously harrassed and bumped off by thugs.

The following is a complete step-by-step solution. All the steps below are not necessary but are nevertheless included for the complete enjoyment of the game. Do not type the words in parentheses. They are there merely for explanatory purposes.

open desk  
take check  
look check (it's an overdue alimony check for your ex-wife Rita Sweeney)  
answer phone  
open file cabinet  
read case 1  
read case 2  
read case 3  
read case 4  
read case 5  
read case 6  
read case 7  
e (office of Iris Spencer)  
look desk  
read notepad  
drink water  
e  
e (in hotel)  
hide behind chair  
n  
lock door  
u  
break window  
take shard  
e  
climb wire  
cut wire (this took care of the thugs following you)  
d (you are in the Dublin Rose bar - Mavis Brown, the barmaid tells how she overheard Farnham's man  
Charlie Lebock tell your wife and Fred Mongo that you'd never finish your investigation)  
sit down  
look men  
show gun (ugly thug tells you to look for Lebock on north Main)  
show gun (ugly thug tells you to say "tinplayer" at the door)



buy drink  
 drink scotch  
 buy drink  
 drink scotch (you are getting drunk... you begin to sing 99 bottles of beer on the wall...you'd better stop  
     drinking otherwise you wind up with a splitting headache back in the office)  
 w (Iris tells you that someone has kidnapped Rita -- better check her apartment)  
 w  
 w (Hawkeye asks if you've heard the latest)  
 no (watch out for Charlie Lebock -- will need password to get into his townhouse)  
 tell me about lebock (if Farnham's king, then Lebock is prince)  
 tell me about mongo (word is that you are about to put him away for the Acme warehouse torch job...  
     have you been able to tie it to Farnham yet?)  
 no  
 look newspaper  
 e  
 n  
 listen woman (learn the password "tinplayer")  
 n  
 say tinplayer (the bruiser lets you in the building - you are in Charlie Lebock's living room)  
 lock door (this temporarily keeps the bruiser outside - otherwise Lebock will immediately ask him to  
     throw you out)  
 look fireplace  
 take scrap of paper (bruiser knocks the door off it's hinges)  
 look scrap of paper (it's a notice for Charlie to pick up a package at the post office being held there for  
     Farnham)  
 e  
 take candlestick  
 wait (Rocco appears through the curtains)  
 hit rocco with candlestick  
 e (in the kitchen)  
 e (at intersection of 1st and Main)  
 n  
 w  
 w  
 w  
 n (in Doris' apartment)  
 talk to doris (you took her car Friday, instead of waiting until Saturday deadline)  
 tell me about mongo (he and your ex-wife are an item - he's in trouble with everyone even Farnham)  
 tell me about rita (she took Mongo away from me - she may be making a play for Jim Shuman - she saw  
     them walking up Pershing this morning)  
 s  
 w  
 n (Jake's office - a shed no bigger than a telephone booth)  
 look cars  
 look desoto (license plate 324 C4U)  
 s  
 e  
 e  
 s  
 w  
 n (in front of weatherbeaten shack - Fred Mongo comes out and takes a cab - mailbox reads '960')  
 drop candlestick  
 break window

enter window (you see Mavis Brown bound and gagged)  
untie mavis (she tells you that Fred Mongo tied her up - when he left he said he had to see someone  
about a car)  
take novel and tube  
look novel (it's "Babes and Bullets")  
take bookmark  
look bookmark (it's for parking a car on December 6, license 324 C4U - Mavis leaves to go stay with a  
friend)  
look tube (the yellow label reads, "Fred Mongo, per Dr. Lafferty, use as necessary, \$3.89")  
s  
s  
e  
s  
e  
e  
n (in front of Bruce Light's place)  
open door  
look bottles (empty diet pill bottles - Dr. Lafferty is physician)  
wait (three times - Bruce Light appears)  
show gun  
tell me about mongo (he and Lebock are trying to squeeze Light's bar... Dr. Lafferty knows a lot more  
about him)  
wait (enough times until Light comes to)  
show gun  
tell me about lebock (he came to Light's bar with Mongo - he said bar would torch up like Acme  
warehouse if Light didn't buy "insurance")  
wait (enough times until Light comes to)  
show gun  
tell me about doctor lafferty (he writes prescriptions without asking delicate questions - he does jobs for  
Farnham)  
s  
s  
w (in front of medical building)  
drop novel and shard  
n (in waiting room of Dr. Lafferty's office)  
yes  
listen (hurry doc, I gotta get back to the broad I stashed on West 1st)  
look diplomas  
look table  
take bandages  
look north (you see a balding man applying a dressing to the right hand of..... Fred Mongo)  
n (you get thrown out back on the street in front of the medical office)  
w  
look trash (you find a bone - leave it here for now)  
n  
n  
w  
n (in Doris' apartment)  
show bookmark (it says car was parked at Stiles Safe Park on Friday - she thought you got it Friday  
night in front of her house - she heard the engine but the car was gone by the time she got  
downstairs)  
s  
e



e  
n (in front of door to Rita's apartment)  
drop all (except gun of course)  
open door (you are in Rita's apartment - kitchen to the west)  
look table (you are now hanging by your wrists tied with twine over two ceiling pipes)  
take matches  
take candle  
light match  
light candle  
burn twine  
w (into the kitchen)  
look waste can  
take receipt  
look receipt (it's a pharmacy receipt "burn salve \$3.89")  
look matches (cover has a lavender shamrock on it)  
e  
s  
drop matches  
take bookmark and tube and check  
s  
w  
w  
w  
n (by Jake's office the size of a telephone booth - you see two men having a heated discussion - it's Fred  
    Mongo and Jake)  
hit mongo (you send a right hook to Mongo's jaw stunning him - you get some cans and gloves)  
look cans (they are empty lighter fluid cans)  
look gloves (three fingers of right glove are burned completely through)  
wait  
wait (detectives Hardcase and Jones have arrived on the scene - they ask you for evidence to arrest Fred  
    Mongo - you must show 5 items relating Mongo to Acme warehouse fire)  
show gloves  
show cans  
show bookmark  
show receipt  
show tube (Mongo is arrested - he tells you to find a key he hid in Rita's place and use it to open post  
    office box 999 - now you must nail Farnham)  
s  
w  
w  
n (in Farnham's living room)  
talk to farnham (note that he says "hiyo" to quiet the dogs)  
tell me about rita (he says "I saw here with Mongo a couple of times")  
s  
e  
n  
say hiyo (dogs calm down)  
n (you surprise Shuman and see Rita and Wainwright tied back to back)  
talk to shuman (he works for Wainwright... he thought kidnapping Rita would keep you off the track  
    long enough for him to get out of town)  
untie rita  
give check to rita  
talk to wainwright (he gives you a report)



wait (2 times - until police come and take Shuman away)

e  
e  
e  
e  
n

open door

w

look stove

move stove (you burn your hands and can only carry 2 items besides your gun.

NOTE: if you had done this the first time you came into Rita's apartment and then USED THE TUBE to heal your hands so you could carry your inventory, you would get your fingerprints on the tube and it would have then not been an acceptable piece of evidence to arrest Mongo - TRY IT AND SEE)

take key

take report

e

s

drop key

take bandages

wrap hands with bandages (these cover up the burns on your hands so you can once again carry more than 2 items)

take scrap of paper and key

s

e

s

s

e

e (post office boxes on 3 walls)

look boxes

open box 999

read poem (it reads "in the country, in the city, under the father's eye, dig six feet and you'll have all that money can buy" scribbled on the back side is the number 6316)

w

w

s

s

s

look shed

look lock

enter 6316

drop key

take shovel

n

dig (you find a suitcase)

take suitcase

n

w

w

w

hide in the trash (a dog also hiding in the trash growls at you)

drop shovel

take bone

give bone (this make the dog content)

e

e

e

e (in police station)

open suitcase (you find money and a manilla folder)

take folder

look folder (it reads, "Richard Gray, Gray & Wainwright, public accountants". On a piece of G&W stationary beside a column of bank account numbers is written "Farnham, here are the account numbers; we'll wash this batch in January, Dick Gray")

arrest farnham (the police look at your evidence and accompany you to 85 W. Polk - entrance to Farnham's headquarters)

n

show folder

show suitcase

show scrap

show report

You are congratulated for getting Boss Farnham - You saved Mavis, Wainwright, and Rita, and sent Shuman, Mongo, and Farnham up the river for a long time. Not bad for a day's work!

# CRIMSON CROWN



## CRIMSON CROWN

This is a complete (step-by-step) solve for the adventure by Penguin software alternately called Transylvania II. Don't type in the words in parentheses. They are only there for help in keeping track of where you are.

From time to time, a spectral sage will appear. When you "talk to sage", he will remove his hood and give you one of the following five pieces of advice (clues):

Noble wayfarers, Pause! I say!  
As you wander on you way.  
I am a teller of truthful tales  
Heed my words upon your trails.

The glimmer that lies in the lake  
Is no quirk of moonlight - Is no fake.  
You can't get it. But do not weep,  
Ask the one who can dive deep.

When the right way has been shown  
And that strange word is known  
A visit from me is also needed.  
Summon me. Let my advice be heeded.

The ebony warrior is a mighty foe  
A sleek point will kill him, though  
If baptized and blessed with a dip,  
Evil succumbs to an unforgiving tip.

The fiery one will come to your aid  
Do not give up and don't be afraid.  
Wave a symbol of your beloved land  
And forth it'll come to lend a hand.

And now on to the solution:

look lake (you see a glint of silver in a crag)  
look crag (you can't reach it)  
u  
talk to the owl (he's disinterested)  
d  
e (you see a tree stump)  
n (you fall down a trap door into a subterranean crypt)

e  
 look ball (you learn the object of the game - to destroy the vampire before he learns the secrets of the crown)  
 open doors (you can't)  
 look wall  
 push button (it says "nothing happens" but actually something does happen; when you finally get out of here you can go back and forth across the tree stump without falling in - if you push the button again will hear a whirring noise, and you will once again fall down the pit every time you try to pass the tree stump)  
 read inscription (this is a riddle whose answer is a windmill)  
 windmill (the doors open)  
 n  
 take sword (it's stuck fast)  
 erik, take sword  
 s  
 w  
 look mist (a secret passage down is revealed)  
 d  
 d  
 n (you are in the gryphon's den)  
 talk to the gryphon  
 yes (he tells you break the seal on the parchment that came with the program and read three riddles)  
 fear (answer to first riddle)  
 cloud (answer to second riddle)  
 dream (answer to third riddle)  
 take scepter  
 s  
 s  
 w  
 w (you see a cat - don't pet him else you will die)  
 talk to sabrina  
 sabrina, cast spell  
 w (you see a witch and a stone tablet)  
 take tablet (you can't)  
 talk to the witch (she just cackles)  
 look kettle (Erik drank some of the potion)  
 e  
 e  
 s  
 s (Erik doesn't feel well)  
 w (Erik turns into a frog)  
 take frog  
 drop frog (he hops in the lake and gets the silver coin for you)  
 take coin  
 e  
 n  
 n (frog turns back to Erik)  
 n  
 e (you are in front of an abandoned house)  
 n  
 u  
 take candle  
 d

s  
w  
w  
n (in front of castle drawbridge)  
n  
n  
u (in high chamber)  
n (spirit winds hurls you down staircase into hall)  
d  
go door (wind blows and you are back in subterranean crypt)  
w  
d  
d (believe it or not, that is a torch on the wall)  
light candle  
s  
w  
n  
e  
n  
open crate  
burn zombie  
drop coin  
take sack  
look inside sack (you see a flute and a ring)  
put coin in sack  
put mouse in sack  
s  
w  
n  
e (you are in a forlorn cemetery)  
open grate with broadsword  
d  
put scepter in sack  
take censer  
look censer  
light censer  
windmill (poof! you are teleported back to the subterranean crypt)  
w  
d  
d  
s  
w  
s  
s  
w  
u  
drop sack  
take mouse  
drop mouse (the owl takes the mouse and tells you to whistle if you need help)  
take sack  
d  
e  
n



n  
n  
n (you are in front of a cave)  
drop censer  
drop candle (it's flame goes out)  
take flute  
take ring  
wear ring  
take coin  
drop sack  
n  
take diamond  
n (you meet a cobra)  
play flute  
w  
talk to sam  
give coin (he gives you a glowing sphere)  
n (you see a skull on a ledge - you can't cross yet)  
s  
s  
s  
drop flute  
take censer  
s  
w  
n  
n  
n  
d  
d (in the former treasure chamber)  
wave censer  
drop censer  
sabrina, take scroll  
sabrina, read scroll (it's a spell of laughter)  
u  
u  
u  
n (you are in the Wizard of Zin's chamber)  
talk to wizard (he wants the stone tablet that the witch has stolen)  
s  
d  
s  
s  
s  
e  
s  
w  
w  
sabrina, cast spell  
drop scroll  
take tablet  
e  
e

n  
 w  
 n  
 n  
 n  
 u  
 n  
 give tablet to wizard (he tells you the secret word [lorelei] needed to cross the fortress)  
 s  
 d  
 s  
 s  
 s  
 e  
 n  
 take sack  
 take candle  
 n  
 n  
 n  
 lorelei (you wind up in Karel Thurg .... in a pit)  
 pour water on sabrina  
 ask sabrina for help  
 sabrina, whistle  
 take branch and beehive  
 look hole  
 plug hole with beehive  
 wait (keep repeating (about 6 times) while the water level rises...  
     eventually you will float up and out of the pit on the branch)  
 wake erik  
 talk to erik  
 n (if the troll appears, just ignore him and go on with the game)  
 w  
 erik, take broadsword  
 n  
 n  
 take scepter  
 e  
 take ring  
 wear ring  
 w  
 n  
 n  
 take sphere  
 s  
 e  
 wait (the troll will appear)  
 pull lever (the gate closes)  
 erik, kill troll  
 push lever (the gate opens....now go to the troll's den and get back the  
     scepter he took from you)  
 w  
 s

w  
w  
n (in the troll's den)  
take scepter  
s  
e  
e  
s  
e  
look sand  
dig sand  
take shell  
look shell  
listen shell (it transforms into a sword)  
w  
n  
e  
n  
e  
e  
w  
throw sphere at centaur  
take bow and arrow  
e  
s  
w  
n  
look basin  
dip arrow in water  
load bow  
s  
e  
e  
e  
wave scepter (you learn the dragon's name, "Fury")  
w  
n  
shoot arrow (this kills the knight)  
call fury  
n (you meet the vampire)  
take crown  
erik, wear the crown  
touch erik (your spell is broken too...now go directly to the seaside before the mountain collapses on you  
and your party)  
s  
s  
s  
w  
s  
w  
s  
e



wait (keep repeating this until a boat arrives and escorts you and your party off to safety aboard a merchant ship)

**CONGRATULATIONS!!**

You have rescued the Crimson Crown and restored it to it's rightful owner.

# FANTASTIC FOUR

## FANTASTIC FOUR

In Questprobe #3: Fantastic Four by Scott Adams you must free Alicia Masters from the castle of Doctor Doom -- to do this you must master the powers of two Marvel Super-Heros ----- THE THING and HUMAN TORCH. You can switch between them at any time in the game.

