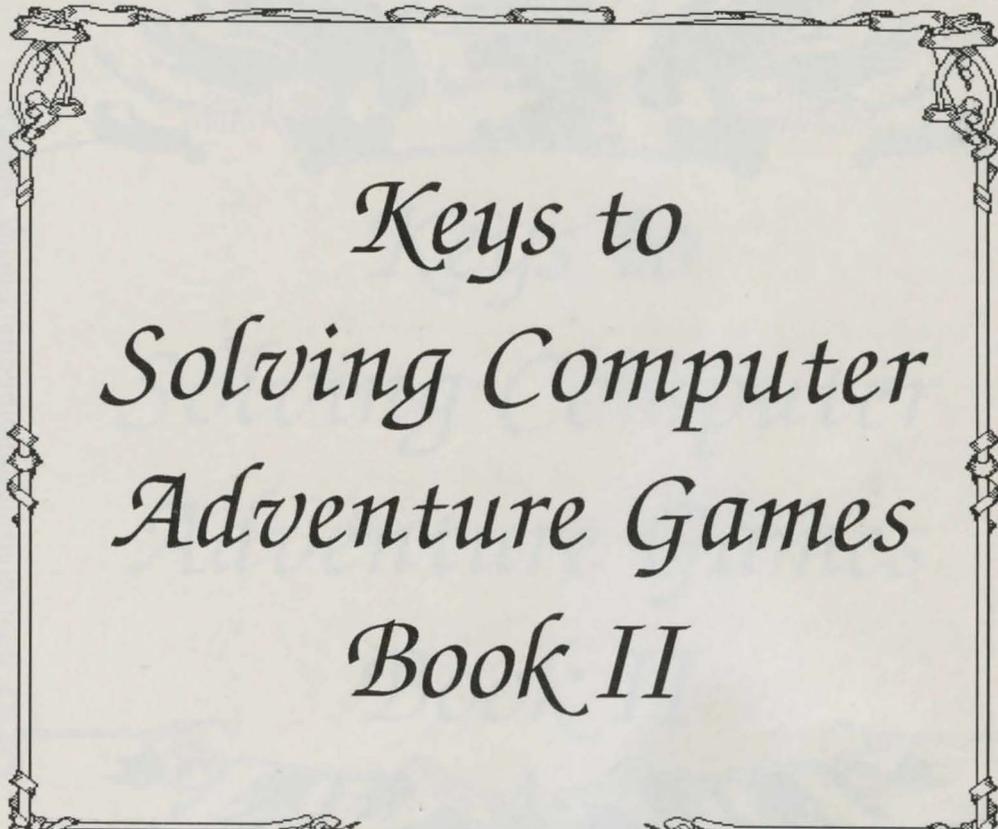


m. k. simon

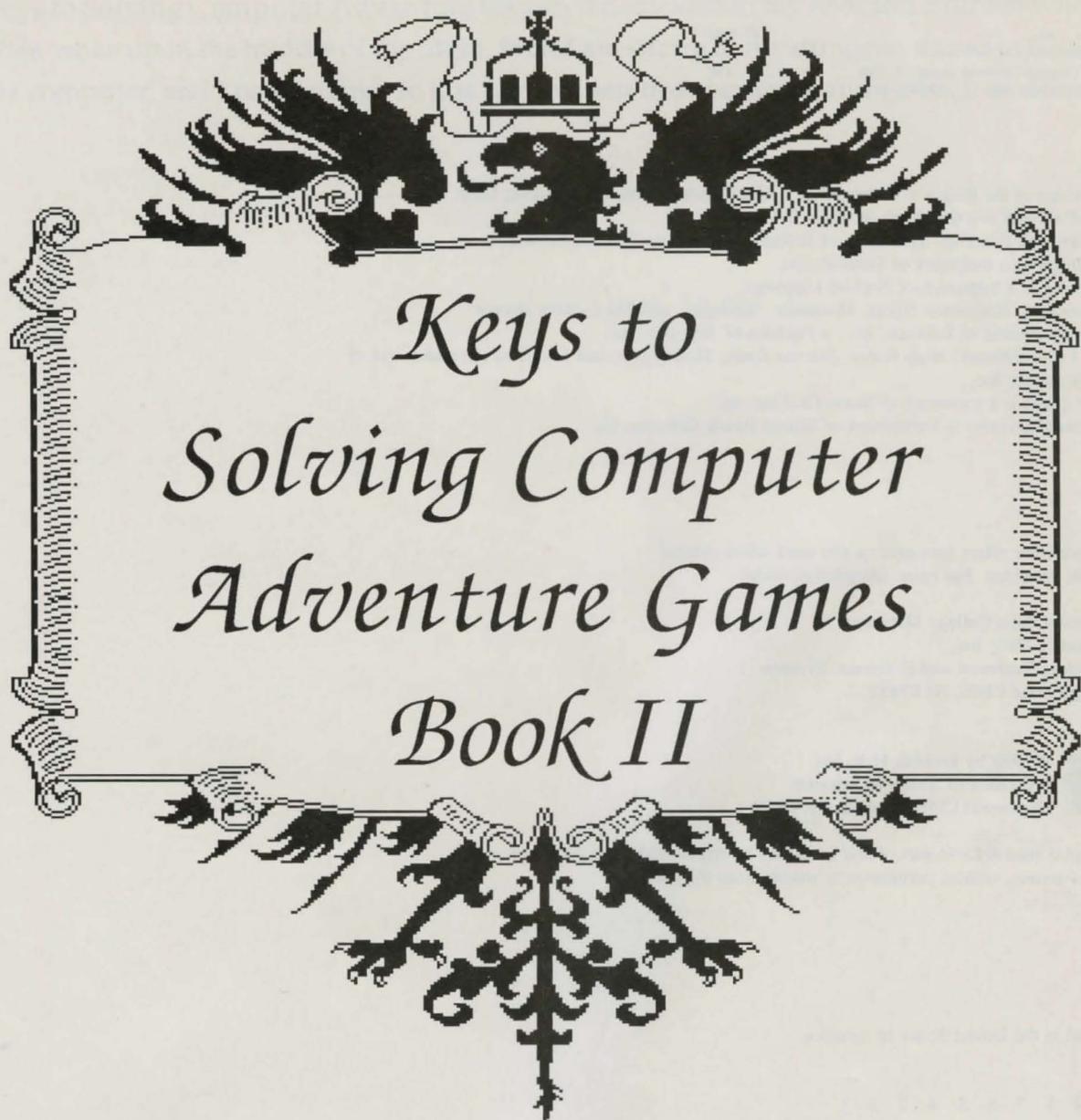
Keys to Solving Computer Adventure Games

BOOK II



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*Keys to
Solving Computer
Adventure Games
Book II*



*Keys to
Solving Computer
Adventure Games
Book II*

*by
M.K. Simon*



Prentice Hall, Englewood Cliffs, New Jersey 07632

SIMON, MARVIN KENNETH (date)

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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.

The complete solutions also serve another purpose. After finishing the game (assuming you did so using just the hints and maps), perhaps you had some questions as to why certain actions you took produced the results they did. To help in this regard, the parenthetical expressions in the commands of the step-by-step solutions attempt to provide a more complete understanding of the game storyline. Also, in certain games, a specific sequence is essential to solving a particular puzzle. In these instances, a simple hint may not be sufficient to provide the answer. Here again the complete solution will prove invaluable.

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-two of the newest adventure games currently on the market including four different versions of Infocom's best selling *Moonmist*, an intriguing mystery, in which the solution and hidden treasures found depend on the color selected for play. Fifteen of the games are of the all-text variety while the remaining seven are of the graphics/text type. Among the former are adventures based on: 1) a popular movie (Mindscape's *Goldfinger* based on the James Bond thriller), 2) best-selling books (Mindscape's *High Stakes* based on a Stephen King novel and Addison-Wesley's *Fellowship of the Ring* based on the popular childrens' hobbit tales, 3) a space-age experience aboard the starship Enterprise (Synapse/Broderbund's *Essex*), 4) a humorous spoof of the

glitz of Tinseltown (Infocom's *Hollywood Hijinx*), and 5) a personal experience of the author dealing with the inevitable frustration of cutting through red tape (Infocom's *Bureaucracy*). Included in the mixed graphics/text group are: 1) a space-age addition to the very popular *King's Quest* series (Sierra On-Line's *Space Quest*), 2) three challenging Macintosh- and Amiga-specific adventures with superb graphics and sound effects (Mindscape's *Deja Vu*, *Uninvited*, and *Shadowgate*), and 3) a wild-west adventure dating back to the life and times of the Dalton brothers (Datasoft's *Gunslinger*).

All of the games discussed in this collection are available for the Apple II and/or Macintosh 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 or Macintosh. I hasten to add, however, that just about all of these very same games are playable and have the identical solution on 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, the two volumes of Keys to Solving Computer Adventure Games resemble the two volumes of The Book of Adventure Games published by Arrays, Inc. However, both volumes of Keys to Solving Computer Adventure Games have 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	DEC Rainbow	TI Prof
Arazok's Tomb			X		X				
Breakers	X	X		X			X		
Bureaucracy	X*	X	X	X#	X	X			
Deja Vu			X		X				
Enchanted Scepters			X						
Essex	X	X	X	X		X	X		
Fellowship of the Ring	X	X		X					
Goldfinger	X	X	X						
Gunslinger	X			X		X			
High Stakes	X	X	X						
Hollywood Hijinx	X	X	X	X	X	X	X	X	X
Indiana Jones	X	X	X						
Moonmist	X	X	X	X	X	X	X	X	X
Shadowgate			X		X				
Space Quest		X	X						
Stationfall	X	X	X	X	X	X	X	X	X
The Lurking Horror	X	X	X	X	X	X	X	X	X

Name of Game

Computer

	Apple II Series	IBM PC Series	Macintosh	Commodore 64/128	Amiga	Atari XL/XE	Atari ST	DEC Rainbow	TI Prof
The Pawn	X%	X	X	X	X	X	X		
Uninvited			X		X				

-
- * Apple IIe/IIc (w/128k) only
 - # Commodore 128 only
 - % Apple II version does not contain graphics

ACKNOWLEDGMENTS

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.

Finally, I would like to express my appreciation to ImageWorld Inc., Eugene, OR for granting me permission to use, in the preparation of the title pages, two of their exquisite graphic images, namely, Scrolls and Medieval, from the "Borders & Frames" diskette of the MacMemories™ Series Blue Ribbon Collection.

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 line 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.

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

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.

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 and 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 or an Apple Macintosh SE, 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.

* 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.

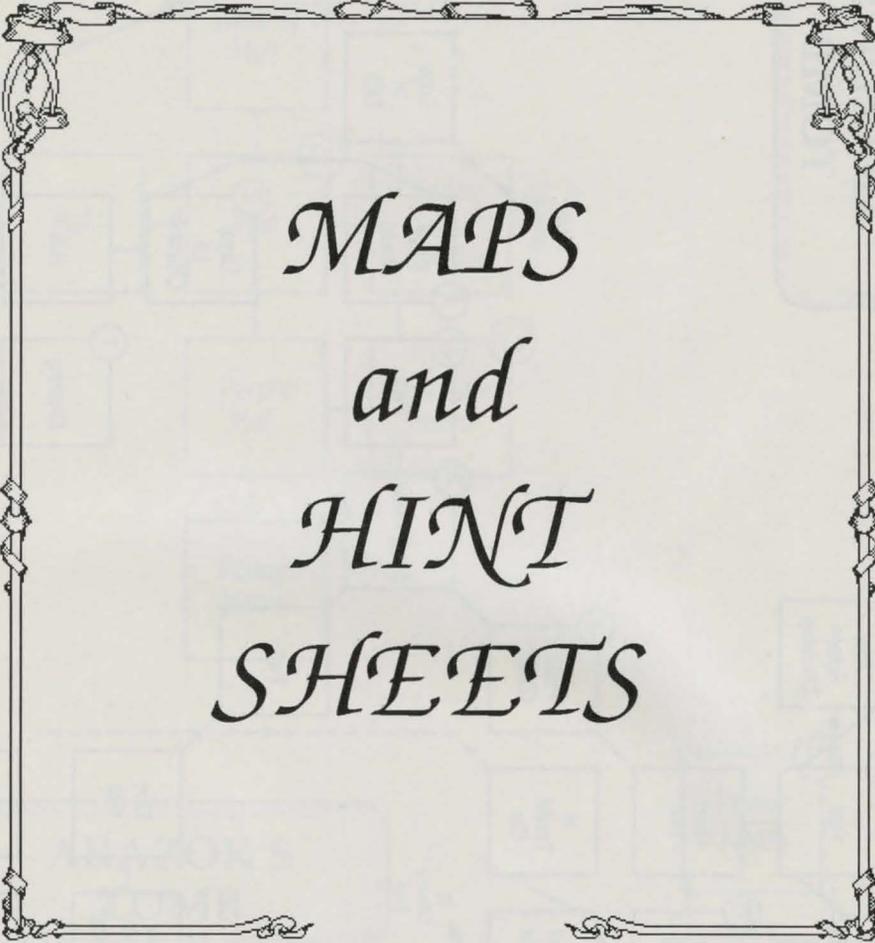
Quite often the player will encounter a maze within the adventure game itself that must be negotiated before play can continue. Here again a map is quite helpful. Since typically in a maze, the descriptions of the locations are identical, the construction of such a map is a bit more challenging. Here 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.

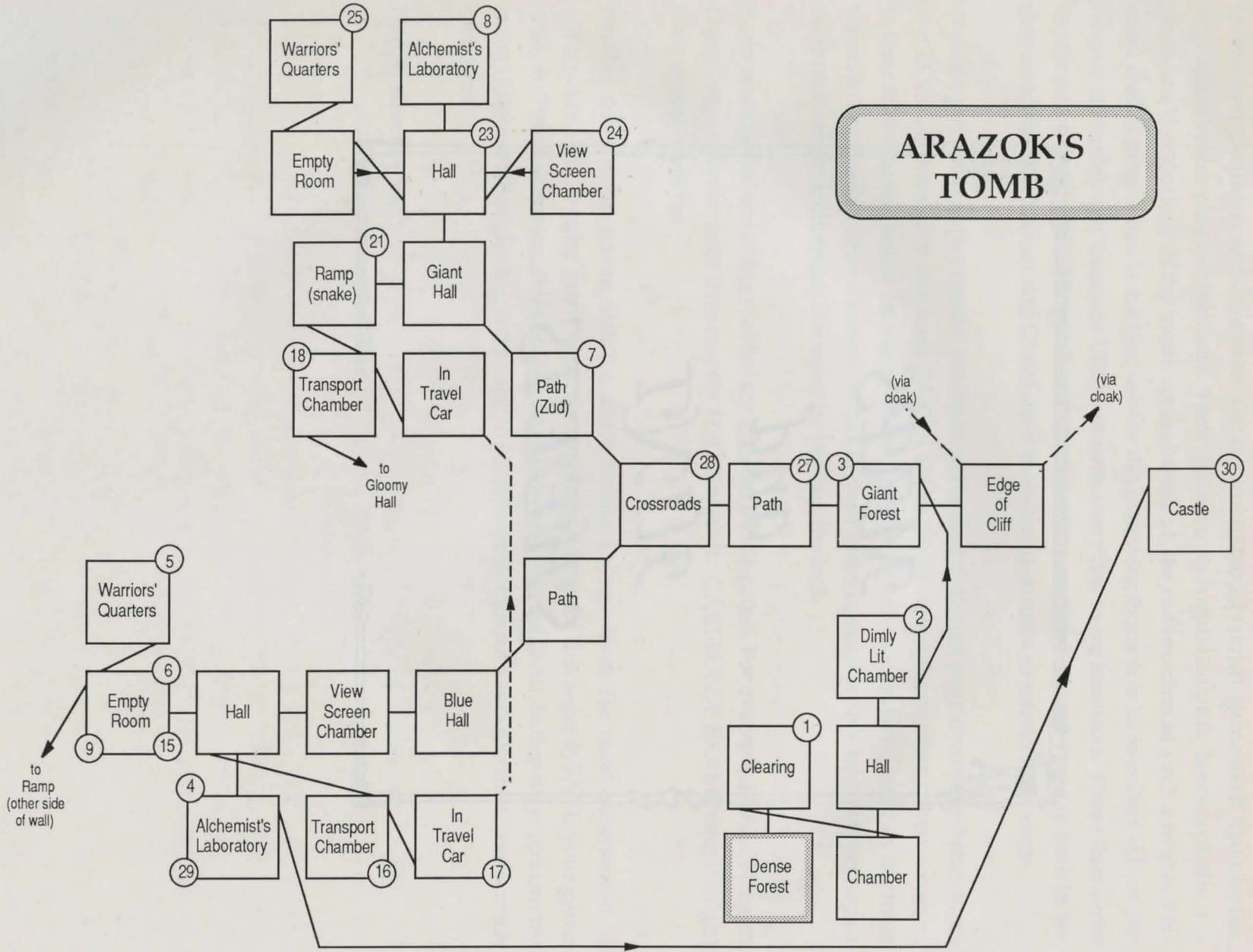
Finally, don't try to accomplish too much in one sitting. Even the most experienced of adventurers will require many sessions to solve a game. In this regard, SAVE your game often and in as many locations as the game allows SAVE positions. In this way, you can try many different strategies to get through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

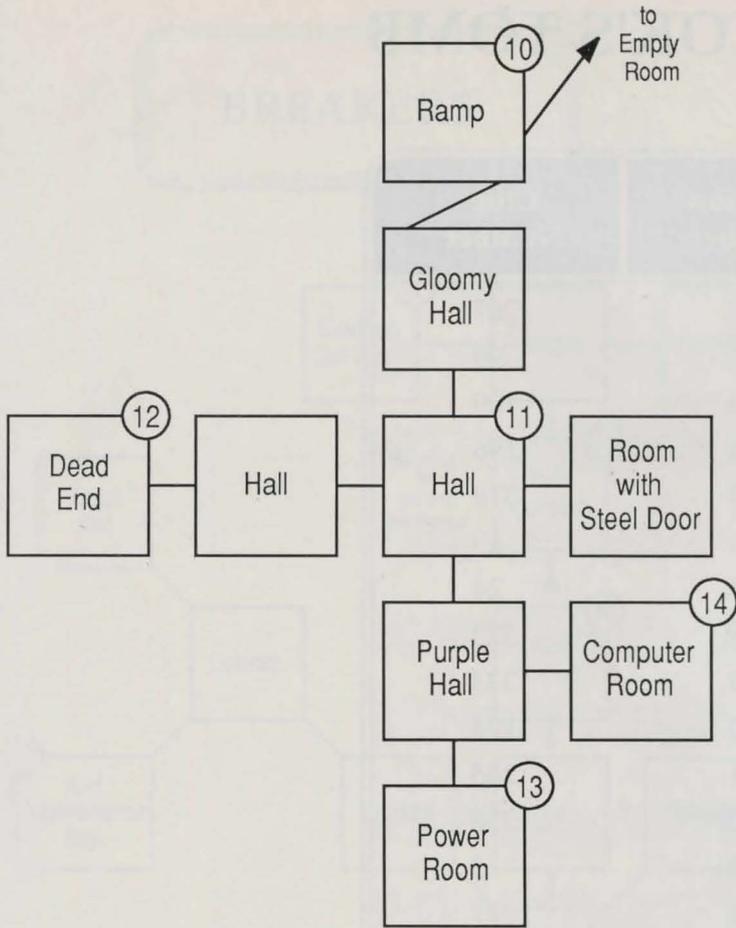
Happy adventuring!!

A decorative rectangular border with ornate, symmetrical corner designs and repeating motifs along the sides.

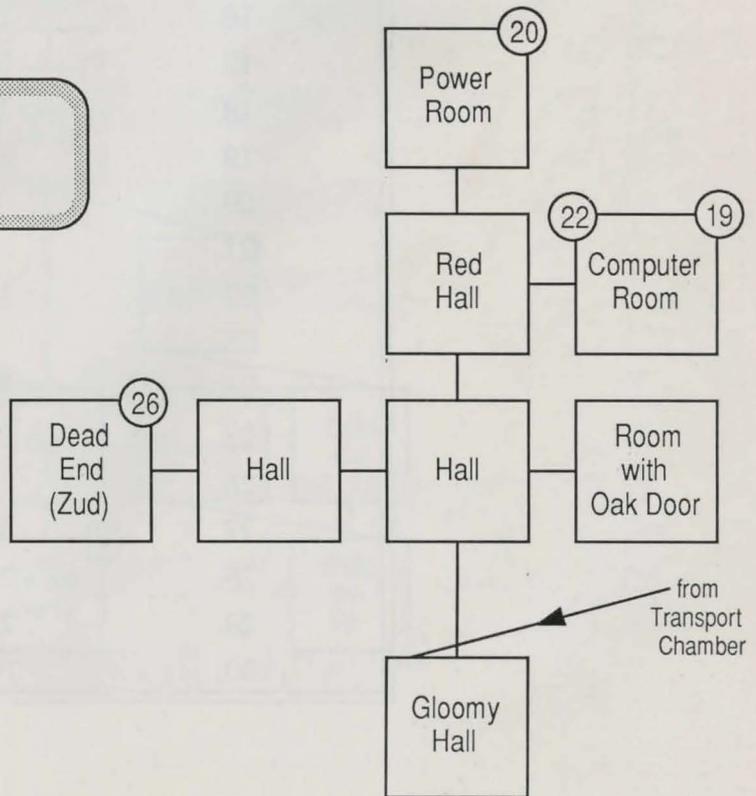
*MAPS
and
HINT
SHEETS*

ARAZOK'S TOMB





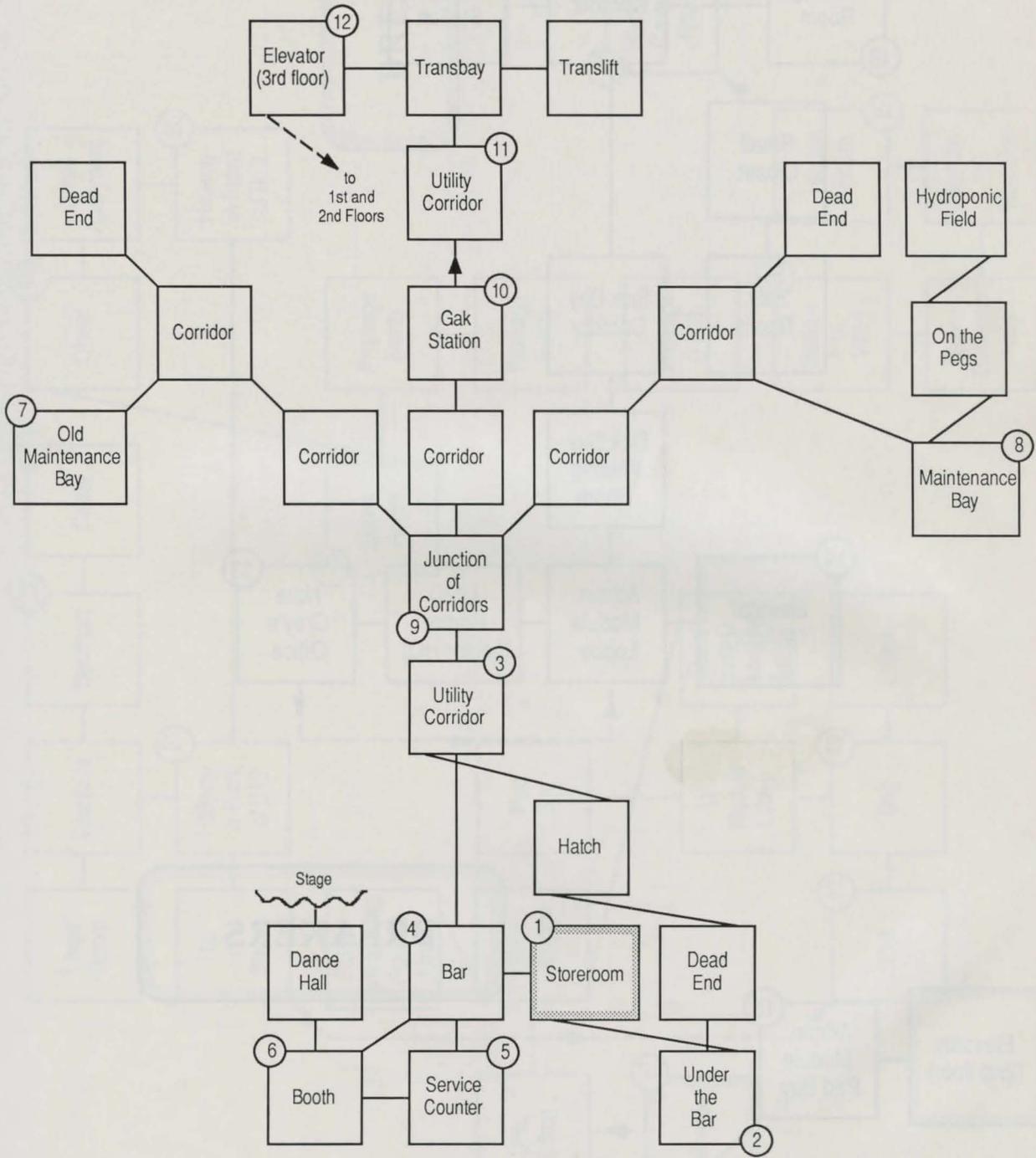
**ARAZOK'S
TOMB**

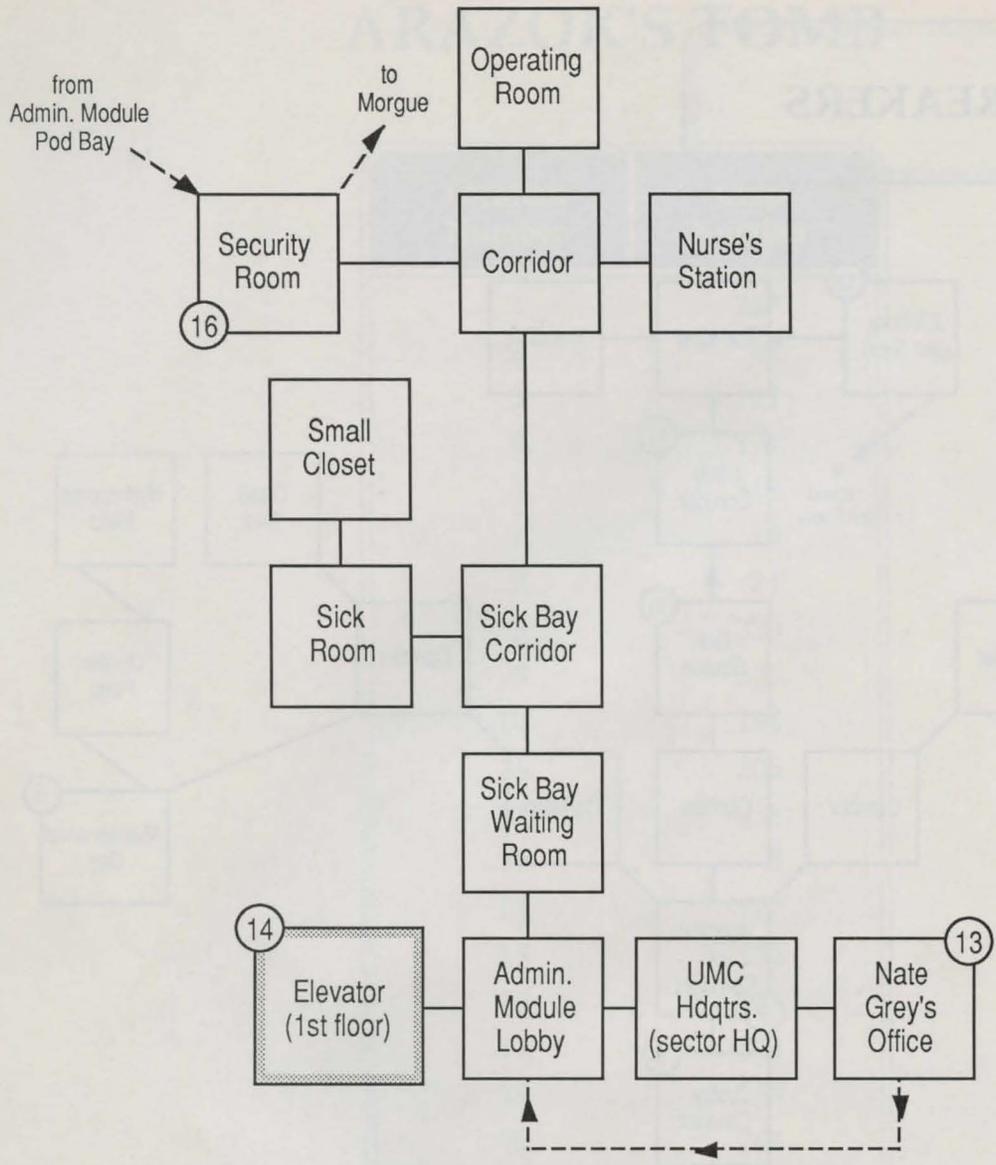


ARAZOK'S TOMB

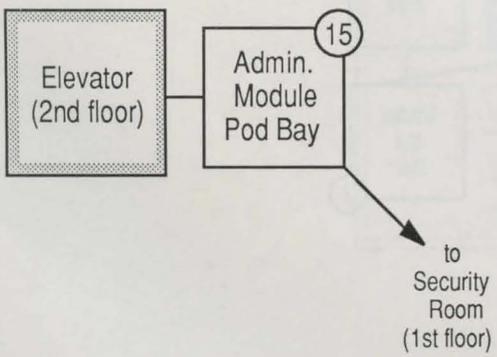
Location Number	Clue Number
1.	267
2.	99
3.	109
4.	196
5.	318
6.	19
7.	24
8.	323
9.	333
10.	194
11.	208
12.	358
13.	5
14.	177
15.	153
16.	107
17.	344
18.	259
19.	244
20.	50
21.	11
22.	186
23.	38
24.	315
25.	285
26.	70
27.	319
28.	209
29.	238
30.	25