The following is a complete step-by-step solution. The words in parentheses are not to be typed. They are only for explanation.

talk to chief  
look self (as THING you are in tar up to your knees)  
change point of view (you are now HUMAN TORCH)  
look self  
enter shack  
take candle  
s  
fly up (you are being shot at by deathray from the castle)  
fly down (you are over THING)  
give candle to thing  
take watch from thing  
change point of view (you are THING again)  
hold breath  
wait  
wait 10 turns (usually this is enough for you to go BLUB! and be sucked down; if not wait some more until  
    this happens)  
change point of view  
burn tar with high flame  
fly up (smoke cloud now shields you from being seen)  
fly to hills  
enter cave  
land  
throw high flame at boulder (it chips)  
look (you see a pebble)  
take pebble  
push pebble under boulder  
change point of view  
wait 5 turns (if THING breathes, then hold breath)  
feel down (you should feel machinery; if not continue to wait until you are no longer being sucked down;  
    then feel down again)  
smash machinery  
w  
n  
n  
e  
light candle  
w



s  
 s  
 e  
 s (you see a hole in the ceiling and the pebble that TORCH pushed under the boulder and fell down the shaft)  
 throw pebble hard up shaft (dust rains down)  
 change point of view (boulder has been moved exposing the hole)  
 look watch (you should be about 25% rested)  
 rest 15 turns (you probably must repeat this about 3 or 4 times until you are 100% rested as determined by looking at your watch; unfortunately, this is a very dull if not unnecessary part of the game)  
 enter hole  
 d  
 d  
 fly down at nova flame (you are now at the bottom of the shaft - it is dark)  
 n  
 w  
 n  
 n  
 e (at the wall of fire)  
 enter fire (as TORCH you can do this)  
 e  
 flame off  
 e  
 e  
 smell  
 feel east  
 listen  
 enter hole  
 flame on low (you see a lever, a hole in the floor (the one you came in through) and a locked door)  
 pull lever left  
 look watch (you should be about 20% rested)  
 flame off  
 rest 15 turns (do this 4 times - you won't see anything displayed on your screen during each of the rest sequences - the computer will only acknowledge the end of each sequence)  
 flame on low  
 look watch (you should be about 91% rested)  
 flame off  
 enter hole  
 w  
 w  
 w  
 enter fire  
 w  
 s  
 s  
 e  
 s  
 take thing  
 fly up shaft at high flame  
 u  
 u  
 u

u (as TORCH, you are back up at the top of the shaft in the cave; now, however, THING accompanies  
 you)  
 exit cave  
 fly up  
 fly to castle  
 flame off  
 s  
 s  
 change point of view  
 enter tent  
 take cannon (Ringmaster commands you to leave - you do)  
 enter village  
 enter shop  
 take gun powder  
 e  
 drop cannon  
 put gun powder in cannon  
 drop torch  
 enter cannon  
 change point of view  
 fire cannon at blob  
 throw high flame at blob (blob steps into alcove - sorry flame misses! BOOM! OK! - now watch this  
 neat animation sequence - blob returns to his post but THING is inside castle)  
 fly up  
 fly to hills  
 enter cave  
 look watch (you should be about 60% rested)  
 rest 15 turns (do this a one or two times until about 78% rested - since there is only a strong rather than  
 hurricane force wind now, you don't need nova flame and hence need not be 100% rested)  
 enter hole  
 d  
 d  
 fly down at high flame  
 n  
 w  
 n  
 n  
 e  
 enter fire  
 e  
 throw fire down tunnel  
 change point of view (gas explodes and tunnel collapses causing a small earthquake in castle above - you  
 are in a castle entrance - a THING size dent is in the wall)  
 s (in a great room - you see RUBY OF DOMINATION, ALICIA MASTERS)  
 go to alicia  
 take alicia (you are back at chief examiner's office - he tells you to  
 save the password - MAEGEN)

The Game is Over!!!!

# FORBIDDEN CASTLE



## FORBIDDEN CASTLE

In FORBIDDEN CASTLE by Mindscape, many people and creatures appear at random times throughout the game although usually in the same vicinity. Because of this, it is difficult to write an exact solution that will work each time you play the game. I will write the step-by-step solve corresponding to where these people and creatures occurred when I played the game. With slight improvisation you can then make the solution work for yourself.

A few general comments should help make this transition easier. If an item is not where I indicate it to be found, just move around a bit or come back later and it will generally be there. The reason this occurs is that the characters in the game are often holding these items and they will either drop them on their own, or you must ask the characters for them. If neither of these work, you must then TRADE for them. In this regard, when trading with the Blue Faerie, observe the following rules. Say FAERIE, DO YOU WANT TO TRADE? She will then offer you an item and ask if you want it. If you say YES, sometimes she will keep it and not trade with you. Other times, she will trade it with you. Sometimes, if you say NO, she will still proceed with the trade. Next, she will tell you what she wants in trade for it and ask if you will give it to her. If you say YES, she will not execute the trade. Thus, if you want to complete the trade, say NO and she will take it from you by magic. If you know what she has to trade and you know what you want to give her, you can just say, TRADE XXX WITH FAERIE FOR YYY.

When you want to converse with one of the characters you need not address them by name unless there is more than one present. Then to avoid ambiguity as to who you are talking to, it is best to address them directly, such as Faerie, do you want to trade?, or, mankin, tell me about the dragon.

And now on with the game.....

You are on vacation in London. As you pass a little antique shop, your eye is caught by an ivory pendant hanging from a beautifully crafted gold chain. Escaping from the noise and traffic, you enter. The shop is dark and musty inside. A little man with a long beard smiles at you from behind the counter. A telephone rings from a

room behind a drawn curtain. Excusing himself, the man tells you to feel free to browse.

On the counter before you is a strange book. It is very old, and the gold lettering on the cover is almost worn off. You can barely make out the ancient word, METHWYR.

You pick up the book. Gazing at its yellowed pages, you are drawn into the old engravings. To your amazement, the odd letters form words you understand. As you read, childhood memories and thoughts long forgotten pour back into your consciousness.

You feel someone calling to you from beyond time. All you know is that she is in pain, held captive. Then you fell yourself falling into a swirling tunnel of light. Deeper and deeper you fall. The buzzing of summer flies awakens you to streams of morning sun poking through the high, thick foliage of an ancient forest.

Suddenly the buzzing is stilled, and a foul stench overcomes you as an enormous slathering beast steps out from among the trees. Nothing in your life has prepared you for this hideous sight.

The thing has not noticed you. It stops and puts down a filthy leather bag. It scratches itself, sniffs the air, then lumbers up a thorn-covered hill. Shaking from head to toe, you stand. You have just seen an ogre, and it may return.

n (Star Faerie says you need a locket first)  
take bag  
e  
n  
d  
ride the boat (it takes you to the other side of the river...if it's not there WAIT FOR THE BOAT)  
s  
open bag  
take the tooth  
carefully examine the tooth (scratched on its surface you see TYNWYN)  
wear tooth (so you can carry more inventory)  
drop bag  
e  
e (Mankin is here)  
e (Blue Faerie is here)  
n  
n  
w



cross the bridge (only if it's down... if it's up, WAIT FOR BRIDGE TO GO DOWN)  
 open door  
 w (in the Great Hall)  
 n  
 w (in the garden)  
 carefully examine the pool  
 take the locket  
 carefully examine the locket (engraved on the back are the words: over beauty, over sleep, place the  
     word that wizards keep)  
 open the locket (there's a spell on it and it won't open here)  
 wear the locket  
 e (King Colder is here)  
 s (you see the sword)  
 take the sword  
 carefully examine the sword (on the other side of it's blade you see the inscription: WYRMOG)  
 u  
 s  
 take the cape  
 carefully examine the cape  
 wear the cape  
 n  
 u (in the tower room)  
 examine the crate  
 open the crate with the sword  
 take the chest  
 carefully examine the chest (the letters FINDOLWYR are carved on it's lid)  
 open the chest (there's an enchantment on it... you can't open it here)  
 d (King Colder is here)  
 n (the door is locked)  
 d  
 e  
 cross the bridge (if it's up, WAIT FOR BRIDGE TO GO DOWN)  
 e  
 s  
 s  
 w  
 w (the Blue Faerie is here)  
 faerie, do you want to trade? (she asks if you want the vase)  
 y(es) (she asks if you will trade the chest)  
 n(o) (she takes the chest and gives you the vase)  
 faerie, do you want to trade? (she asks if you want the leather bag)  
 y(es) (she asks if you will trade the sword)  
 n(o) (she takes the sword and gives you the leather bag)  
 faerie, do you want to trade? (she asks if you want the key)  
 y(es) (she asks if you will trade the leather bag)  
 n(o) (she takes the leather bag and gives you the key... that's enough  
     trading for now)  
 carefully examine the vase (it contains a wilted rose)  
 e  
 e  
 n  
 n  
 w



cross the bridge (if it's down... else WAIT FOR BRIDGE TO GO UP)  
 w  
 u  
 unlock the door with the key  
 open the door  
 n  
 take the book  
 carefully examine the book  
 open the book  
 read the book (you learn of a treasure room in the castle)  
 read the book (you learn of a ring on the other side)  
 read the book (you learn of a feather that lets you talk to the animals)  
 read the book (you learn of a powerful cape)  
 read the book (you learn that the little man's name is Beard Belt and he  
     can give you magic power)  
 drop the book  
 d  
 take the feather  
 carefully examine the feather  
 u  
 s  
 d  
 e  
 cross the bridge  
 e  
 s  
 s (The Blue Faerie is here)  
 w  
 w (the mankin is here)  
 ask beard belt for magic power (in recognition of his name, he gives you  
     the power to visit the griffin in his cave)  
 ask beard belt about findolwyr (do the deed, do not worry, free the caged  
     angelic fury)  
 w  
 n  
 n  
 e (garden path - frog is here)  
 ask the frog about tynwyn (it means WHITE DRAGON)  
 ask the frog about findolwyr (if he told you, the wizard would turn him into something awful like a  
     human)  
 ask the frog about the ring (the ogre respects two things; the ring is not one of them)  
 ask the frog about the cape (that's special and should be returned -- it is one of the treasures)  
 ask the frog about the locket (make sure you have it)  
 w  
 s  
 s  
 w (at the wasted land - sometimes the white dragon will be here; else  
     WAIT FOR THE DRAGON)  
 ride the dragon (he takes you to the horrible land - the raven is there)  
 talk to the raven (he tells you to drop your cape)  
 remove the cape  
 drop the cape  
 talk to the raven (he tells you to ask him about the Blue Faerie)

ask the raven about the blue faerie (he tells you to flatter her when you meet her)  
 take the cape  
 wear the cape  
 wait for the dragon (if he's not already there)  
 ride the dragon (he takes you to a desolate mountain peak)  
 take the chalice  
 carefully examine the chalice (it contains the liquid; on the lip are tiny letters that spell: Tonda  
     bellith wyr mendolynn)  
 wait for the dragon (if it's not already there)  
 ride the dragon (he takes you back to the gorge)  
 ride the dragon (he takes you back to the wasted land)  
 e  
 n  
 n  
 e  
 ask the frog about the chalice (that makes the ogre more agreeable)  
 w  
 s  
 wait for the boat (if it's not already there)  
 ride the boat  
 u  
 s  
 w  
 n (at thorn mountain --- the ogre is here)  
 give me the ring (he takes a small ring from his mouth and gives it to you)  
 carefully examine the ring (engraved on the inside is the word: ELOWYND)  
 wear the ring  
 open the door  
 n (you can't pass)  
 s (the ogre kneels and lets you pass --- try moving around in the ogre's presence without the chalice --- if  
     you TALK TO THE OGRE you will find out that the liquid in the chalice is the tears when  
     dragons cry)  
 e  
 n  
 d  
 wait for the boat (if it's not already there)  
 ride the boat  
 n  
 e  
 ask the frog about elowynd (the griffin is very good to talk to)  
 w  
 s  
 s  
 w (Blue Faerie is here)  
 faerie, you are beautiful (she thanks you for the compliment)  
 faerie, please give me the chest (she gives it to you claiming it to be worthless -- NOT TRUE as you will  
     see)  
 carefully examine the chest (letters carved on the lid spell: RELEASE THE DRAGON --- notice that  
     since you are now wearing the ring, you can read the strange words)  
 carefully examine the chalice (the tiny letters on the lip spell out: I hold the tears when dragons cry)  
 carefully examine the tooth (the letters spell: WHITE DRAGON --- as the frog already told you)  
 carefully examine the ring (notice that since you are wearing it, you cannot see ELOWYND engraved on  
     the inside)



u (the mouth of the cave -- the griffin is here)  
say hello to the griffin (he greets you)  
show the feather to the griffin (you've now found out the second treasure that must be returned)  
ask the griffin about elowynd (this is the name of TYNWYN's bride -- he gives you the power to enter  
the tower)

d  
e  
e  
e  
n (in the forest deep -- there is an old wooden tower here)

u  
carefully examine the carving (the center of it is slightly hollowed)  
drop the key  
drop the vase

d  
s  
w  
w  
n  
n (path's end -- pegasus is here; else WAIT FOR PEGASUS)

ride pegasus (he takes you to the swamp)  
ride pegasus (he takes you to the overlook)  
w (at the stone bridge)

w (on the desert road - there is a grey stone here)  
take the stone

carefully examine the stone  
w (you are back at the horrible land)  
wait for dragon (if he's not here)  
ride the dragon (he takes you to the desolate mountain peak)  
ride the dragon (he takes you to the gorge)

w  
n  
u  
put the stone on the carving (the Star Faerie appears: she tells you that

The grey stone has but one true resting place;  
Take it there and find revealed  
The wizard's secret now concealed.  
On your journey swiftly fly  
On winged steed (pegasus) through sunlit sky)

take the stone

d  
s  
w  
w  
n  
n  
wait for pegasus (if he's not there)

ride pegasus (he takes you to the swamp)  
ride pegasus (he takes you to the overlook)  
ride pegasus (he takes you to the flat mountain)  
n (at the ring of stones --- the wizard is here)

carefully examine the pillar (the top seems to have been snapped off)  
put the stone on the pillar (the wizard gives you the power to enter the Forbidden Castle)



s  
 wait for pegasus (if he's not already here)  
 ride pegasus (he takes you back to the path's end)  
 s  
 s  
 e  
 e  
 n  
 u  
 take vase  
 d  
 s  
 w  
 w  
 n  
 ride the boat (if it's here; else WAIT FOR THE BOAT)  
 u  
 s  
 w  
 n (thorn mountain)  
 n  
 n (in the castle courtyard)  
 carefully examine the fountain (on top is a statue of a dragon)  
 pour the liquid in the fountain (the fountain is full of water and the dragon is reflected in it)  
 n  
 w  
 open the door (Treasures three must be at rest. Within the magic treasure chest)  
 e  
 open the door  
 n (the throne room)  
 open the trap door  
 d (in the treasure room)  
 open the chest (the spell has been removed allowing you to do so)  
 drop the chest (the small stone chest turns into a large alabaster one)  
 put the feather in the chest  
 remove the cape  
 put the cape in the chest  
 remove the ring  
 put the ring in the chest  
 u  
 s  
 w  
 open the door (it swings open)  
 s  
 carefully examine the altar  
 carefully examine the case (a beautiful girl lies in an enchanted sleep within the case - FINDOLWYR  
 is etched on the glass)  
 open the case (two vessels to the altar take)  
 put the vase on the altar (the rose blooms)  
 put the chalice on the altar  
 open the case

CONGRATULATIONS!! YOU HAVE WON THE GAME

The girl awakens and stares into your eyes -- the case then explodes and a golden dragon rises from the destruction. This is ELOWYND who thanks you so that she may now join TYNWYN who has waited for her release. As the dragon spreads its wings and takes off, you awake with a jolt and find yourself back in the little antique shop in London. You find out that the word METHWYR on the book means RIDDLE OF THE DRAGON. On the wall of the shop is a tapestry of two beautiful dragons, one gold (ELOWYND) and the other white (TYNWYN). You also see the dragon tooth, ring, and a beautiful inkstand holding the feather. On the coat hook hangs the cape. All of your dream has become reality. As you leave you notice that the name of the shop is the Forbidden Castle and that you are wearing the dragon tooth.

# FRAGMENTED FAEABLES



## FRAKTURED FAEBLES

This adventure by American Eagle handles only a two word (verb-noun) command parser. Many commands can be one word. For example, to see if there are any visible objects, just type "LOOK". Also, if you want to examine an item or person, it is sufficient to type only its name without having to say "look" or "examine" item. Don't bother "talking" to persons (or animals) in this game. You get no information from this.

The following is a complete step-by-step solve for the game. Do not type the words in parentheses - they are there only for explanation.

n  
read sign  
take sign  
read sign (the letter "g" in "golf" is missing)  
n  
take pole  
rabbit  
give watch  
take string  
put string (it's tied to the pole)  
s  
s  
e  
red  
wolf  
w  
s  
w  
search rip (you find a key)  
take key  
look key (it reads "one good turn deserves another")  
turn key  
look key (it reads "say wendi")  
say wendi  
e  
n  
e  
e  
beggar (read his clue)  
give key (he tells you that off and on he will stick one [goodie] in the stickers)  
read card (it says "tea party - admit one")  
e  
grandma  
take no-doz

w  
w  
w  
s  
w  
wake rip  
give no-doz  
take comb  
e  
n  
w  
goldilocks  
give comb  
take note  
read note (when you find the beehive, say: ARACADARA which is ABRACADABRA without the  
letter B's)  
take packet  
open packet (you have a handful of salt)  
e  
drop note  
drop sign  
u  
say aracadara  
take hive  
take egg (you can't because the bird attacks you)  
d  
w  
n  
mama (don't put salt in porridge)  
papa (he doesn't want the porridge anyway)  
n  
give hive (baby smashes it because he is angry)  
take honey  
honey (it's sticky)  
diaper  
take diaper  
move baby  
take pin  
put pin (it goes on the end of the string)  
s  
s  
e  
drop honey  
u  
u  
put salt (salt on the bird's tail prevents him from flying and attacking you when you try to take the egg  
from the nest)  
d  
take egg  
egg (it has dimples - no surprise here, it's a golf ball)  
d  
n  
give egg

house  
vane  
n (you see the letter "w")  
take letter  
s  
s  
take honey  
glue honey  
drop card  
take sign  
glue letter  
look sign (it reads "wolf season now open")  
e  
show sign (wolf runs away)  
basket  
drop sign  
take apple  
apple  
e  
e  
give apple  
take worm  
gramma (she's in shock over the sight of the worm)  
worm  
put worm (it goes on the hook - you now have a bona fide fishing rod with bait)  
take apple  
apple (it's been nibbled on)  
w  
w  
w  
s  
fish  
take fish  
look fish  
n  
w  
n  
give fish (papa bear tells you there's a "bug" in the game)  
mama (she says to go find the bug)  
s  
e  
u  
climb branch  
take bug  
bug  
branch (this part of the branch is above grammas backyard - now remember the beggar's message - soon  
you will drop your inventory items from here and they will land in the backyard)  
w  
d  
s  
give bug  
frog  
n



take card  
 u  
 climb branch  
 drop all  
 w  
 d  
 s  
 kiss frog  
 look myself (surprise - you're a cute little frog)  
 n  
 n  
 n  
 go hole  
 look etchings (yora croker 2ba prince tellim xxx - where xxx is a three character alphanumeric string  
 which is random - it changes each time you play the game)  
 u  
 s  
 s  
 s  
 swim  
 e (you go through the crack)  
 prince  
 xxx (this means say the password from the etchings in the golf hole)  
 n (by bramble bush)  
 bush  
 climb bush (ouch)  
 w  
 take apple  
 take pole  
 take card  
 e  
 e  
 mad (he says "invitation only...")  
 give card  
 queen (she says there's not enough goodies to go around)  
 take mints (Queen says hands off)  
 candle  
 tea  
 drop apple  
 queen (she says "the only key now is blind luck" - remember the beggar's message)  
 blow candle (you get thrown out)  
 w  
 search bush (you find a mint)  
 take mint  
 eat mint (your breath is kissing sweet)  
 vault  
 kiss beauty

YOU HAVE WON THE GAME AND HAVE SCORED XXXXXXXX POINTS.  
 (Find out for yourself just how many points!)

LEATHER  
GODDESSES  
OF  
PHOBOS

## LEATHER GODDESSES OF PHOBOS

The place is Upper Sandusky, Ohio in 1936. You are a captive of the Leather Goddesses of Phobos. As an experimental subject, your painful death would help their effort to enslave humanity and turn the Earth into their private pleasure world. Your mission is to build a machine allowing you to escape from this imprisonment and save the Earth from this impending doom.

The game may be played on any of three levels depending on the type of language you desire in the responses. Choose your level by typing in: TAME, SUGGESTIVE (default level), or LEWD at the beginning of the game.

The following is a complete step-by-step solution for accomplishing this mission. Do not type the words in parentheses. They are there merely to aid in the understanding of the game and as indicators to assure that you are getting the proper response).

The game begins in Joe's Bar.

nw (or "ne", depending upon whether you are a male or female, respectively)

get the stool

urinate

se (or sw)

wait (7 hours and 8 minutes later you wind up in a cell)

(score = 8/311)

get all

look at the painting

open the door

s

open the narrow door

s (Trent ((or Tiffany)) is here. He ((or she)) will join you and remain with you for the rest of the game.

For simplicity, we shall hereafter refer to your companion as Trent.)

get the crumpled paper

read the crumpled paper (this is a "hidden word" puzzle -- contained within it are 8 words that represent the items you need to build a machine to free you from Phobos. These are: rubber hose, headlight, cotton balls, phonebook, photo, angle, mouse, and blender. When these words are removed from the puzzle, you will be left with the important message "hissing frightens flytraps")

read the rule book (it describes your plight)

n

u



n  
 turn on the flashlight  
 stand on trent (to reach the shelf and get everything on it)  
 enter the circle (you wind up in the Jungle -- in front of you is a Venus flytrap)  
 hiss  
 (score = 24/311)  
 w  
 get the jar  
 pull all in the basket but the stool  
 enter the circle (you wind up in a Cargo Hold)  
 get the sword  
 s  
 mount the horse  
 w  
 dismount the horse  
 get the suit  
 wear the suit  
 open the hatch  
 n (in space -- you encounter Thorbast, Chief Assassin for the Leather Goddesses of Phobos - he is  
 struggling with a woman trying to force her in the hatch of the smaller spaceship).  
 hit thorbast with the sword (repeat this until you knock the sword out of Thornbast's hand)  
 get his sword  
 give his sword to thorbast (this is a sign to Thorbast that you are the good guy and thus he has no  
 chance of winning)  
 (score = 31/311)  
 hit the monster with the sword  
 untie the woman  
 n (the woman gives you a photo)  
 (score = 56/311)  
 look at the photo (it's Jean Harlow -- on the back is written: Elysia's Daddy, The Big House With All  
 the Windows, Ganymede)  
 open the door  
 e (the two of you have a grand time in the private cabin after which you tiptoe out)  
 s  
 s  
 mount the horse  
 e  
 look at the matchbook  
 read the cover (these are the 8 items you found in the "hidden word" puzzle that are needed to build the  
 Anti-Leather Goddesses of Phobos machine).  
 dismount the horse  
 w  
 w  
 w  
 enter the circle (you wind up in midair high above a canal-studded desertscape)  
 wait (you wind up at a ruin)  
 w  
 w  
 nw  
 show the painting to the mouse  
 get the mouse  
 (score = 73/311)

s  
enter the circle (you wind up in a Basement)  
u  
u  
n  
enter the circle (you are back in the Jungle)  
e  
e  
get the stain  
nw (you are approached by a door-to-door salesman)  
give the flashlight to the salesman (he gives you an odd machine -- not the Anti-Leather Goddesses of  
Phobos machine)  
(score = 80/311)  
get the machine  
knock on the door  
d  
give chocolate to the male (or female if you went "ne" from Joe's Bar) gorilla  
wait  
wait (you should now be inside the gorilla)  
touch the female (or male) gorilla  
get the hose  
eat the chocolate  
pull the bars  
exit the cage  
untie myself  
untie trent  
drop the hose  
pull the switch (you're back in your own body)  
(score = 119/311)  
stand up  
get the hose  
enter the circle (you wind up in the Vizicomm booth)  
pull the knob  
open the box  
get the coin  
se  
enter the circle (you wind up at the Royal Docks)  
enter the barge  
look at the controls  
read the orange button  
read the purple button  
press the purple button  
read the purple button  
press the orange button  
read the orange button  
wait  
wait  
wait (a dock should now be visible on the northern shore)  
press the orange button  
exit the barge  
n  
drop the sword

put all in the basket (as much as will fit)  
get the message  
get the lip balm  
read the message (it is coded with a sliding alphabet -- to decode it just write the alphabet next to itself shifted backwards by 3 letters, i.e., D becomes A, E becomes B, F becomes C, etc. Now read the message backwards. When you do this it will read: "Your mission is to contact wife number XXXX of the sultan and get the secret map. Identify yourself to her by asking her to kiss your kneecaps" -- Note that XXXX (a four digit number that changes each time you play the game) is the reverse of what you see in the message since you read it backwards to decode it).

s  
enter the barge  
press the orange button  
wait  
press the orange button  
wait (you wind up at My Kinda Dock)  
exit the barge

e  
ne  
yes  
say "riddle"  
(score = 132/311)

w  
XXXX  
w  
wait  
ask wife to kiss my kneecaps  
get the torch and the map  
drop the stool  
drop the message

d  
say "kweepa"

hop  
clap  
nw  
n  
ne  
e  
clap  
ne  
hop  
ne

say "kweepa"  
clap  
se  
d

nw  
hop  
clap  
ne  
n  
say "kweepa"

s



clap  
hop  
ne  
u  
nw (in the Forgotten Storehouse)  
clap  
get the phone book  
(score = 170/311)  
say "kweepa"  
hop  
nw  
clap  
s  
se  
se  
d  
clap  
hop  
say "kweepa"  
ne  
w  
clap  
e  
hop  
w  
s  
clap  
say "kweepa"  
sw (in the Burial Chamber)  
get the raft  
(score = 180/311)  
hop  
clap  
n  
s  
e  
nw  
clap  
say "kweepa"  
hop  
n (in the Ladder Room)  
u  
get the clothes pin  
n  
e  
se  
u  
enter the circle (you wind up in a Cramped Space)  
d  
drop the torch and the map  
enter the circle (you wind up in the Main Hall of the Palace)  
w

enter the barge  
 press the orange button (twice)  
 wait  
 wait  
 wait (the barge comes to a stop at Wattz-Upp-Dock)  
 exit the barge  
 press the orange button  
 w  
 put the stain on the circle  
 drop the stain  
 enter the circle (you wind up in Cleveland)  
 s  
 get the sack  
 open the sack  
 empty the sack  
 put all in the sack (except the raft, of course)  
 n  
 ne  
 u  
 get the sheet  
 tear the sheet  
 tie the strips together  
 tie the rope to the bed  
 throw the rope out the window (Trent asks how many pounds you weigh?)  
 190 (or any larger number)  
 wait (repeat until the ceiling collapses and Trent reappears)  
 (score = 216/311)  
 get the headlight  
 climb down the stairs  
 e  
 move the sod  
 enter the circle (you wind up back in the End of the Hallway)  
 n  
 enter the circle (you wind up back in the Main Hall of the Palace)  
 e  
 d (at the Icy Dock, in the royal barge)  
 exit the barge  
 (score = 221/311)  
 s  
 se  
 give the coin to the penguin (they take your 10 marsmid coin as a donation and return to you a 1 marsmid  
 coin as change)  
 se  
 empty the basket into the sack (except for the mouse and the machine)  
 n  
 get the baby  
 put the baby in the basket  
 put the blanket on the baby  
 s  
 s  
 put the basket on the stoop  
 wait (repeat until the woman opens the door and takes the basket inside)

open the door  
 enter the igloo  
 get the cotton balls  
 (score = 240/311)  
 exit the igloo  
 n  
 nw  
 w  
 enter the circle (you wind up back at Wattz-Upp-Dock)  
 w  
 w  
 nw  
 put the balm on your lips  
 put the clothes pin on your nose  
 drop all  
 cover your ears with your hands  
 close your eyes  
 kiss the frog  
 (score = 259/311)  
 get the blender  
 read the blender  
 take off the lip balm  
 take the pin off your nose  
 drop the pin and the balm  
 show the painting to the mouse  
 get the mouse  
 get all but the pin and the balm  
 w  
 n  
 n (in the Throne Room)  
 open the compartment  
 put the jar in the compartment  
 close the compartment  
 turn on the machine  
 open the compartment  
 get the jar  
 rub the cream on daughter  
 (score = 282/311)  
 get the angle  
 n  
 put the raft in the water  
 enter the raft  
 wait (repeat 5 more times until a dock is close enough to grab on the southern shore)  
 grab the dock (believe it or not, it's Donald Dock)  
 s  
 e  
 s  
 give the coin to the proprietor  
 (score = 290/311)  
 search the dust (repeat until you find a tube-shaped object)  
 n  
 open the tube



drop the circle on the ground  
enter the circle (you wind up in the Boudoir, on the divan)  
wait (repeat until you are discovered by the Leather Goddesses of Phobos - the floor opens up and you  
and Trent plunge down a long chute to the Plaza -- it's time to start building the Anti-Leather  
Goddesses of Phobos Attack machine)  
(score = 311/311)  
give the blender to trent  
give the rubber hose to trent  
give the cotton balls to trent  
give the angle to trent  
give the headlight to trent  
give the mouse to trent  
give the photo to trent  
give the phone book to trent (that's it ---- the machine is complete)

Congratulations! You have defeated the entire Main Attack Fleet of the Leather Goddesses of Phobos and saved the Earth from their threat. You have achieved the rank of Interplanetary Emperor.

As a part of the farce, Infocom has made the maximum number of achievable points (e.g., 311) different each time you play the game. All that counts, of course, is that you do everything right and achieve the maximum.

*LOST ARK  
OF THE  
COVENANT*

# LOST ARK OF THE COVENANT

This game accepts only a two word command vocabulary. There are also some situations where it is essential to arrive at a particular location after a certain number of moves. Shortly after beginning the game you will discover a sundial which keeps track of your move count. Thus, whenever it is necessary to know how many moves you have made thus far, return to the location where the sundial is and READ SUNDIAL.

The object of the game is to find 8 colored gems and then place them in the appropriate holes in a sarcophagus. Proper completion of this activity will allow to you to recover the Lost Ark of the Covenant.