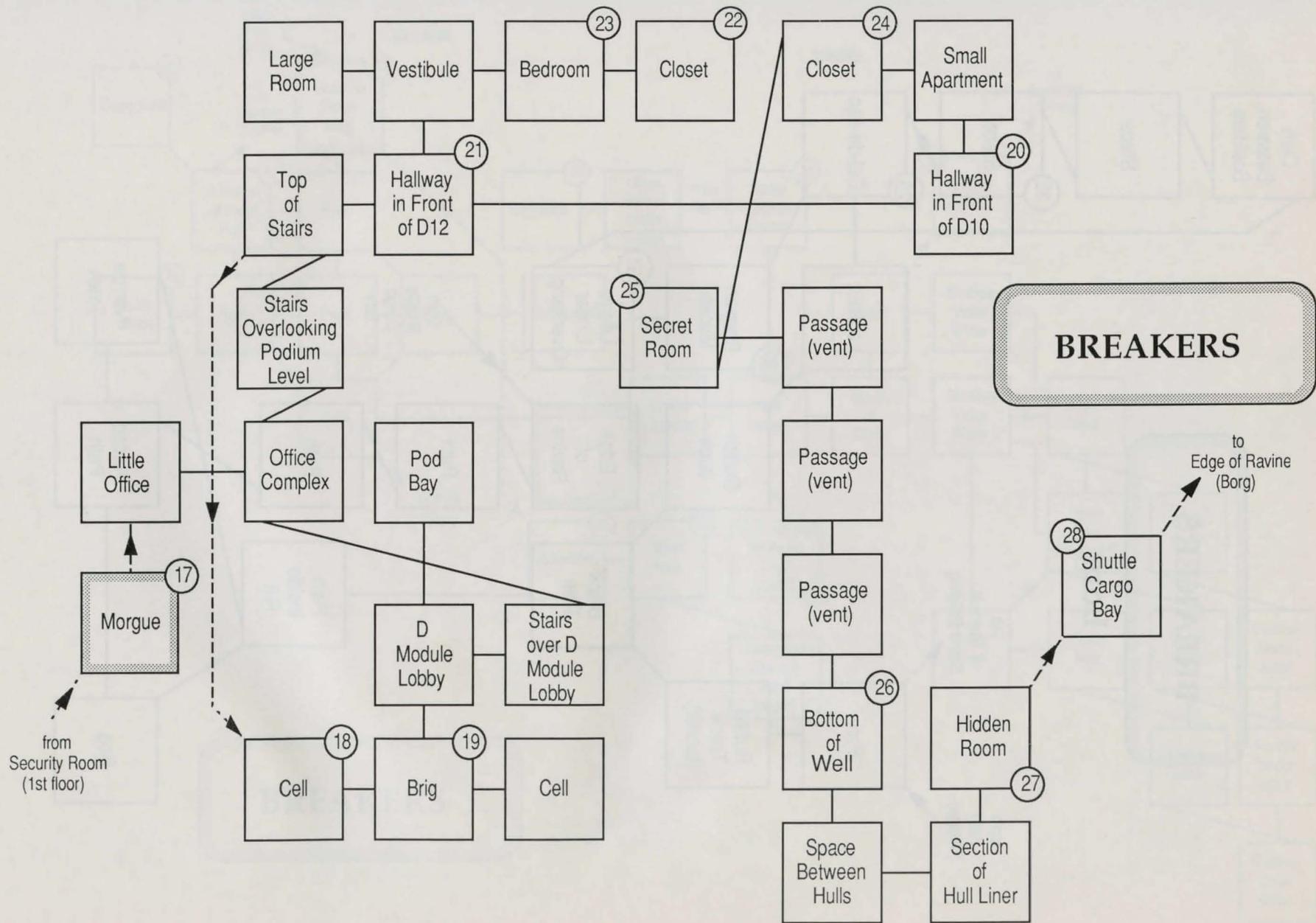
BREAKERS

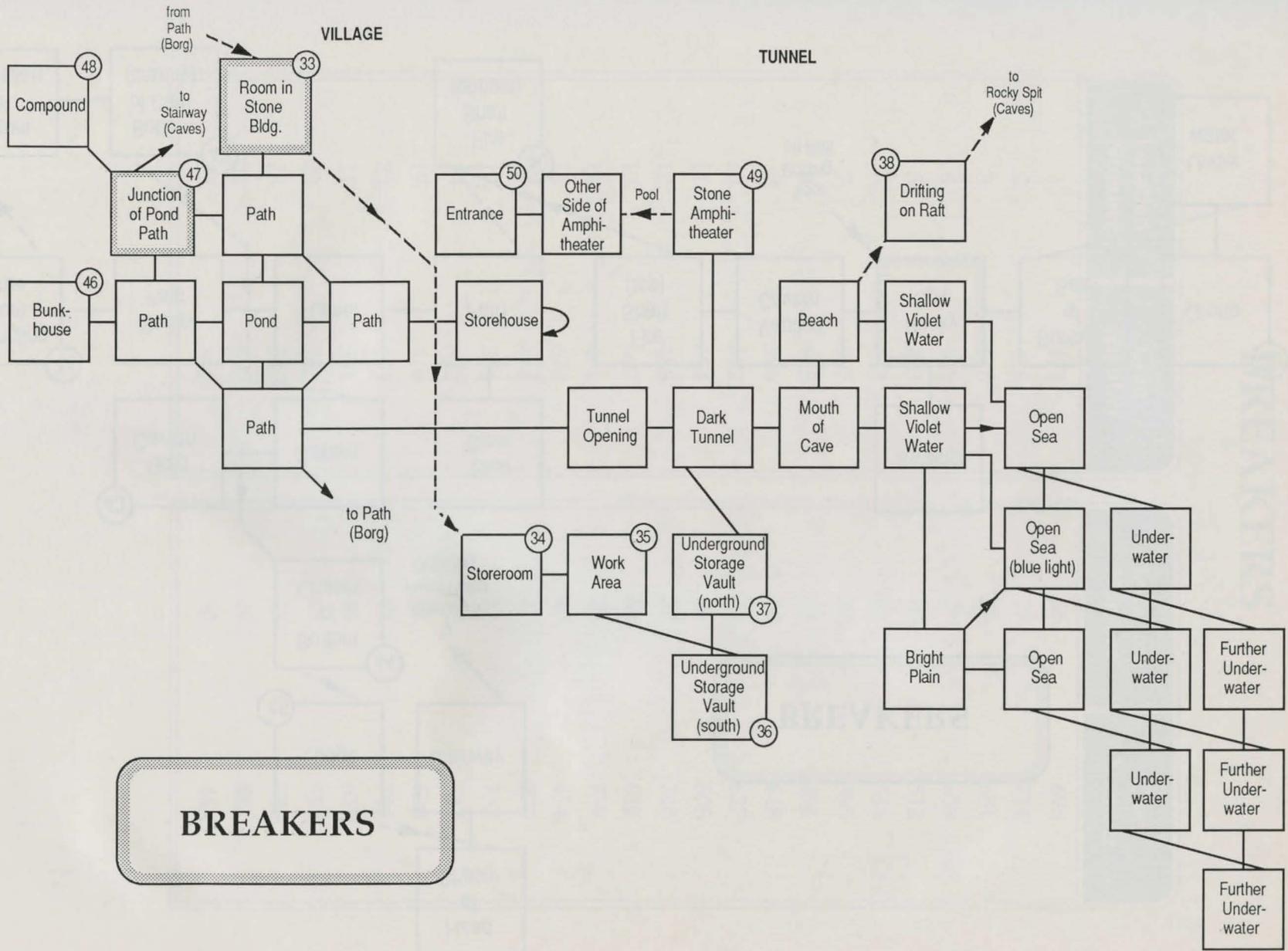


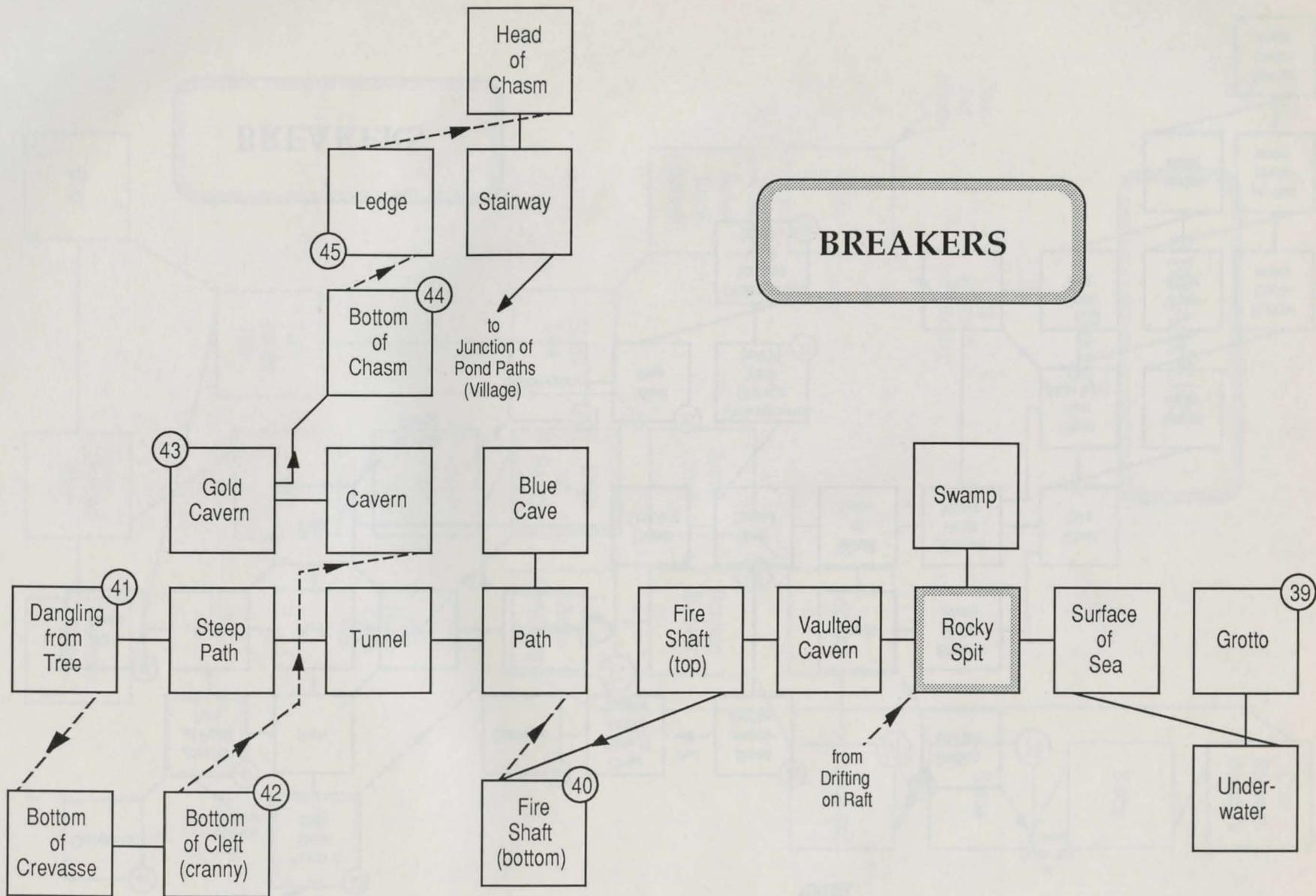


BREAKERS





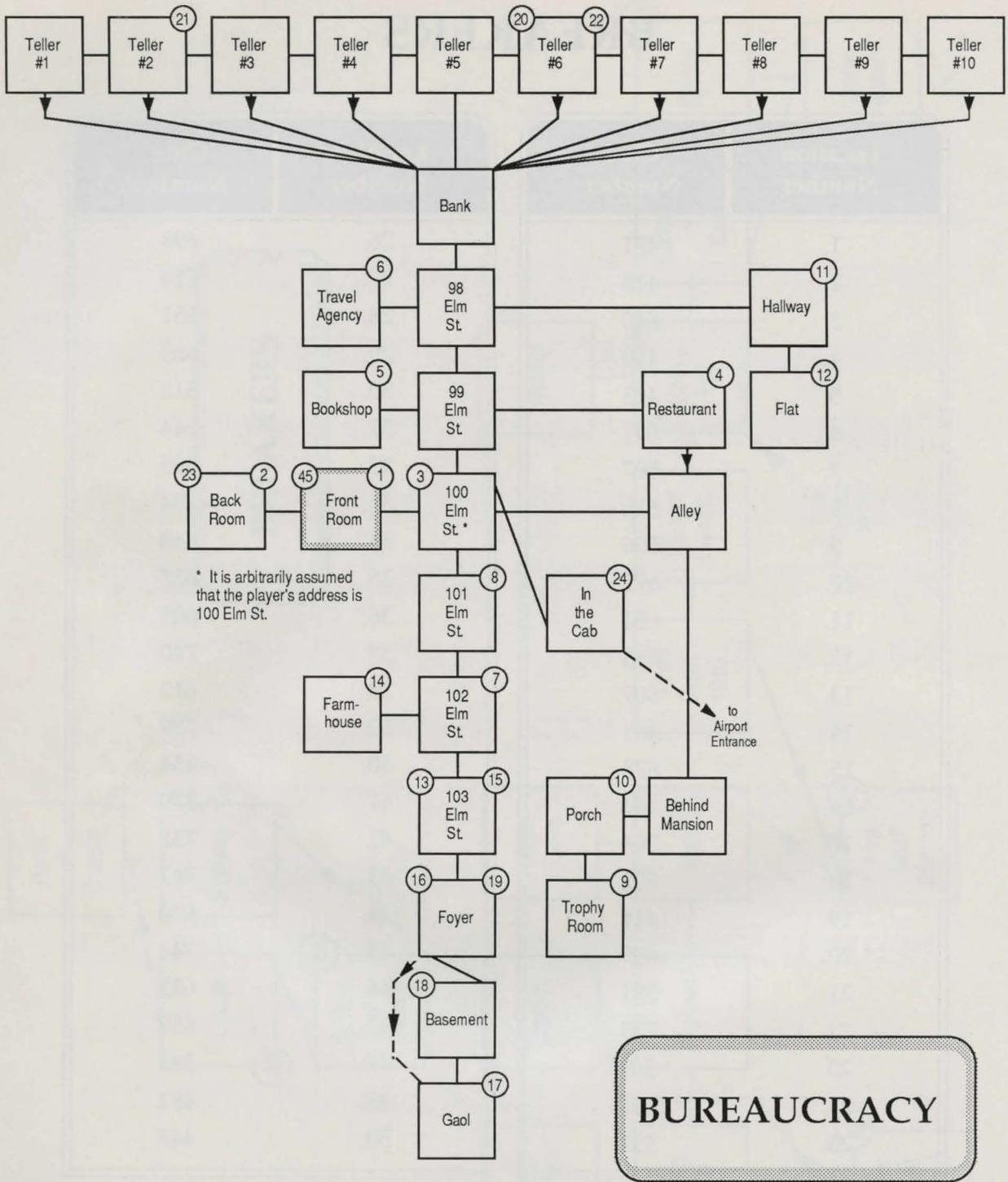




BREAKERS

Location Number	Clue Number
1.	471
2.	418
3.	640
4.	419
5.	423
6.	641
7.	507
8.	615
9.	596
10.	672
11.	654
12.	483
13.	607
14.	461
15.	678
16.	444
17.	364
18.	602
19.	414
20.	699
21.	591
22.	733
23.	549
24.	697
25.	592

Location Number	Clue Number
26.	698
27.	714
28.	651
29.	659
30.	512
31.	544
32.	395
33.	394
34.	648
35.	627
36.	605
37.	740
38.	612
39.	759
40.	454
41.	379
42.	737
43.	747
44.	620
45.	744
46.	632
47.	657
48.	533
49.	481
50.	448

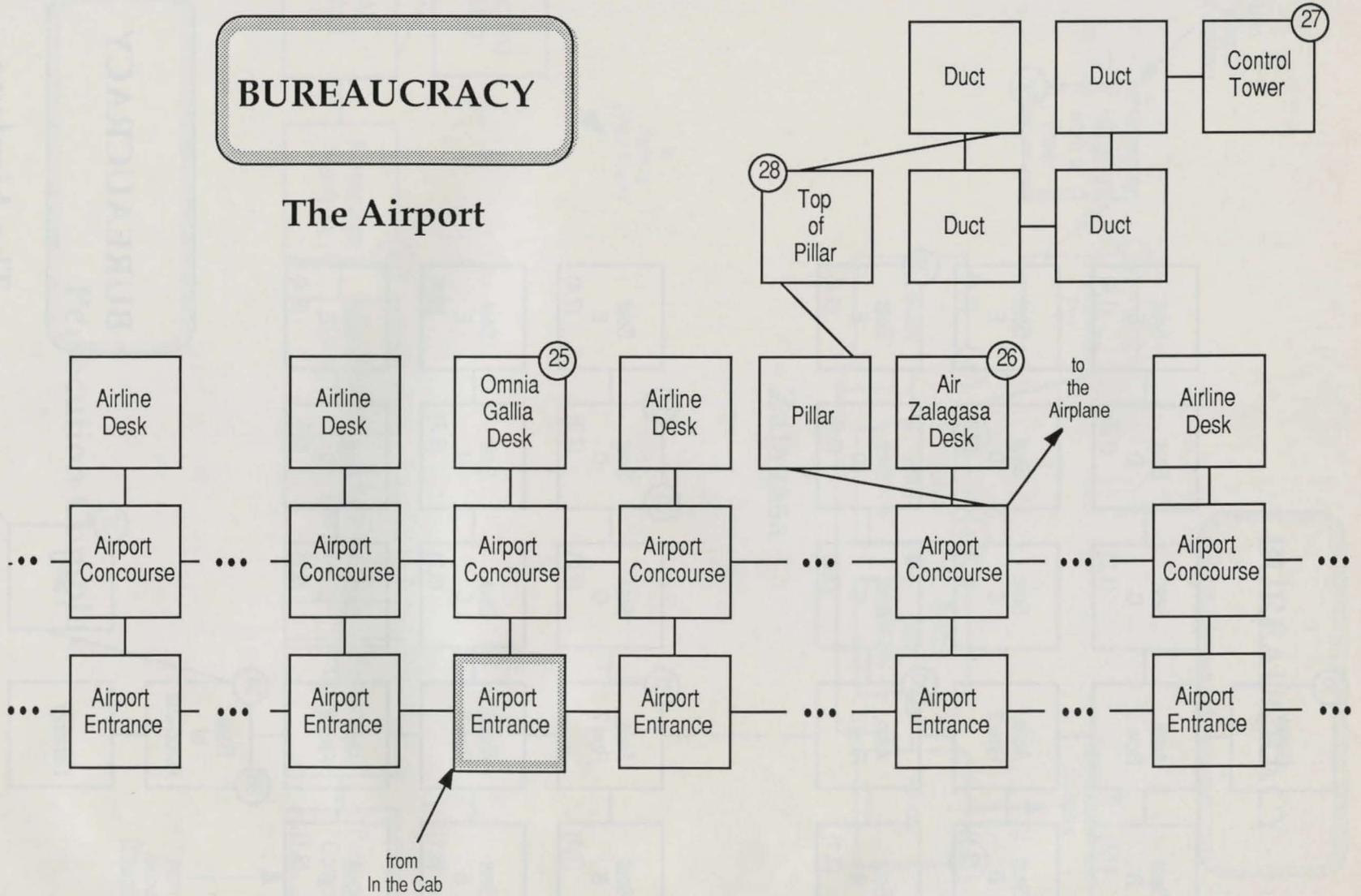


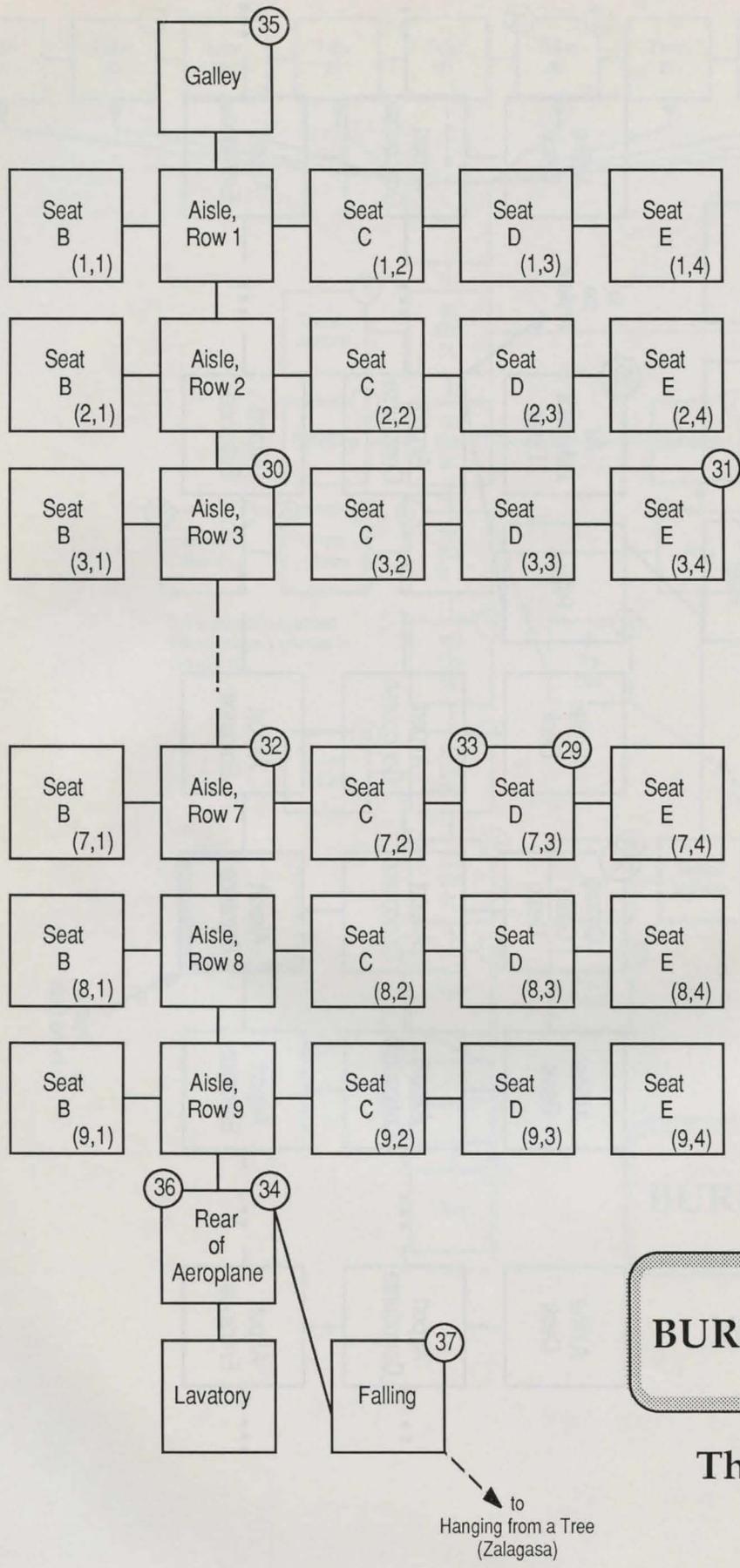
BUREAUCRACY

Your Town

BUREAUCRACY

The Airport



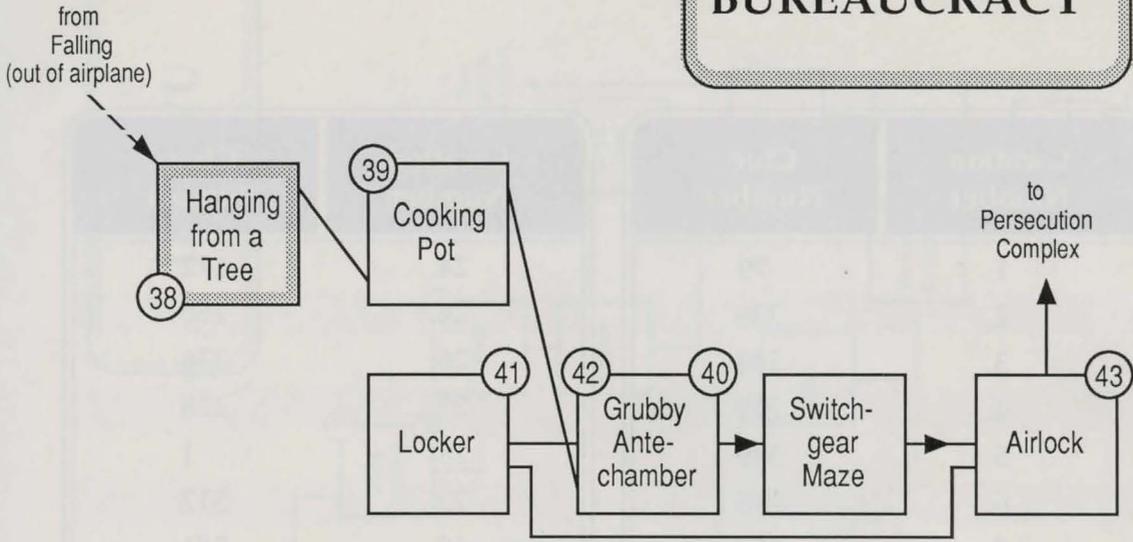


BUREAUCRACY

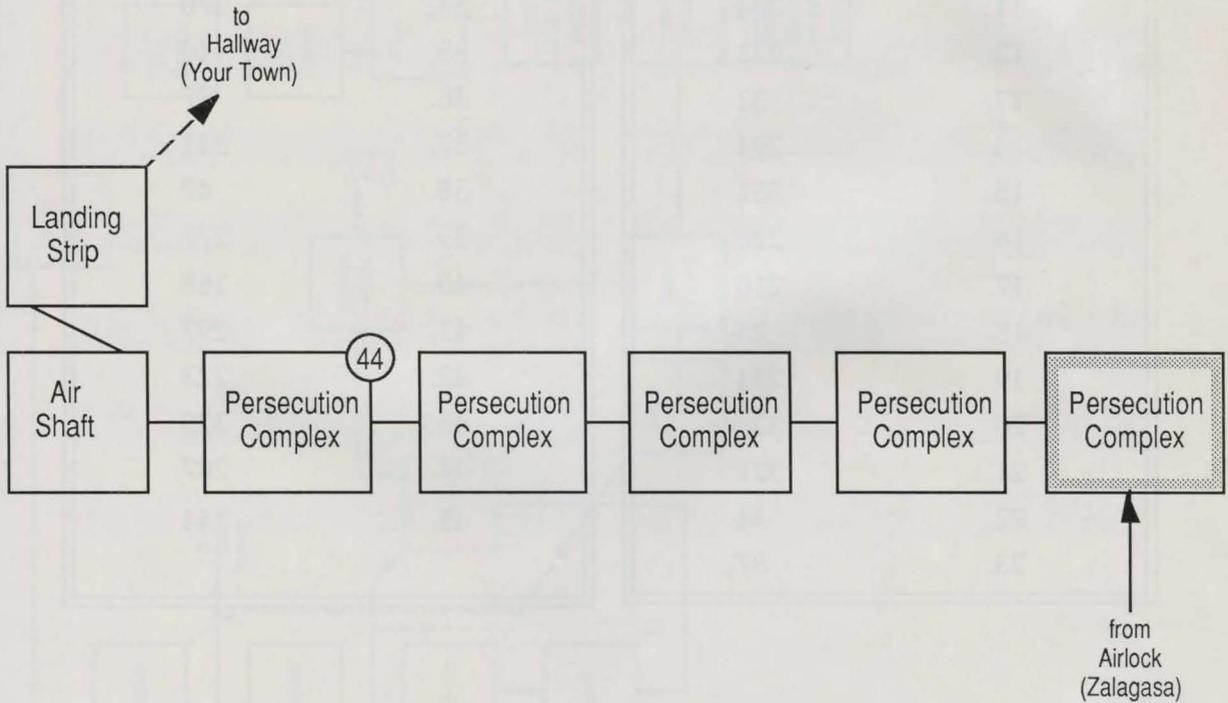
The Airplane

to
Hanging from a Tree
(Zalagasa)

BUREAUCRACY



Zalagasa



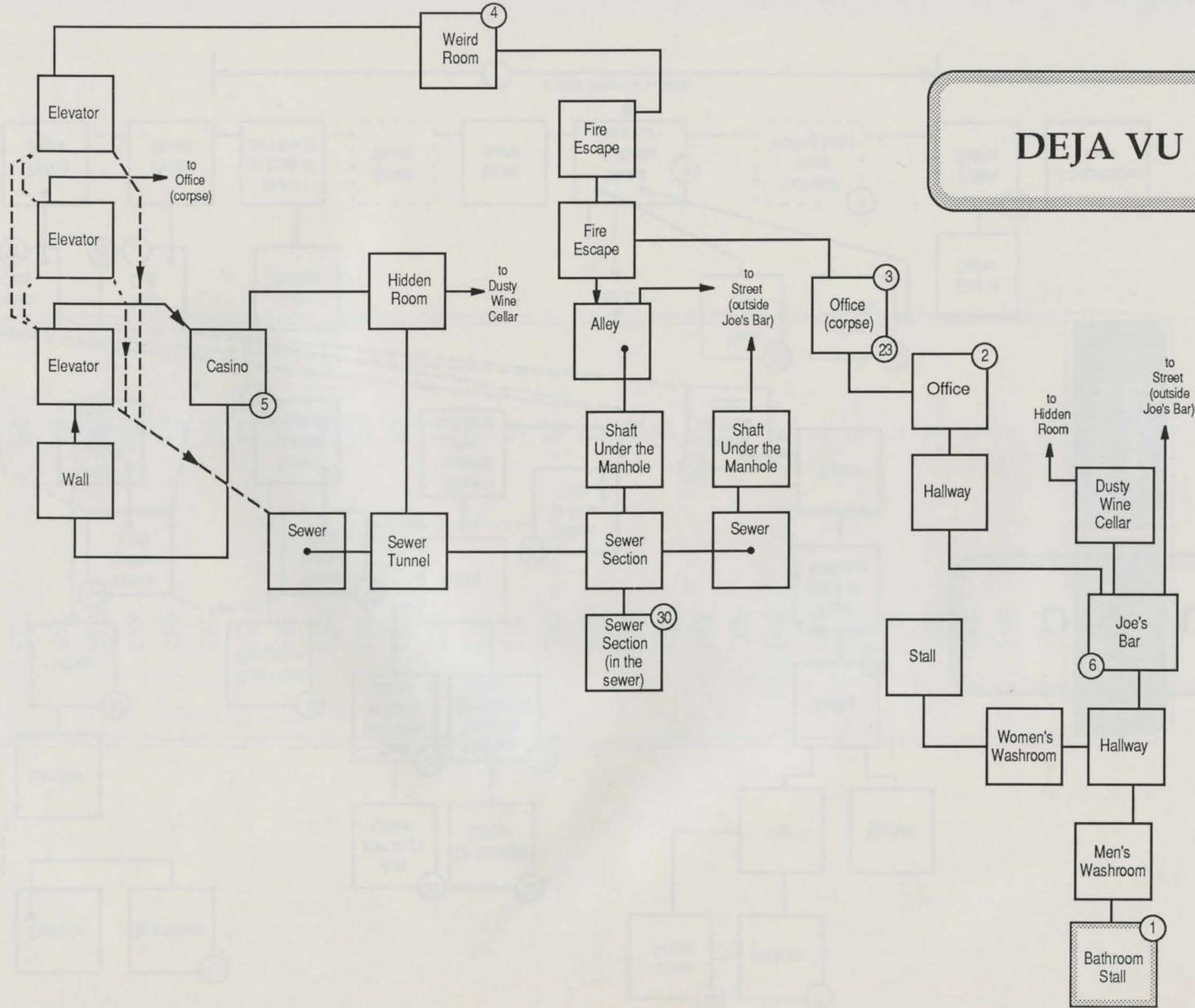
Persecution Complex

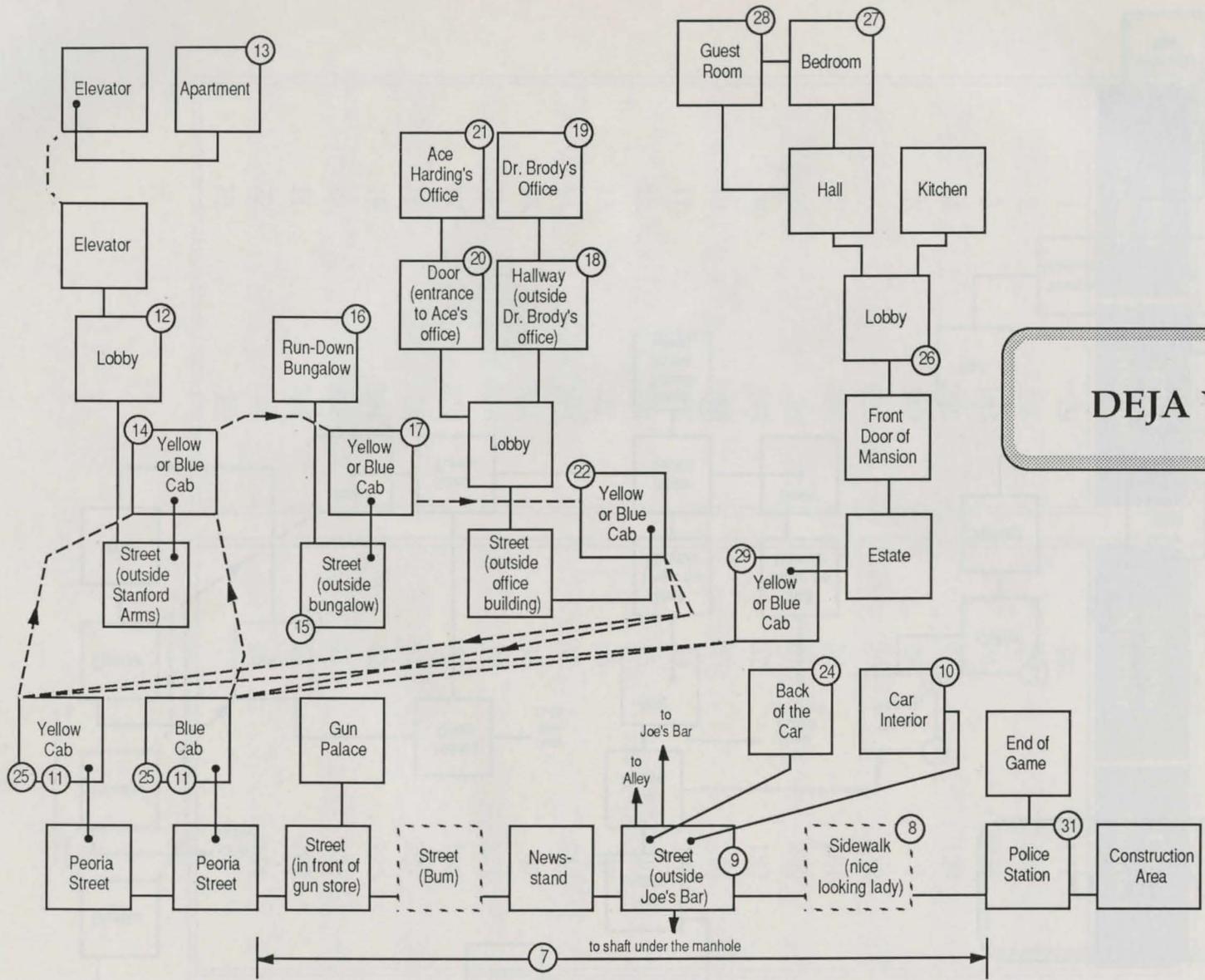
BUREAUCRACY

Location Number	Clue Number
1.	79
2.	236
3.	103
4.	239
5.	349
6.	295
7.	258
8.	16
9.	353
10.	257
11.	274
12.	272
13.	32
14.	294
15.	351
16.	226
17.	210
18.	28
19.	234
20.	356
21.	321
22.	44
23.	87

Location Number	Clue Number
24.	172
25.	150
26.	336
27.	128
28.	1
29.	312
30.	281
31.	240
32.	152
33.	46
34.	270
35.	40
36.	37
37.	342
38.	47
39.	221
40.	168
41.	297
42.	223
43.	325
44.	207
45.	144