And now the complete step-by-step solution:

- n
- n
- n
- take torch
- read sundial (it indicates a certain number of moves)
- s
- e
- go plane
- take glasses
- s
- e
- s
- s
- w
- go shed
- take can
- s
- s
- take plant
- n
- e
- feed horse (with the plant)
- ride horse
- n
- n
- e
- e
- e
- n
- take pistol



n  
 w  
 u  
 shoot boa (you find a violet gem)  
 take violet  
 d  
 e  
 whip native  
 read note (it reads: when the time is 99 - go to my husband and he'll give you a vine --Jane.....This is  
 obviously Jane referring to her husband Tarzan)  
 w  
 n  
 shoot vulture  
 take egg  
 break egg (you find a green gem)  
 drop eggshells  
 take vulture  
 s  
 s  
 s  
 s  
 spray beehive  
 drop can  
 drop whip  
 wear glasses  
 read door (it indicates an important word: "abrayoo")  
 climb pyramid  
 read message (it's a clue on how to cross the river: "some banks are slippery, piranahs like scavengers")  
 d  
 n  
 w  
 w  
 d (you find an orange gem)  
 take orange  
 u  
 w  
 w  
 w  
 n  
 read sundial (Remember Jane's note? Start counting moves and arrange to arrive at Dense Jungle (just  
 north of the Ivy-Covered Pyramid) on the 99th move (3 moves after High Noon). The best way to  
 do this is to keep repeating the command: Read Sundial until the sundial says "092 moves")  
 s (move #93)  
 e (move #94)  
 e (move #95)  
 e (move #96)  
 e (move #97)  
 e (move #98)  
 e (move #99 - Tarzan swings out of the trees and drops me something)  
 take vine  
 w  
 w

w  
take matchbook  
w  
light torch  
drop matchbook  
drop vine  
remove glasses  
drop glasses  
go cave  
s (you find a red gem)  
shoot bear  
take red  
n  
e  
e  
w  
e  
s  
s  
s  
s  
w  
s  
w  
take canister  
s  
w  
drink water  
push ceiling  
go crevasse  
s  
shoot rattlesnake  
take scimitar  
look scimitar  
look pommel  
break scimitar (you get an indigo gem)  
drop scimitar  
n  
e  
drop red  
drop violet  
drop green  
drop indigo  
drop orange  
w  
drink water  
climb tree  
take coconut  
d  
s  
e  
s

e  
s  
s  
throw coconut  
n  
n  
w  
s (you find a black gem)  
take black  
n  
e  
e  
take matchbook  
drop black  
e  
e  
e  
e  
n  
n  
take jug  
s  
s  
s  
say abrayoo (the door disappeared)  
take whip  
go pyramid  
take rod  
s  
examine beam  
whip beam (I swung right over into the next room)  
s  
whip light (a pitchfork came flying out as the light disappeared)  
drop whip  
take pitchfork  
s  
go opening (into the worshipping chamber)  
climb statue  
u  
n  
pull knob (you get a clue as to what to do with the jug of wine: "maneaters can never be alcoholics")  
s  
take head  
break head (with the pitchfork - you get a blue gem)  
drop head  
n  
go gap  
d  
d (you find a yellow gem)  
drop canister  
take yellow  
shoot canister



drop pistol  
drop pitchfork  
go pit  
s  
w  
w  
n  
w  
s  
w  
s  
w  
go crevasse  
e  
drop blue  
drop yellow  
drop torch  
drop matchbook  
w  
drink water  
s  
e  
s  
e  
e  
take black  
take vine  
take glasses  
e  
e  
e  
take shovel  
take suit  
w  
w  
w  
w  
w  
s  
s  
wear suit  
drop black  
drop glasses  
drop rod  
drop shovel  
drop vine  
go ocean  
empty jug (the shark swam away)  
d  
take container  
u  
u

remove suit  
drop suit  
drop jug  
take black  
take glasses  
take rod  
take vine  
take shovel  
n  
n  
e  
fill tank  
drop container  
drop rod  
n  
w  
n  
e  
dig sand (you find a square plate)  
drop shovel  
move plate  
take blue  
take orange  
take indigo  
take matchbook  
take torch  
tie vine  
to plate  
w  
drink water  
e  
go hole  
d  
light torch  
e  
e  
e  
e  
e  
e  
e  
e  
pull lever  
w  
w  
w  
w  
w  
w  
w  
s  
s

move cobwebs (you get a scroll)  
 wear glasses  
 read scroll (it's a clue which will help in using the colored gems: "high in the clouds - after a rain -  
 when the wetness is no more; just remember the combination 721-5634")  
 go passage  
 w  
 look sarcophagus (it has seven holes on its side and an eighth hole in the lid -- an inscription above the  
 holes reads: WARBOIN. The word WARBOIN is a scrambled version of the word RAINBOW  
 in accordance with the code on the scroll, i.e., W = 7, A = 2, R = 1, B = 5, etc. Now place the gems  
 in holes of the sarcophagus in the order they appear in the rainbow color spectrum)  
 place black  
 8  
 place orange  
 2  
 place blue  
 5  
 place indigo  
 6  
 e  
 n  
 n  
 n  
 drop torch  
 u  
 u  
 take red  
 take yellow  
 take green  
 take violet  
 go hole  
 d  
 take torch  
 light torch  
 s  
 s  
 go passage  
 w  
 place red  
 1  
 place yellow  
 3  
 place green  
 4  
 place violet  
 7 (now go back to the sundial and wait there (just keep typing "N") arranging to be back here by move  
 #96, i.e., high noon -- assuming you know how to do this by now, I will continue the solution from  
 the time you arrive back here. Remember to drop the torch before going up the vine and then take  
 it and light it when you come down again. You can arrive back here a few moves early and then  
 wait (type "N") here)  
 take ark  
 e  
 n



n  
n  
drop torch  
u  
u  
w  
s  
e  
s  
e  
take rod  
go airplane  
unlock compartment  
open compartment  
take manual  
read manual  
fly plane

## CONGRATULATIONS

You have rescued the lost ark of the covenant and returned it home to its place in the British Museum of Natural History.

# NEVERENDING STORY

# NEVERENDING STORY

In this graphics-text adventure, you play the part of Atreyu, the mightiest warrior of Fantasia, the world of human fantasy. Together with Artax, your faithful steed, Falkor, a Luckdragon you befriend, and Auryn, a magical medallion that you find, you set out to rescue your world from the Nothing, the empty cloud of human despair that consumes the very fabric of the land.

This game takes only two word (verb-noun) commands although you can link two of them together with the word "and". Also, it does not accept the commonly-used verbs "TALK" and "EXAMINE". Thus, you cannot communicate with the characters you meet, e.g., Artax, Falkor, etc. or examine the objects you find. The objects in your inventory are, however, displayed on the hi-res portion of the screen. The text portion is readable with a color monitor but some words, e.g., "Auryn", are indecipherable on a monochrome monitor. Your inventory is limited to 5 items and one character. It helps somewhat to have seen the movie by the same name.

Here is the step by step solve:

## Part 1

```
ne
e
look
take auryn
sw
take stone
ne
n
n
n (Morla tells you that the only person that can help in your quest is the southern oracle)
w
sw
take cape
ne
e
se
se
e
s
sw
```



take leather (forget about the food -- you can take it if you wish and eat it to restore your energy when it  
 is sapped in the swamp area but, if you don't stay too long in that area, you don't need it)  
 ne  
 w  
 w  
 w  
 SW  
 s  
 w  
 n  
 take branch  
 s  
 e  
 n  
 ne  
 w  
 sw (back where you started the game)  
 light branch  
 ne  
 e (6 times)  
 d (the entrance is blocked by sharp thorn bushes)  
 light bush  
 d  
 smash box  
 drop stone  
 take crystal  
 take fragment (you need the leather to hold it without cutting yourself)  
 s  
 sw  
 s  
 s  
 s  
 s  
 s  
 sw  
 drop cape  
 take horn  
 blow horn (Falkor appears)  
 take falkor  
 drop horn  
 take cape  
 w  
 se  
 fly south  
 e  
 u  
 d  
 s  
 e  
 give crystal (Engywook the gnomie tells you that on rare occasions the stony eyes of the sphinxes will  
 blink and it is only then that you may just get through)  
 s  
 s  
 wait (repeat until the sphinxes' eyes blink)

s (you are teleported deep in a great forest -- along the way you lose Falkor and Aurnyn)

## Part 2

e

n

e

take glowglobe

w

n (you don't need the shiny apple -- you can take it if you want and when you get to the spider, eat it first before attacking him thus preventing him from harming you -- however, there is another way around the spider as you will see shortly)

w

take rope

ne

n

drop rope

take paper

read paper (it's a slogan: Fantasia glass is the only true glass)

drop paper

take rope

s

remove planks (underneath are some stairs)

e

drop rope

take book

read book (it explains that the only way to gain entrance to the ivory tower if it doesn't wish you to enter it is with the ancient golden key which has been lost for centuries)

drop book

take rope

e (you fall into a large pothole)

w

nw

w

w

w

tie rope

d

d

take pouch

drop pouch

take coin

d

u

e

drop fragment

drop leather

s

drop glowglobe

take knife

e

take tin

open tin

w  
n  
e  
e  
drop tin (the white powder attracts the rats)  
n  
take key  
s  
se  
sw  
d  
cut web  
drop knife  
w  
sw  
unlock cell  
drop key  
w  
drop coin (an entrance appears in the west wall)  
w  
take key  
e  
e  
e  
d  
u  
e  
take leather  
take fragment  
nw  
u  
s  
s  
s  
e  
take aurn  
take falkor (Fantasia explodes and you enter part 3)

### Part 3

(All that remains of Fantasia is the ivory tower. You must make it to the top of the tower and return Aurn to the Empress in hope that Bastian will then finally believe in Fantasia)

e  
n  
unlock door  
drop key  
e  
e  
u  
nw  
look fragment (this is a "true" UP staircase)



u  
e  
e (you see blue sapphire, egg-sized diamond, red ruby, jewelry casket--IGNORE THEM ALL!!)  
w  
se  
look fragment (this is a "true" UP staircase)  
u  
w (the viewing room -- nothing to do here)  
e  
e  
look fragment (this is a "false" UP staircase -- it actually goes down)  
e  
look fragment (this is a "false" UP staircase -- it actually goes down)  
e  
look fragment (this is a "true" UP staircase)  
u  
open door  
say please  
e  
e (Empress quarters --- end of the game)

NINE PRINCES  
IN  
AMBER

# NINE PRINCES IN AMBER

## SOLVE #1

1. (In the hospital room) Grab hypo.  
Remove casts.  
Look.  
Exchange clothes.  
Read chart.  
Leave room.
2. (On street corner) Go to Pleasantville.
3. (In front of mansion) Knock on door.
4. (In the study) Hug (or kiss) sister.  
Ask sister for help.  
Join sister.  
Shrug (she leaves the room).  
Examine desk.  
Open drawer.  
Answer telephone.  
No.  
Corwin.  
Yes.  
Take deck.  
Examine deck.  
Examine books.  
Read book.  
Replace deck (Evelyn (Flora) returns).  
Greet man.  
Offer help.  
Throw statue.  
Yes.  
Follow Random.  
Enter car.
5. (In Flora's car) Ask about situation.  
Join Bleys.  
Go ahead.
6. (In Forest of Arden) Drive.  
Exit Car.  
Jump Julian.  
Consult Random.  
Take Julian hostage.
7. (At Cliffs) Ask Julian about Eric.  
Spare Julian.  
North.



8. (Road at night) Leave road.  
Approach clearing.
9. (Deirdre tied to stake) Ask Random about Deirdre.  
Rescue Deirdre.  
Go to Amber (twice).
10. (Small clearing - ten men clad in red and black) Wait (Eric appears).  
Greet Eric.  
Propose alliance.  
Ok.  
Follow Eric.
11. (Inside your chambers in Amber) Ally with Random.  
Confess amnesia.  
Ask for help.  
Take hand.
12. (Underwater with Deirdre) Down.
13. (Fiery pattern glowing greenly through the water) Ask Deirdre about the pattern.  
Walk the pattern.  
Now you must play the pattern game. After you successfully complete it, then: Think Amber.
14. (Library of Royal Palace of Amber) Examine case.  
Examine clothes.  
Examine clasp.  
Pick lock with clasp.  
Contact Bleys.  
Corwin.  
Propose alliance.  
No.  
Kill Eric.  
Take hand.  
Ask Bleys. (Eric strolls into library).  
Fence Eric.  
Drop sword.  
Open door.
15. (Dungeons beneath Amber). Open door.  
Run.  
Contact Deirdre.
16. (In royally-appointed chamber in Rebma) Confess.  
Contact Brand.  
Yes.  
Go to Brand.

17. (Tower where Brand is imprisoned) Examine serpent.  
Attack serpent.  
Attack eyes.  
Enter tower.  
Kill guard.  
Break chains.  
Take Brand.  
Run.
18. (Near Peculiar Black Road) Examine road.  
Go to Amber.
19. (Benedict on Horse) Greet Benedict.  
Lie.
20. (In tent in armed camp) Examine Brand.  
Talk to Brand.  
No.  
Accept contact (Fiona enters).  
Yes.  
Ally with Fiona.  
Ask who (Benedict enters tent).  
Ok.
21. (Family meeting) Greet family.  
No.  
Tell about Brand.  
Tell about tower.  
Accuse Bleys.  
Take charge.

## NINE PRINCES IN AMBER

### SOLVE #2

1. (In the hospital room) Grab hypo.  
Remove casts.  
Look.  
Exchange clothes.  
Read chart.  
Leave room.
2. (On street corner) Go to Pleasantville.
3. (In front of mansion) Knock on door.
4. (In the study) Hug (or kiss) sister.  
Ask sister for help.  
Join sister.  
Shrug (she leaves the room).  
Examine desk.  
Open drawer.  
Answer telephone.  
No.  
Corwin.  
Yes.  
Take deck.  
Examine deck.  
Examine books.  
Read book.  
Replace deck (Evelyn (Flora) returns).  
Greet man.  
Offer help.  
Throw statue.  
Yes.  
Follow Random.  
Enter car.
5. (In Flora's car) Ask about situation.  
Join Bleys.  
Go ahead.
6. (In Forest of Arden) Drive.  
Exit Car.  
Jump Julian.  
Consult Random.  
Take Julian hostage.
7. (At Cliffs) Ask Julian about Eric.  
Spare Julian.  
North.



8. (Road at night) Leave road.  
Approach clearing.
9. (Deirdre tied to stake) Ask Random about Deirdre.  
Rescue Deirdre.  
Go to Amber (twice).
10. (Small clearing - ten men clad in red and black) Wait (Eric appears).  
Greet Eric.  
Propose alliance.  
Ok.  
Follow Eric.
11. (Inside your chambers in Amber) Ally with Random.  
Confess amnesia.  
Ask for help.  
Take hand.
12. (Underwater with Deirdre) Down.
13. (Fiery pattern glowing greenly through the water) Ask Deirdre about the pattern.  
Walk the pattern.  
Now you must play the pattern game. After you successfully complete it, then: Think Amber.
14. (Library of Royal Palace of Amber) Examine case.  
Examine clothes.  
Examine clasp.  
Pick lock with clasp.  
Contact Random.  
Corwin.  
No.  
Ok.  
Take hand.  
Talk to Random.  
Fence Eric.  
Sneer.  
Attack smith.
15. (Blind in cell) Wait (keep repeating... you will see a glimmer of light, outlines of objects, a room with an oak door, etc. finally someone will whisper your name).  
Yes (Rein enters).  
Take food and water.  
Examine bundle.  
Ask Rein for help.  
Ask Rein about Amber.  
Ask Rein about Random.  
Light cigarette and then Wait (repeat until Dworkin appears).  
Talk to Dworkin.  
Light match (twice).

16. (Dworkin's study) Examine painting.

Flatter Dworkin.

Ask about Amber.

Ask about pattern.

Take talisman.

Go to Cabra.

17. (Lighthouse) Go to lighthouse.

Enter lighthouse.

Talk to Jopin.

Yes.

Go to desert.

18. (Red sand desert) Wait.

Show talisman.

Take sand.

Go to Earth.

19. (Back on the shadow Earth) Go to guns.

Go to troops.

Go to Amber.

20. (Battlefield) Attack chaos.

Go to Eric.

# OO-TOPOS



## OO-TOPOS (New Version)

This is a redo of the all text version of this game originally issued by Sentient software into a graphics/text adventure. The size of the game is greatly reduced from the original 142 rooms and the method of solution is quite different. Aside from the theme, it is virtually a new adventure.