DEJA VU



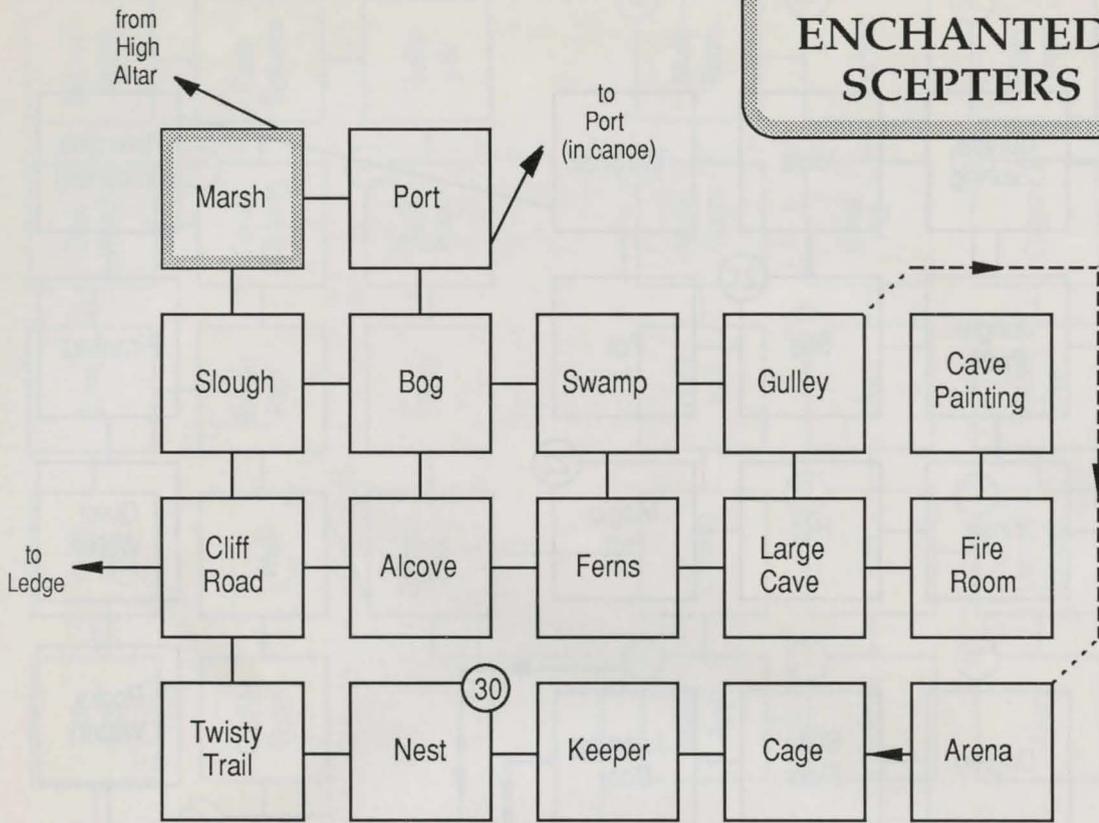


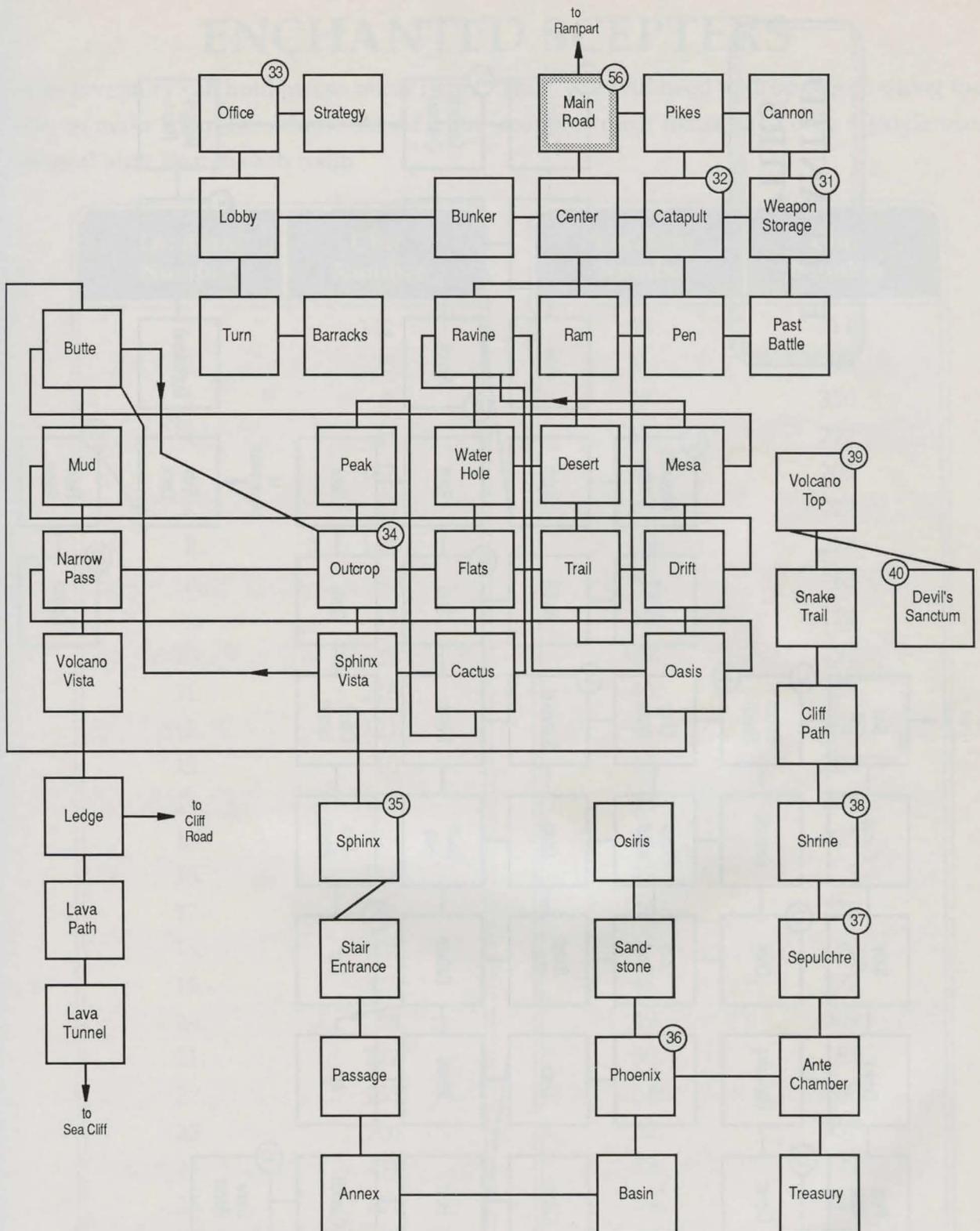
DEJA VU

DEJA VU

Location Number	Clue Number
1.	734
2.	584
3.	476
4.	585
5.	422
6.	567
7.	692
8.	562
9.	431
10.	629
11.	693
12.	702
13.	560
14.	396
15.	515
16.	711
17.	653
18.	735
19.	760
20.	451
21.	388
22.	435
23.	552
24.	647
25.	687
26.	748
27.	757
28.	723
29.	367
30.	375
31.	752

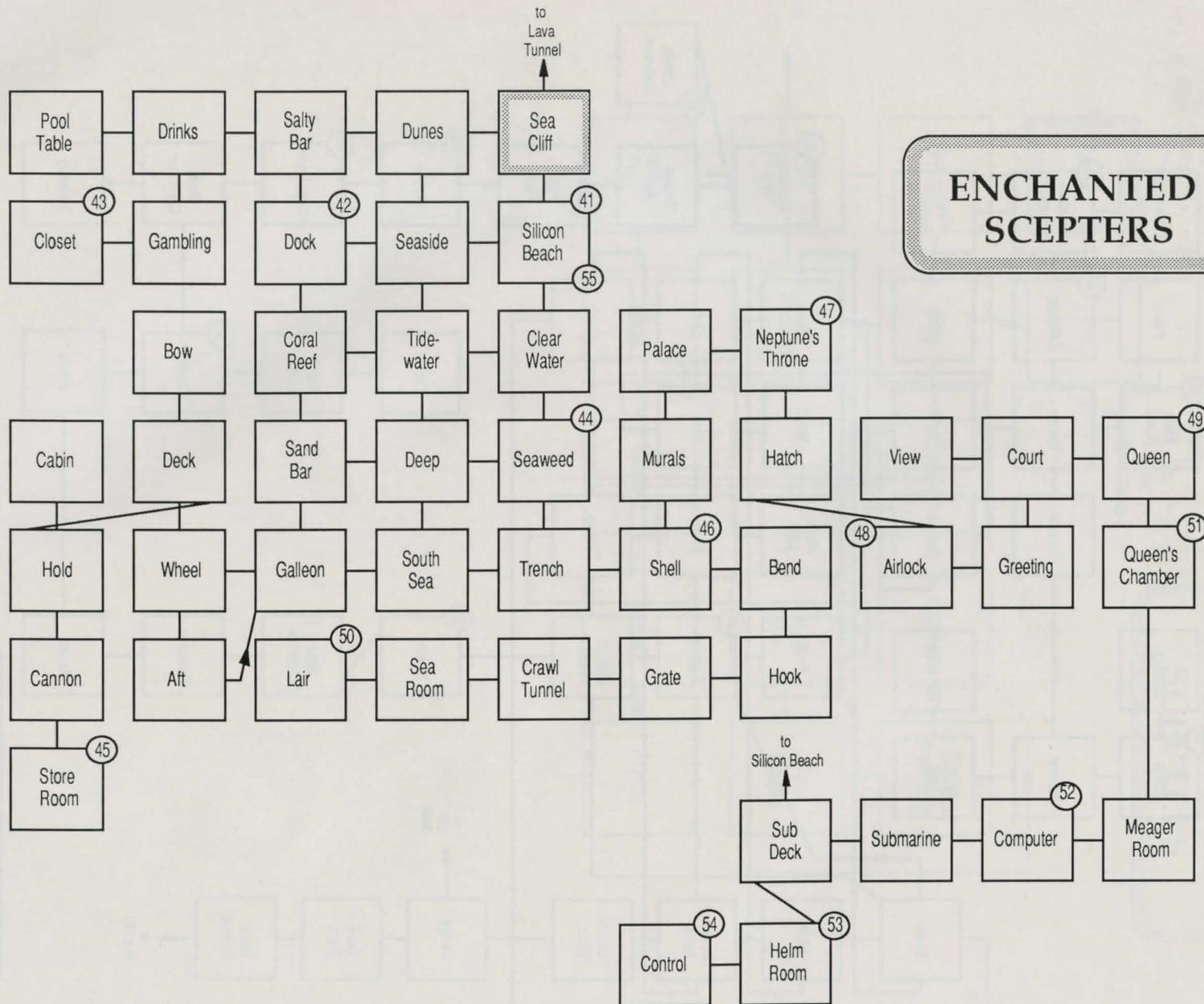
ENCHANTED SCEPTERS





**ENCHANTED
SCEPTERS**

ENCHANTED SCEPTERS

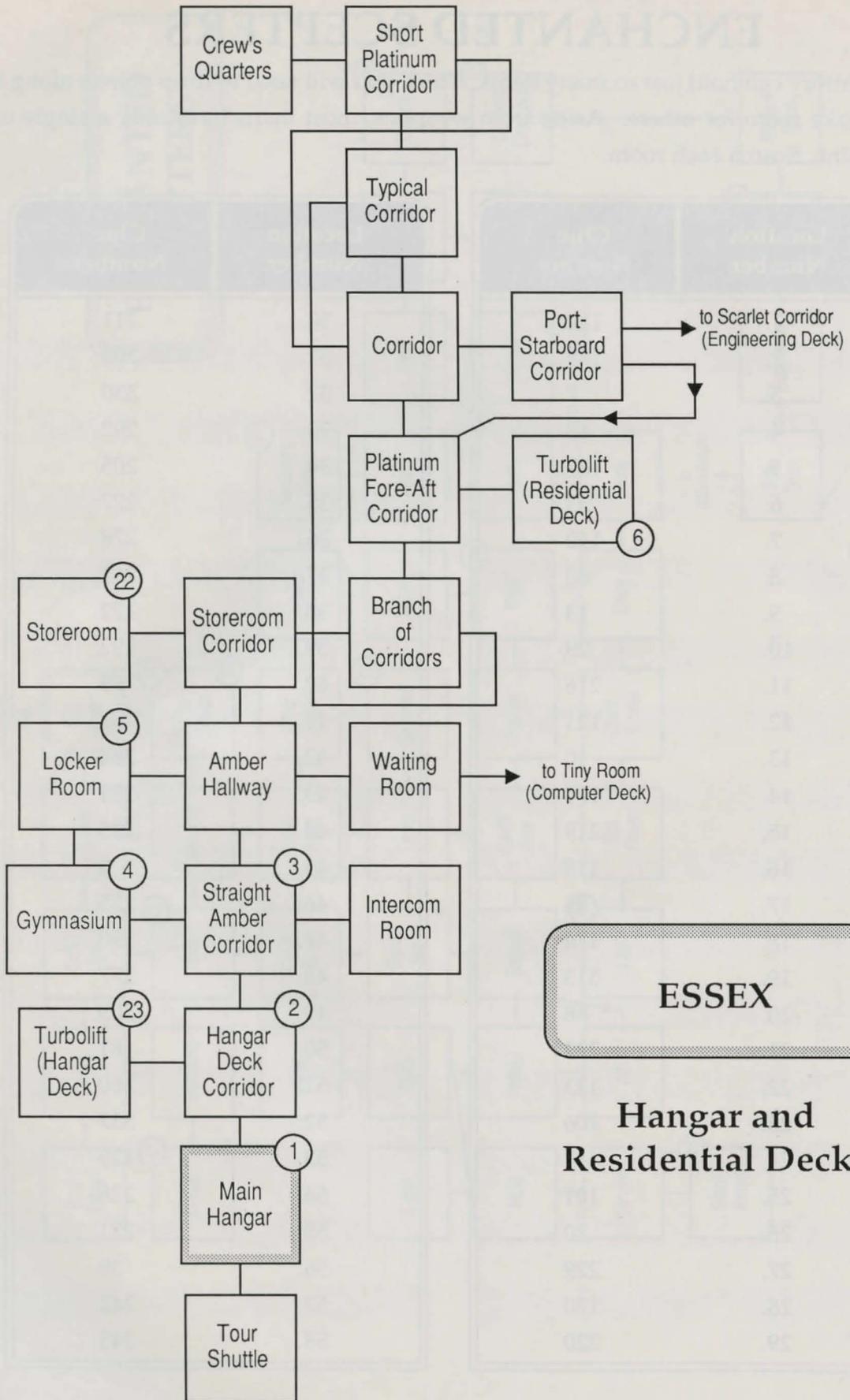


ENCHANTED SCEPTERS

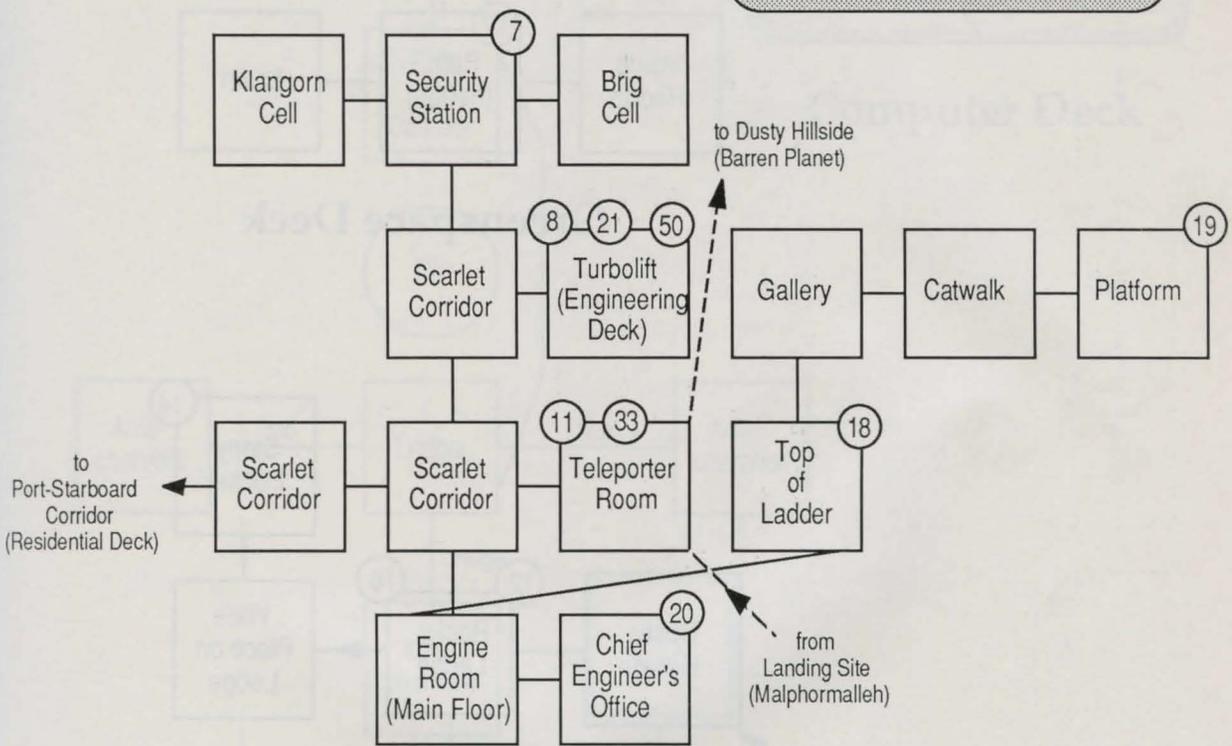
Your inventory can hold just so many items. Thus, you will need to drop objects along the way to make room for others. Aside from weapons, most items have only a single use. General hint: Search each room.

Location Number	Clue Number
1.	112
2.	175
3.	7
4.	48
5.	167
6.	53
7.	142
8.	80
9.	13
10.	29
11.	216
12.	121
13.	10
14.	171
15.	219
16.	118
17.	96
18.	174
19.	313
20.	88
21.	222
22.	133
23.	106
24.	31
25.	101
26.	20
27.	229
28.	170
29.	220

Location Number	Clue Number
30.	211
31.	293
32.	330
33.	292
34.	205
35.	227
36.	278
37.	262
38.	122
39.	192
40.	75
41.	286
42.	284
43.	254
44.	215
45.	3
46.	275
47.	190
48.	277
49.	309
50.	81
51.	260
52.	337
53.	129
54.	228
55.	271
56.	39
57.	242
58.	345

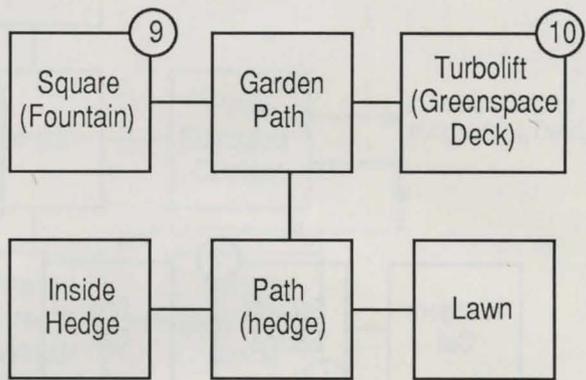


ESSEX

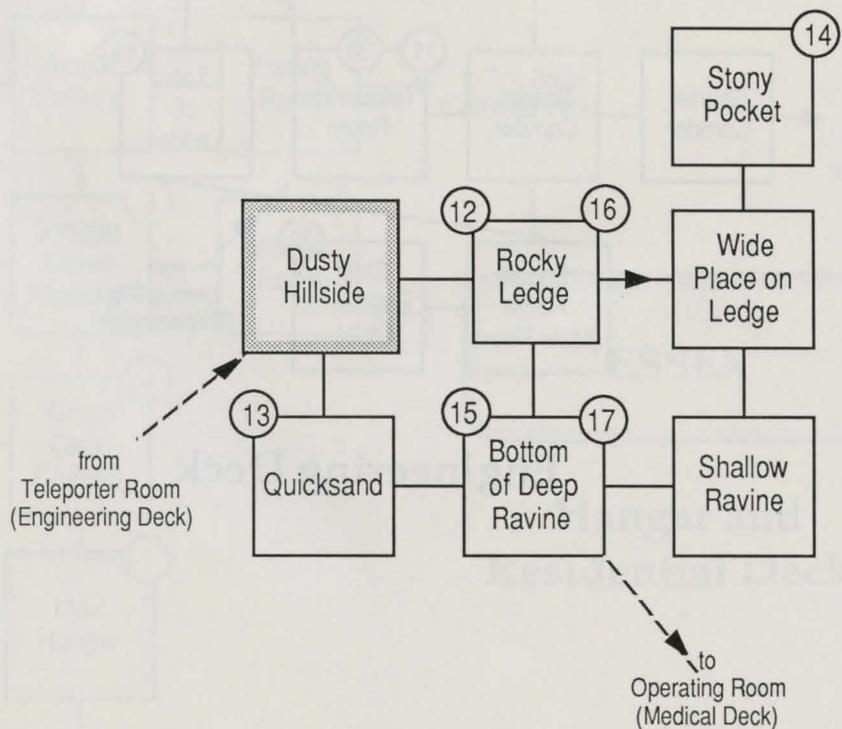


Engineering Deck

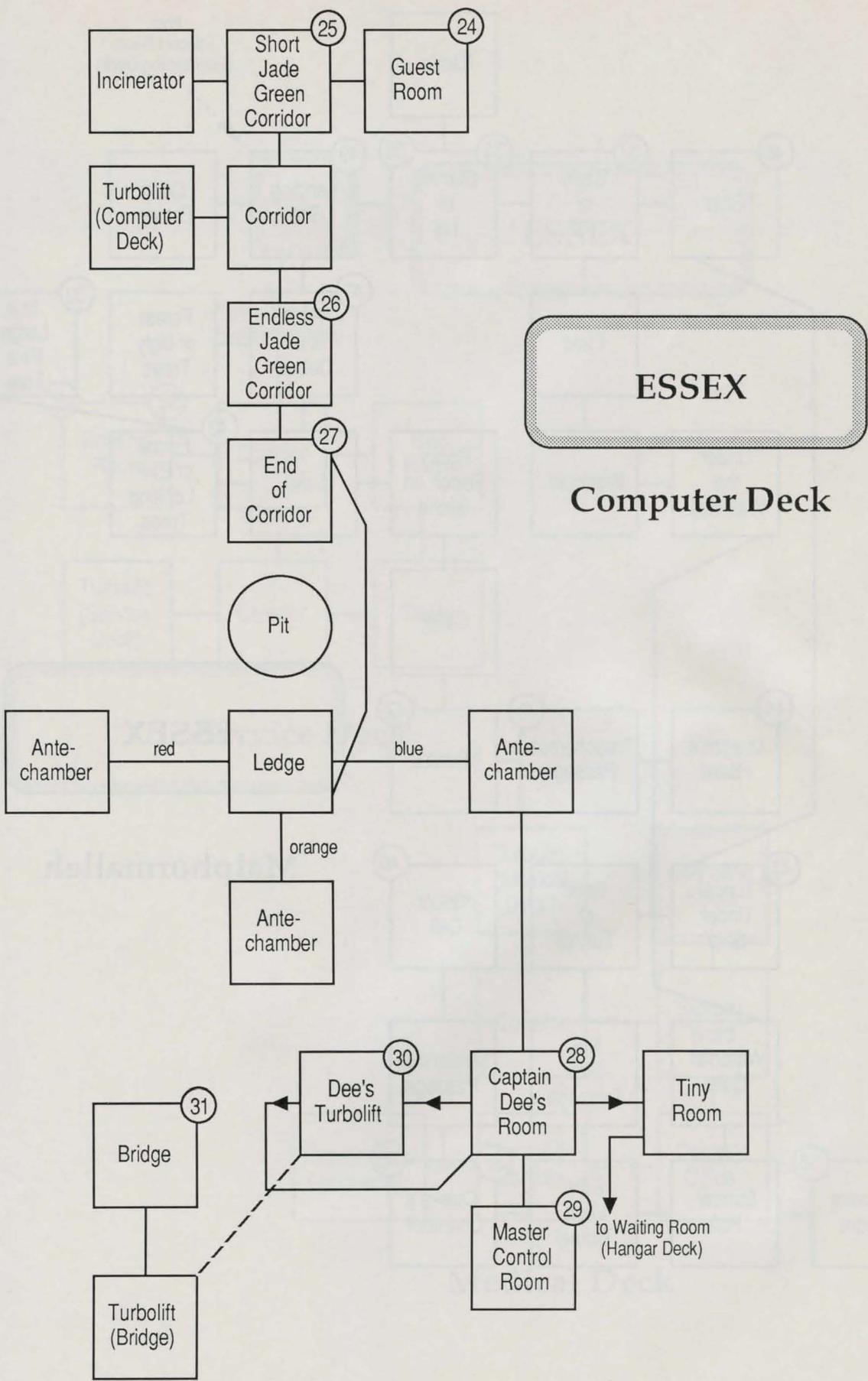
ESSEX



Greenspace Deck

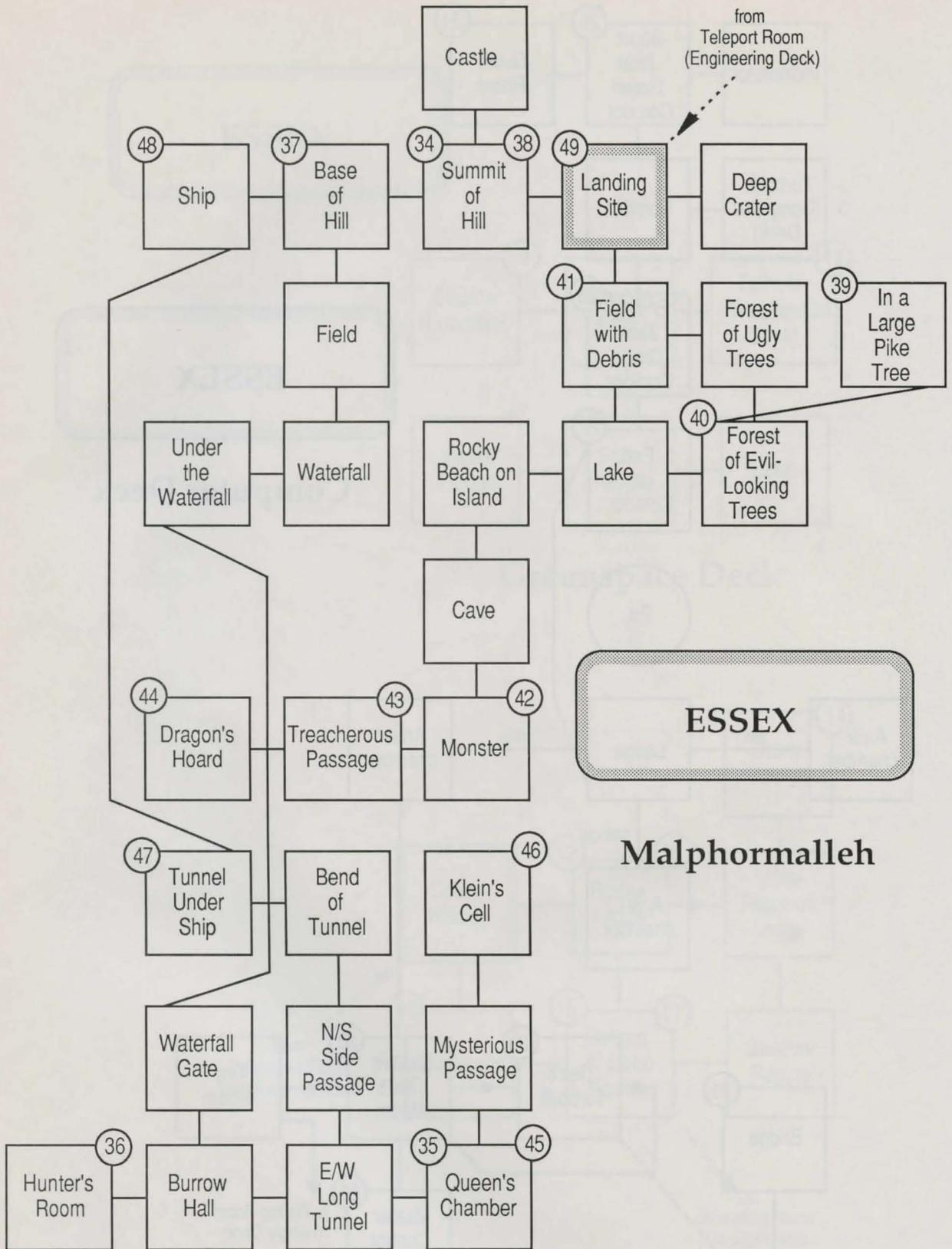


Barren Planet

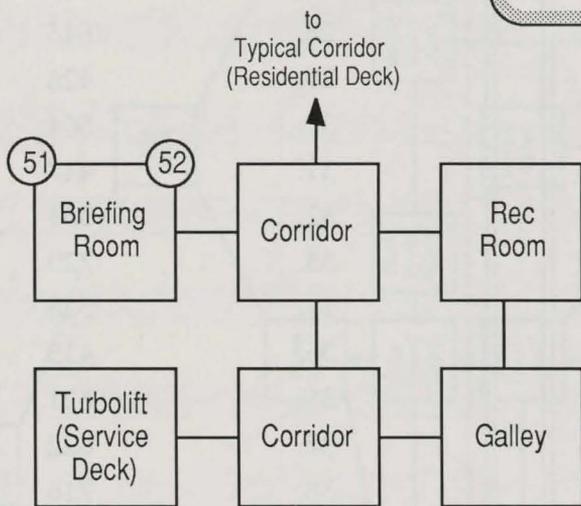


ESSEX

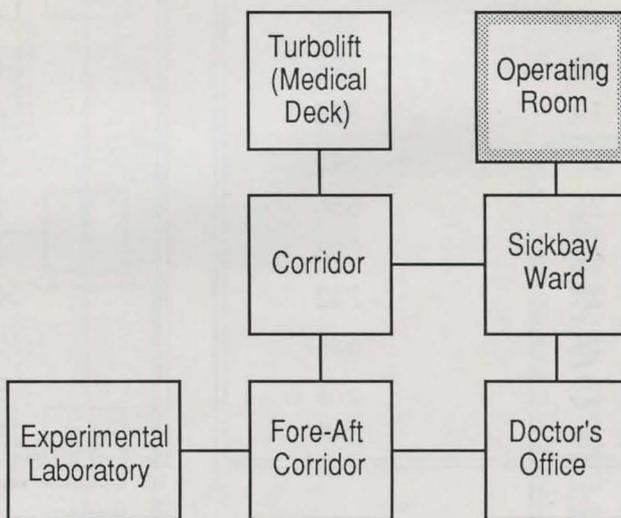
Computer Deck



ESSEX



Service Deck

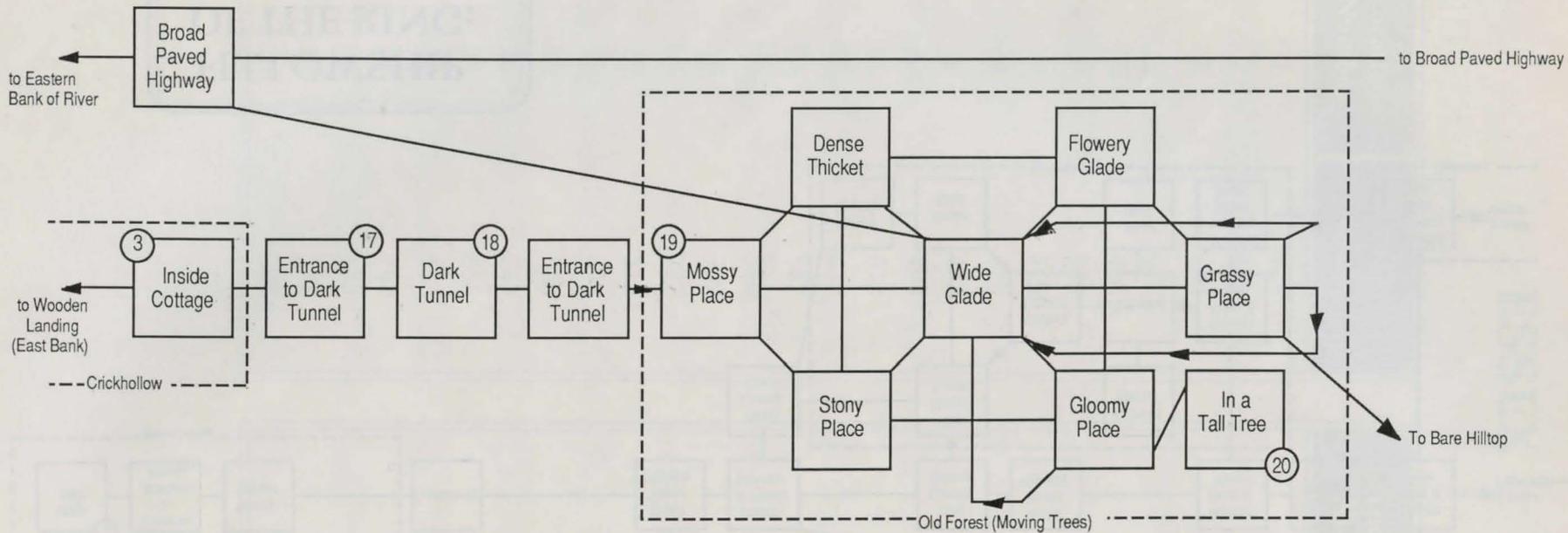


Medical Deck

ESSEX

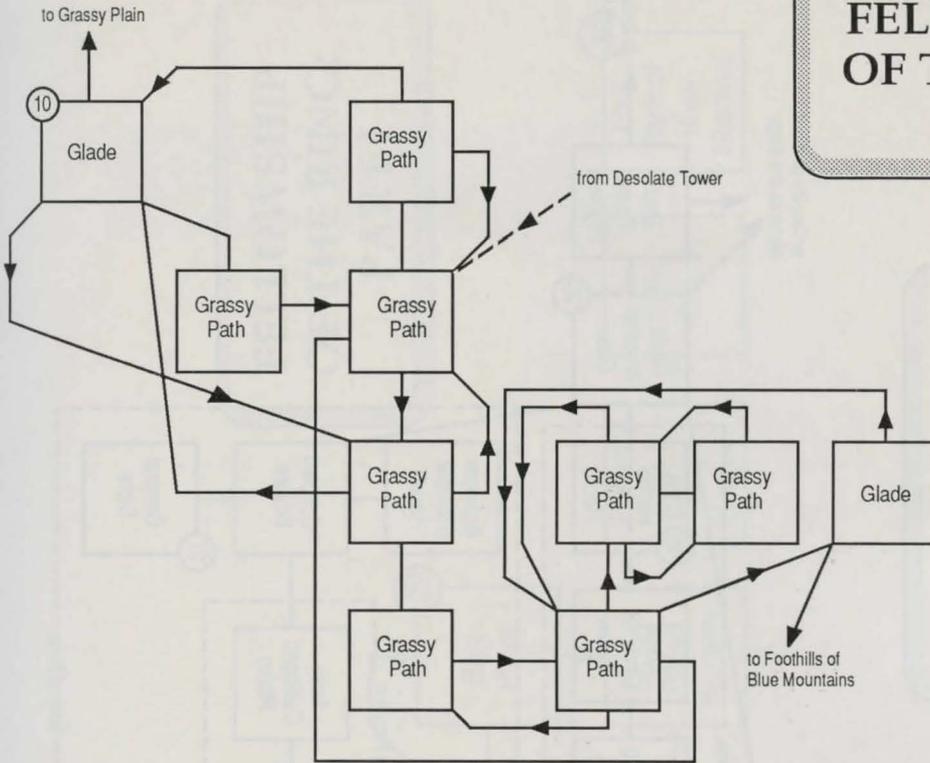
Location Number	Clue Number
1.	721
2.	586
3.	600
4.	639
5.	468
6.	543
7.	715
8.	623
9.	455
10.	494
11.	618
12.	637
13.	587
14.	580
15.	399
16.	727
17.	513
18.	498
19.	526
20.	745
21.	556
22.	583
23.	742
24.	634
25.	571
26.	385

Location Number	Clue Number
27.	599
28.	643
29.	426
30.	564
31.	447
32.	363
33.	729
34.	528
35.	415
36.	621
37.	622
38.	716
39.	581
40.	604
41.	732
42.	635
43.	537
44.	499
45.	670
46.	407
47.	531
48.	366
49.	679
50.	456
51.	489
52.	664

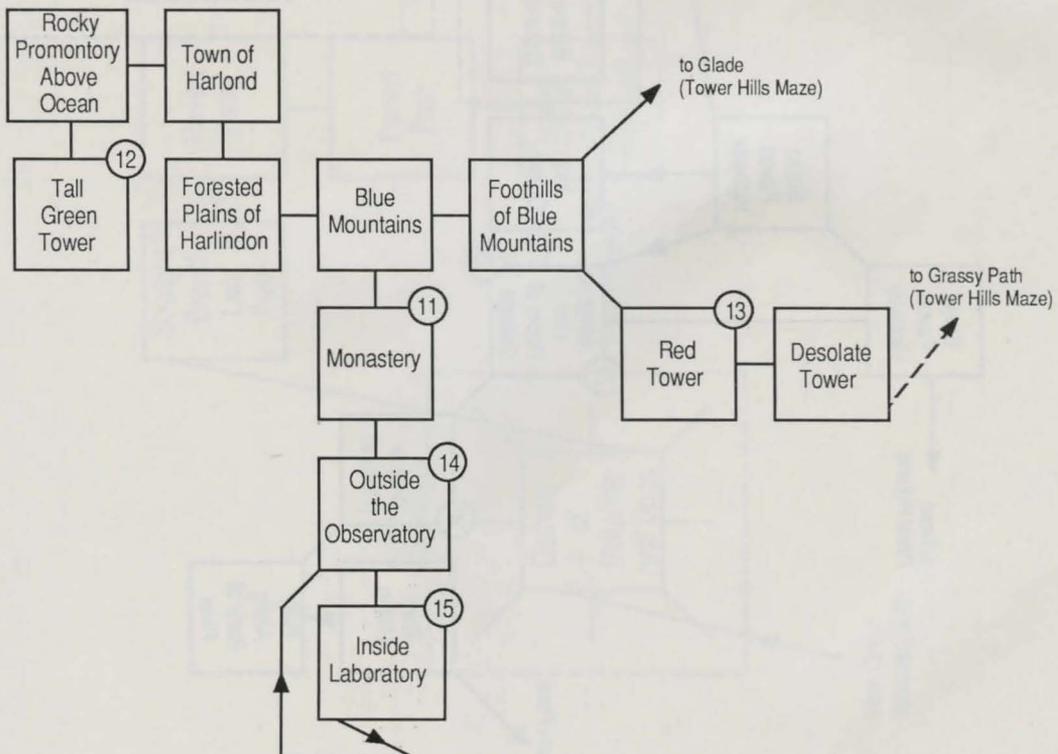


**FELLOWSHIP
OF THE RING:
PART I**

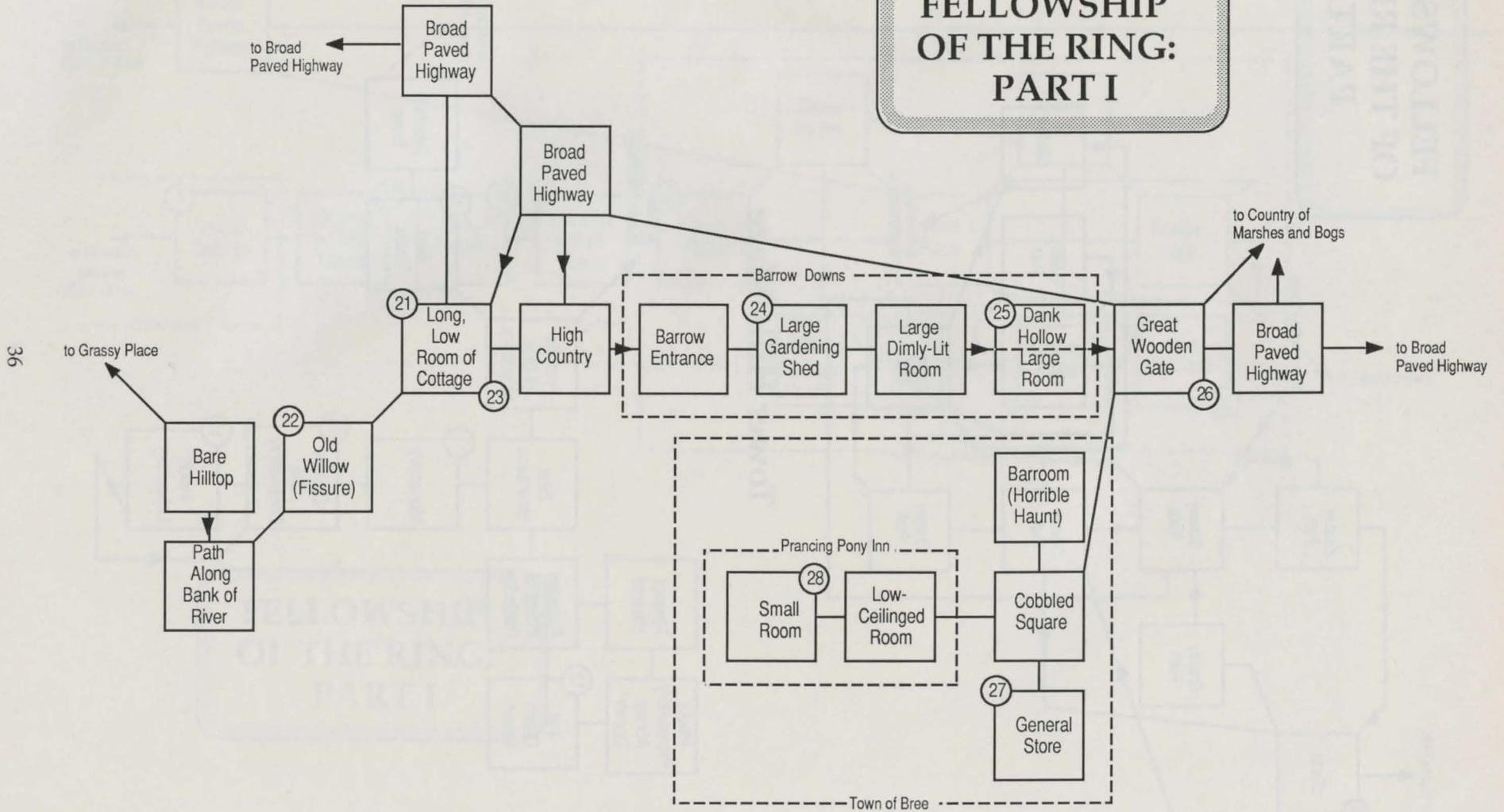
FELLOWSHIP OF THE RING: PART I

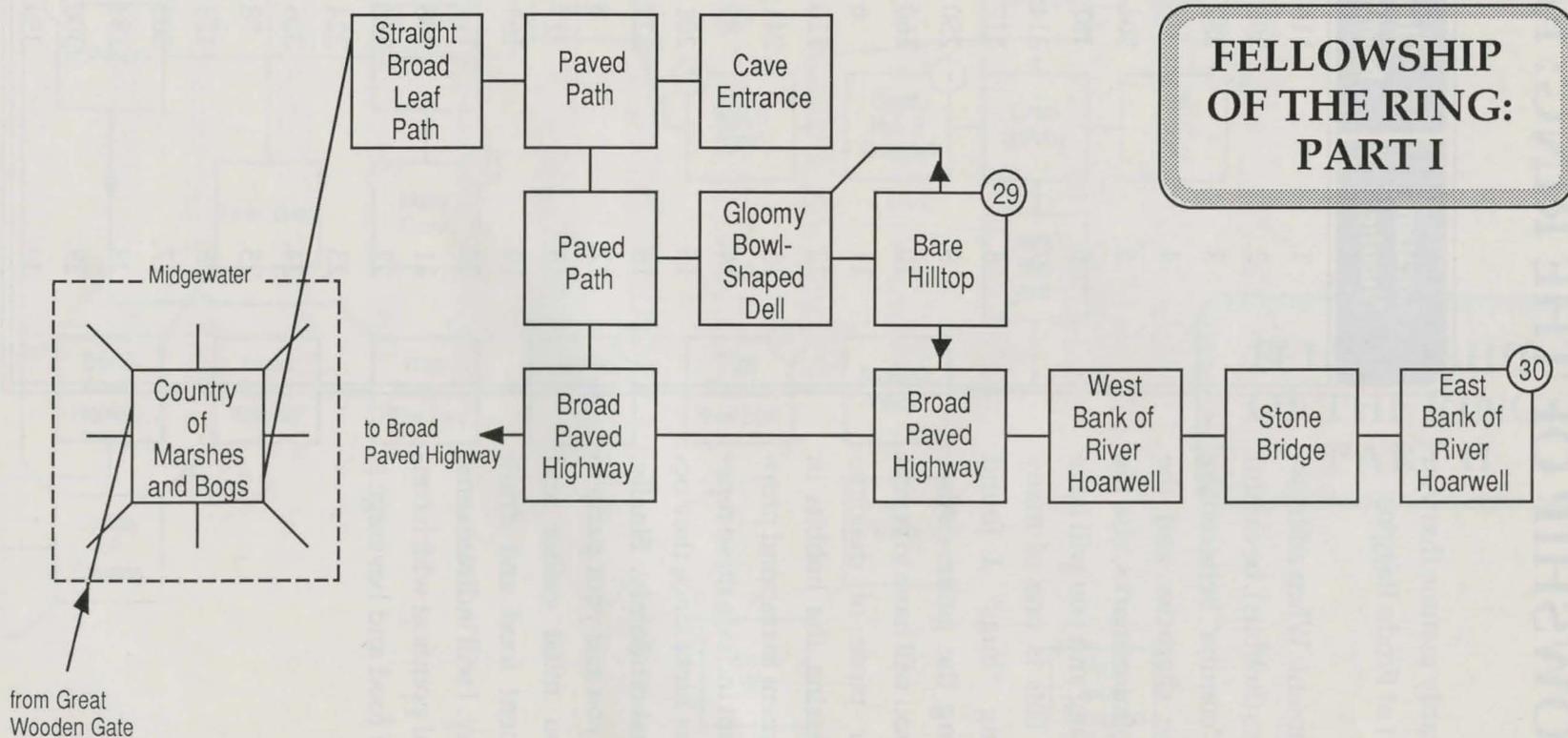


Tower Hills Maze



FELLOWSHIP OF THE RING: PART I



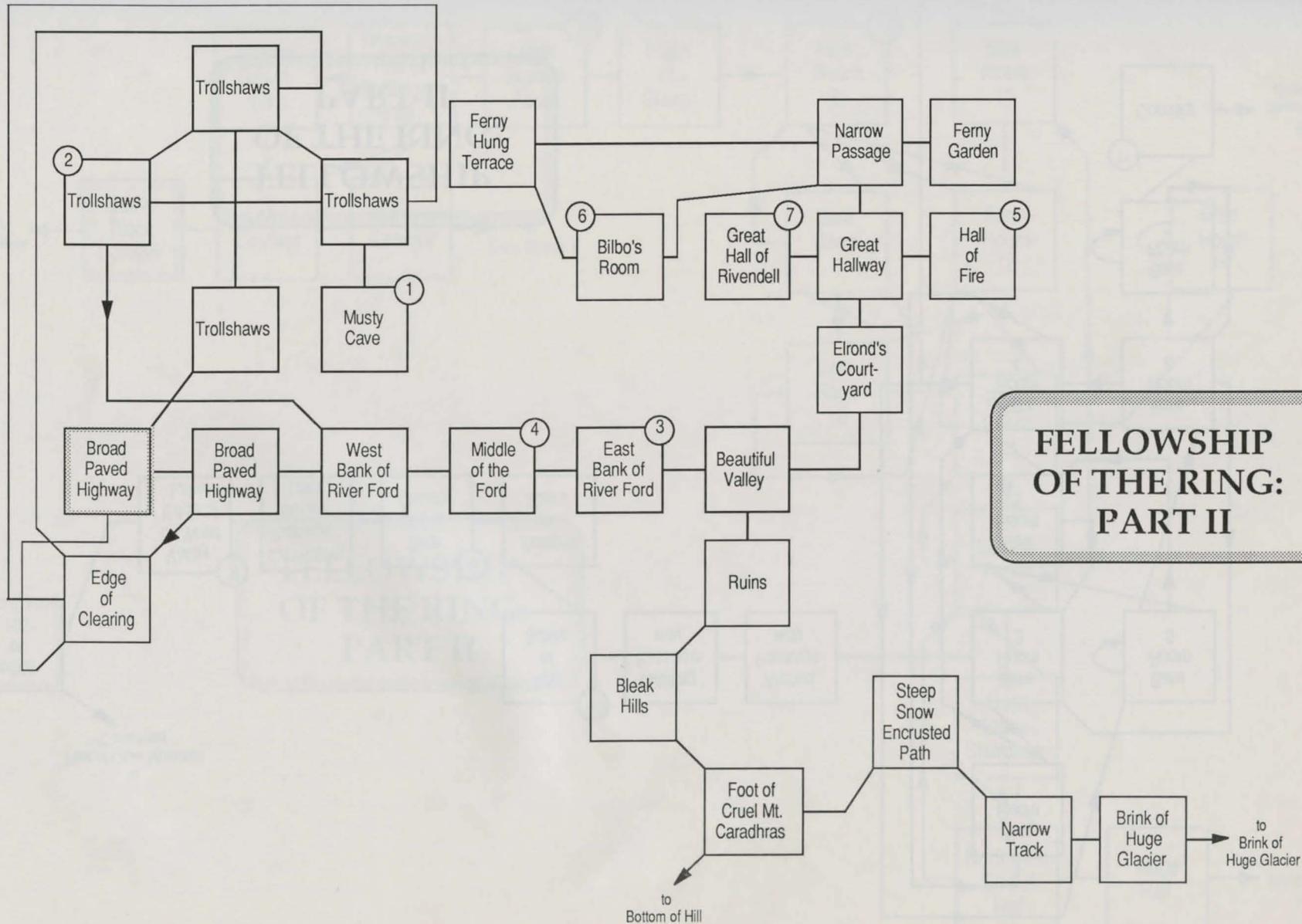


FELLOWSHIP OF THE RING: PART I

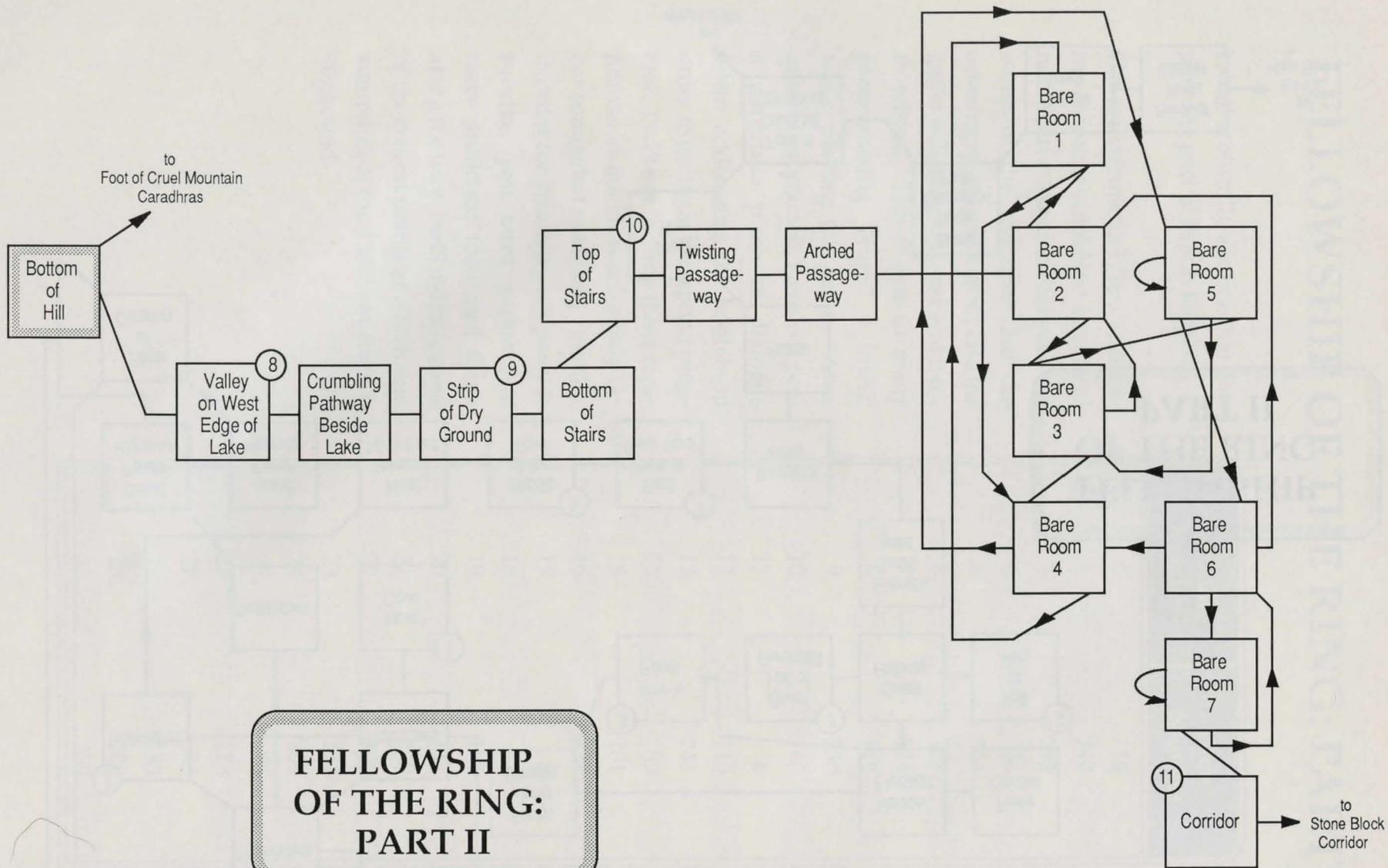
I shall arbitrarily assume that you play the part of Frodo Baggins.

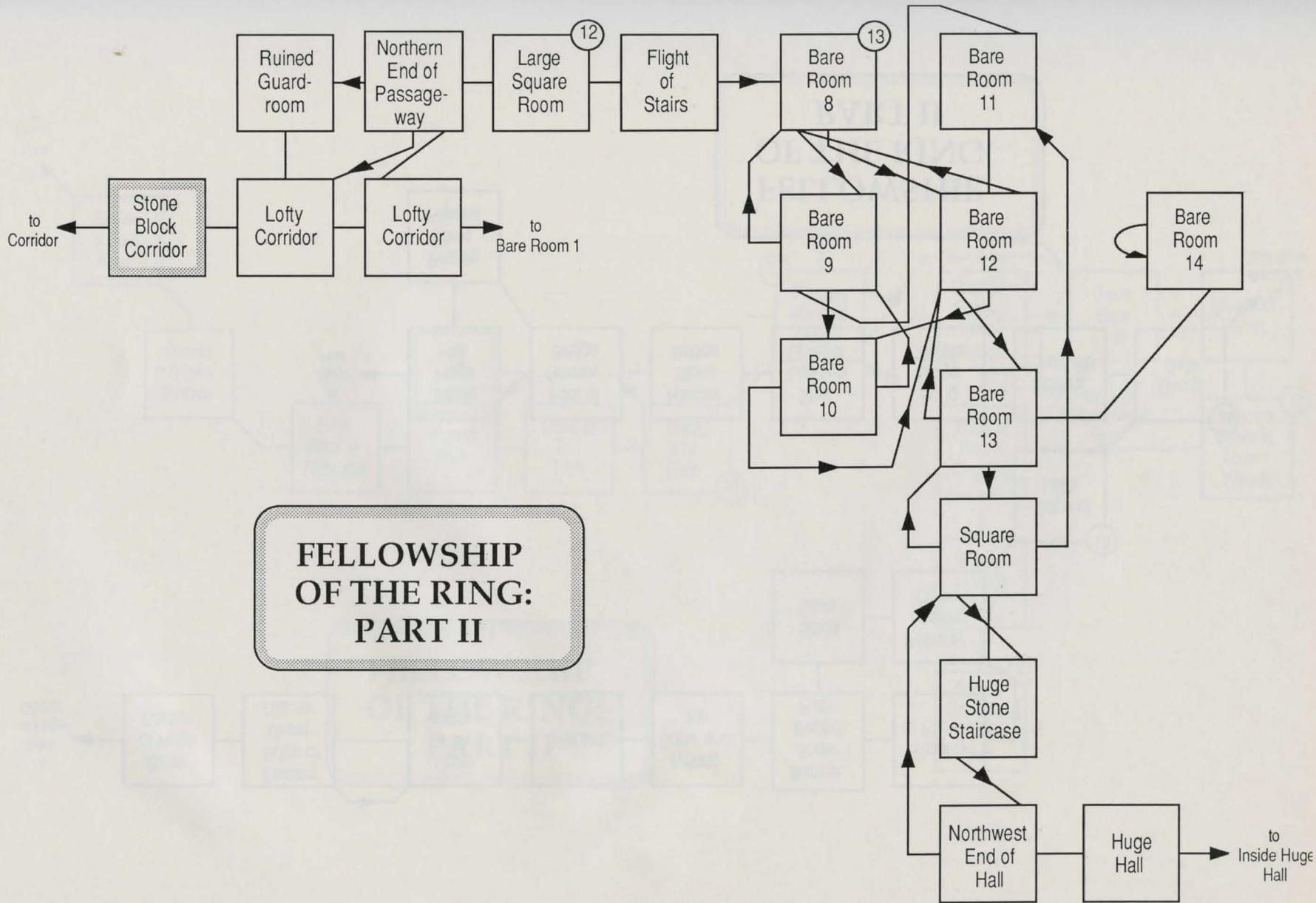
General comment: When addressing characters (hobbits), be careful not to put a "comma" between the name of the character and the opening quotation marks, else the game will hang and you will have to reboot. This is one of many programming "bugs" I found while playing the game. Also, quite often you will have to repeat a particular piece of dialogue when addressing the hobbits in order to get them to respond properly. I will not include these repetitions in the hints since they occur somewhat randomly. Finally, in order for you and your party to survive, you must gather and carry sufficient food and drink along the way. I will indicate some of the critical points at which consumption of food and beverage is suggested.

Location Number	Clue Number
1.	116
2.	299
3.	282
4.	36
5.	304
6.	187
7.	314
8.	117
9.	250
10.	160
11.	6
12.	110
13.	241
14.	89
15.	201
16.	327
17.	8
18.	17
19.	161
20.	111
21.	298
22.	350
23.	324
24.	306
25.	78
26.	173
27.	303
28.	183
29.	300
30.	359

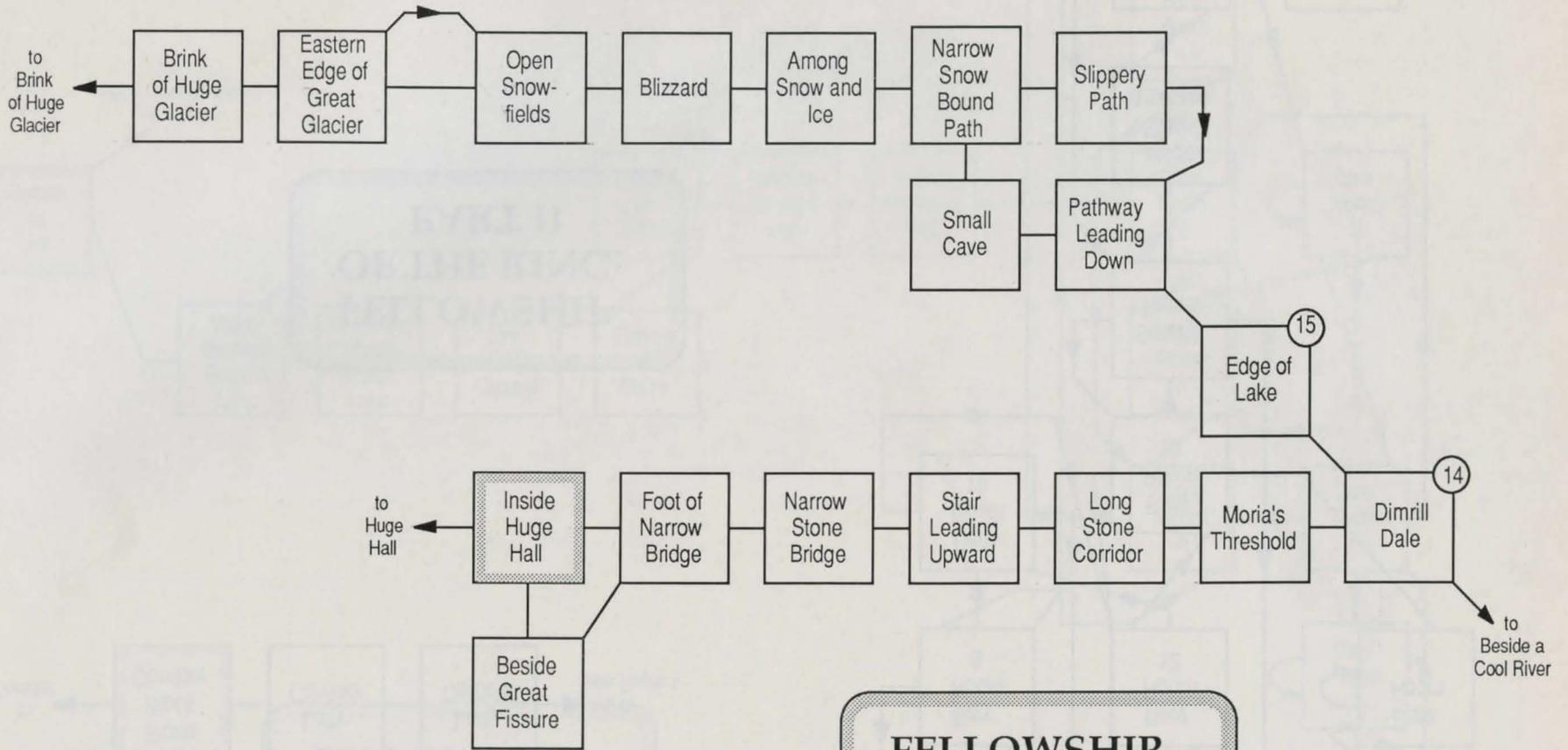


**FELLOWSHIP
OF THE RING:
PART II**





**FELLOWSHIP
OF THE RING:
PART II**



**FELLOWSHIP
OF THE RING:
PART II**

to
Dimrill
Dale

Beside
a Cool
River

Beside
the Swift
Stream

East
Bank of
Nimrodel

Forest
Path

Base of
Tall
Tree

Bank of a
River

17
Eastern
Bank of
River

19
Western
Edge of
White
Bridge

Great
Bare
Hill

Beautiful
Forest

to
Wall with
Filigree Metal
Gates

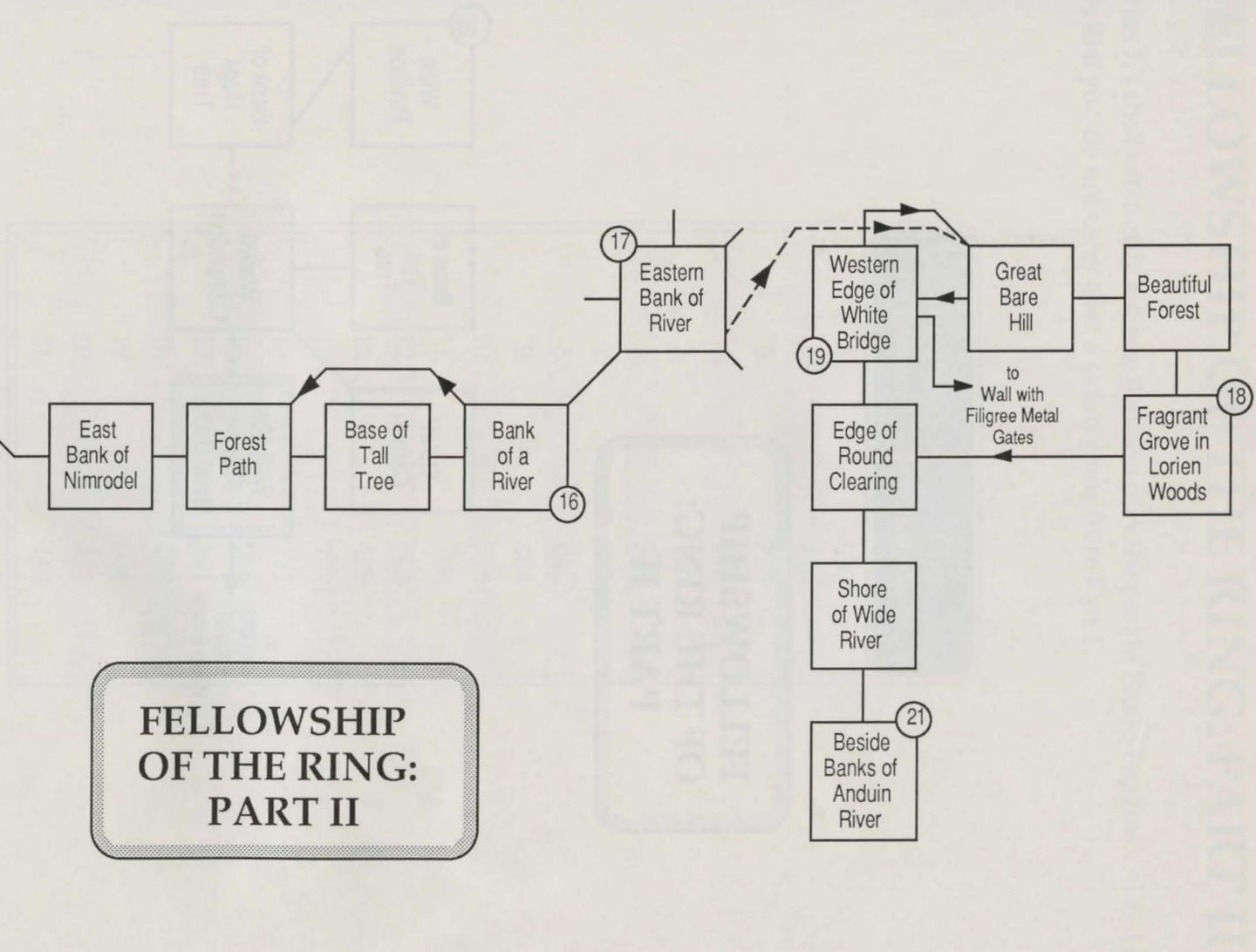
Edge of
Round
Clearing

18
Fragrant
Grove in
Lorien
Woods

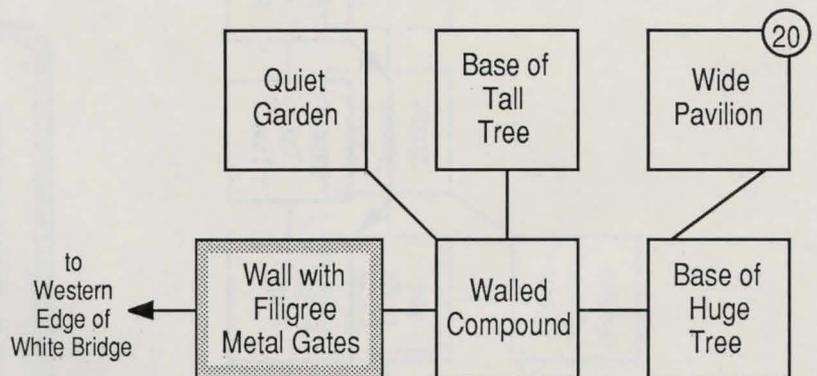
Shore
of Wide
River

21
Beside
Banks of
Anduin
River

**FELLOWSHIP
OF THE RING:
PART II**



FELLOWSHIP OF THE RING: PART II

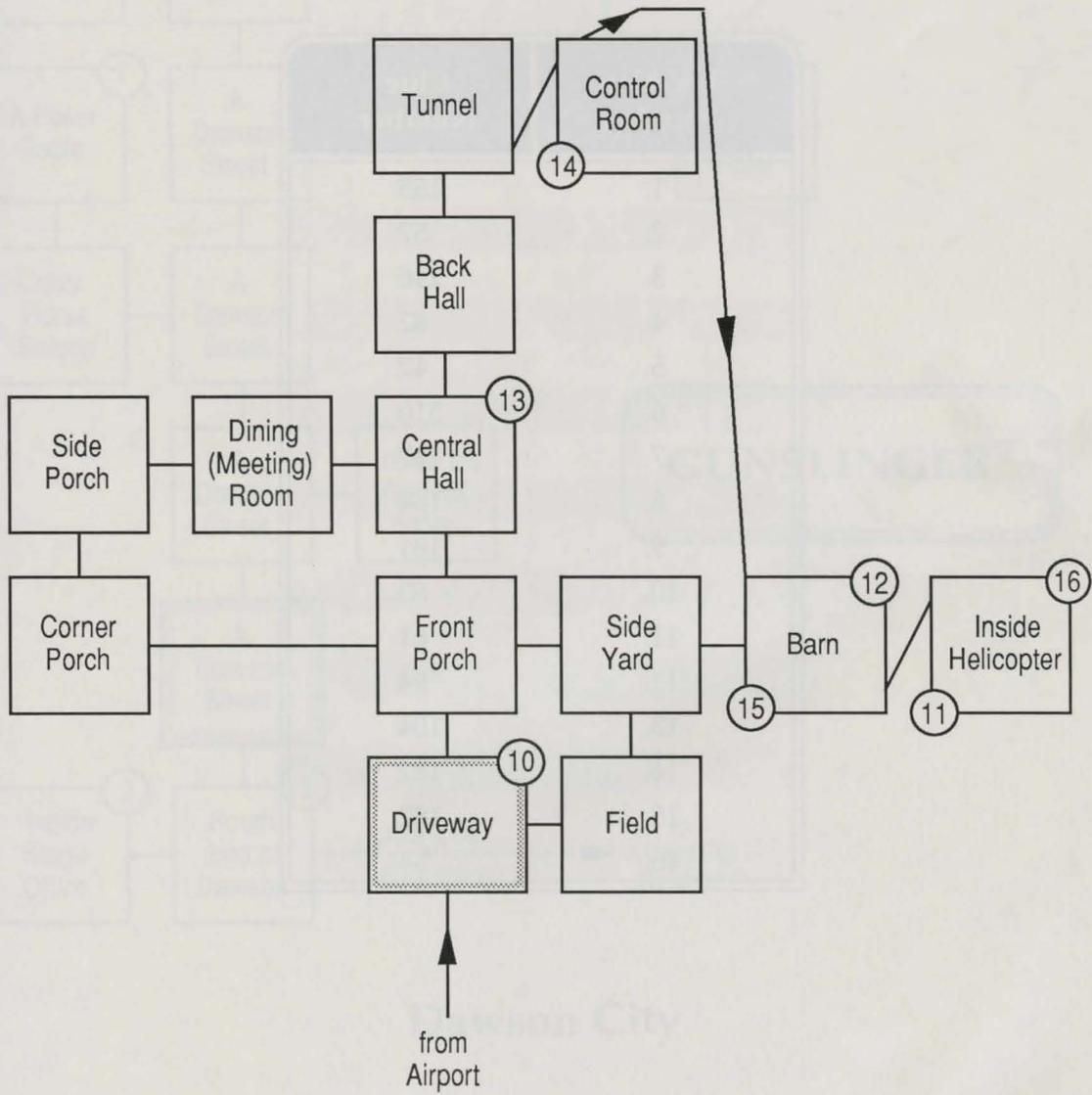


FELLOWSHIP OF THE RING: PART II

As in Part 1, I shall arbitrarily assume that you play the part of Frodo Baggins. Also, I shall assume that you do not carry over a saved game from Part 1.