The following is a complete (step-by-step) solve for it:

take bottle and food  
break lock (3 times)  
open door  
w  
n  
push red  
push green  
take laser and goggles  
e  
shoot laser at guard  
n  
n  
n  
e  
n  
u  
take light-rod  
d  
e  
look mirror  
look 4-d mirror  
turn on light-rod  
n  
look screen (you see a room filled with bright light)  
push blue (you see a strange frozen room)  
push red (the chest opened! - if you PUSH RED again, the chest will close)  
push blue (you see the pirate fleet as it travels through space - if you PUSH RED, you will send them a recall message)  
push blue (you see a strange domed room)  
push blue (you see a tractor beam controller pointing out into space)  
push red (the beam shuts off)  
take card  
s  
turn off light-rod  
look 4-d mirror  
s  
wear goggles  
e

take sphere  
 look sphere  
 w  
 w  
 remove goggles  
 w  
 w  
 turn on light-rod  
 w  
 take crystal  
 look crystal  
 look projector  
 put crystal in projector  
 push button (an image of a slim woman appears - you hear a voice saying "Help me Obi Wan Kenobi"  
 [shades of "Star Wars"])  
 open door  
 n  
 take book  
 look book  
 s  
 e  
 turn off light-rod  
 e  
 s  
 s  
 s  
 w  
 s  
 turn on light-rod  
 s (in biology lab)  
 take flask and box  
 open box  
 n  
 turn off light-rod  
 n  
 w  
 look game  
 look screen  
 pull lever  
 take block  
 look block (it's a bar of Vegan silver)  
 turn on light-rod  
 w (in chem lab)  
 look sink  
 fill flask (with acid)  
 e  
 turn off light-rod  
 e  
 s  
 w  
 throw flask  
 shoot laser at scanner  
 take translator

e  
 n  
 e  
 turn on light-rod  
 s  
 read writing (it says "Taka Ele Leva")  
 say taka ele leva  
 n  
 turn off light-rod  
 n  
 n  
 n  
 n (strange floor maze)  
 n  
 w  
 exit (solarium)  
 take snarl  
 drop food and silver and sphere and book and goggles and bottle and card  
 s (strange floor maze)  
 e  
 n  
 n  
 exit (top of medical amphitheater)  
 n (in the presence of the Grix)  
 release snarl  
 drop box  
 take converter  
 s  
 s (strange floor maze)  
 e  
 e  
 exit (corridor intersection)  
 w  
 look writing (it reads "Battle of Androli Kalaptus")  
 e  
 e (main gravtube room)  
 look gravtube  
 push button (surprise! - it's the power button)  
 enter gravtube  
 push red (twice)  
 n (garbage disposal)  
 push button (this lets the gas dissipate)  
 look inside garbage  
 take suit and helmet and gloves  
 s  
 push blue (twice)  
 exit  
 wear suit and helmet and gloves  
 e  
 put converter in beam  
 take navchip  
 take converter  
 w



w  
n (in strange floor maze)  
n  
w  
exit (solarium)  
drop navchip and converter  
open airlock  
e (on roof)  
take ring  
read sign  
n  
yes (in a lush shifting jungle - actually it's a bit of a maze)  
s  
n  
e  
take reed  
look reed  
w  
w (you see a Huja)  
play reed  
take gyro  
e  
look robot  
n (you can't -- the sea is a form of hot molten mineral)  
throw reed in sea (being a collector robot, it goes in after the box and dissolves in the molten mineral)  
take shield  
look shield  
e  
shoot laser at crab  
take shell  
look shell  
e  
n  
s  
turn on light rod  
go opening  
take cube  
look cube  
exit  
turn off light rod  
u  
take jewel  
look jewel  
d  
n  
e  
look flower  
touch flower  
take emerald  
look emerald  
w  
n  
n

w (at computer console)  
 drop shell and jewel and gyro and ring and laser and cube and emerald (now go back to the room where  
 the saying "taka ele leva" was written on the pillar)  
 e  
 open air lock  
 s  
 s  
 w  
 w  
 w  
 s  
 s  
 enter gravcar  
 look gravcar  
 push up  
 turn on light rod  
 push up  
 turn off light rod  
 exit  
 e  
 e  
 turn on light rod  
 s  
 taka (you are teleported to a solid steel wall)  
 e  
 e  
 take purifier and cylinder  
 w  
 d  
 s  
 take vial  
 n  
 u  
 w  
 leva (you are teleported back to the narrow room)  
 n  
 drop purifier and cylinder  
 s  
 taka  
 e  
 d  
 n  
 take recirculator  
 s  
 u  
 w  
 leva  
 n  
 turn off light rod  
 drop light rod and translator and shield  
 take purifier (unfortunately, you can't also carry the cylinder because of inventory limitations..... you  
 will have to come back for it along with the other things you left at the solarium)  
 w

w  
n  
enter gravcar  
push down (twice)  
n  
n  
n  
e  
n  
n  
w (at computer console)  
drop vial and recirculator and purifier  
e  
s  
s  
w  
w  
w  
s  
s  
enter gravcar  
push up (twice)  
s  
e  
e  
take light rod and cylinder and shield and translator  
n  
n  
n  
n (strange floor maze)  
n  
w  
exit (solarium)  
take book and navchip and silver and sphere  
s  
e  
exit  
s  
s  
s  
w  
w  
n  
enter gravcar  
push down (twice)  
n  
n  
n  
e  
n  
n  
w (at computer console)  
drop book and navchip and silver and sphere



drop light rod and cylinder and shield and translator  
(now go back to the solarium (you should know your way by now), get the rest of your inventory items,  
bring them back and drop them here – the computer asks for your Mission Code:)  
TSE957X (the computer will now talk to you and give you the ship's status)  
take navchip and gyro  
w  
put navchip in control panel  
put gyro in control panel  
e  
take light rod and recirculator and shield  
n  
put light rod in life support  
put recirculator in life support  
e  
put shield in starboard engine  
s  
w  
w  
take cylinder and purifier and converter and card  
e  
e  
put cylinder in port engine  
put purifier in port engine  
put converter in port engine  
w  
w  
put card in computer (all systems should now be "go" - you can check this by typing STATUS)  
value ring  
value shell  
value silver  
value jewel  
value sphere  
value emerald  
value cube (this should give you 527 frods... more than the 497.9 needed to buy fuel on Mealy Sukas)  
e  
close airlock  
w  
w (you take off and complete your mission to Labport 5V)

**CONGRATULATIONS**

# RAMBO

## RAMBO: FIRST BLOOD PART II

In this game you will die quite often; so save the game (even though this is painstakingly slow) whenever there is a chance of danger. There is a chopper after you continuously. You must stay close to a location where you can take cover (such as under a tree) or are naturally hidden from view (as in bushes). Even though the Rambo of the movies is invincible, the Rambo of this game is not!

inv (you are holding nothing and wearing the parachute, machine gun, knife, camera, bow, and pouch)

carefully examine the log (it is hollow)

carefully examine the camera (it's shutter and back are jammed from the fall)

carefully examine the gun (it is an AK-47 Soviet assault weapon)

carefully examine the magazine (it holds six bullets)

take the parachute

hide the parachute in the log

take cover (you hear the whomp-whomp of an approaching chopper)

wait (a huge Vietnamese gunship roars by overhead but doesn't spot you)

survey the terrain (you see a path to the north and a dark forest to the west)

w

take cover (under the tree)

survey the terrain (you spot the movements of a sniper in the bushes)

take the machine gun

shoot the sniper with the gun (rat-tat-tat --- you got him)

wear the gun

survey the terrain (there is no trace of the sniper)

n

survey the terrain (you see a Claymore mine bulging from the trunk of a teak tree to the north)

carefully examine the mine (it is filled with small steel balls in an explosive bed)

take the bow

shoot the bow at the mine (you detonate it)

wear the bow

n

n (at the Buddha temple)

lone wolf (Co Boa emerges from within the shadows and tells you to follow her to the enemy camp... she leaves to the west into the jungle)

w (you must type this immediately after you see the prompt ... else you will die at the hands of pirates when you go west....if you try to type FOLLOW CO, the game will respond with "Co is not here" and you will have blown it)

carefully examine kinh (a dirty canteen hangs from his belt)

take the camera

kinh, trade the camera for the canteen (he calls you a filthy American wimp but makes the trade)

ask kinh about the junk (he tells you it's his and it's the best on the river)

wait (once or twice ... until Kinh says it's time to go)

carefully examine the canteen (a little water sloshes in it)

wear the canteen

w (you and Co board the junk)

n (the junk moves upstream... you hear the muted whomp-whomp of the chopper)

take cover



n (you proceed further upstream.. again you hear the chopper)  
 wait (the junk comes to a stop ... you and Co jump out and wade to shore.... Kinh takes his junk back  
 downstream telling you that your money was only good enough for one way)  
 w  
 carefully examine the branch (it's ten feet long and two feet in diameter)  
 take the branch  
 (at this point you can go EAST back to sandbar and then NORTH to the boulders, PUT THE BRANCH  
 ACROSS THE PIT, and then go NORTH across it into the camp....or, instead proceed as follows in  
 which case you don't need the branch at all)  
 give the branch to co  
 w (at the swamp... if you come here without Co, you will need the salt in your pouch to kill the  
 leeches... otherwise, the salt serves no purpose in the game.....you hear the chopper)  
 take cover (the surroundings of the swamp provide natural cover)  
 n (at the grass field)  
 n  
 survey the terrain (you see that the barbed wire fence has trip wires)  
 carefully examine the bones (they belong to Americans)  
 take the knife  
 cut the fence with the knife  
 give the knife to co  
 co, give me some food (she gives you the rice)  
 eat the food (you gain strength)  
 co, stay here  
 n (you are hit over the head and knocked out... when you awake you find yourself strapped to a bed  
 with rusty bedsprings... through a small window in the western wall you see the starved remnant  
 of a man tied to a cross....looking over you is Podovsk, a member of the KGB ... he asks what you  
 are doing here....)  
 lone wolf (he throws a switch sending waves of electricity through you...again he asks what you are  
 doing here...remembering Trautman's words you continue not to cooperate with the enemy..he  
 throws the switch again)  
 lone wolf (he walks over to a bank of communications equipment and threatens Trautman that you will  
 not come back... again he throws the switch)  
 lone wolf (Tay approaches you with a knife.. Podovsk sends him away and again asks what you are  
 doing here)  
 lone wolf (Sgt. Tay draws first blood by cutting the other American prisoner's flesh with a knife....you  
 break loose with the little strength you have left....Co breaks into the officers' quarters and  
 rifles Podovsk's equipment... Podovsk dives out the door)  
 survey the terrain (you see much of your inventory)  
 take the bow  
 take the gun  
 n  
 w (a guard points a rifle at you)  
 shoot the guard with the bow (save your bullets)  
 wear the bow  
 co, give me the knife  
 s (the POW hangs from the cross - Sgt. Tay is here holding a knife to your throat)  
 kill tay with the knife (a guard appears with a gun)  
 shoot the guard with the gun  
 survey the terrain (you see the prisoner, Lt. Banks, strapped to a Y-shaped bamboo cross with leather  
 thongs)  
 cut the thongs with the knife (Banks is free - a guard appears blocking your way)  
 wear the knife  
 take the canteen (a guard appears with a gun)

shoot the guard with the gun  
give the water to banks  
wear the canteen  
take the bow  
banks, come with me (a guard appears)  
shoot the guard with the bow  
n  
e (back at the compound - a guard appears)  
shoot the guard with the bow  
e  
s  
shoot the tower with the gun (this takes care of the guard up there)  
shoot podovsk with the gun  
u (the body of Podovsk lies before you)  
d  
n  
n  
w  
w  
fly the helicopter  
u  
e (you are flying over the rice paddies)  
survey the terrain (in the hedgerow you see someone guarding the POW's)  
fire rocket at hedgerow (you hit it sending it into an orange ball of flame)  
land helicopter  
get out  
prisoners, come with me  
get in  
u  
w  
w (you fly to Wolf Den....there you see your commanding officer Trautman holding a gun to Murdock's head. You realize what is going on and that the odds were stacked against you from the beginning.... Nevertheless, there is some loyalty left and Trautman smiles proudly as you descend in the helicopter. The crowd salutes Banks and the other prisoners, and Co acknowledges you as a real American hero....

**YOU HAVE WON THE GAME!!!**



# SPELLBREAKER



## SPELLBREAKER

The object of this game is to recover 13 cubes each of which is white and featureless except for the last one you obtain. Casting a particular spell on each of these cubes teleports you to different rooms in the game. Thus, it is important to tell them apart. To do this, you must put the cube in a gold box that you will find early in the game. The box will then become ornamented with an animal which is different for each cube placed in the box thus allowing you to distinguish among them. Listed at the end of the solve, in order of appearance, are the animals associated with the various cubes and the rooms to which you are teleported when casting the appropriate spell on them.

It is not always necessary to put a given cube in the gold box before taking action on it. For example when you perform a particular command involving a cube such as: get the cube, put the cube in the zipper, blorple the cube, etc., the game always assumes that you mean the cube that last entered your inventory or that you last addressed in another command.

In proceeding though this solve, it is important to point out that many times the process of learning a particular spell and casting it appropriately may not result in the correct action taking place the first time. When this happens, just repeat the procedure one or two times more and it is sure to work. And now the complete step-by-step solve.

inventory (you are carrying: a spell book, magic burin, knife)

examine the burin

read the book (you learn the meaning of the lesoch, yomin, rezrov, frotz, gnusto, malyon, and jindak spells)

wait

s

get the bread and fish

s

learn lesoch

lesoch

get the cube

(score = 25/600)

learn blorple then blorple the cube

(score = 40/600)

frotz the knife (you are in the Packed Earth room)

e

s  
 get the zipper  
 (score = 50/600)  
 open the zipper  
 enter the zipper  
 look around (you discover that the zipper contains a flimsy scroll)  
 exit the zipper  
 learn blorple then blorple the cube (back to the Packed Earth room)  
 d  
 d (you get the cube back)  
 wait (repeat about 6 times until the Roc bird takes you to its nest)  
 get the stained scroll  
 (score = 60/600)  
 read the stained scroll (it tells about the caskly spell)  
 gnusto caskly (the scroll vanishes after the spell is written in your book)  
 learn blorple then blorple the cube (back to the Packed Earth room)  
 s (you get back the cube)  
 get the dirty scroll  
 (score = 70/600)  
 read the dirty scroll (it tells about the throck spell)  
 gnusto throck (the scroll vanishes after the spell is written in your book)  
 get the flimsy scroll  
 (score = 80/600)  
 read the flimsy scroll (it tells about the girgol spell)  
 u  
 wait (repeat until huge rocks and boulders are tumbling down and you will die if you don't do something soon)  
 girgol (the flimsy scroll vanishes and the rocks are no longer falling)  
 u  
 u  
 u  
 u  
 get the gold coin  
 w  
 learn caskly then caskly the hut (the stone hut begins to melt; then the stones start flowing back in place)  
 get the cube (your inventory should now show 2 cubes)  
 (score = 105/600)  
 learn blorple then blorple the cube (the one you just found -- you wind up in the Soft Room)  
 s (you get back the cube you lost)  
 put the cube and the gold coin in the zipper  
 get the weed (twice)  
 learn blorple then blorple the cube (back to the Packed Earth room)  
 put the burin and the bread in the zipper  
 w (you get back the cube)  
 n  
 plant the weed  
 learn throck then throck the weed (it grows to a spectacular size ragweed -- the ogre starts sneezing)  
 d (in the ogre lair)  
 get the dusty scroll and the gold box  
 (score = 125/600)  
 u  
 s