Location Number	Clue Number
1.	630
2.	718
3.	725
4.	506
5.	420
6.	369
7.	577
8.	642
9.	404
10.	578
11.	706
12.	368
13.	409
14.	707
15.	392
16.	749
17.	491
18.	457
19.	504
20.	381
21.	449

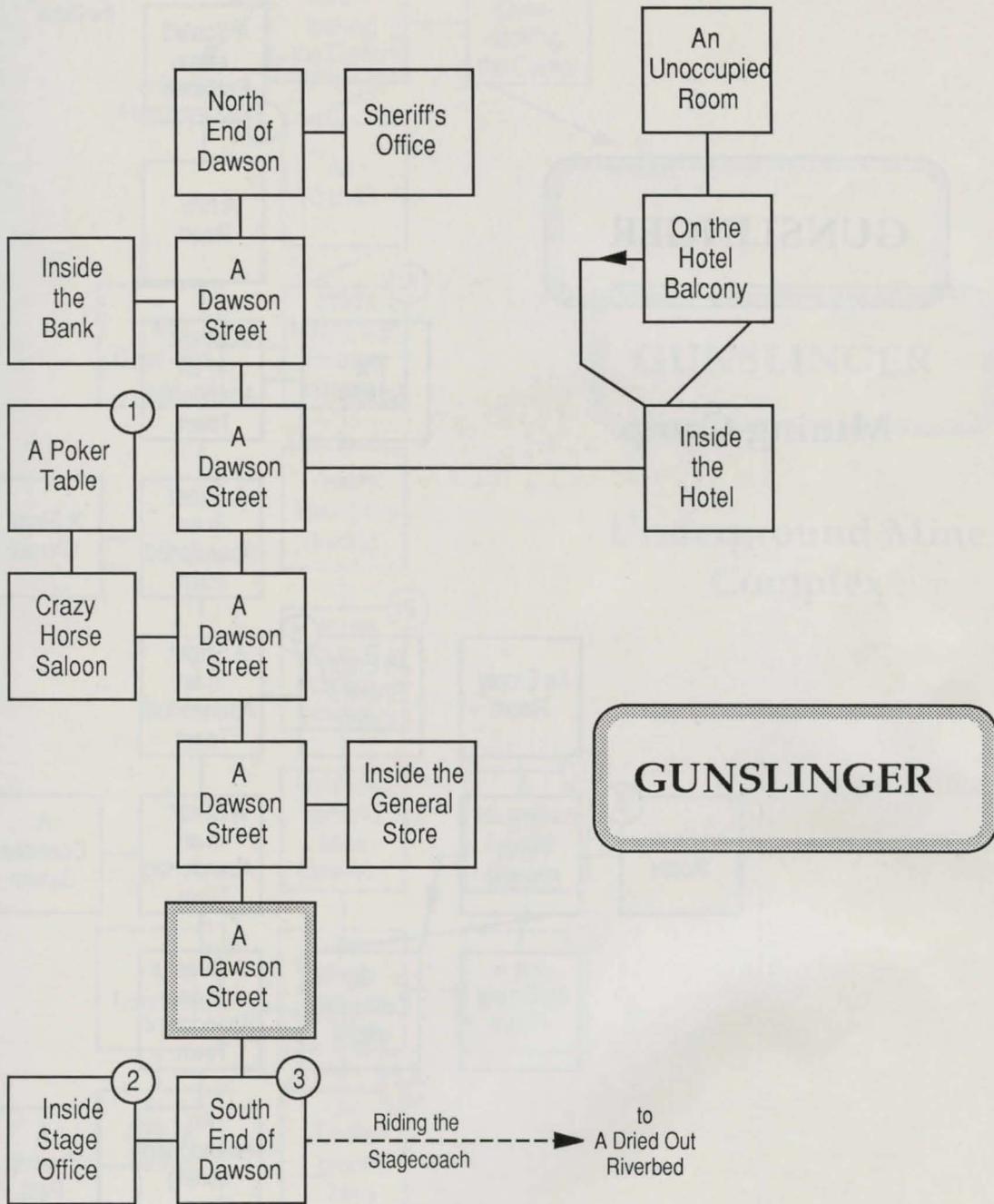
GOLDFINGER



Auric Stud Ranch

GOLDFINGER

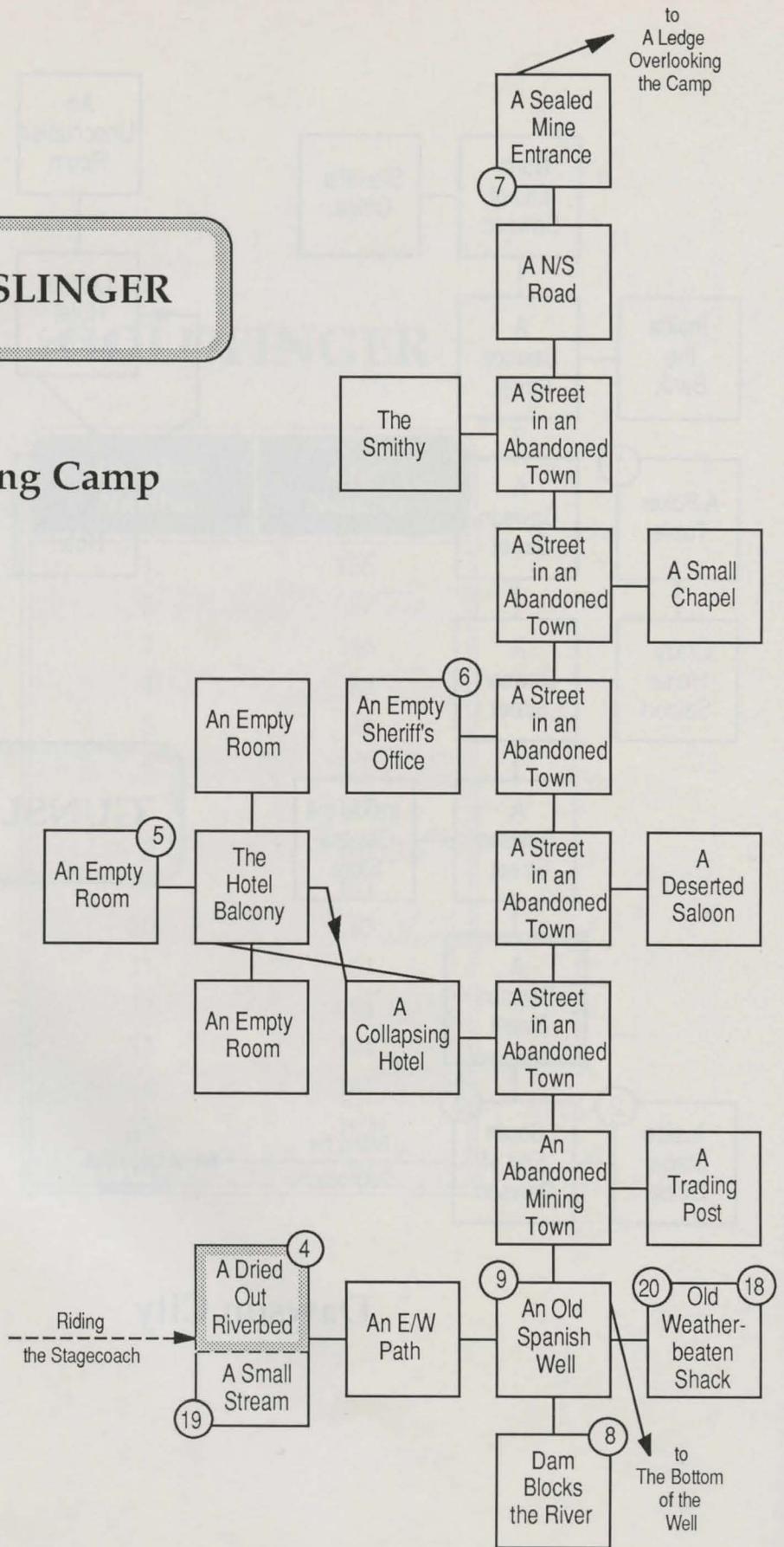
Location Number	Clue Number
1.	155
2.	57
3.	246
4.	82
5.	42
6.	310
7.	147
8.	164
9.	181
10.	83
11.	61
12.	94
13.	104
14.	182
15.	162
16.	34

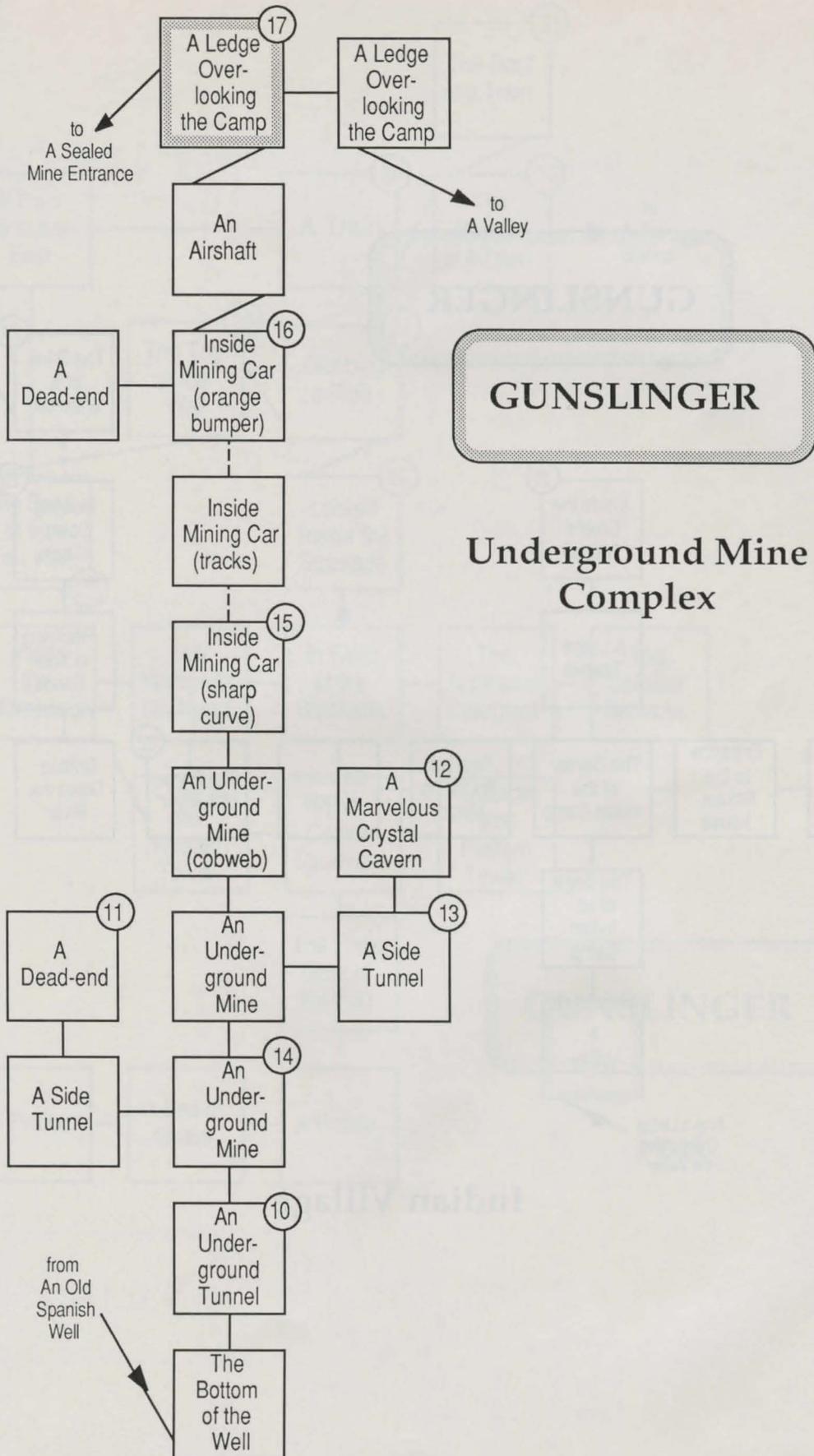


Dawson City

GUNSLINGER

Mining Camp

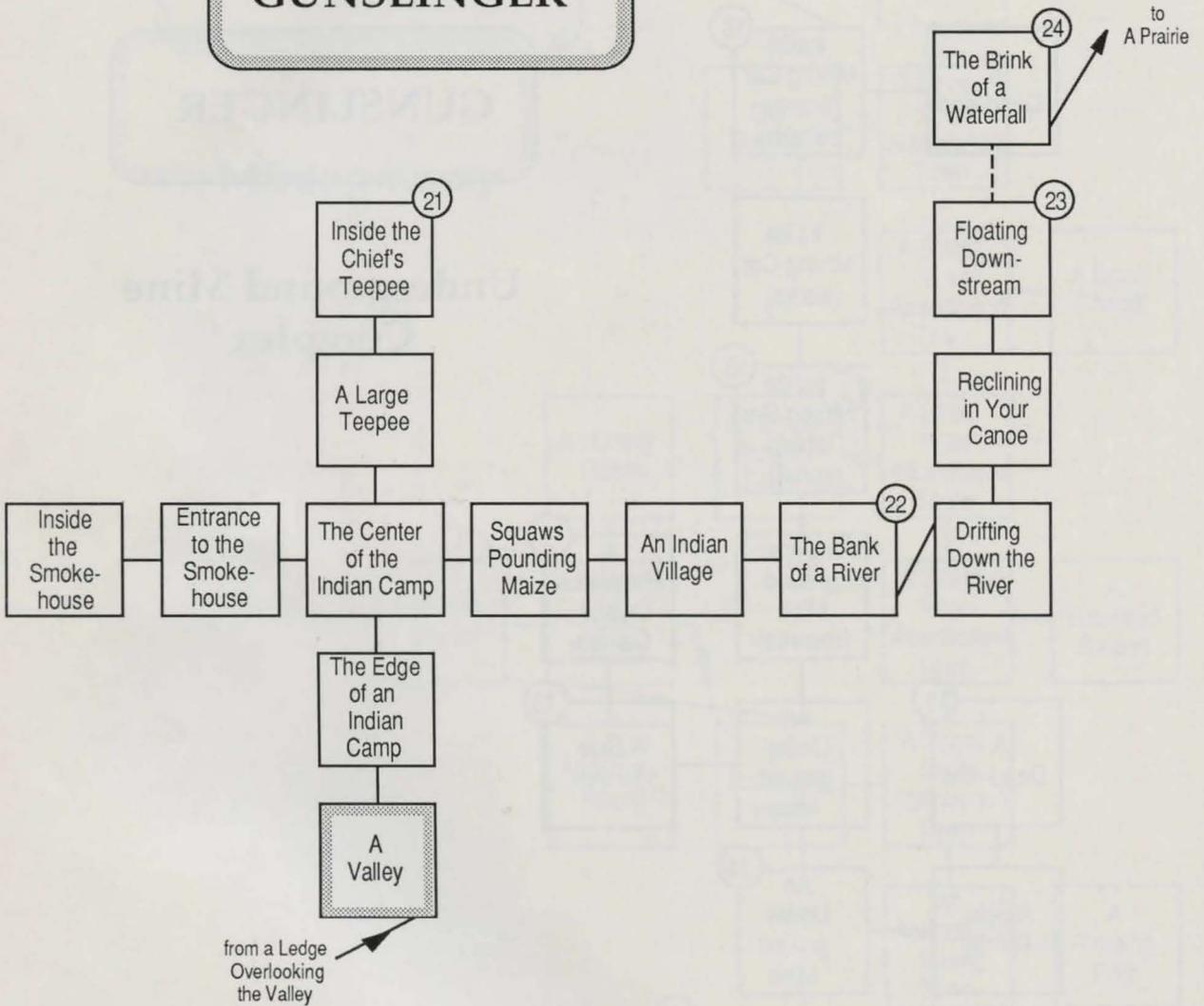




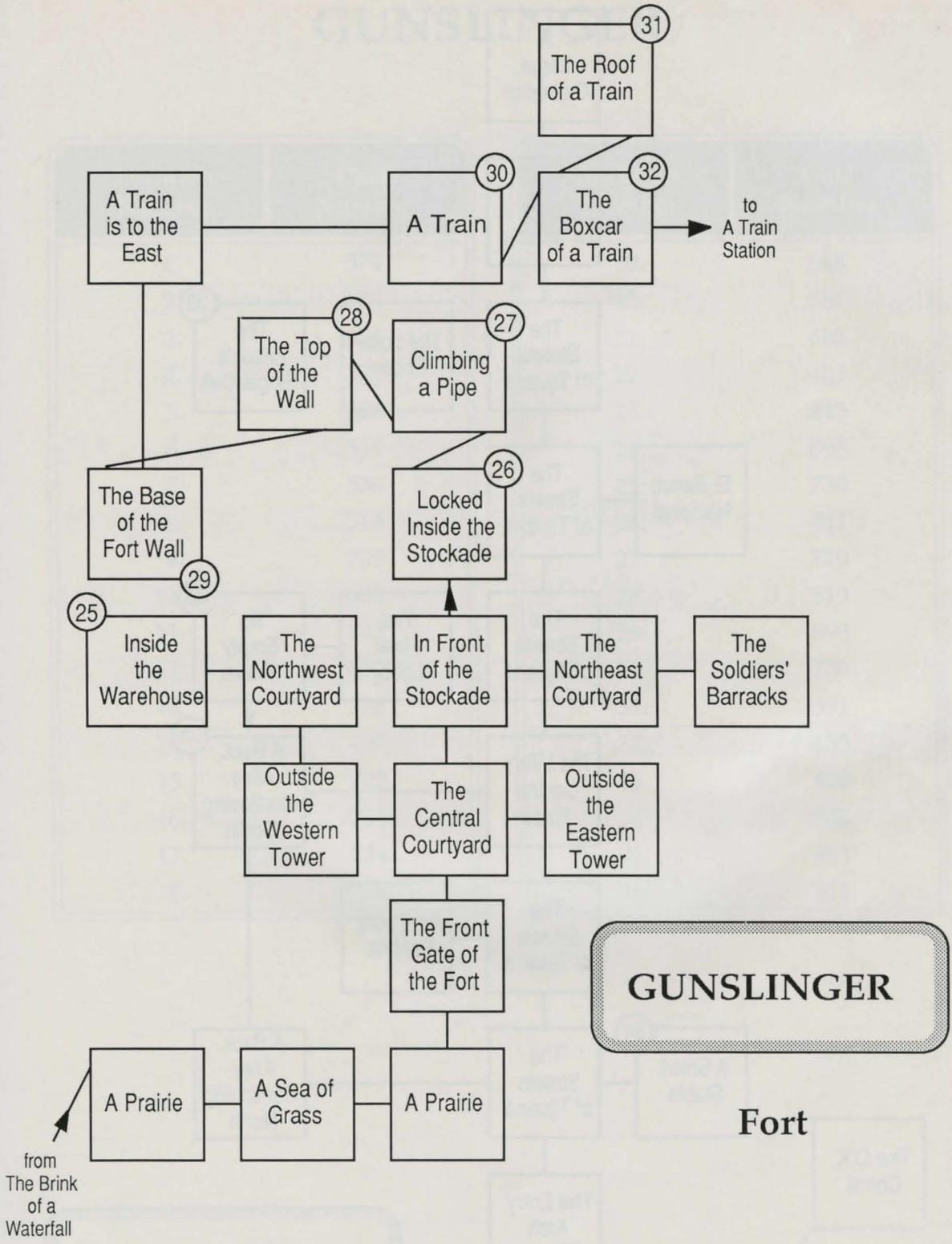
GUNSLINGER

Underground Mine Complex

GUNSLINGER



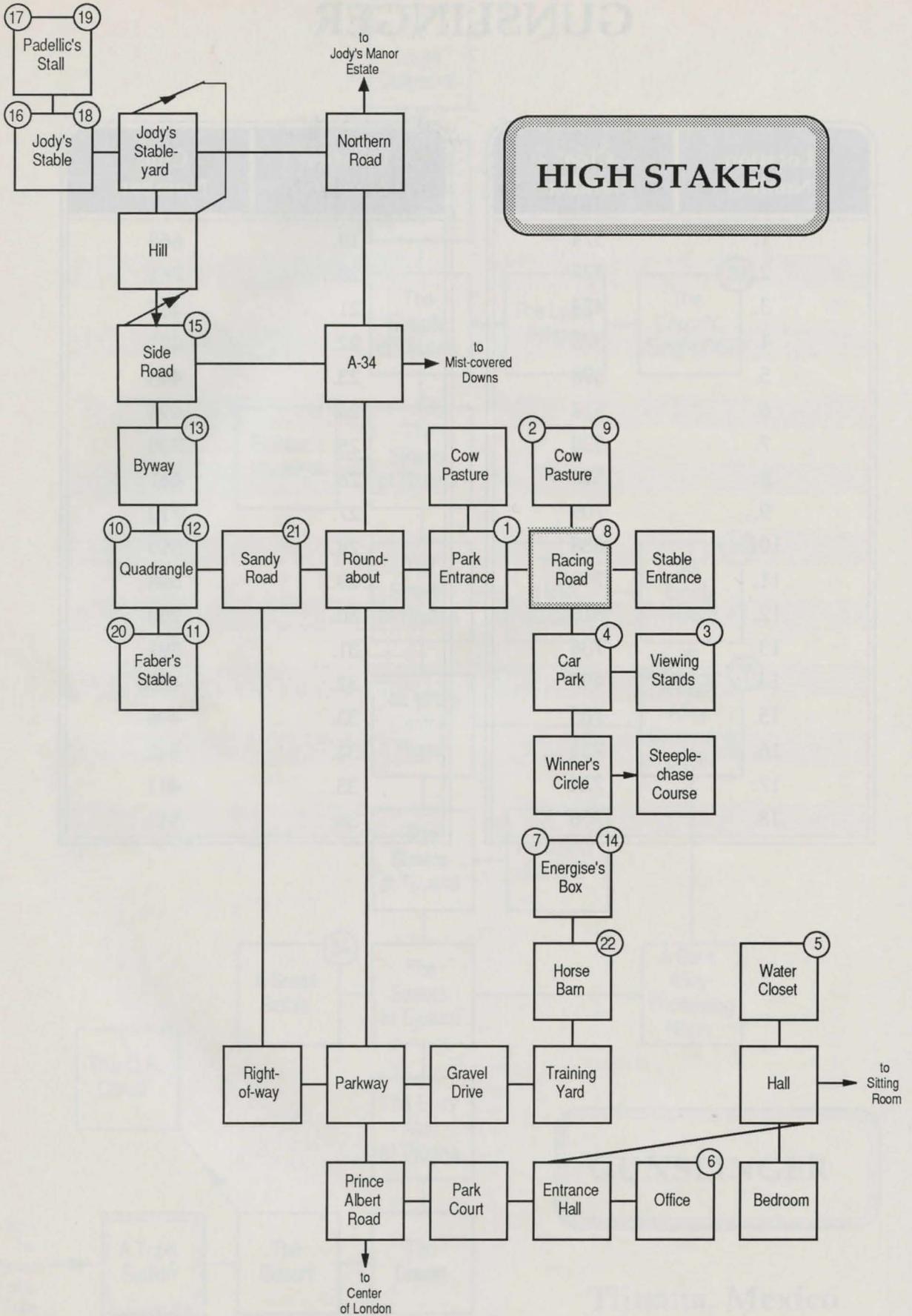
Indian Village



GUNSLINGER

Location Number	Clue Number
1.	574
2.	525
3.	474
4.	373
5.	398
6.	514
7.	538
8.	516
9.	709
10.	688
11.	743
12.	613
13.	736
14.	497
15.	705
16.	751
17.	724
18.	756

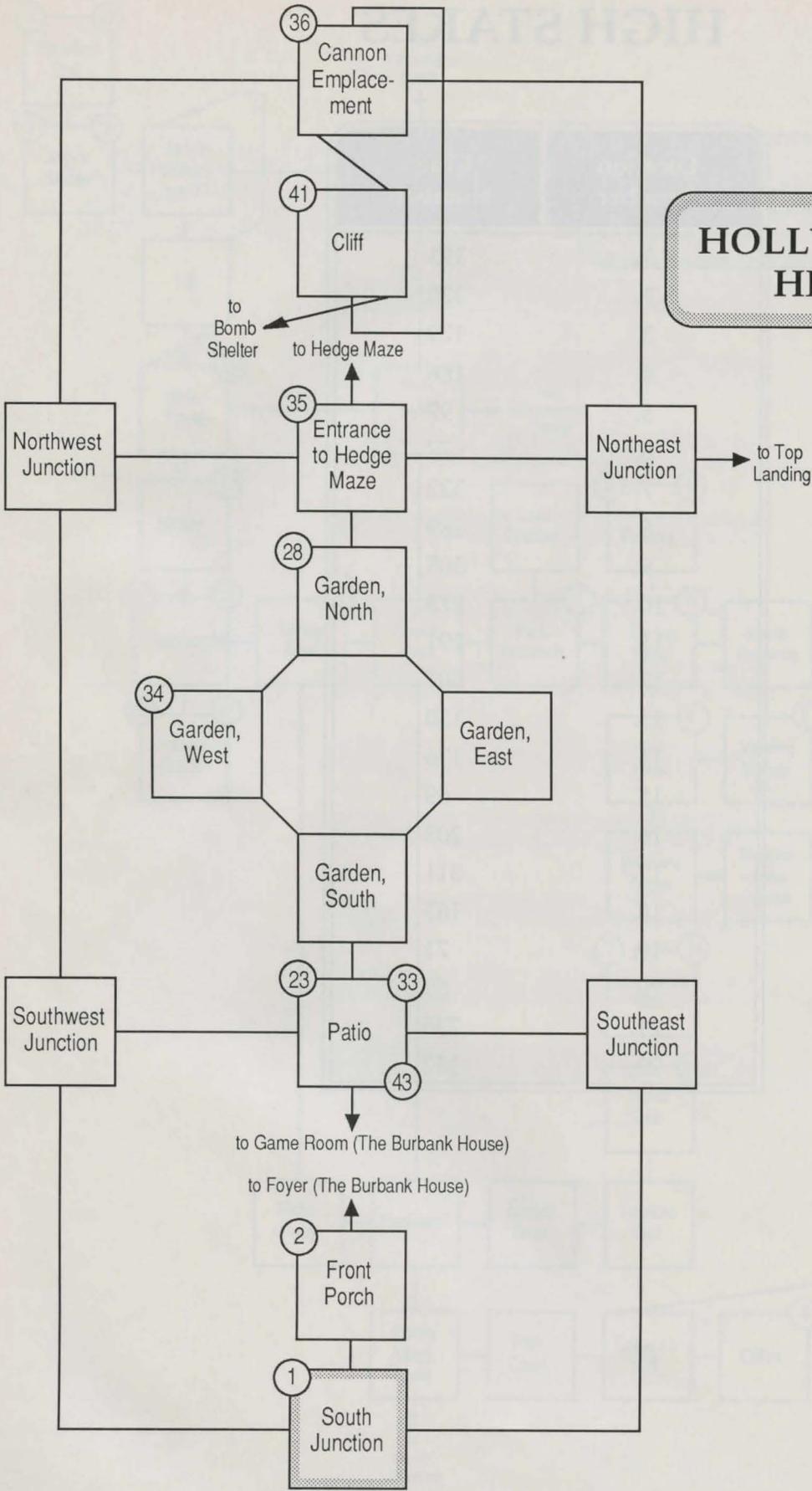
Location Number	Clue Number
19.	668
20.	761
21.	465
22.	401
23.	443
24.	696
25.	730
26.	441
27.	710
28.	519
29.	598
30.	750
31.	391
32.	439
33.	496
34.	542
35.	411
36.	511

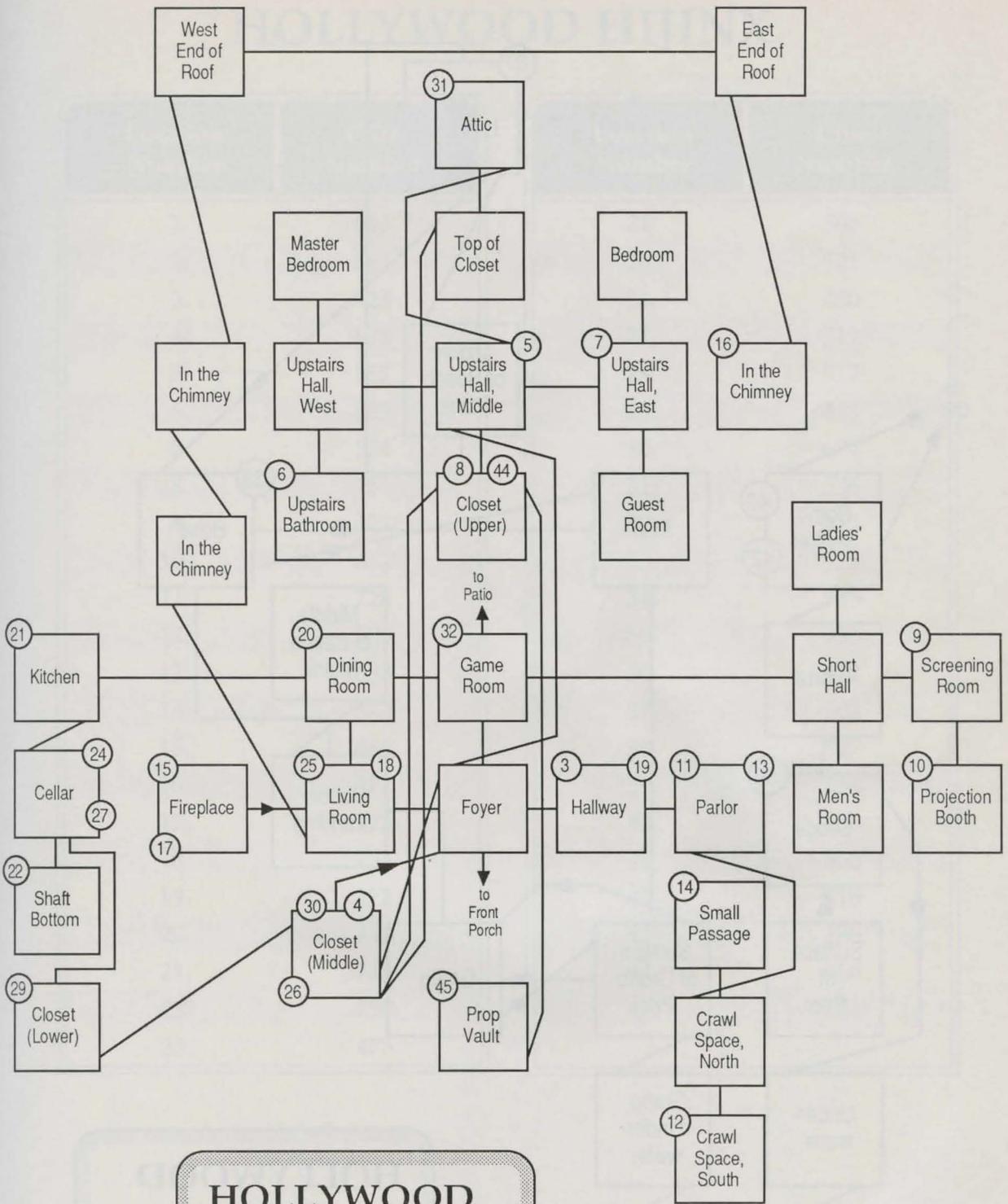


HIGH STAKES

Location Number	Clue Number
1.	193
2.	320
3.	179
4.	166
5.	97
6.	77
7.	322
8.	289
9.	305
10.	273
11.	291
12.	301
13.	130
14.	136
15.	69
16.	203
17.	311
18.	163
19.	71
20.	85
21.	235
22.	132

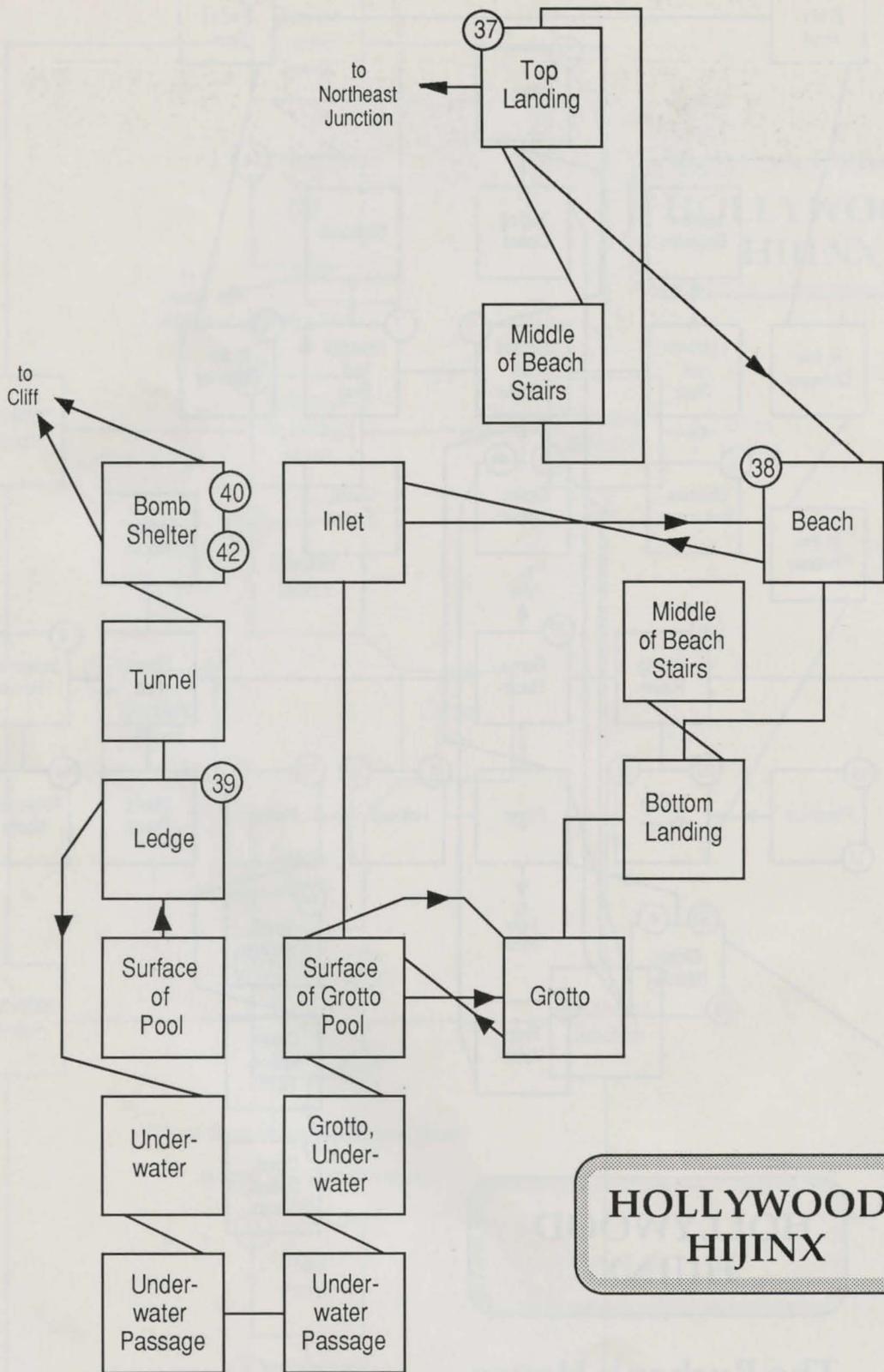
HOLLYWOOD HIJINX





**HOLLYWOOD
HIJINX**

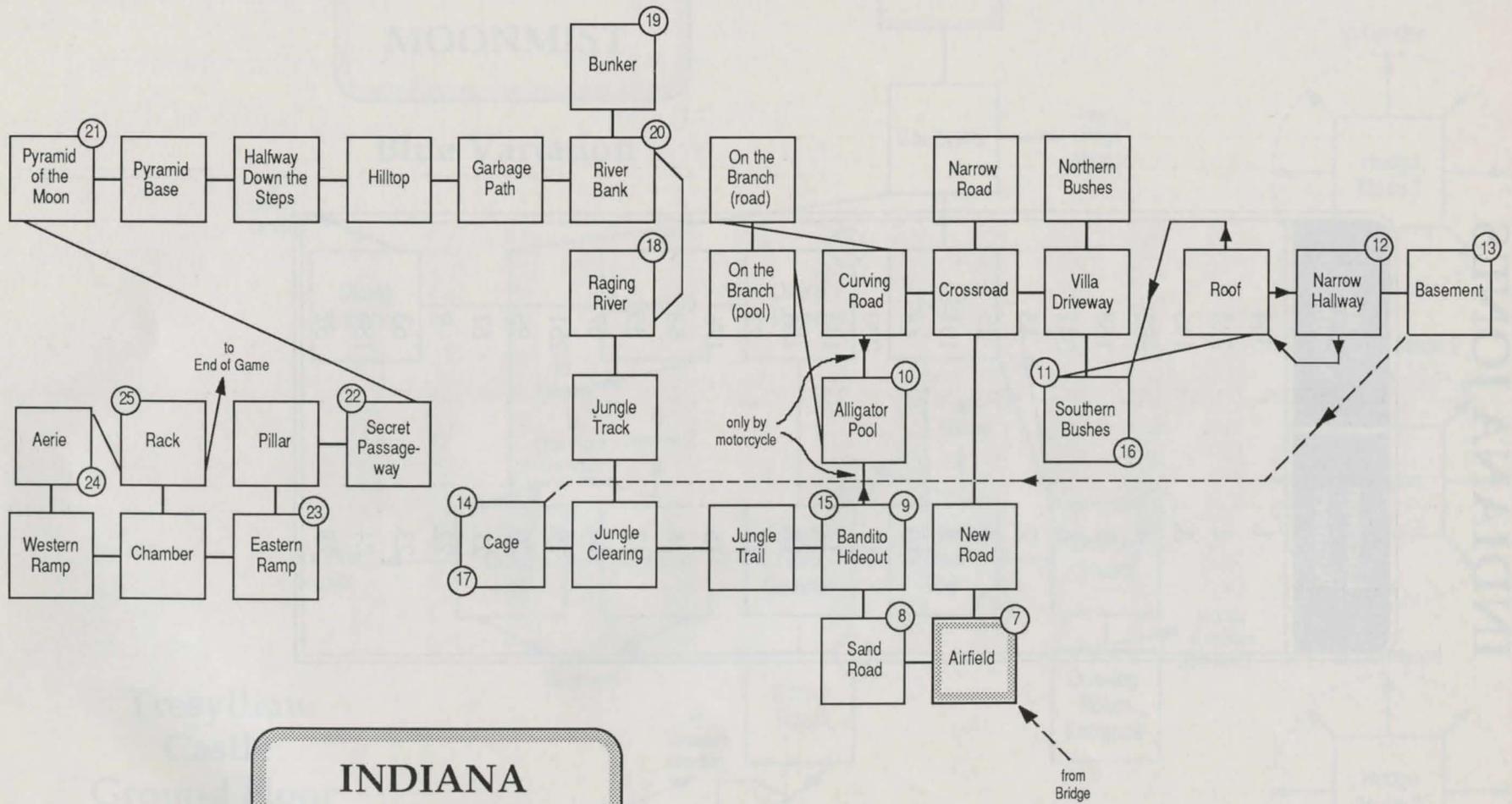
The Burbank House



HOLLYWOOD HIJINX

Location Number	Clue Number
1.	663
2.	561
3.	428
4.	628
5.	557
6.	539
7.	524
8.	731
9.	421
10.	652
11.	728
12.	686
13.	683
14.	572
15.	644
16.	377
17.	722
18.	703
19.	372
20.	427
21.	765
22.	753
23.	475

Location Number	Clue Number
24.	565
25.	521
26.	460
27.	712
28.	517
29.	413
30.	674
31.	536
32.	412
33.	425
34.	755
35.	383
36.	472
37.	502
38.	527
39.	534
40.	403
41.	568
42.	416
43.	386
44.	666
45.	501



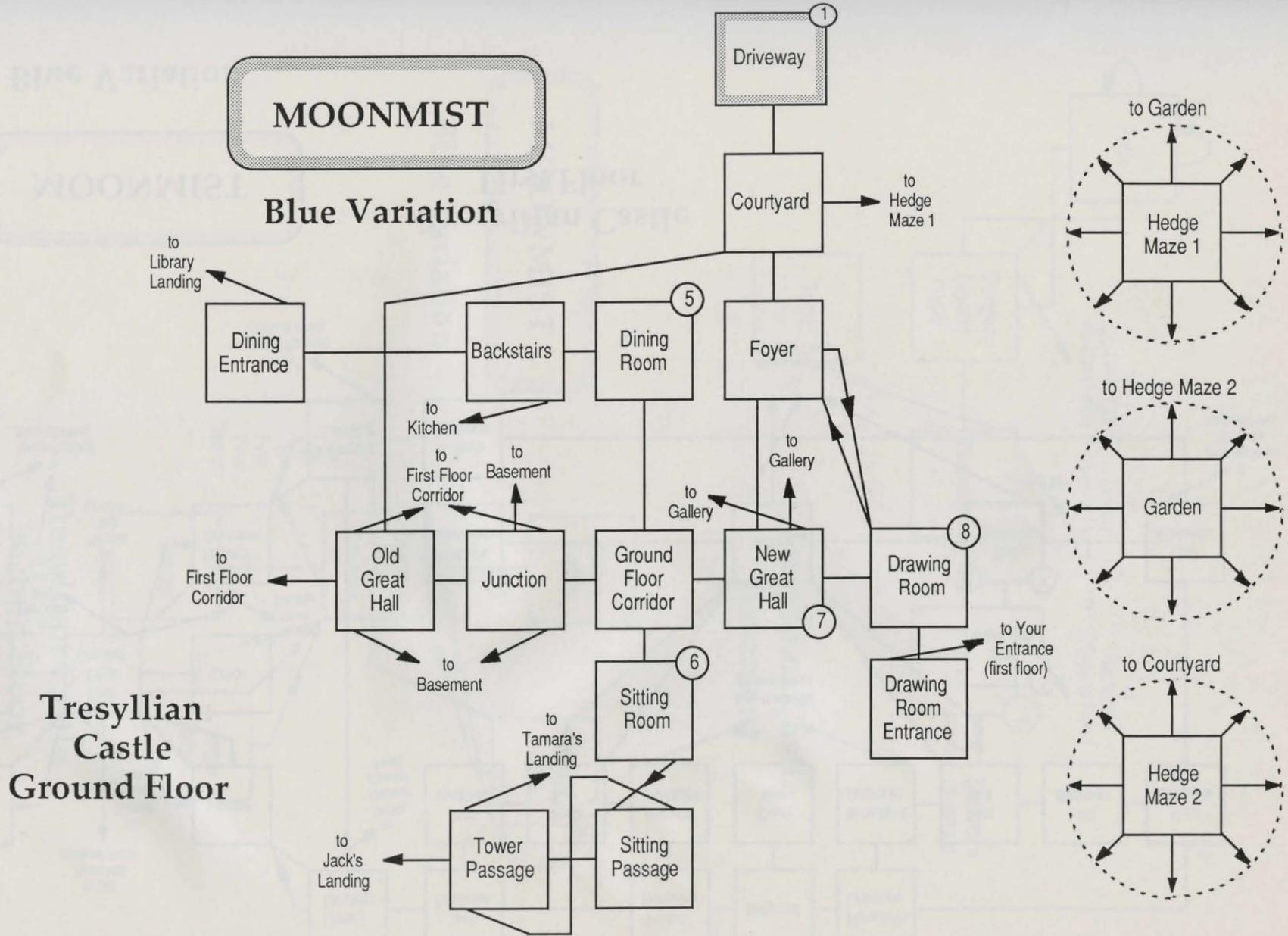
INDIANA JONES

INDIANA JONES

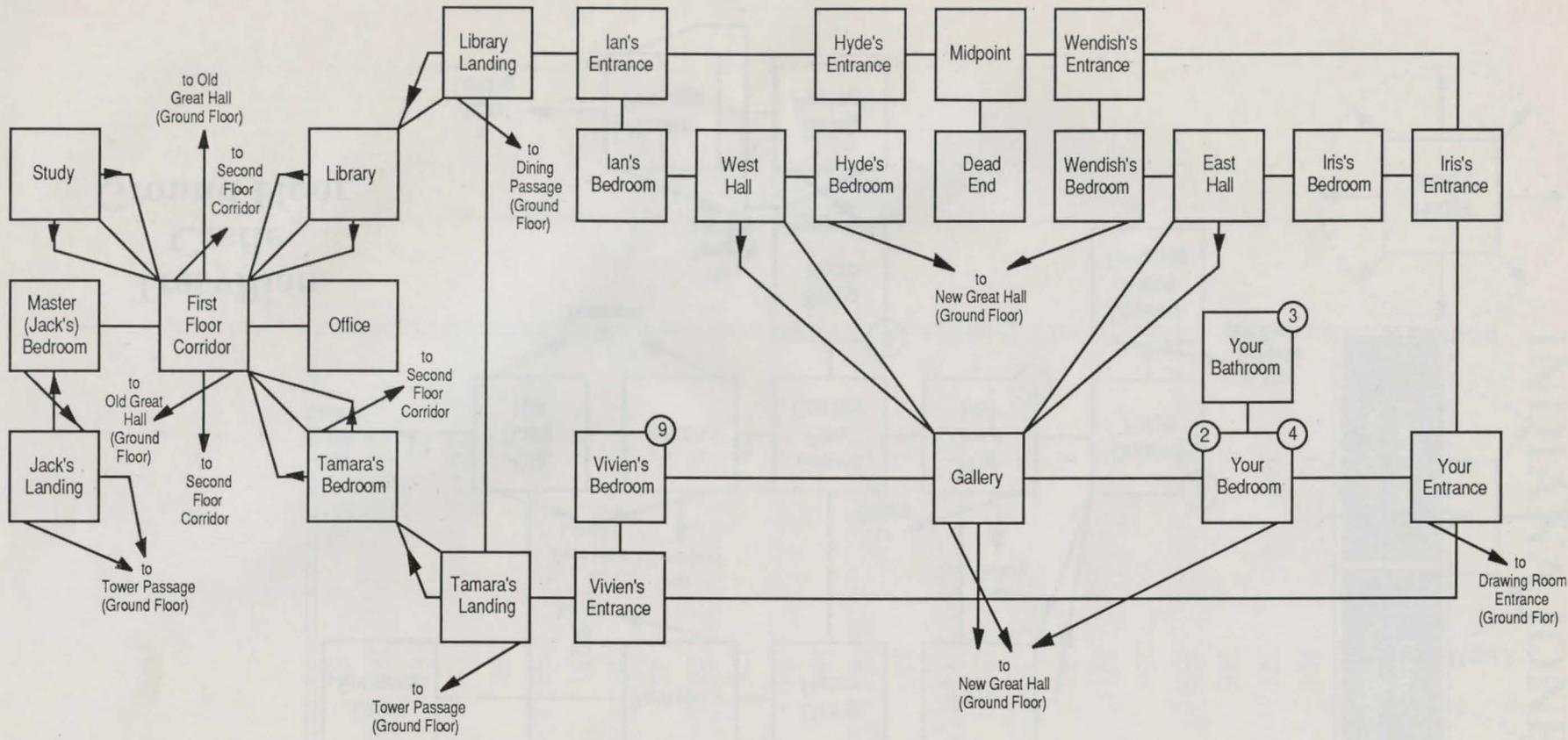
Location Number	Clue Number
1.	354
2.	124
3.	146
4.	355
5.	158
6.	341
7.	45
8.	15
9.	191
10.	18
11.	230
12.	143
13.	156
14.	73
15.	176
16.	58
17.	35
18.	67
19.	251
20.	95
21.	62
22.	9
23.	63
24.	184
25.	52

MOONMIST

Blue Variation



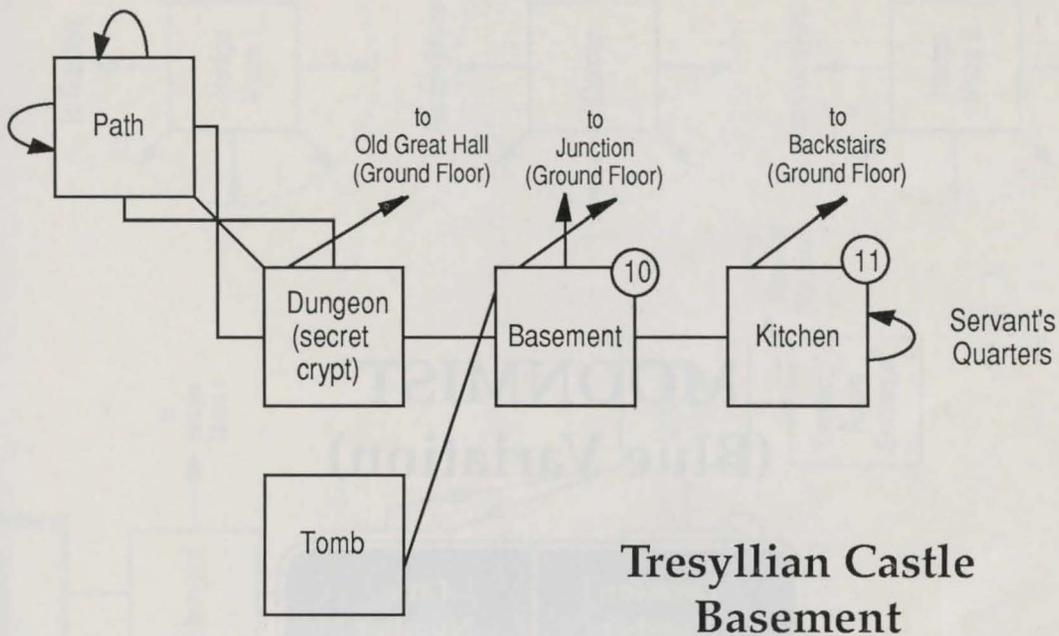
Tresyllian Castle Ground Floor



MOONMIST

**Tresyllian Castle
First Floor**

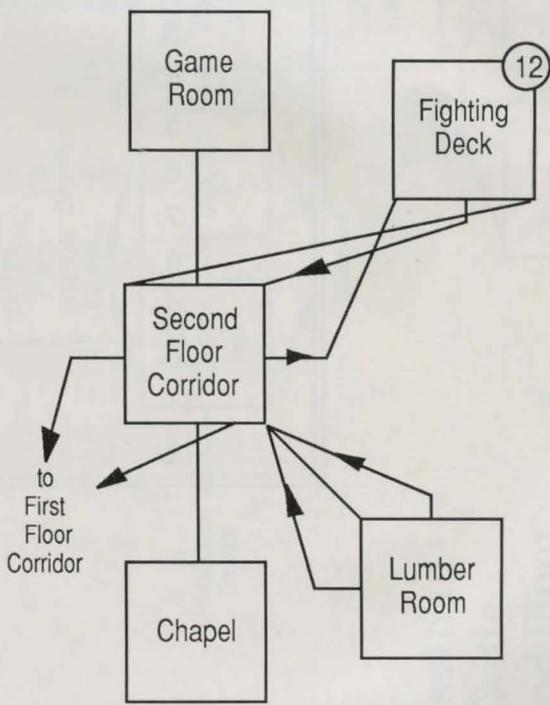
Blue Variation



**Tresyllian Castle
Basement**

MOONMIST

Blue Variation



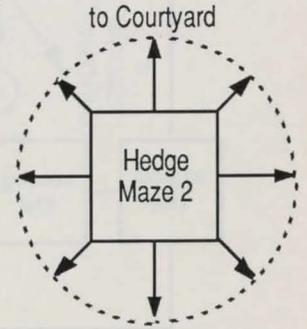
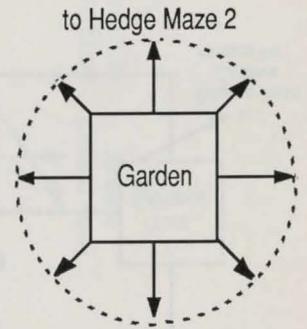
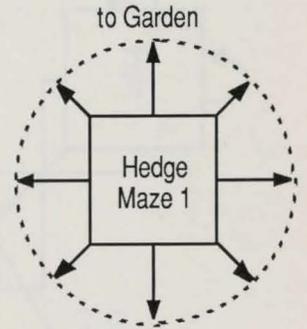
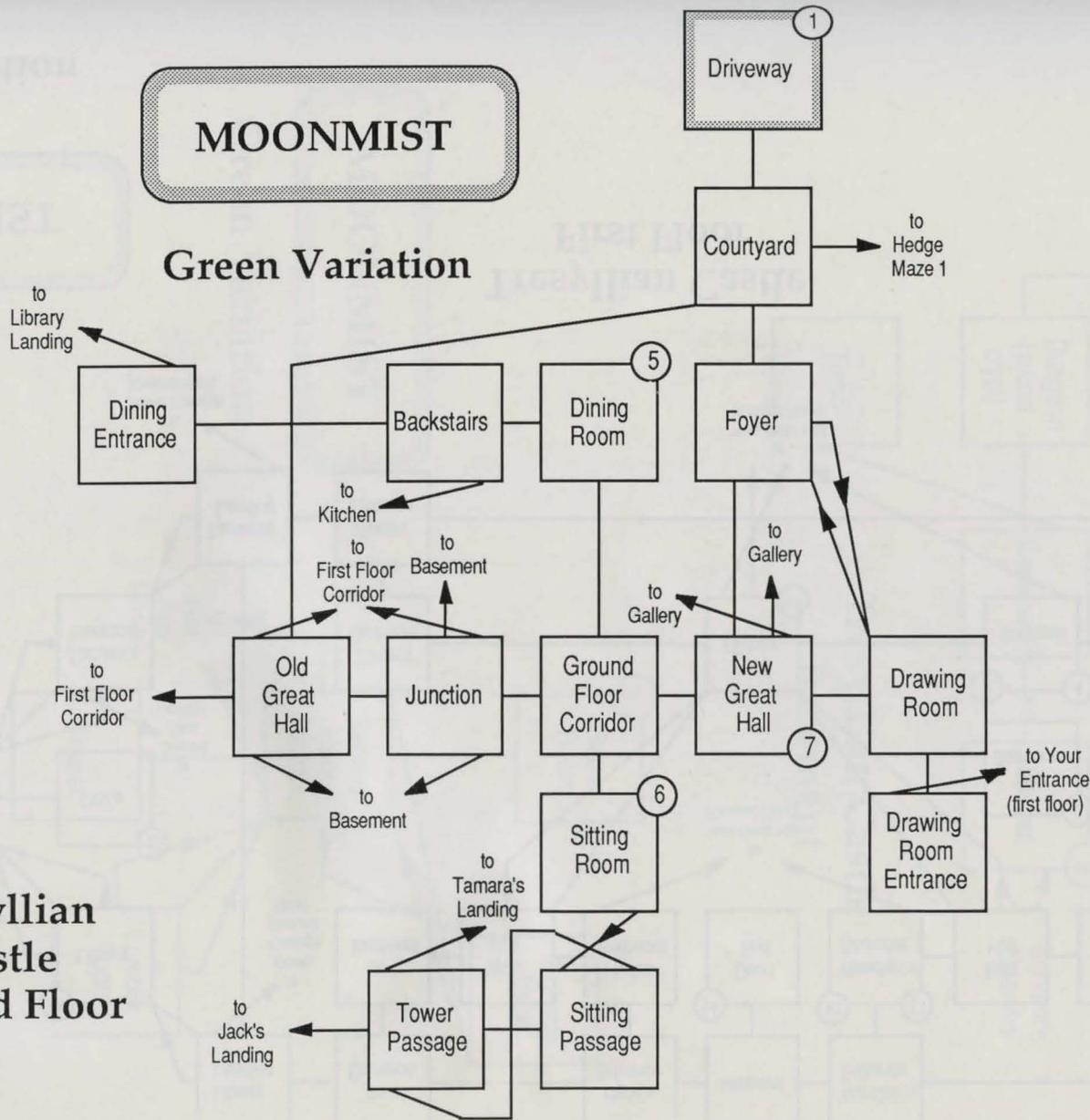
**Tresyllian Castle
Second Floor**

MOONMIST (Blue Variation)

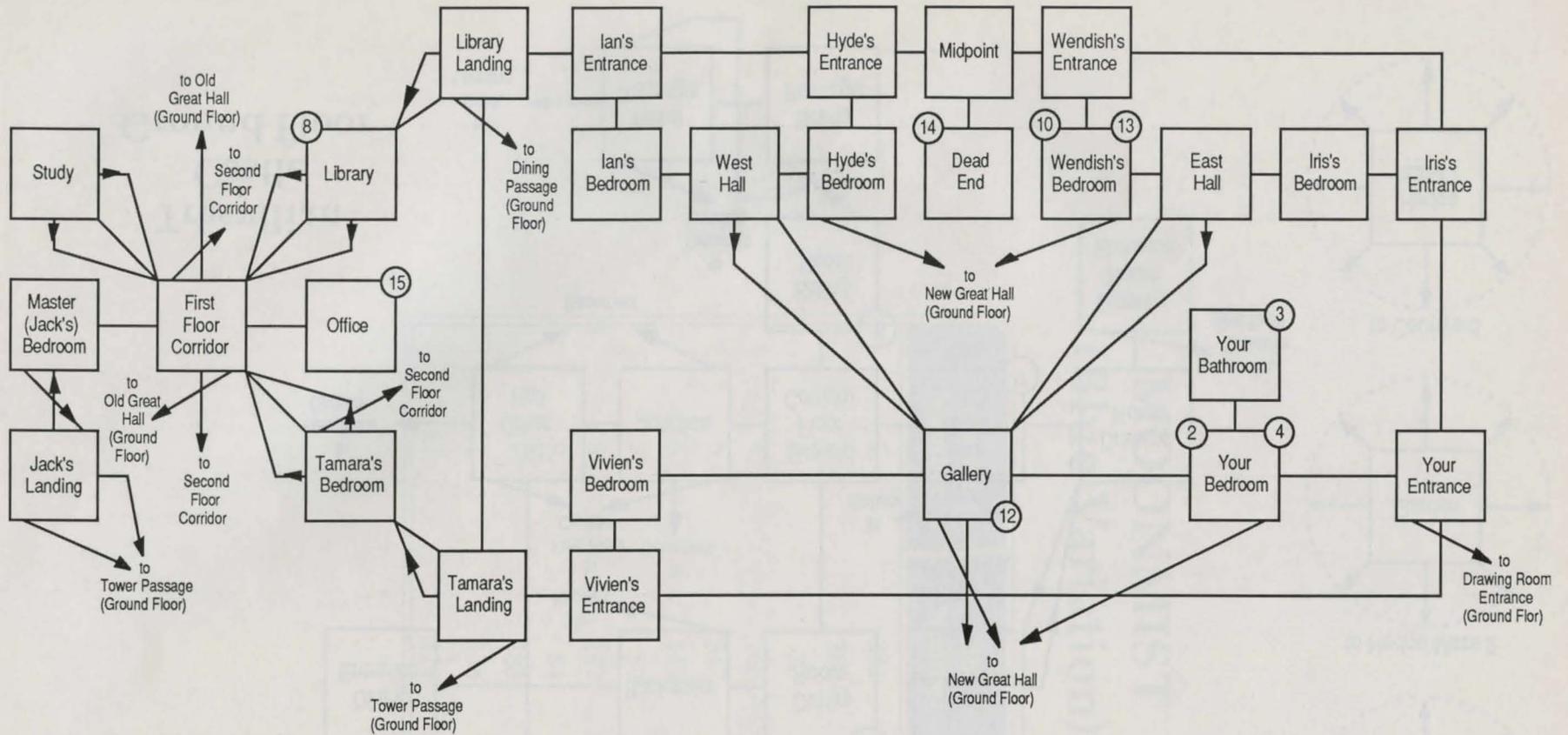
Location Number	Clue Number
1.	331
2.	280
3.	33
4.	65
5.	347
6.	149
7.	59
8.	197
9.	84
10.	283
11.	338
12.	114

MOONMIST

Green Variation



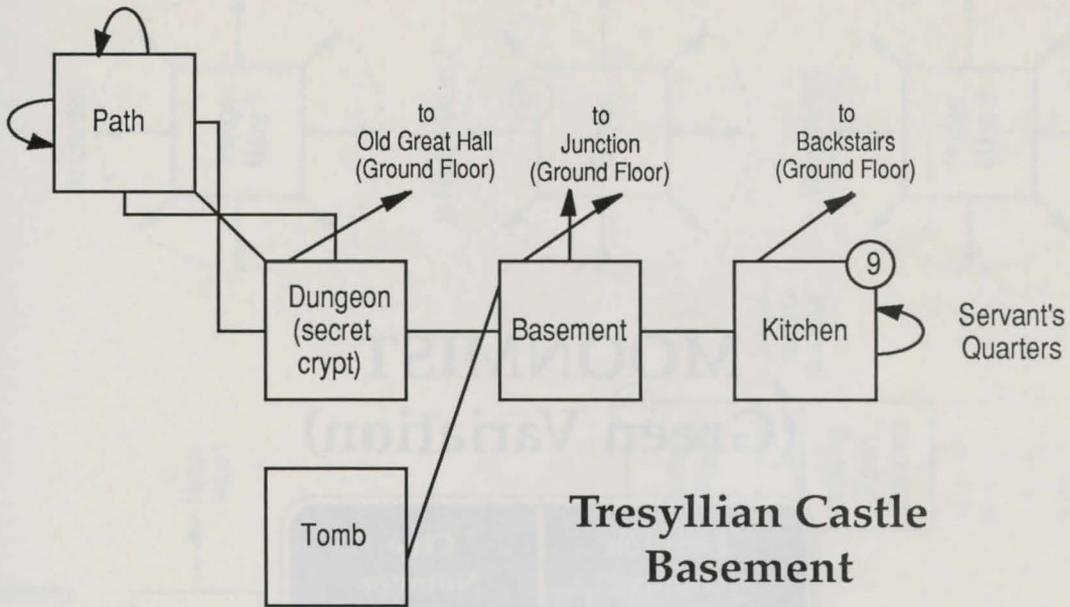
Tresyllian Castle Ground Floor



MOONMIST

**Tresyllian Castle
First Floor**

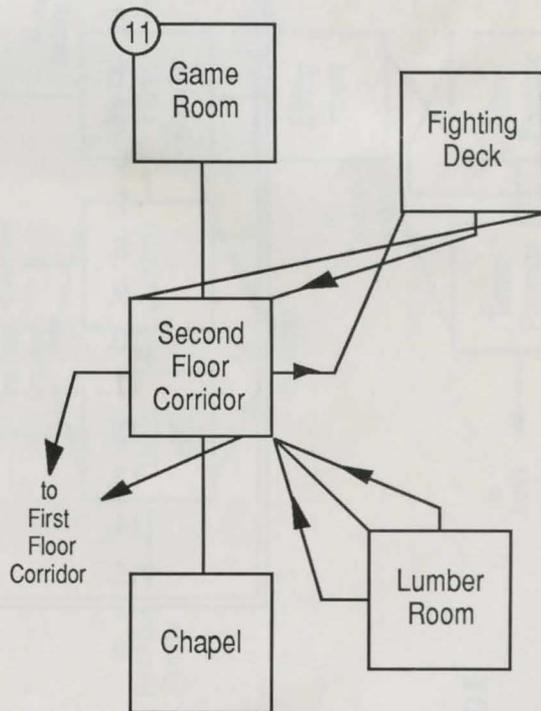
Green Variation



**Tresyllian Castle
Basement**

MOONMIST

Green Variation



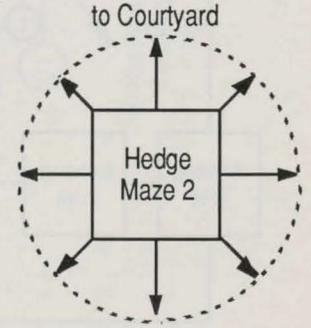
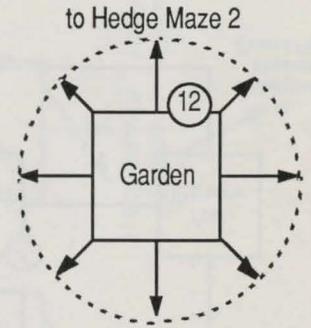
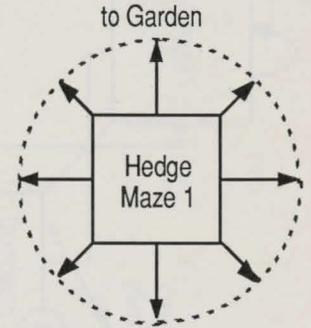
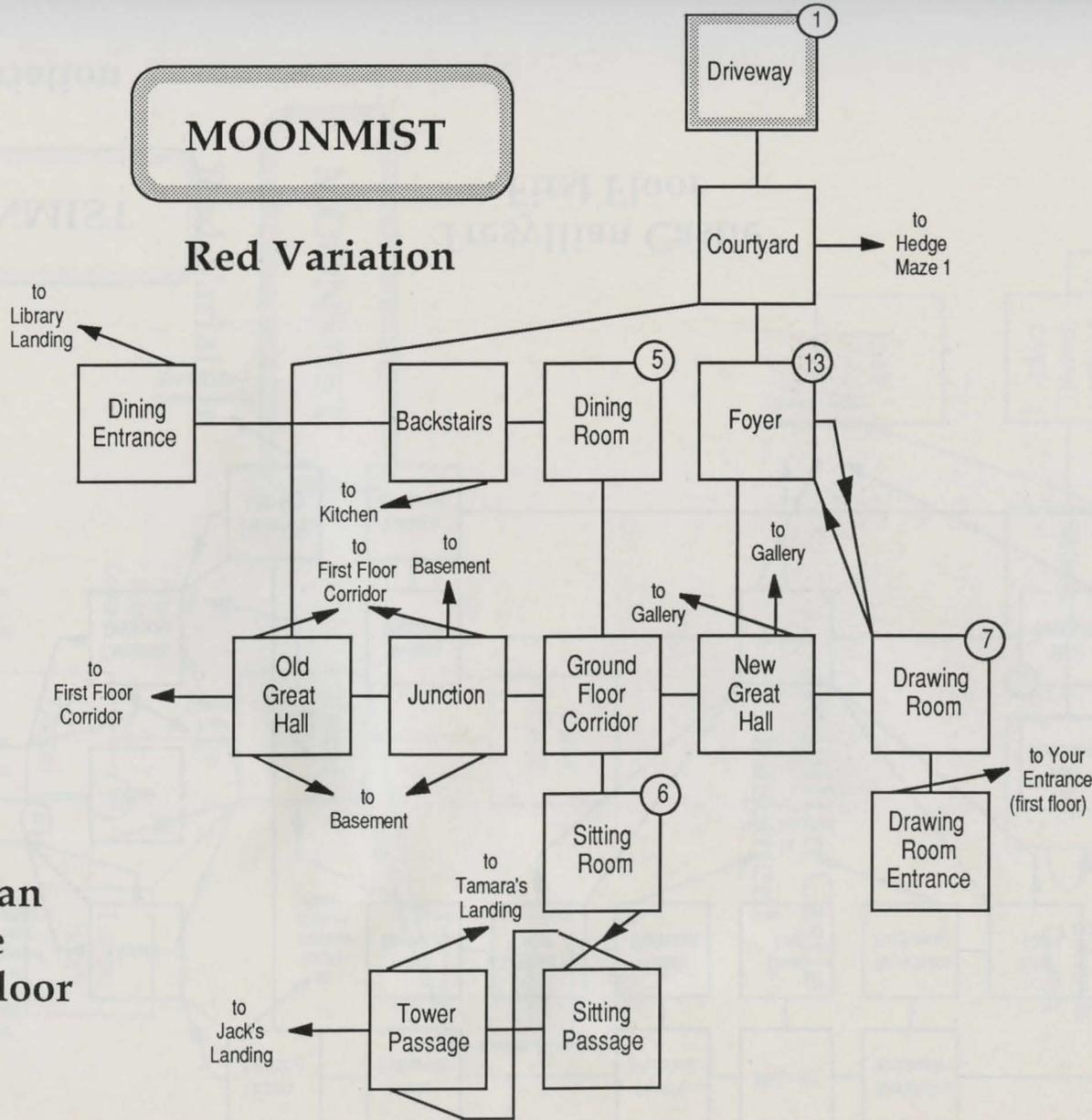
**Tresyllian Castle
Second Floor**

MOONMIST (Green Variation)

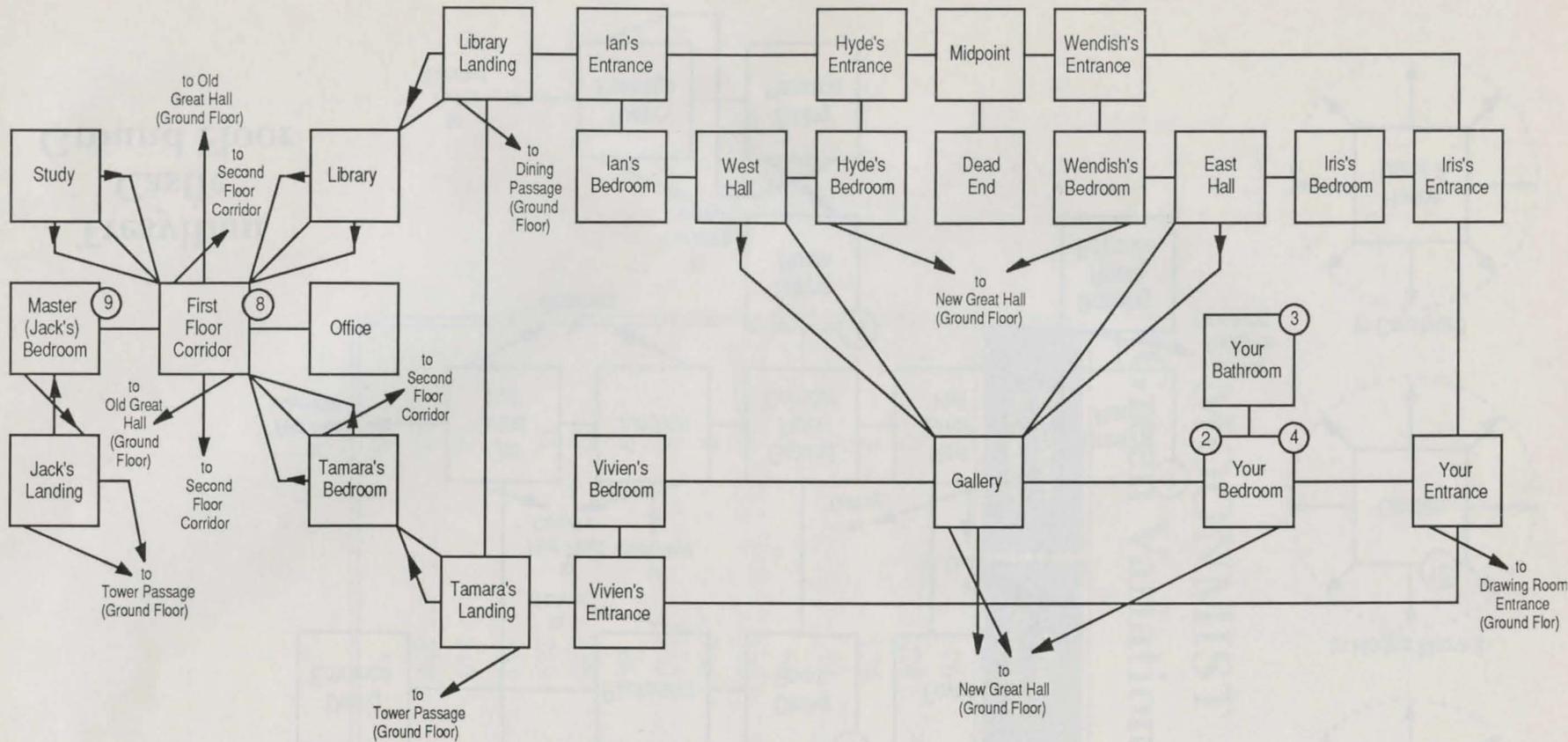
Location Number	Clue Number
1.	76
2.	214
3.	178
4.	14
5.	66
6.	123
7.	766
8.	202
9.	86
10.	288
11.	269
12.	131
13.	245
14.	357
15.	56