read the dusty scroll (it tells about the espnis spell)  
 gnusto espnis  
 look at the box (it's ornamented with dolphins and cryptic symbols)  
 open the box  
 get the cube (your inventory should show 3 cubes)  
 (score = 150/600)  
 learn blorple then blorple the cube (you wind up in the Water room)  
 learn espnis then espnis myself (you get some needed sleep)  
 learn blorple  
 put all in the zipper except the fish and the knife  
 close the zipper  
 s (you get back the cube but lose it in the fall)  
 drop the fish  
 get the cube  
 get the bottle  
 blorple the cube (you wind up back in the Water room)  
 n  
 open the zipper  
 get the spell book  
 get the cube from the zipper  
 learn blorple then blorple the cube (you wind up back in the Packed Earth room)  
 open the bottle  
 look inside the bottle  
 get the damp scroll  
 (score = 160/600)  
 read the damp scroll (you learn about the liskon spell)  
 gnusto liskon  
 learn liskon  
 e (you get back the cube)  
 n  
 liskon the serpent  
 n  
 n  
 learn malyon  
 learn espnis  
 malyon the idol  
 wait (the idol is looking around the room searching for you!)  
 espnis the idol  
 wait (repeat until it turns back into basalt)  
 climb the idol  
 look in the idol's mouth  
 get the cube  
 (score = 185/600)  
 learn blorple then blorple the cube (you wind up in the Air Room)  
 n (you get back the cube)  
 get the white scroll  
 (score = 195/600)  
 read the white scroll (you learn about the tinsot spell)  
 gnusto tinsot  
 learn blorple then blorple the cube (you are back in the Air Room)  
 w  
 e (in the emporium)  
 buy the blue carpet from the merchant



offer 300 zorkmids to the merchant  
 offer 400 zorkmids to the merchant  
 offer 500 zorkmids to the merchant  
 inventory (note that he tricked you and gave you the scruffy red carpet)  
 drop the red carpet  
 get the blue carpet from the merchant (grudgingly, he gives it to you)  
 (score = 205/600)  
 w  
 get the gold box  
 put the cube in the box (if it's not the cube that decorates the box with dolphins, then repeat the  
     following sequence until it is: get the cube from the box, put the cube in the zipper (the one you just  
     took out of the box), put the cube in the box)  
 get the cube from the box  
 learn blorple then blorple the cube (you wind up back at the Water Room)  
 n (you get back the cube)  
 learn tinsot (repeat about 3 or 4 times)  
 put all in the zipper except the knife  
 close the zipper  
 tinsot the outflow pipe (twice)  
 wait (repeat until the oubliette is full of water)  
 rezrov the trap door  
 tinsot the water  
 get on the ice floe  
 u  
 get the cube  
 (score = 230/600)  
 e  
 n  
 rezrov the cabinet  
 get the moldy book  
 (score = 240/600)  
 read the moldy book (the spells are not legible)  
 open the zipper  
 get the spell book  
 learn caskly then caskly the moldy book  
 (score = 255/600)  
 read the moldy book (one spell is readable: the snavig spell)  
 gnusto snavig  
 s  
 w  
 u  
 drop the carpet  
 sit on the carpet  
 u  
 w (repeat until you are over the bird's nest)  
 d  
 get off the carpet  
 get all  
 (score = 280/600)  
 learn blorple then blorple the cube (you wind up in the String Room)  
 s

show the cube to belboz (he then asks you a question (different each time the disk is booted) whose answer is in the Double Fanucci Clue Cards -- correctly answer his question and he gives you a wrought iron key)

(score = 305/600)

get the gold box

get the cube from the zipper

put the cube in the box (it should be the one that decorates the box with dolphins. If not, keep trying as before)

learn blorple then blorple the cube (you wind up back in the Water Room)

learn blorple

learn snavig

put all in the zipper except the knife

close the zipper

s (you back get the cube but lose it in the fall)

get the cube

snavig the grouper

d

wait (repeat until you become yourself again)

get all

(score = 330/600)

u

blorple the cube (you wind up in the Light Room)

w

wait (until a fragment of molten lava appears)

open the zipper

get the spell book

learn tinsot then tinsot the fragment (it's now cool enough to touch)

get the fragment

learn espnis then espnis myself

put the cube in the zipper

get the gold box

put the cube in the box (again you want the dolphin cube -- if not keep searching)

get the cube from the box

learn blorple then blorple the cube (you wind up back in the Water Room)

n (you get back the cube)

learn blorple

learn liskon

put all in the zipper except the knife

close the zipper

liskon myself

enter the outflow pipe

w

get the cube

(score = 355/600)

w

u

blorple the cube (you wind up in the Changing Room)

n (you get back the cube)

get the rose

(score = 365/600)

look at the rose

open the zipper

get the spell book



learn blorple then blorple the cube (you wind up back in the Changing Room)  
 w (you get back the cube)  
 put the rose in the carving  
 get the rose  
 n  
 touch the rose to the west rune  
 w  
 touch the rose to the northeast rune  
 ne  
 touch the rose to the northwest rune  
 nw  
 rezrov the alabaster  
 w  
 get the cube  
 (score = 390/600)  
 learn blorple then blorple the cube (you wind up in No Place)  
 s (you get back the cube)  
 climb the green eyed rock (it asks for food)  
 give the fragment to the rock  
 climb the rock (now you must chase and catch up with the brown eyed rock -- This is a cat and mouse  
 game and the sequence to win is not unique - it changes each time you play the game. Here is one  
 example of how to do it based upon a particular set of responses)  
 rock, go s (the brown eyed rock is to the northeast and heading north)  
 rock, go n (the brown eyed rock is to the northeast and heading west)  
 rock, go n (the brown eyed rock is to the east and heading south)  
 rock, go sw (the brown eyed rock is to the east and heading south)  
 rock, go s (the brown eyed rock is to the east and heading south)  
 rock, go e (the brown eyed rock is to the southeast and heading east)  
 rock, go e (the brown eyed rock is to the southeast and heading west -- now you can "head it off at the  
 pass")  
 rock, go s (you caught up with it and it is mesmerized by the green eyed rock)  
 climb the brown eyed rock  
 get the cube  
 (score = 415/600)  
 learn blorple then blorple the cube (you wind up in the Dark Room)  
 d (you get back the cube)  
 learn snavig  
 learn blorple  
 put all in the zipper  
 close the zipper  
 d  
 snavig the grue  
 enter the pool  
 climb the pillar  
 get the cube  
 (score = 440/600)  
 wait (until you become yourself again)  
 blorple the cube (you wind up in the Fire Room)  
 open the zipper  
 get the cube  
 get the box  
 put the cube in the box (it should ornament the box with butterflies)  
 n (you get back the salamander cube)



get the cube from the box  
 look at the outcropping  
 throw the box at the outcropping  
 get the spell book  
 learn blorple then blorple the cube (you wind up back in the Changing Room)  
 e  
 get all (this consists of the gold box and a cube which will ornament the box with unicorns)  
 (score = 465/600)  
 get the cube from the zipper  
 put the cube in the box (it should ornament the box with owls)  
 get the cube from the box  
 learn blorple then blorple the cube (you wind up back in No Place)  
 e (you get back the cube)  
 learn jindak (repeat about 4 more times)  
 learn blorple  
 put all in the zipper  
 rezrov the door (save the game here since the circumstances that occur in in the next room you enter  
 change each time you play the game)  
 n (you must now determine which of the 12 cubes (6 in each pile) glows brighter than the rest. The  
 following systematic trial and error procedure is probably the easiest. First, "get x1 and x7 then  
 jindak". If both piles seem to glow with identical brightness, you are lucky since your job is  
 almost over. The correct cube must be either x1 or x7. Just, "put x1 in first pile then put x7 in second  
 pile". Then, "jindak" and note which pile glows more brightly. Get the cube (x1 or x7)  
 corresponding to the brighter pile. Then, blorple that cube and you will wind up in the Sand  
 Room. Assuming you were not that fortunate on the first try, note which pile glowed brighter  
 after your first "jindak". Now you know for sure which pile the correct cube is in. Next, "get x2  
 and x8". Then, "jindak". If you get identically glowing piles, you can now decide that x2 or x8 is  
 the correct cube depending on which pile you previously determined to contain the correct one. If  
 the piles still glow with unequal brightness, continue along in this fashion until you wind up  
 with 2 piles that glow with equal brightness. Finally, when you get the correct cube, blorple it  
 and, as mentioned above, you will wind up in the Sand Room. One minor irritation happens to  
 you while you are going through this procedure. After about 3 or 4 tries, guards will detect your  
 presence, break down the iron door to the north, and come in and kill you. That's why you saved  
 the game before entering this room. Just restore the game and try again.)  
 blorple xN (where "N" is the integer of the cube you just found - you wind  
 up in the Sand Room)  
 (score = 490/600)  
 d  
 unlock the cabinet with the key  
 open the cabinet  
 get the vellum scroll  
 (score = 500/600)  
 read the vellum scroll (it's blank)  
 get the spell book  
 learn espnis then espnis myself (this is the last time you will have a chance to regain your strength)  
 learn blorple (repeat about 5 or 6 more times)  
 put the book in the cabinet  
 close the cabinet then lock the cabinet with the key  
 rezrov the door  
 blorple xN  
 (score = 525/600)  
 get the box from the zipper  
 get the cube from the zipper

put the cube in the box (if it's not the unicorn cube then: get the cube from the box then drop the cube.

Continue to search in the zipper until you find the unicorn cube. Then, put it in the box)

close the box

get all (the cubes you dropped)

put the cube in the zipper (repeat as many times as necessary until all the cubes (except the one in the box) are in the zipper)

get the burin

u (you get the xN cube back)

put xN in the zipper

open the sack

get the flimsy scroll

read the flimsy scroll (this is the same one you had earlier that had the girgol spell written on it)

write girgol on the vellum scroll

get the sack

empty the zipper into the sack

put the flimsy scroll in the zipper then close the zipper

drop the zipper then get the box from the sack

open the box then get the cube from the box

blorple the cube (you wind up in the Magic Room)

(score = 550/600)

e (you get back the unicorn cube)

wait

hold the cube

wait (repeat (about 7 times) until the shadowy figure prepares to jump into the hypercube)

girgol

get the cube from the hypercube

put the sack in the hypercube

(score = 600/600)

**CONGRATULATIONS** -- you've destroyed the shadowy figure -- you find yourself back in Belwit Square with all the Guildmasters and even Belboz crowding around you. The age of magic is ended and a new age begins.

#### Animal

#### Room

Mole

Packed Earth

Rabbits

Soft Room

Dolphins

Water Room

Eagles

Air Room

Worms

Boneyard (place of death)

Spiders

String Room

Fireflies

Light Room

Butterflies

Changing Room

Owls

No Place

Grues

Dark Room

Salamanders

Fire Room

Unicorns

Magic Room

Turtles

Sand Room



*TASS TIMES*  
*IN*  
*TONETOWN*



## TASS TIMES IN TONETOWN

Gramps has disappeared into another dimension, and all that's left behind is a cryptic message and a receipt for an anchovy and pepperoni pizza. Accompanied by your doggy-guide, Ennio, you travel through Tonetown in search of Gramps while at the same time keeping up to speed on the latest tass-happenings in this outer parasphere. In pursuing your mission, it is important to keep up your mental and physical health. Jumpsuits, hooplets, and die cuts obtained from Chaz, the keeper of the clothing boutique, are helpful in this regard as well as globurgers (tass hamburgers) obtained at Fast Freddie's. Furthermore, you must avoid the villain, Franklin Snarl, who is thought to be linked with Gramps' disappearance. In short, only the "totally tass" will succeed in Tonetown.

What appears below is a step-by-step solve for the game. Each line represents a command to be typed or entered from the on-screen commands with a joystick. The expressions in parentheses are not to be typed but are included solely to help the player along.

s  
look jar  
get key  
n  
w  
unlock door  
look fishbowl  
get picks  
get book  
read book  
e  
throw switch  
enter hoop (you enter Tonetown)  
n  
enter trench (you see a jar -- leave it there for now)  
s  
e  
insert pick (Top tune is "Tass" by the Daglets)  
insert pick (Best pick is Troppowear from Down Under)  
insert pick (Dyecuts are tone)  
insert pick (Warm up with a fizzie at Fast Freddie's)  
e  
look dyeorama

buy foil (for 10 picks)  
 e  
 look clothes  
 buy jumpsuit (for 5 picks)  
 buy hooplet (for 2 picks)  
 wear jumpsuit  
 wear hooplet (now you look Tone)  
 w  
 w  
 s  
 insert pick (you get a newspaper)  
 read article 1 (Snarl linked with mysterious disappearance)  
 read article 2 (Boom feared! Franklin Snarl purchases choice in-town sites for the project of Snarl  
     Construction Crop. "Location, location, location!. That's everything in real estate.", Franklin  
     Snarl was quoted saying)  
 read article 3 (Pets or pests? The furor over the blobpets rages as many citizens find themselves rugless.  
     "It burns me up," says HESSIE LOCH, recent blobpet purchaser. "They're cute but tough to  
     housebreak!")  
 read article 4 (The search is on! Tonetown travellers disappear in the vicinity of the Wetlands. Search  
     party feared lost, too.)  
 read article 5 (LOST NEAR NATURE TRAIL: Debossed metal card. Reward offered by F. Snarl)  
 s  
 talk nuyu (he tells you to go print a press pass at a free terminal. He also gives you a camera for your  
     assignment of taking a close up picture of the Daglets)  
 get camera  
 e  
 turn on printer  
 turn on terminal  
 type "the legend"  
 yes  
 get pass  
 drop key and paper  
 w  
 n  
 n  
 n  
 n  
 n (concert in the park)  
 show pass to stelgad (he lets you in to see the Daglets)  
 take picture  
 look picture  
 get zagtone  
 talk daglets  
 wait (3 times -- Stelgad puts you out)  
 drop press  
 drop camera  
 s  
 s  
 s  
 s  
 s  
 s  
 show picture (Nuyu tells you that Gramps is in deep water with Snarl. He's being held in the tower. Be  
     sure and "sic" Ennio on Snarl.)

n  
 n  
 n  
 w  
 get jar  
 e  
 e  
 get mitts  
 wear mitts  
 w  
 n  
 n  
 e  
 n  
 n  
 e  
 n  
 get devil (you put it in the jar)  
 n  
 n  
 w  
 w  
 get mushroom  
 throw mushroom at eye (creature)  
 drop book  
 drop jar  
 s  
 s  
 s  
 s  
 e  
 s  
 w  
 s  
 e (party store)  
 buy mask (black or gold)  
 get black  
 wear black  
 w  
 w (Snarl's pet shop)  
 wait (repeat until Snarl arrives)  
 buy blobo (for 5 picks)  
 look sign ("Sonic Lock Alarm")  
 e  
 s  
 e  
 look sign (it's the restaurant menu)  
 order burger  
 get burger (it's a Globurger)  
 w  
 n  
 n



w (If Ennio says "I smell Snarlmeat!", implying Snarl is in the well, then repeatedly go North and South  
(or East and West) until Ennio doesn't say this any more)

d  
w  
w  
n  
n  
n

u (you surface on Snarl's estate)

n  
e

unlock gate

drop black (mask)

open gate (you slip through the brick wall and wind up by the wooden fence and the eye creatures)

s  
s

w  
w  
s

s (Blobo digs a hole in the patch of sand and finds a card)

get card (it's a debossed metal card)

e  
e  
e  
n  
e  
n  
e  
e  
e  
e  
n

n (Ennui estates with a boat landing)

enter boat

w  
s  
w  
n  
n  
w

insert card

press button 5

e (you see Gramps chained up)

hit cuffs with zagtone

w  
press button 1

e  
s  
enter boat

s  
w  
w  
w

get book  
get jar  
open gate  
w  
w  
w  
n (Snarl's lab)  
sic ennio  
give book to gramps  
open jar  
throw snarl through hoop (that ends the game)

# THE MIST



## THE MIST

In this game, you encounter several insects (e.g., dragonfly, spider, bug) each of which can be killed providing you are holding the proper item in your inventory. Some of these insects occur at fixed locations in the game, while others occur at random locations. In writing the solution, I will kill each insect as I encountered it in playing the game. I will also list the commands for killing each insect at the end of the solve. This way you can apply these commands whenever you yourself encounter the insect. Although I cannot guarantee this, the order of the solution is such that you should have the proper item in your inventory at that time.