MOONMIST

Red Variation



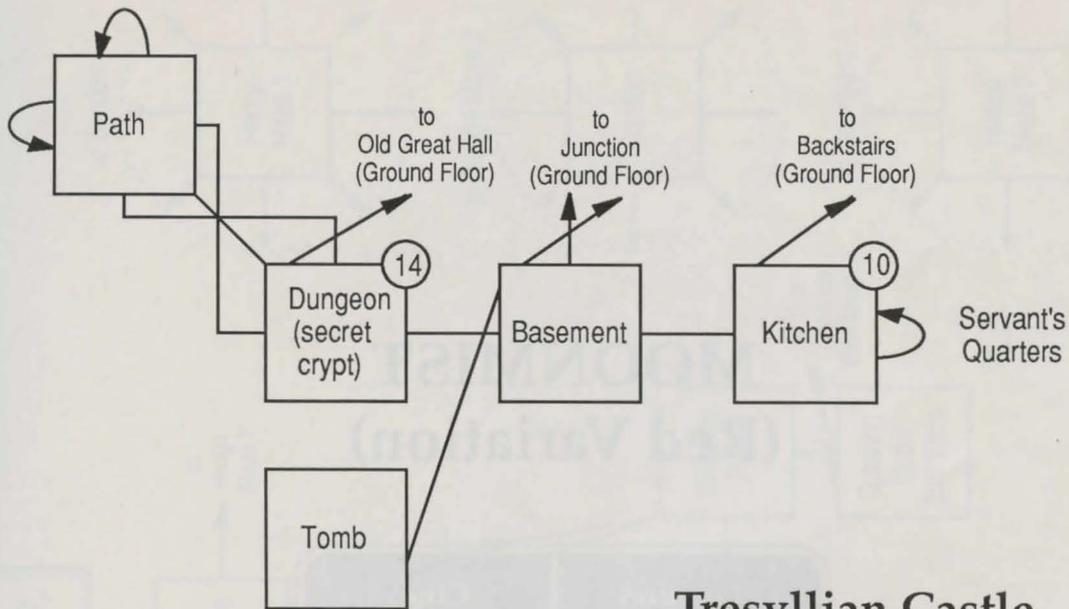
Tresyllian Castle Ground Floor



MOONMIST

**Tresyllian Castle
First Floor**

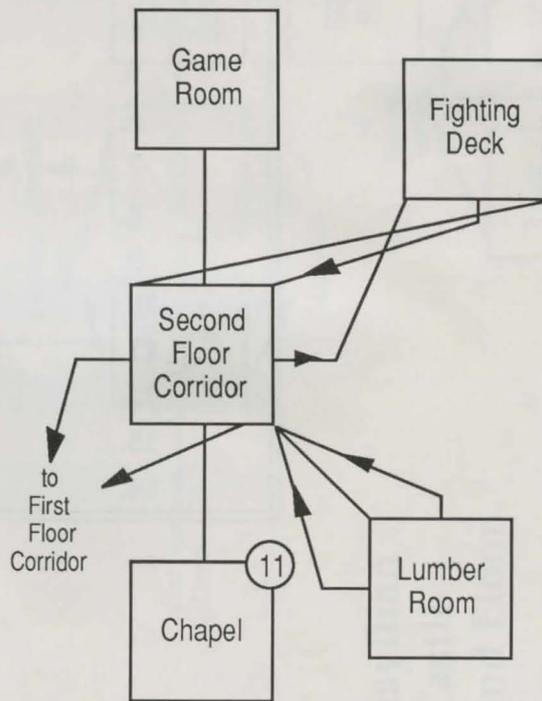
Red Variation



**Tresyllian Castle
Basement**

MOONMIST

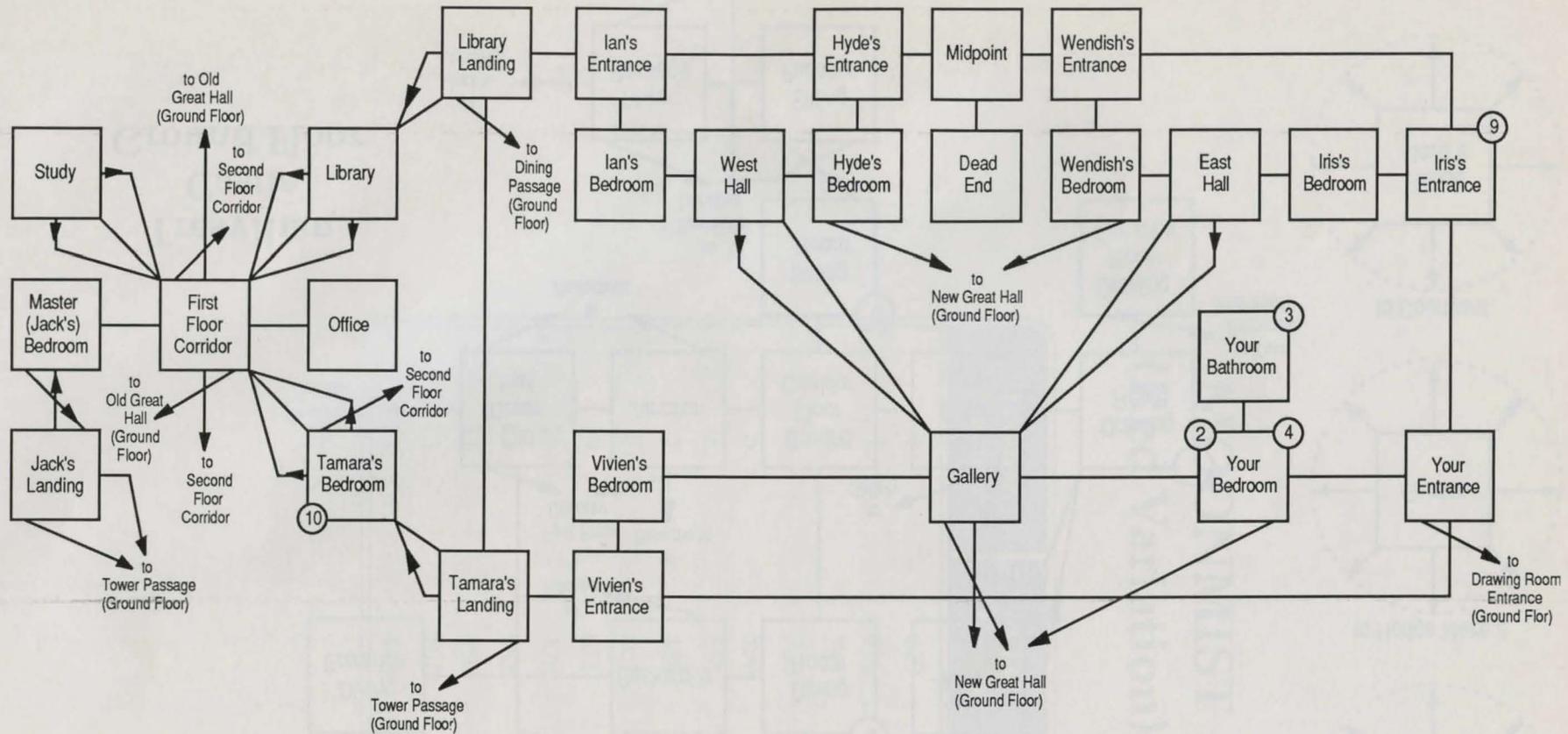
Red Variation



**Tresyllian Castle
Second Floor**

MOONMIST (Red Variation)

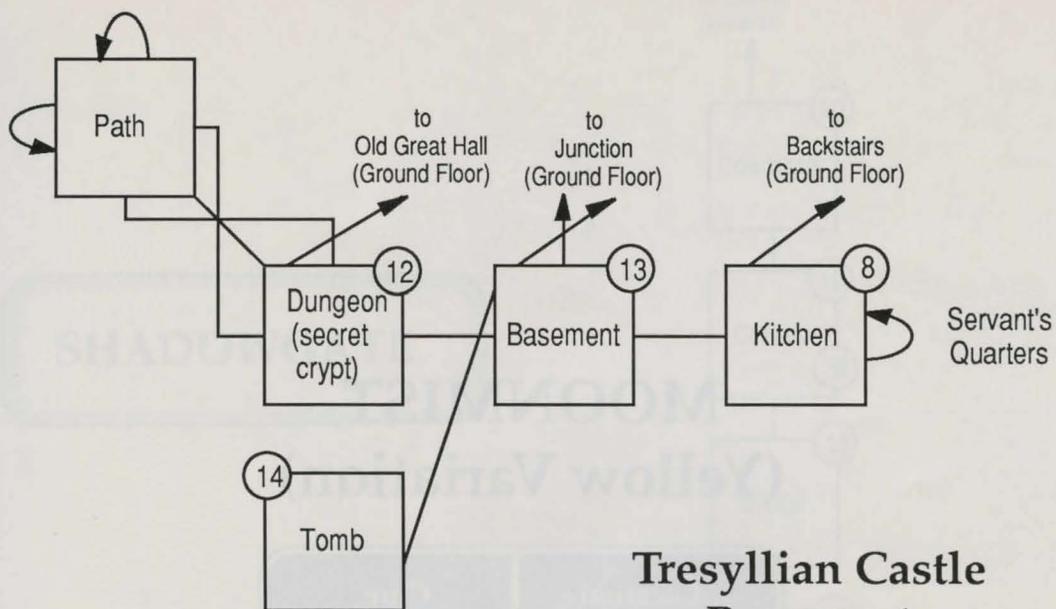
Location Number	Clue Number
1.	429
2.	616
3.	762
4.	708
5.	590
6.	551
7.	486
8.	661
9.	655
10.	478
11.	682
12.	689
13.	704
14.	446



Tresyllian Castle First Floor

MOONMIST

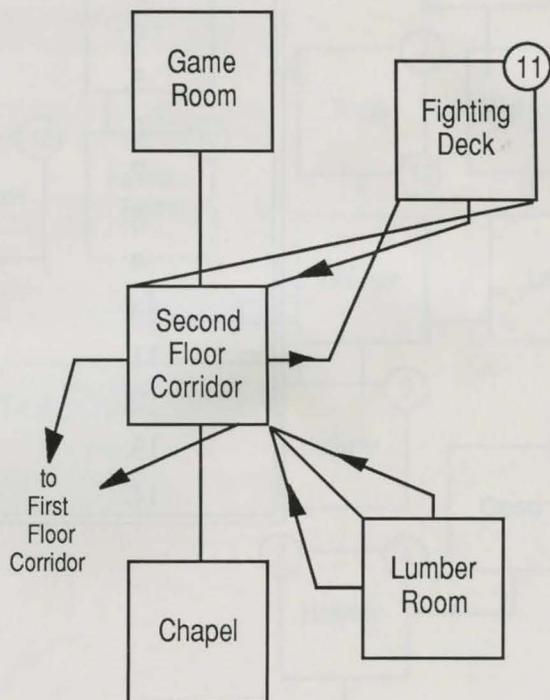
Yellow Variation



**Tresyllian Castle
Basement**

MOONMIST

Yellow Variation

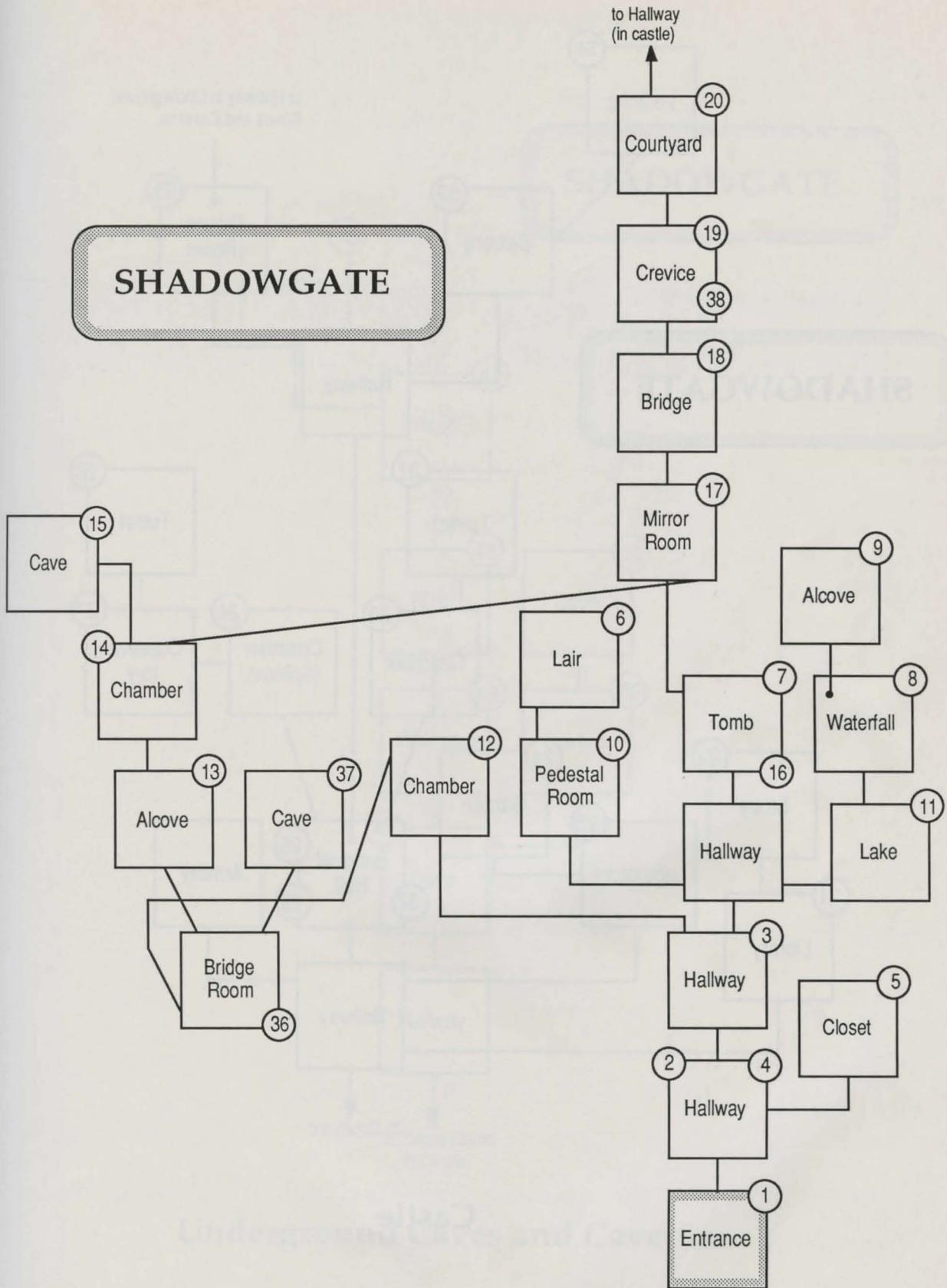


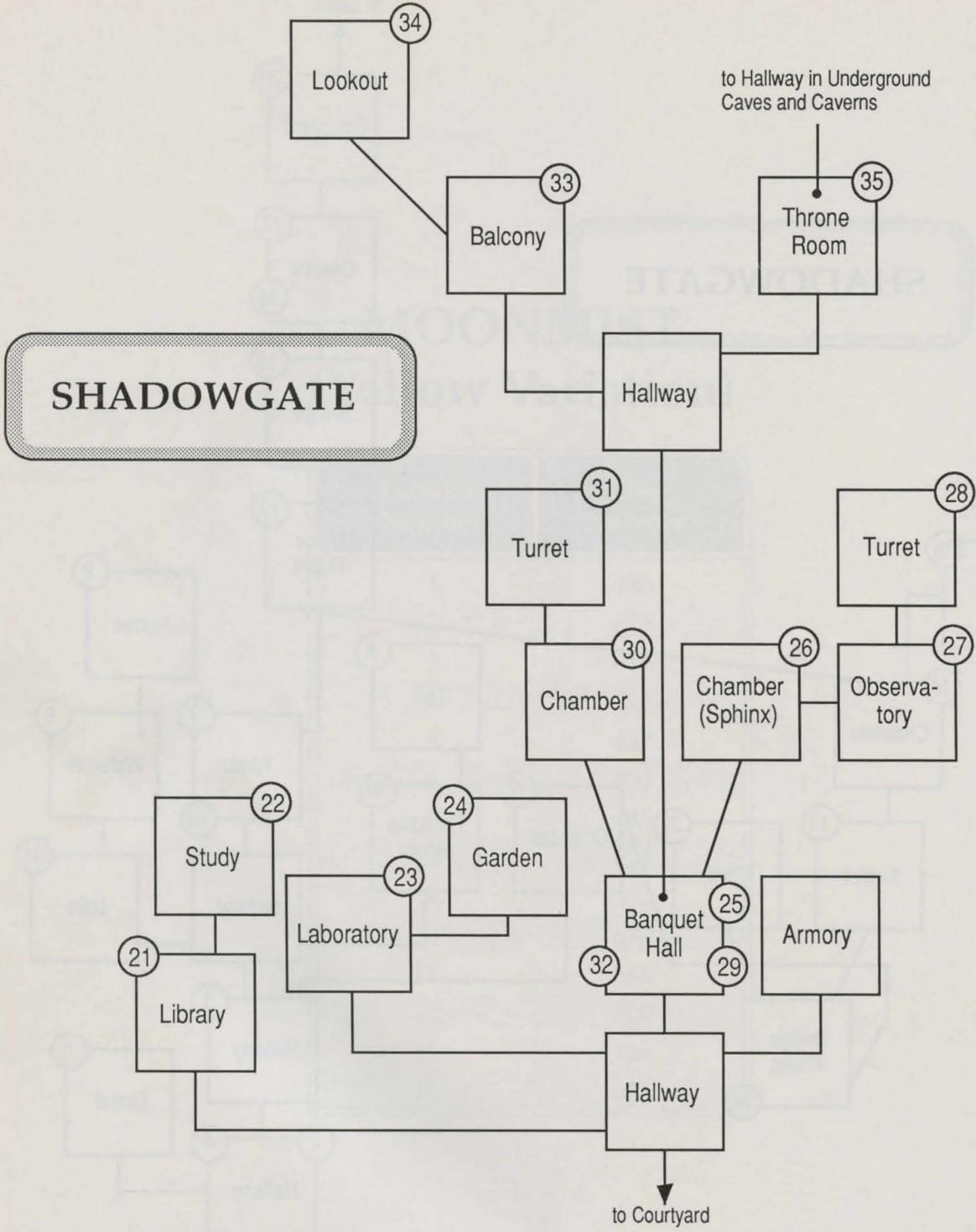
**Tresyllian Castle
Second Floor**

MOONMIST (Yellow Variation)

Location Number	Clue Number
1.	480
2.	625
3.	611
4.	713
5.	432
6.	400
7.	445
8.	624
9.	402
10.	677
11.	636
12.	508
13.	726
14.	631

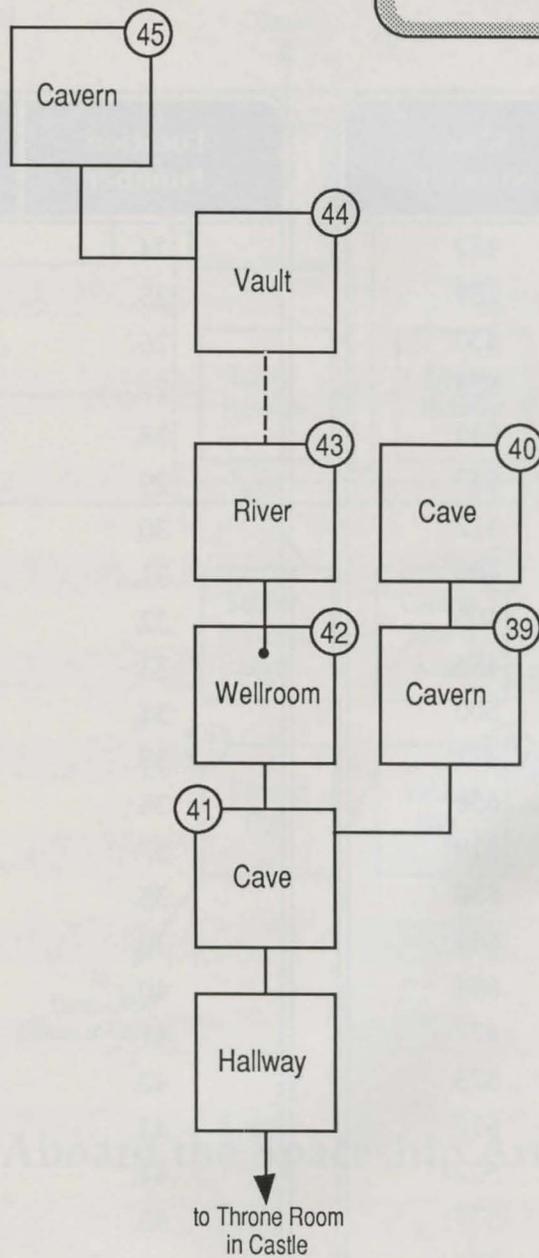
SHADOWGATE





Castle

SHADOWGATE



Underground Caves and Caverns

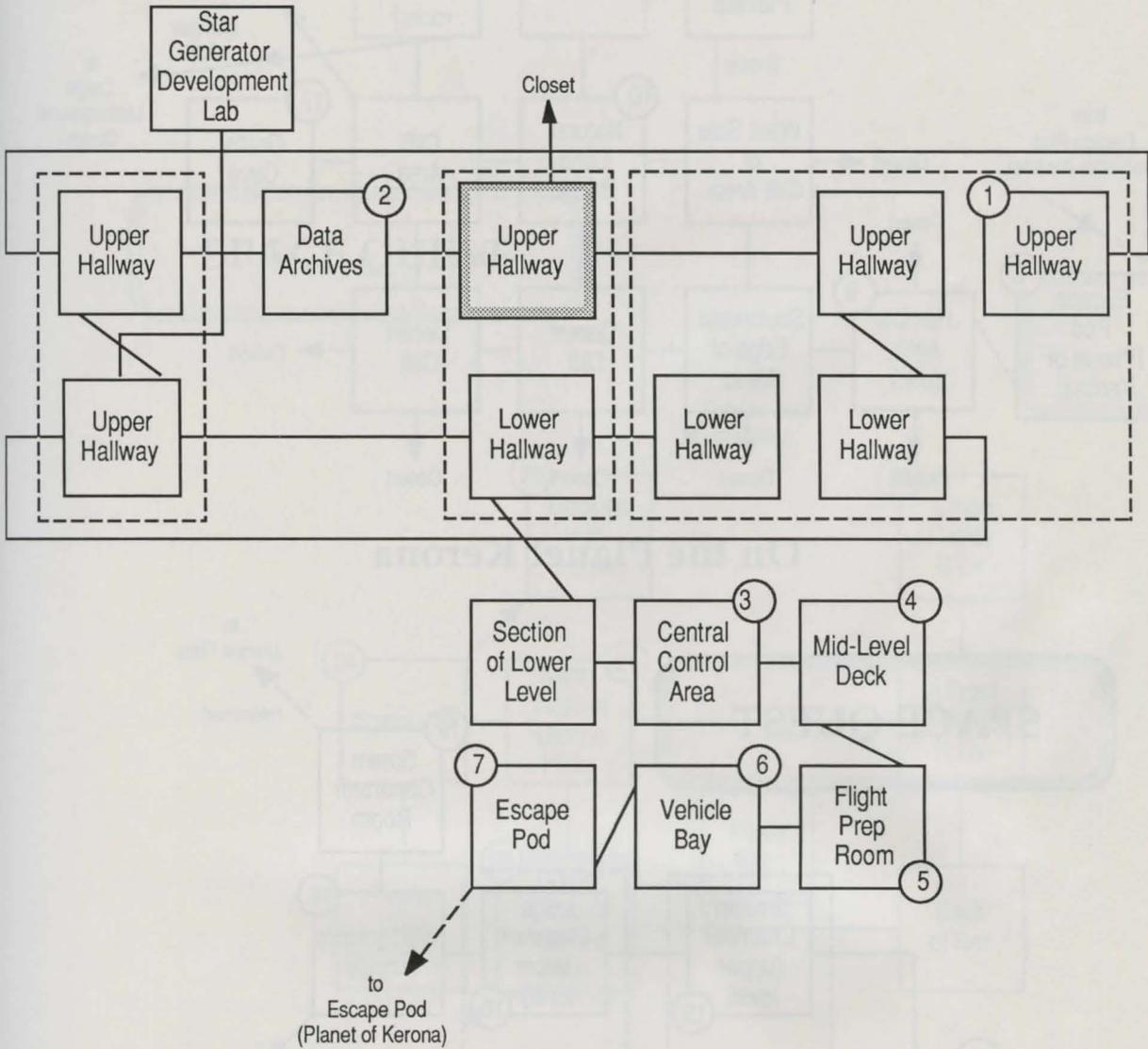
SHADOWGATE

General Hint: In this game, you must always carry a lit torch with you. Thus, whenever the lit torch you are carrying flickers, OPERATE the lit torch on an unlit torch in your inventory. Also, keep a good supply of unlit torches with you by taking unlit torches whenever you see them on the walls of the rooms you travel through. Similarly, dispose of burned out torches to allow for more room in your inventory.

Location Number	Clue Number
1.	452
2.	739
3.	430
4.	523
5.	645
6.	547
7.	417
8.	406
9.	405
10.	484
11.	500
12.	371
13.	656
14.	619
15.	650
16.	649
17.	684
18.	477
19.	473
20.	610
21.	522
22.	579
23.	555

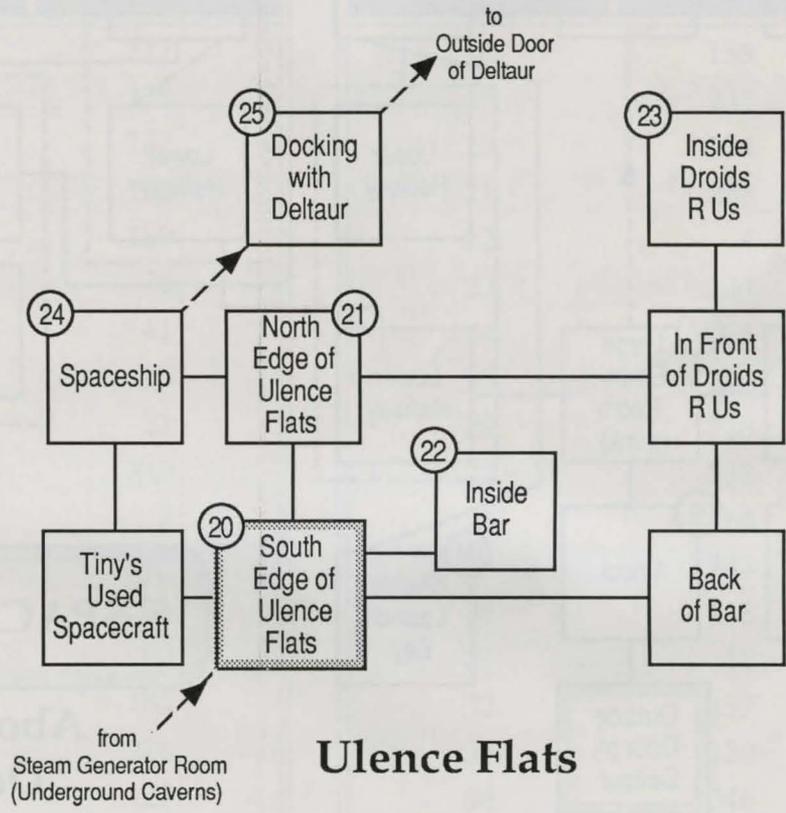
Location Number	Clue Number
24.	492
25.	510
26.	608
27.	701
28.	370
29.	495
30.	553
31.	548
32.	393
33.	671
34.	467
35.	540
36.	617
37.	673
38.	667
39.	638
40.	437
41.	554
42.	741
43.	738
44.	462
45.	676

SPACE QUEST

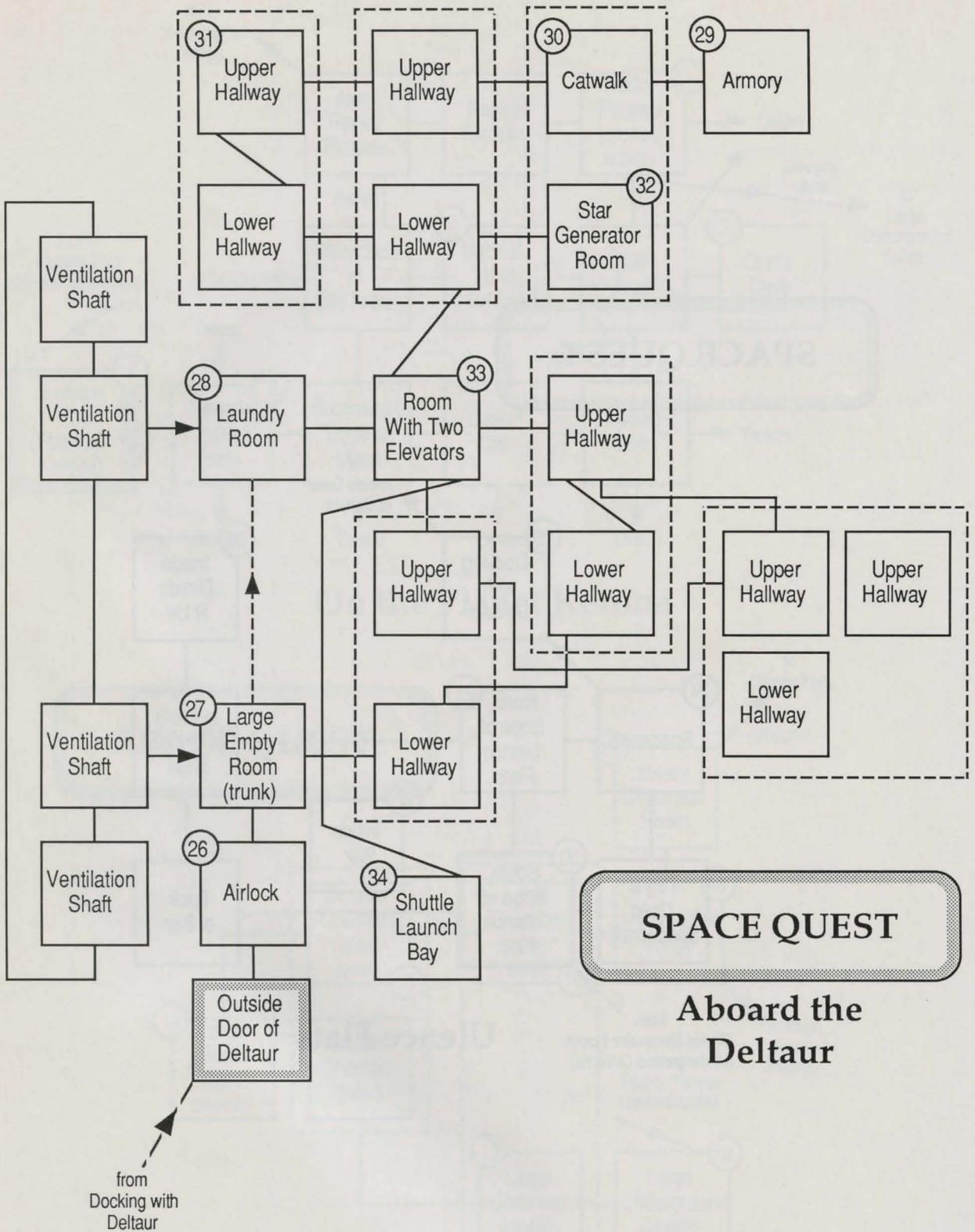


Aboard the Spaceship Arcada

SPACE QUEST



Ulence Flats

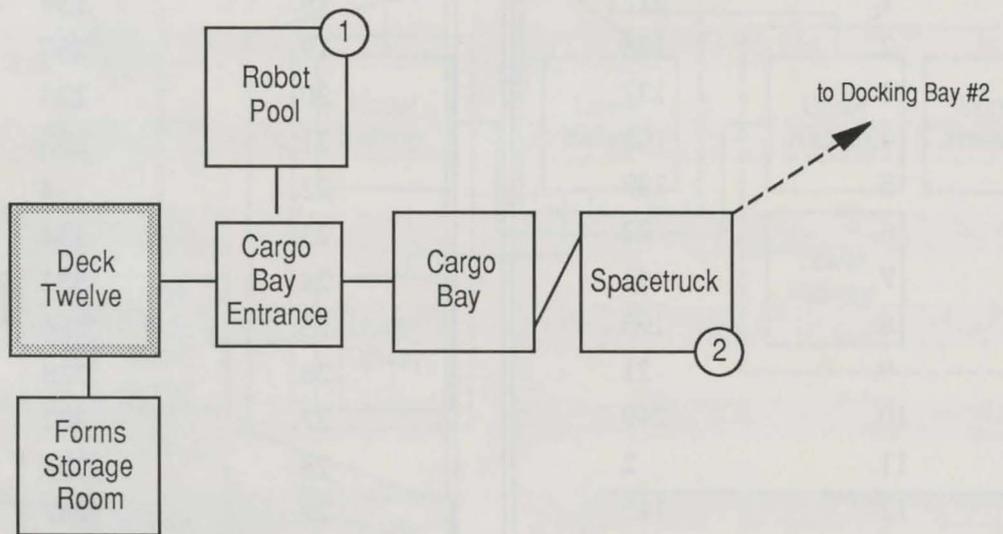


SPACE QUEST

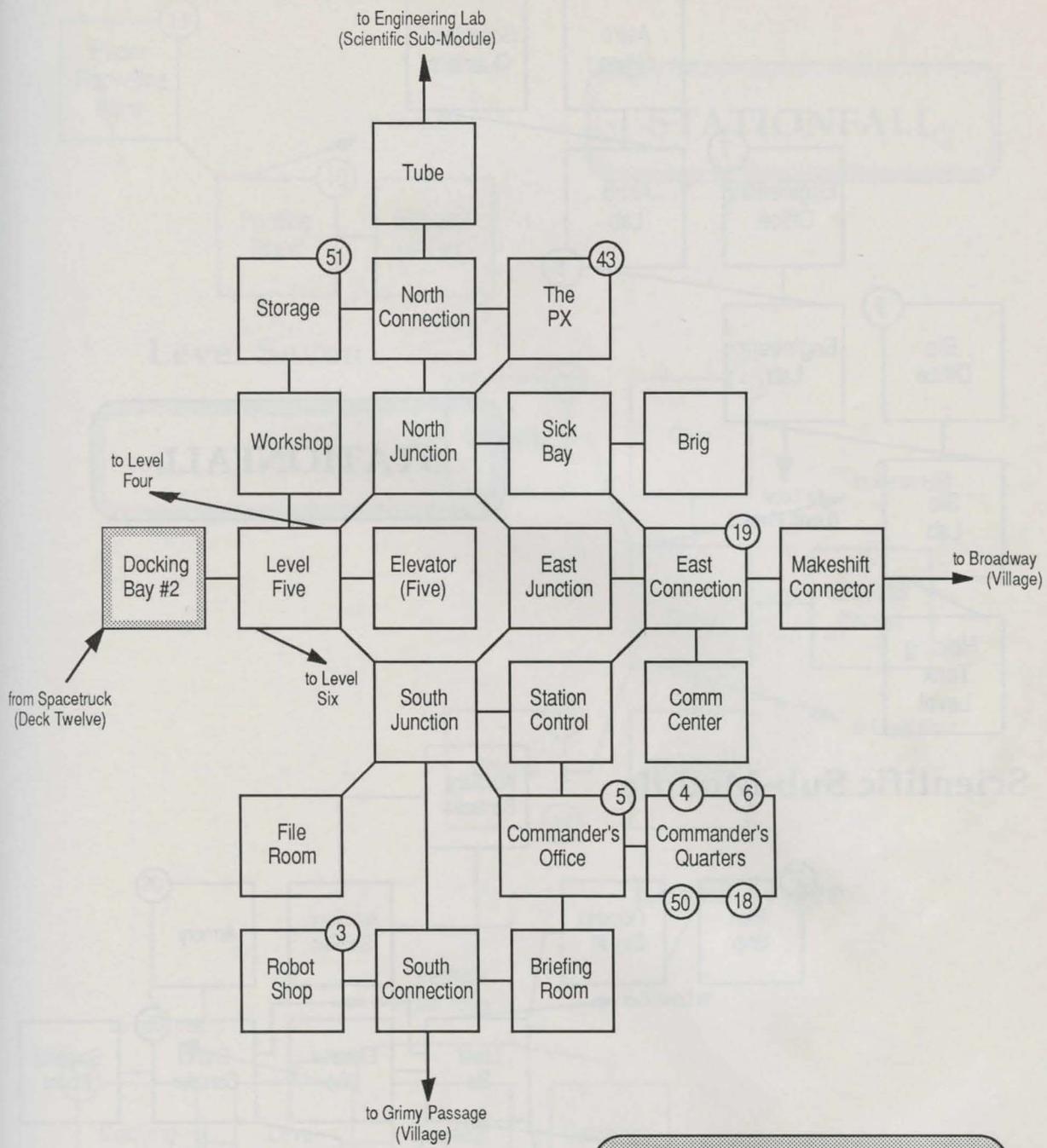
Location Number	Clue Number
1.	217
2.	138
3.	137
4.	108
5.	189
6.	72
7.	41
8.	195
9.	21
10.	249
11.	2
12.	145
13.	232
14.	60
15.	185
16.	276
17.	127