You will also encounter at various locations in the Federal Foods store human characters (e.g., Ollie, Mrs. Carmody, Mrs. Reppler) who you can talk to and ask questions of. Again since these characters can occur randomly throughout the store, I will include any necessary conversation with them directly in the solve at the locations where I encountered them in playing the game. Also, I will tabulate this necessary conversation at the end of the solve so that you as the player can integrate it into the game at the locations where you yourself meet these characters.

You can only carry a limited number of items in your inventory; so you must be efficient.

e (in the bakery)

carefully examine the salt box

take the salt box

open the salt box

take the salt out of the box

drop salt box

s (in the meat section)

e

open locker door

e

carefully examine the dead soldiers (they are hanging on separate meat hooks -- insignias read CAPT.

JONES and SGT. DANIELS -- each wears a patch which says: ARROWHEAD PROJECT)

w

w (in the beverage section)

s (in the household goods)

n

n

w

open the office door (Ollie Weeks will usually appear; otherwise go west into the manager's office and you will find him)

ollie, calm down

ollie, do you have anything to help me? (he has a pistol)

ollie, give me the gun

carefully examine the gun (it's a 45 calibre Colt model 1911A1)

e

n (in the supermarket lot – usually you encounter the bug here)

kill bug with salt (this kills it)

w (bugblasters store - you will encounter the spider here)

take raid

spray raid on spider (this kills it)

take sprayer

examine sprayer (it is filled with insecticide - gypsy moth spray)

e

n

e (the bird has appeared)

shoot the bird with the pistol (this kills it)

look (the bird has dropped a key he was carrying in his slimy mouth)

drop the raid

take the key

carefully examine the key (it's labeled, "front door")

s

e (the door is locked)

unlock the door with the key

open the door

e (in the hardware store - Mr. Reppler lies dead on the floor)

drop the salt

drop the key

take the shovel

carefully examine the shovel

take the old clip

carefully examine the old clip (it holds three 45 calibre bullets)

carefully examine the broom

w

s

w (westport road -- cinema marquee spells out: T E D E D Z N E -- (THE DEAD ZONE with some letters missing))

w (at the intersection - the dragonfly is here)

shoot the dragonfly with the pistol (this kills it)

e

n

examine the truck (it belongs to Federal Foods)

w

s

carefully examine the dumpster

drop the shovel

take the notebook

examine the notebook (it belongs to JOHN JONES)

open the notebook

read notebook (repeat 3 times)

drop notebook

take shovel



n  
w (in the storage area -- you see Norm the bag-boy get sucked up by  
the mist)  
n (in the produce section)  
e  
n (in the checkout area - Ollie is here)  
ollie, do you have a truck key?  
ollie, give me the truck key  
s  
w  
s  
e  
e (at the truck)  
open the door  
get in  
close the door  
s  
w  
n  
e  
e  
n  
e  
s  
s  
e  
s (on a muddy dirt road)  
open door  
get out  
examine the fence (it's electrified!!)  
dig hole with shovel  
s (under the fence)  
drop shovel  
drop sprayer  
take the clip out of the pistol  
put the old clip in the pistol (now you have three more bullets)  
take the sprayer  
wear the clip  
e (carport - the centipede is here)  
shoot the centipede with the pistol (repeat three times)  
open the door  
e  
e  
e (in Capt. Jones's office)  
carefully examine the memo  
carefully examine the closet  
open the closet  
take rubber suit  
wear the rubber suit  
w  
w  
n  
open the door



e (in a spotless steel-walled room)  
carefully examine the tank (it contains the pesticide)  
pour insecticide out of sprayer  
pour pesticide into sprayer  
open door  
w  
s  
w  
w  
n (the truck is here)  
get in  
close door  
n  
w  
n  
n  
w  
s  
e  
n  
e (Lake Drive - the Giant Thing is here)  
open door  
get out  
spray thing with pesticide (repeat three times)  
open door  
s  
d (you find Billy and the two of you head for the highway-----

**CONGRATULATIONS --- you've won the game)**

***TO KILL THE SPIDER***

spray raid on spider

***TO KILL THE BUG***

kill bug with salt

***TO KILL THE BIRD***

shoot bird with pistol

***TO KILL THE DRAGONFLY***

shoot dragonfly with pistol

***TO KILL THE CENTIPEDE***

shoot centipede with pistol (three times)

***TO KILL THE GIANT THING***

spray thing with pesticide (three times)

## CONVERSATION WITH OLLIE, THE STORE MANAGER

When you first meet Ollie in the store, say:

Ollie, calm down

Ollie, do you have anything to help me? (he has a pistol)

Ollie, give me the pistol

After you discover the truck on the driveway and go back into the store, then when you meet Ollie again say:

Ollie, do you have a truck key?

Ollie, give me the truck key

# TRANSLVANIA



## TRANSYLVANIA (New Version)

The new version of Transylvania has an improved vocabulary (COMPREHEND) which accepts full sentences. The graphics are the same as in the original version. The game is for the most part the same except for small changes in the story line and a new graphic screen or two. As such, some of the objects found in the original (e.g., the wooden cross by the gravestone) are not in the same places and some of the puzzles (primarily, the way in which they were resolved) have been changed. For example, in the original version, when you got to the broken wagon, you merely said GO WAGON, OPEN COFFIN and you were given the opportunity of taking the mice and silver bullet that was inside it. In this version, the coffin is nailed shut and thus you will need a different method for opening it as you will see shortly. Without any further discussion, the following is a complete solve for the game:

As in the original version, first go to the frame house and get the (unloaded) pistol. To do this, proceed as follows (ignoring the werewolf if he appears):

n  
w  
n  
n  
n  
n  
e

enter house

u (in the attic).

If the werewolf is here, go down (d) and then go up (u) again repeating this as often as necessary until he is not there when you are in the attic. Then:

take pistol

d

leave

n (this is a new location not in the original version)

open trap door

d

feel walls

feel floor

take bar

u

look bar

look pressings

s

w

w  
s  
drop pistol  
go wagon  
pry coffin  
drop bar  
take mice  
take bullet  
leave wagon  
take pistol.

Now the first chance you get where the werewolf is not on your back: load pistol. Then, the next time you meet him: shoot werewolf (This takes care of him and ends the harassment).

drop pistol  
s  
go cabin  
pull horns  
take cloak  
look inside cloak  
take pick  
wear cloak  
pull horns

sing some enchanted evening (This clue comes from inside the business card you get in the package - Zin appears and gives you a wooden cross)

w  
n  
e  
n  
n (in the castle).

If the vampire is here now, then: show cross. Otherwise, you will do that later when you return to the castle.

e  
take flypaper  
w  
s  
s  
e  
s  
go hut  
feed mice to cat  
take bottle  
look bottle  
leave hut

n  
w  
w  
s  
s  
e  
s  
pour acid on stump  
read stump  
knock stump  
take flies

drop flypaper

read book

pick lock

drop pick

n

look ball

s

take book

n

w

s

feed flies to frog (you learn the word "IJNID" to tell the goblin)

e

n

n

e

e

s

s

say ijnid

take key

n

w

w

n (Note: the wooden cross is not here as in the original version)

move gravestone

unlock grate

drop key

go grate

take vial

u

s

e

n

n

n

e

d

d

open coffer

take ring

wear ring

u

u

u

s

s

s

w

w

n

wave hand (you free the alien who then disappears).



Now you have to kill some time and wait for the alien to return in a flying saucer. You can try repeating this pattern: s,s,s,e,n,n,n,w until you see a shooting star go by. Then go to the location where the statue was.

go saucer (You get a little black box)

look box

e

s

e

n

n

n

u

climb ladder

move vines

look sarcophagus

push button

wave vial

pour vial

clap (you awaken Princess Sabrina)

d

d

s

s

s

w

s

s

s

go boat

sail boat

You have won the 'New' Transylvania

# TRINITY

# TRINITY

It's your last day as an American tourist in London. As you are enjoying a relaxing stroll through the famous Kensington Gardens, World War III breaks out and the city is vaporized moments later. You have no hope of survival....unless, of course, you enter another time, another place, and another dimension. Within this universe, you will pass through a series of white doors each corresponding to a different planet. On the other side of these doors are fantastic places in which you will encounter strange creatures, giant fly traps, and other inconveniences. If you are able to figure out the pattern of events associated with these mysterious and exotic places, you will ultimately wind up in the New Mexico desert with little time to spare before the occurrence of Trinity, the code name for the test of the first atomic bomb.

In the usual Infocom tradition, this game accepts full sentences as commands. Just key them in as below (ignoring the statements in parentheses) and you will have completely solved the game.

## Part 1: The Kensington Gardens

inventory (you are carrying a credit card and a seven-sided coin in your pocket and are wearing a wristwatch)

n

take the coin then buy a bag of crumbs with it (for fun, try first to buy it with the credit card)

(score = 1/100)

take the bag

take the credit card then drop it

feed the birds with the bag of crumbs

take the ruby (note: the direction of the wind changes from blowing from the east toward the west to

blowing from the west toward the east - this is important later when you use the umbrella to get you going in the right direction)

se

examine the sundial

examine the gnomon

touch the gnomon

unscrew the gnomon then take it.

(score = 6/100)

se

take the soccer ball

(score = 7/100)

n

read the notice



n

look at the woman

throw the soccer ball at the umbrella

take the umbrella

(score = 12/100)

w

hit the boy (this is just for fun to see the little boy get upset)

s

examine the boats

take the paper bird

(score = 15/100)

examine the paper bird

unfold the paper bird

read the paper bird (it says, "Long Water, Four O'Clock")

nw

push the perambulator east

push the perambulator east

push the perambulator south

open the perambulator

get in the perambulator

(try standing in the perambulator and see what happens)

open the umbrella (now you know why it was important to reverse the direction of the wind - you wind

up at Long Water)

look at the statue

take all

e

enter the white door

## Part 2: Beyond the White Door

n

ne

move the log

take the splinter then examine it

(score = 16/100)

se

n

n

n (at the vertex)

screw the gnomon in the hole (you can't because the screw threads on the gnomon are reversed in direction with respect to those tapped into the hole)

s

s

s

sw

e

n

u

take the silver axe

(score = 17/100)

s

d (you have just traversed a complete pergola loop -- analogous to a Klein bottle (a 3-dimensional version of the Moebius strip) this has the effect of changing the handedness (e.g., right- to-left or left-to-right) of everything outside the loop -- in effect, your actions flipped the east-west relationship of all locations of your adventure map. To restore it, just traverse another pergola loop (N,U,S,D) starting at the arboretum. However, don't do this yet since traversing the complete loop also had the effect of reversing the screw thread direction on the sundial hole so that you can now go back and screw the gnomon in).

w  
ne  
n  
n  
n

screw the gnomon in the hole (voila! - it fits)

(score = 22/100)

examine the sundial (note that the inscription is reversed)

s  
s  
s  
sw

e (note that the inscription of the sculpture of Felix Klein is reversed)

n  
u  
s

d (the universe is back in order)

w  
ne  
nw  
ne

chop the tree with the axe

push the tree north

(score = 25/100)

drop the axe

w  
sw  
n

n (in the barrow - a spiked door prevents you from returning south)

n

examine the bones

search the bones

take the skeleton key

(score = 26/100)

s

put the key in the hole

turn the key

(score = 27/100)

d (in the ice cavern)

throw the umbrella at the icicles

take the umbrella and the icicle

(score = 28/100)

e  
e

e (the icicle is beginning to melt)

n



n (the icicle hardens in the cold air)

s

s

ne

e

e

put the icicle on the lump

(score = 31/100)

take the lump

(score = 32/100)

examine the lump

w

nw

open the door

e

read the book (it's a record of your moves)

examine the map (it's your adventure map)

listen to the magpie (repeat a number of times -- it tells you four important things -- "Milk and honey, fresh whole lizard", "Mix 'em with a pinch of garlic" (these are ingredients of a recipe for a magic spell), "cause it go BOOM!" (why you should stand back after you mix the potion), "killed in the light of a crescent moon" (this will become clear after you find the skink))

open the back door

e

examine the pile of refuse

search the pile of refuse

take the garlic

(score = 33/100)

w

drop the garlic

w

sw

sw

e

n

n (at the vertex -- the idea now is to get the shadow of the sundial to land and stay on one of the seven symbols -- when this occurs the corresponding white door in one of the toadstools will open. One way of doing this is to lower the lever as the shadow moves across a symbol. (lowering the lever stops the shadow and prevents the position of the sundial from changing with time whereupon the door that opened and through which you passed would shut preventing your escape). A simpler way is to use the brass ring to "dial" the symbol desired as follows.

lower the lever

turn the brass ring to mars (now go to the white door corresponding to this symbol (at the waterfall); it will be open and stay open until you come back here and turn the brass ring to another symbol)

s

s

e

e

drop the lump and the bag

drop the coin

enter the door (in thin air)

open the umbrella (you wind up in a playground)

e

take the spade



(score = 34/100)

w

take all

wait (a little girl appears)

give the paper to the little girl (she loves origami)

give the umbrella to the little girl

(score = 37/100)

get on the bird

enter the the white door (you are back at the moor)

w

w

w

w

n

open the crypt with the spade

(score = 40/100)

look inside the crypt

examine the corpse

remove the bandage

drop the bandage

look inside the mouth

take the silver coin

(score = 41/100)

examine the silver coin

remove the shroud

(score = 42/100)

drop the spade

take the boots

examine the boots (note the recesses in their toes -- this will be helpful later on)

s

e

e

n

n

turn the brass ring to neptune

s

s

e

nw

n (at the mesa)

enter the door (on the scaffold)

d

examine the box

open the box

push the red button (try flipping the toggle switch -- the sound you hear is the countdown for the bomb  
that is about to explode)

s

nw

ne

se (you see a gray fin gliding across the lagoon)

wait

wait (the dolphin appears)

sw

nw

wait (repeat until the coconut from the palm tree on the distant island "bobs gently on the surface of the lagoon")

dolphin, get the coconut

take the coconut

(score = 45/100)

se

n

u

enter the door (back at the mesa)

s

take the axe

ne

e

drop the coconut

break the coconut with the axe

(score = 46/100)

take the coconut

pour the milk into the cauldron

(score = 47/100)

drop the coconut and the shroud and the silver coin and the boots

w

se

sw

e

take the lump

w

w

n

n

turn the brass ring to pluto

s

s

w

w

n

n

n

enter the door (in the underground)

take the lantern

(score = 48/100)

examine the cylinder

w

turn on the lantern

drop the lantern (this prevents the skink from going east of here)

w

put the splinter in the crevice

take the skink

(score = 51/100)

put the skink in the pocket (he likes it where it is dark)

e

take the lantern and the walkie-talkie

(score = 52/100)

examine the walkie-talkie (note the rocker switch and the numbered slider)

e

e (back at the ossuary)

s

turn the key

d

turn off the lantern

e

e

e

n

n

turn the brass ring to mercury

s

s

w

n

n

enter the dish

wait (twice – you are now inside a soap bubble)

s

s

w

enter the door (earth orbit, in a soap bubble)

examine the moon

take the skink then kill the skink (earth orbit, on a satellite)

(score = 55/100)

wait (twice – until the satellite is headed straight for the white door)

break the bubble with the axe (back at the waterfall)

drop the axe

e

e

n

n

turn the brass ring to libra

s

s

w

ne

e

examine the beehive

reach into the beehive (twice -- the first time you get a bee, the second time time you get a handful of honey)

(score = 58/100)

w

ne

e

stick the hand in the cauldron

(score = 59/100)

put the lizard in the cauldron

(score = 60/100)

take the cage

(score = 61/100)



take the garlic  
put the garlic in the cauldron  
(score = 62/100)

w

sw

w (the flytrap consumes the bee)

e

ne

e

look inside the cauldron

take the emerald

(score = 63/100)

e

open the cage (the magpie flies away)

enter the white door (on the platform)

d

ne

ne (cliff edge)

look

look in the fissure

take the lemming

put the lemming in the cage then close the cage

(score = 64/100)

sw

sw

u

s (back at the herb garden)

w

take the silver coin and the shroud and the boots

wear the shroud then wear the boots

put the emerald in the green boot

(score = 65/100)

w

se

sw

w

n

n

turn the brass ring to alpha

s

s

e

e

take the bag

w

s

wait (repeat until the dory has landed)

board the dory then give the silver coin to the oarsman (you wind up on a sand bar)

s (the islet)

enter the white door

### Part 3: The Trinity Site

look  
 drop the shroud and the lantern  
 take the book  
 read the book  
 drop the book  
 take the cardboard and the lantern  
 (score = 66/100)  
 read the cardboard  
 look at the diagram (the legend "RD=GND BL=INF ST=POS WH=DET" is scribbled across the bottom  
 -- this will change each time you play the game)  
 (score = 69/100)  
 drop the cardboard  
 w  
 d  
 d  
 take the ruby  
 (score = 70/100)  
 put the ruby in the red boot  
 (score = 71/100)  
 se  
 se  
 open the gate  
 se  
 open the screen door  
 e  
 s  
 e (the assembly room)  
 n  
 close the closet door  
 open the birdcage (the lemming scrambles out)  
 put the bag in the cage  
 close the cage  
 open the closet door (the rattlesnake makes quick work of the lemming)  
 (score = 74/100)  
 s  
 look under the paper  
 take the screwdriver  
 (score = 75/100)  
 put the screwdriver in the pocket  
 s  
 w  
 take the knife  
 (score = 76/100)  
 e  
 open the front door  
 e  
 e  
 se  
 drop all but the lantern  
 ne  
 u (at the windmill)  
 turn on the lantern  
 take the binoculars (you wind up in the reservoir)

d  
 take all  
 (score = 77/100)  
 u  
 turn off the lantern  
 s  
 s  
 wear binoculars  
 take all but roadrunner  
 w  
 w  
 w  
 sw  
 s  
 s (behind the shed)  
 examine the shelter through the binoculars  
 (score = 80/100)  
 drop the binoculars  
 roadrunner, get the key (if the roadrunner is not here, WAIT for it)  
 (score = 83/100)  
 take the key  
 (score = 84/100)  
 n  
 n  
 n  
 n  
 open the box with the key  
 (score = 85/100)  
 nw  
 nw  
 nw  
 turn on walkie-talkie  
 raise the antenna  
 open the door  
 enter the jeep  
 examine the radio  
 examine the dial (it is calibrated with numbers from 20 to 80. Right now it's set to XX -- The value of  
 XX changes each time you play the game)  
 (score = 88/100)  
 set the slider to XX (XX is the number found on the dial -- the countdown begins -- zero minus twelve  
 minutes)  
 (score = 91/100)  
 get out of the jeep  
 se  
 se  
 se  
 open the breaker (a lot of stuff comes over the walkie-talkie -- one of the statements will be: "Ask the  
 kid if he reconnected the YY line on XX after the continuity check" -- Remember whether YY was  
 positive (POS), ground (GND), detonator (DET), informer (INF))  
 close the breaker  
 (score = 92/100)  
 sw  
 sw



sw  
sw (outside the blockhouse)  
open the cage  
drop the cage (if the roadrunner is here, he will go into the cage and begin to peck at the crumbs in the  
bag -- otherwise WAIT till it gets here)  
ne  
ne  
ne  
ne  
u  
u  
e (in the shed -- zero minus seven minutes)  
examine the enclosure  
unscrew the panel with the screwdriver  
(score = 95/100)  
wait (until the countdown reaches "zero minus thirty seconds" -- this is fifteen seconds after the  
auto-sequencer turns on)  
turn on the lantern  
cut the ZZ wire with the knife (ZZ is the color of the wire corresponding to YY -- ZZ can either be red  
(RD), white (WH), blue (BL), or striped (ST).  
(score = 100/100)

# VOODOO ISLAND

## VOODOO ISLAND

You wake up on the white sands of an island in a cove. You wonder where you are. You will soon find out that many mysterious things happen on this island. That's why it's called Voodoo Island. You will encounter some real humans and some zombies (the living dead). While you can easily converse with the humans, you are almost sure to die as soon as you try anything with the zombies ---- that is until you obtain some items that give you magical powers. The humans and the zombies don't always appear in exactly the same places throughout the adventure thus making it a little difficult to give an "exact" solution. Nevertheless, they always appear in the same vicinity ---- thus, it is not as difficult as it might seem.

In writing the solution, I will indicate where things are perhaps ambiguous and point out what to do under those circumstances.

w  
take the tote  
examine the tote  
e  
n  
n  
n  
open the door  
n (the back door closes behind you)  
e (or u)  
n  
take the frame  
carefully examine the frame  
take the photo  
drop the frame  
carefully examine the photo (it shows a smiling island woman wearing a shell and bone necklace and  
carrying a baby in her arms)  
put the photo in the tote  
n  
open the doors  
e  
carefully examine the mural (you see yourself in it)  
w  
n  
open the door (to the Booth suite)  
w  
take the bible  
read the bible  
w  
take the card



read the card (it says: THE ISLAND TAXI)  
 put the card in the tote  
 e  
 e  
 n (or u)  
 open the door (you enter the sitting room and the penthouse door closes behind you - you will usually  
     meet Dr. Beauvais and Sharleen here or in the conservatory east of here)  
 open the bathroom door  
 n  
 carefully examine the mirror (you don't see yourself in it)  
 break the mirror  
 take the mirror  
 s  
 e (in the conservatory)  
 w  
 open the penthouse door  
 s (or d)  
 s (the middle hall)  
 open the gate (to the elevator shaft)  
 d  
 open the gate (you are in the lobby and see the clerk here)  
 who is dr. beauvais?  
 who is sharleen?  
 carefully examine the book  
 carefully read the book (you find out about three hotel guests - Bob, Sharleen, and Randall - all of  
     which turn out to be zombies)  
 where is the island taxi? (the taxi will take you to town - the locked French doors open - this is the only  
     way out of the hotel since the back door locked behind you when you came in)  
 n  
 n  
 w  
 w (the airfield)  
 w (the cemetery)  
 open the crypt  
 carefully examine the crypt  
 drop the bible  
 take the necklace  
 carefully examine the necklace  
 wear the necklace  
 take the bible  
 n  
 e  
 n  
 e  
 e  
 e  
 e (you can't enter the banana grove - at least, not by foot)  
 w  
 wait for the donkey (you may have to repeat this before he shows up)  
 take the donkey (as many times as necessary until he lets you ride - he takes you to the cane fields -  
     don't wander around here - it's a maze)  
 take the donkey (as many times as necessary until he lets you ride - he takes you to town)  
 n

open the door  
 n (father xavier is here)  
 who is dr. beauvais?  
 what power does the necklace give me? (it belongs to moma she is wise in the mysterious ways of  
 voodoo)  
 where is moma? (she is the only one that can help you against beauvais - go and see her)  
 s  
 s  
 wait for donkey (repeat if necessary until he shows up)  
 take the donkey (as many times as necessary until he lets you ride - he takes you back to the banana  
 grove - moma is usually there - if not, WAIT FOR MOMA)  
 drop the bible  
 remove the necklace  
 trade the necklace with moma (she gives you a linen shirt)  
 carefully examine the shirt  
 wear the shirt  
 take the bible  
 trade the bible with moma (she takes it and gives you back the necklace)  
 wear the necklace  
 who is the island girl? (moma says: "bring her to me")  
 wait for the donkey  
 take the donkey (he takes you back to the airfield)  
 s  
 carefully examine the skeleton  
 take the pouch  
 open the pouch  
 carefully examine the pouch (it contains the herbal powder)  
 drop the tote  
 take the powder  
 drop the pouch  
 take the tote  
 n  
 e (the island girl is usually here - else, WAIT for her)  
 throw the powder on the island girl (she tells you about a doll)  
 take the island girl  
 n  
 n  
 e  
 e  
 wait for the donkey  
 take the donkey (he takes you back to the cane fields)  
 take the donkey (he takes you back to town)  
 take the donkey (he takes you back to the banana grove - moma is here - else, WAIT for her)  
 give the island girl to moma (it's her baby that was in the photo - now you must put all the tormented  
 souls to rest)  
 where is the doll? (that you must find yourself)  
 what do i do with the doll? (break it in front of Dr. Beauvais and his presence will be destroyed)  
 wait for the donkey  
 take the donkey (he takes you back to the airfield)  
 e  
 e  
 e (you are at the jungle road)  
 cut the web with the mirror



drop the mirror  
 n (you are wandering in the cane fields - this is a maze so don't get lost)  
 s (you see the walking stick)  
 take the stick (usually you will meet Bob here... if not you will on the next few north-south moves)  
 carefully examine stick (it's got chicken feathers tied to it with a piece of vine - it's a VOODOO stick)  
 hit bob with the stick (this puts him at peace - now keep going north and south alternately until you get  
 out of the cane fields and are back at jungle road)  
 take bob  
 w  
 w  
 w (randall is usually here)  
 hit randall with the stick (this puts him to rest)  
 drop the stick  
 take randall  
 w  
 put bob in the crypt  
 put randall in the crypt  
 e  
 take the stick  
 e  
 e  
 s  
 s  
 s  
 e  
 n  
 n  
 n  
 n  
 open the door (sharleen is usually here -- if not WAIT for her)  
 hit sharleen with the stick (she is released from the power that held her captive)  
 take sharleen  
 open penthouse door  
 s  
 s  
 w  
 d  
 open the gate  
 n  
 n  
 w  
 w  
 w  
 put sharleen in the crypt  
 close the crypt  
 e  
 e  
 e  
 wait for the donkey  
 take the donkey (he takes you to the banana road)  
 take the donkey (he takes you to the cane fields)  
 take the donkey (he takes you to the town)  
 take the donkey (he takes you to the banana grove - moma is here -- else WAIT for her)



tell moma the bodies are at rest (when you go to the citadel the snake that guards the path will be  
 asleep and thus will not harm you)  
 take the donkey  
 e  
 e  
 e  
 e  
 e  
 n (you see the monkeys - one is pointing to a branch)  
 u  
 take the doll  
 d  
 s  
 e  
 open the gate  
 e (the parade ground)  
 e  
 open the door  
 s (the vestibule - Dr. Beauvais is usually here -- if not WAIT for him)  
 break the doll (this turns Dr. Beauvais into a zombie)  
 e  
 u  
 u  
 carefully examine the coffin (it's Sharleen Johnson's -- you must go and get her out of the crypt and bring  
 her here)  
 d  
 d  
 w  
 s (the bedroom -- DON'T TAKE THE TEDDY BEAR OR YOU WILL DIE; JUST IGNORE IT)  
 d  
 e  
 e (the gravel spit)  
 wait for the raft  
 take the raft (it takes you to the rocks)  
 take the raft (it takes you to the park)  
 s (in the cemetery)  
 open the crypt  
 drop the doll  
 take sharleen  
 n  
 wait for the raft  
 take the raft (it takes you to the gravel spit)  
 w  
 w  
 u  
 u  
 u  
 open the coffin  
 put sharleen in the coffin  
 close the coffin  
 d  
 d  
 w

s  
d  
e  
e

e (the wooden dock)

wait for the seaplane

take the seaplane (the doors open and the pilot welcomes you aboard)

### CONGRATULATIONS !!!

Despite every attempt on the part of Dr. Beauvais you have still managed to win the game.

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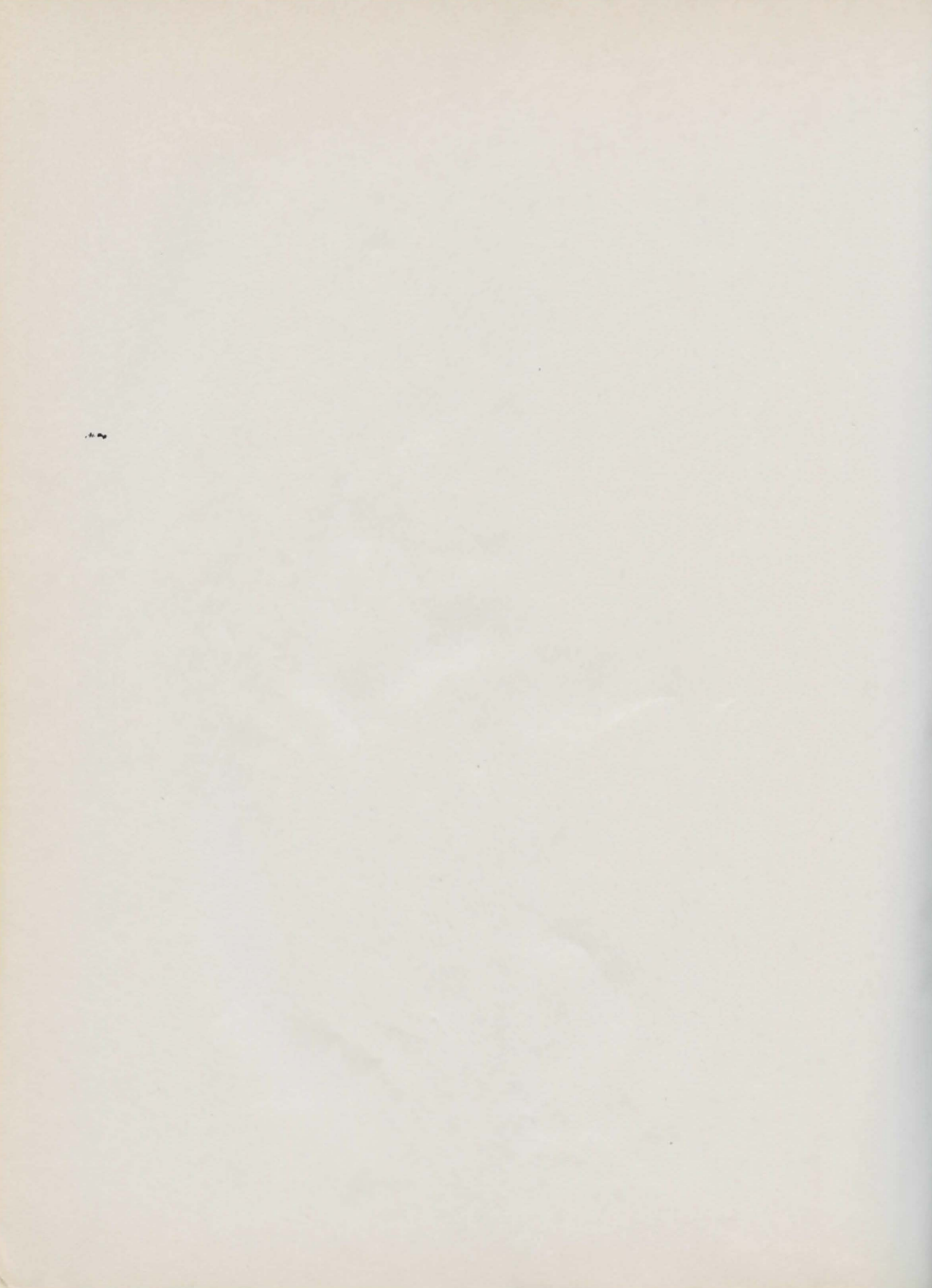


























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