Location Number	Clue Number
18.	139
19.	255
20.	224
21.	253
22.	4
23.	134
24.	334
25.	264
26.	328
27.	332
28.	154
29.	247
30.	113
31.	12
32.	157
33.	120
34.	346

STATIONFALL

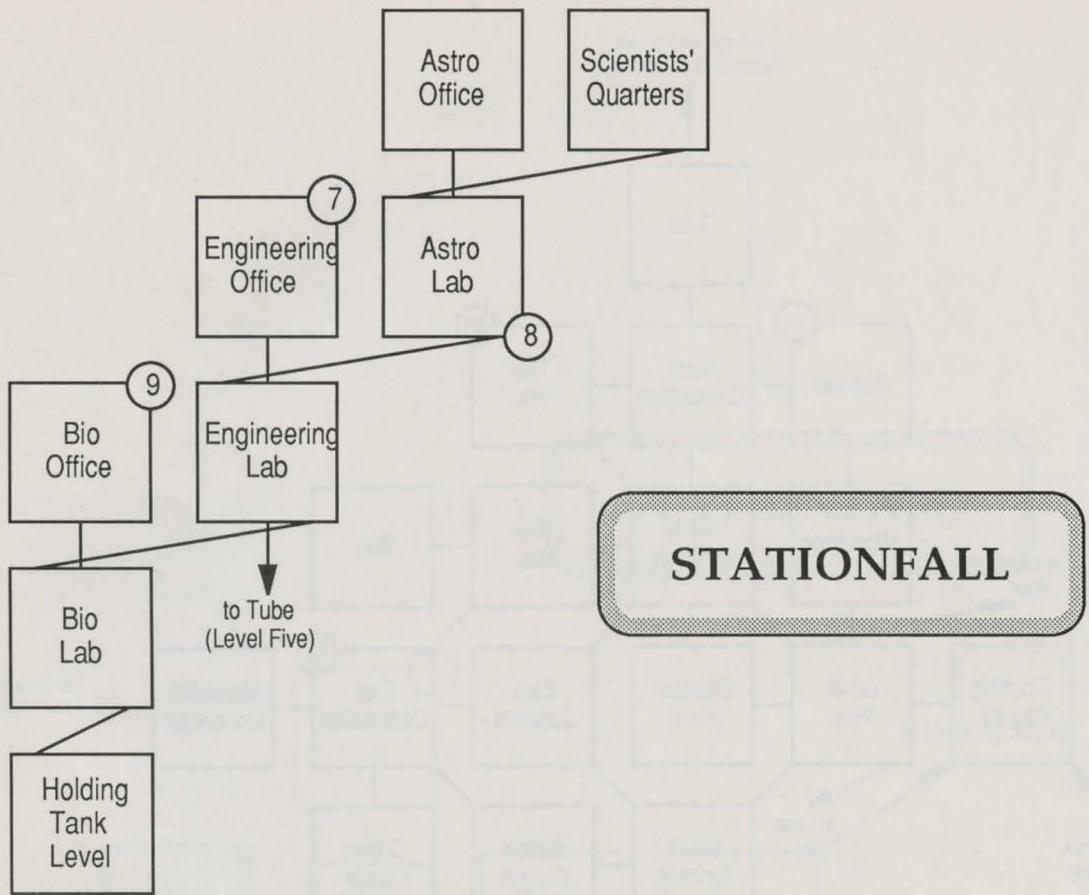


Deck Twelve

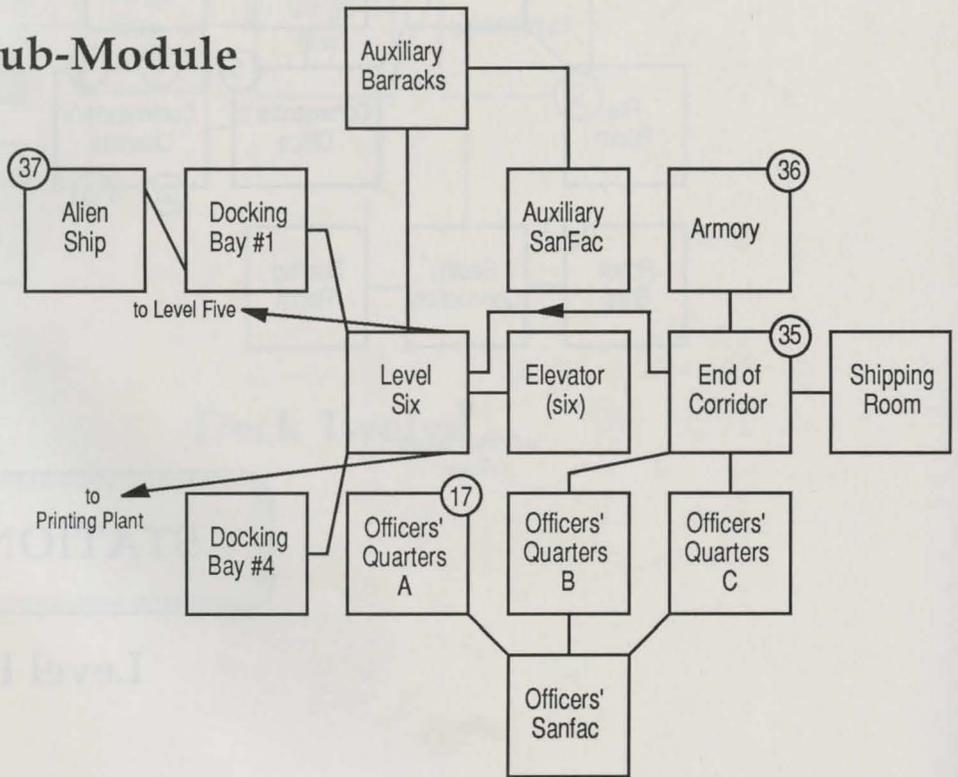


STATIONFALL

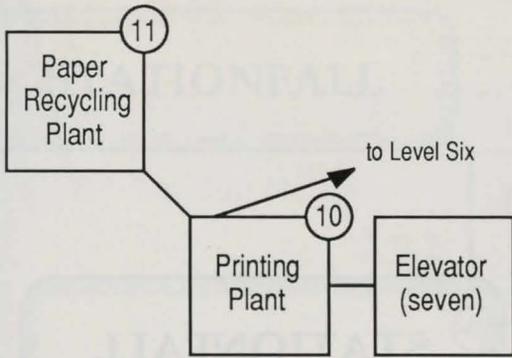
Level Five



Scientific Sub-Module

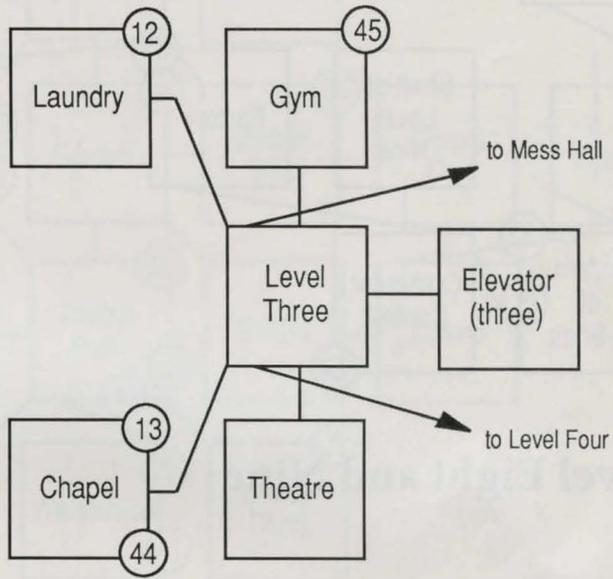


Level Six

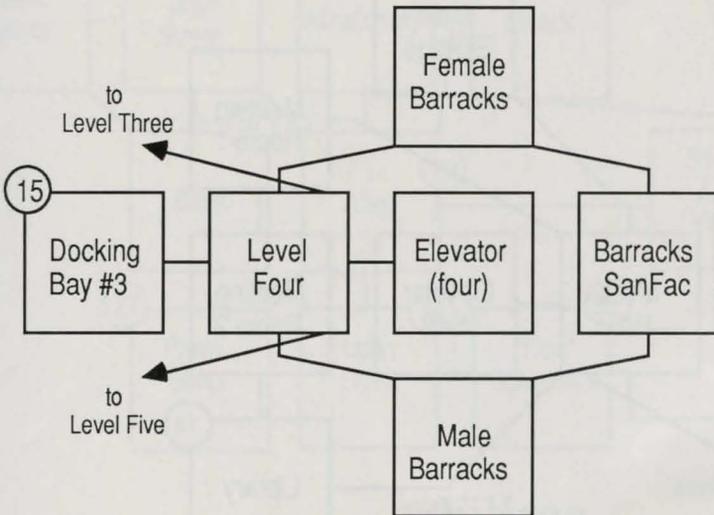


STATIONFALL

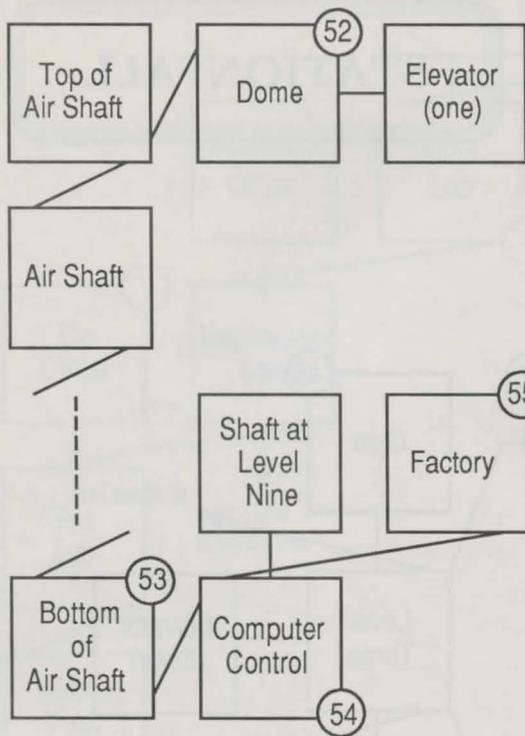
Level Seven



Level Three

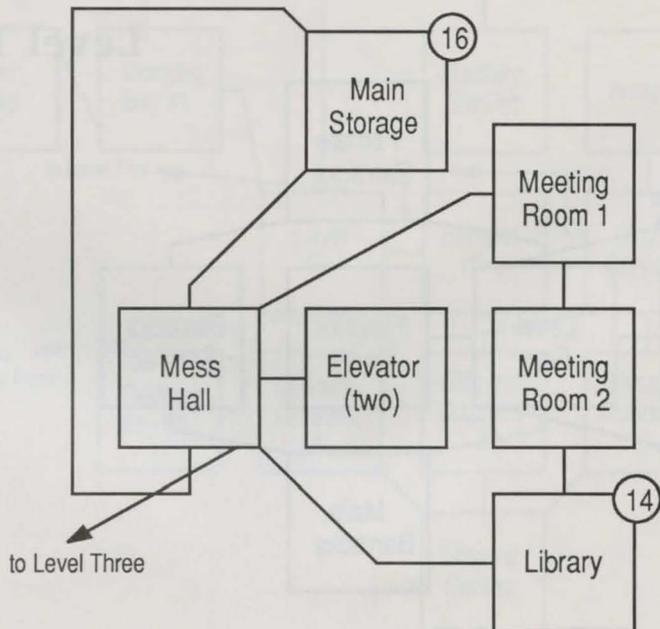


Level Four



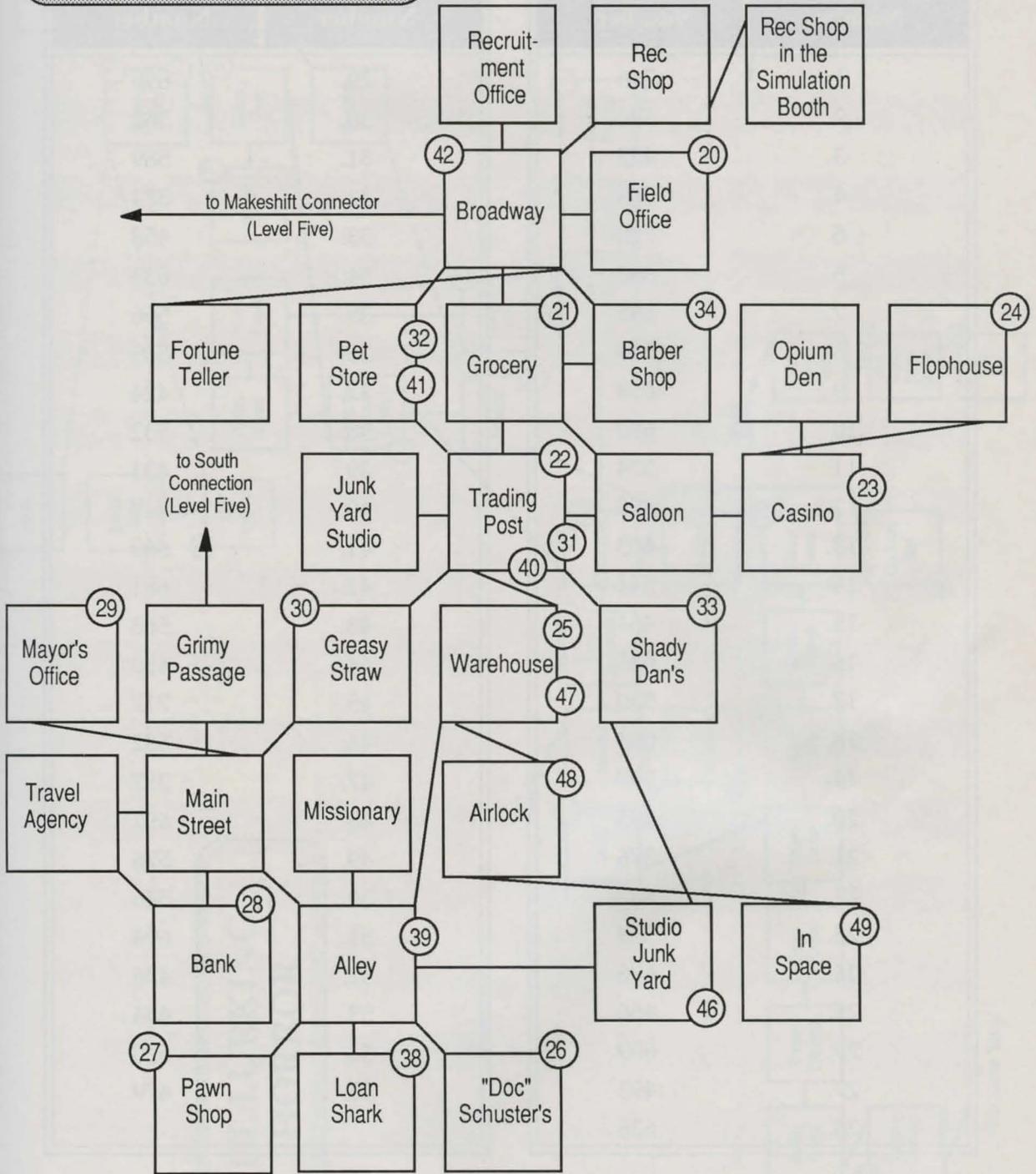
STATIONFALL

Level Eight and Nine



Level Two

STATIONFALL



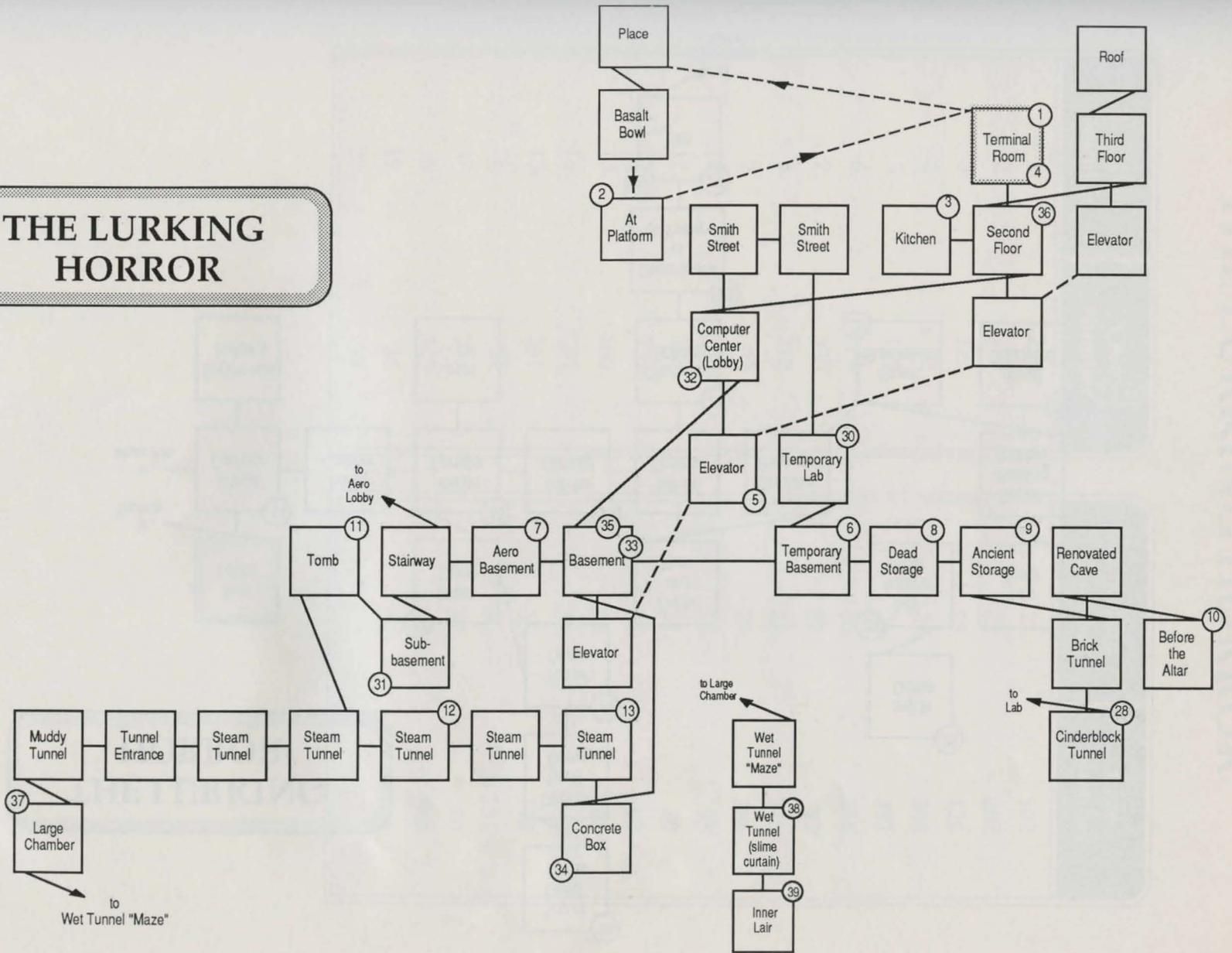
Village

STATIONFALL

Location Number	Clue Number
1.	746
2.	690
3.	482
4.	569
5.	720
6.	380
7.	505
8.	529
9.	658
10.	680
11.	374
12.	459
13.	603
14.	541
15.	464
16.	685
17.	530
18.	593
19.	597
20.	485
21.	376
22.	487
23.	559
24.	606
25.	466
26.	609
27.	493
28.	626

Location Number	Clue Number
29.	695
30.	362
31.	589
32.	384
33.	458
34.	633
35.	566
36.	509
37.	424
38.	532
39.	433
40.	442
41.	669
42.	681
43.	563
44.	490
45.	717
46.	582
47.	387
48.	691
49.	576
50.	546
51.	694
52.	436
53.	434
54.	520
55.	479

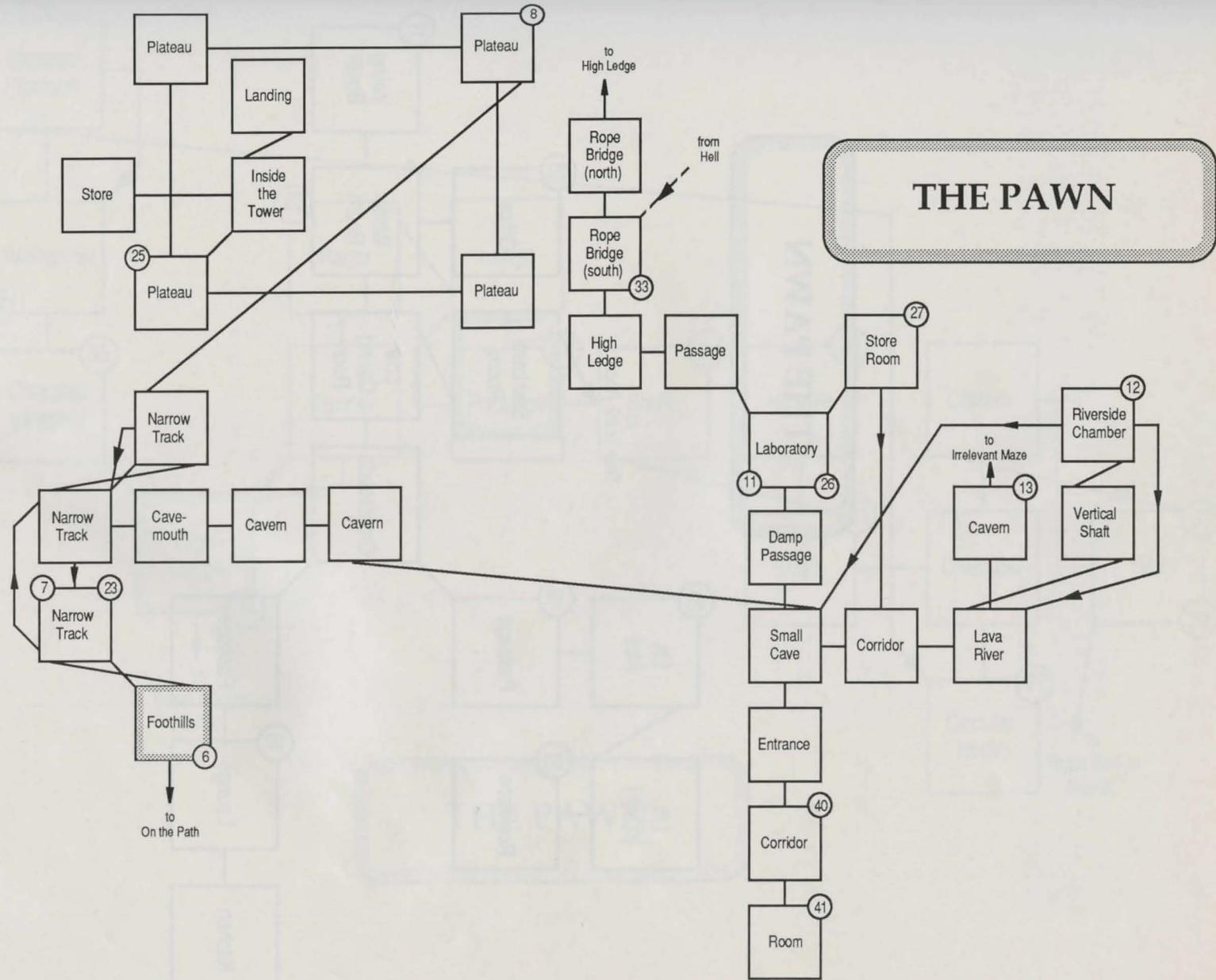
THE LURKING HORROR



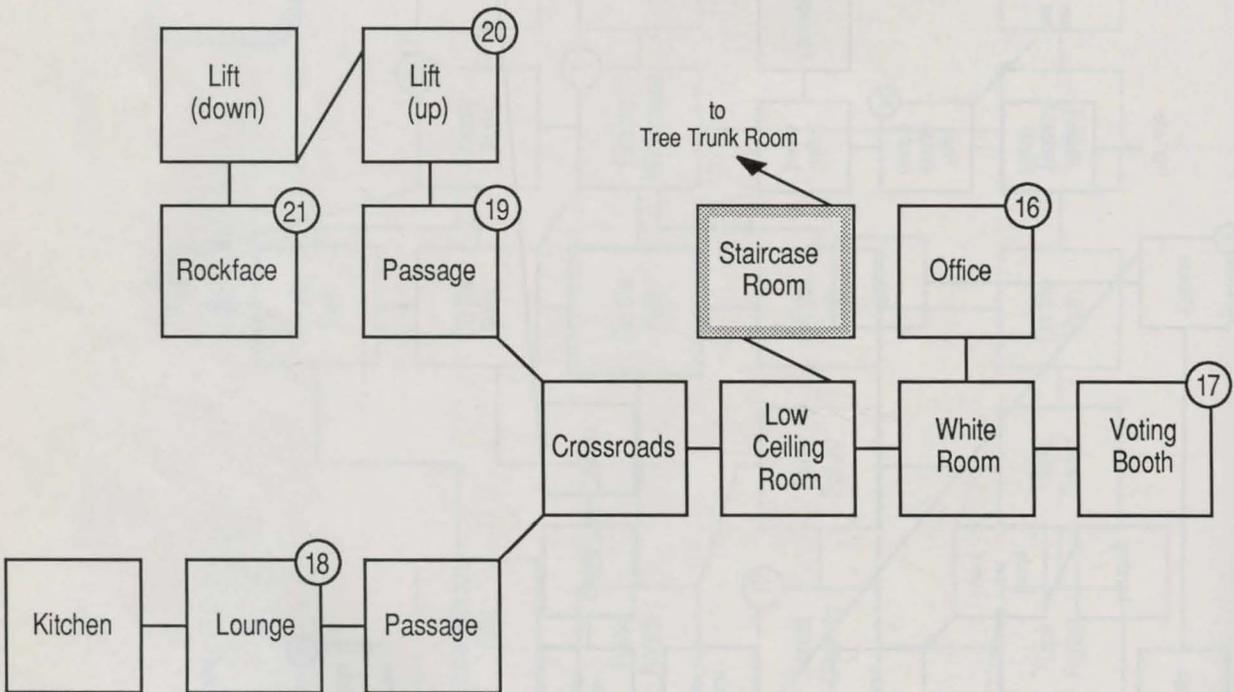
THE LURKING HORROR

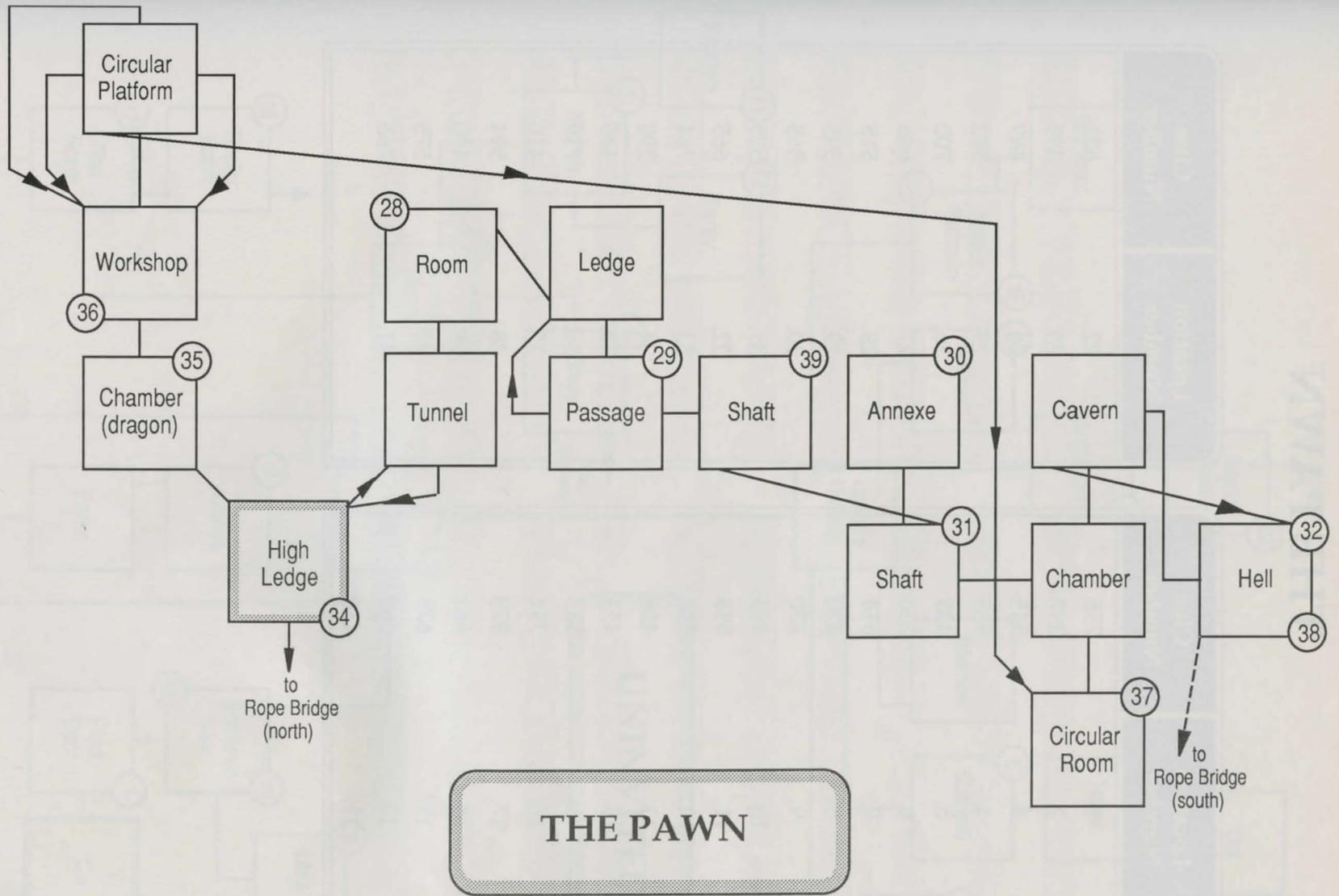
Location Number	Clue Number
1.	296
2.	159
3.	225
4.	92
5.	119
6.	74
7.	335
8.	212
9.	54
10.	98
11.	348
12.	339
13.	100
14.	204
15.	261
16.	51
17.	206
18.	343
19.	26
20.	91

Location Number	Clue Number
21.	102
22.	268
23.	126
24.	308
25.	352
26.	256
27.	49
28.	148
29.	266
30.	93
31.	30
32.	90
33.	263
34.	237
35.	115
36.	231
37.	180
38.	265
39.	23



THE PAWN



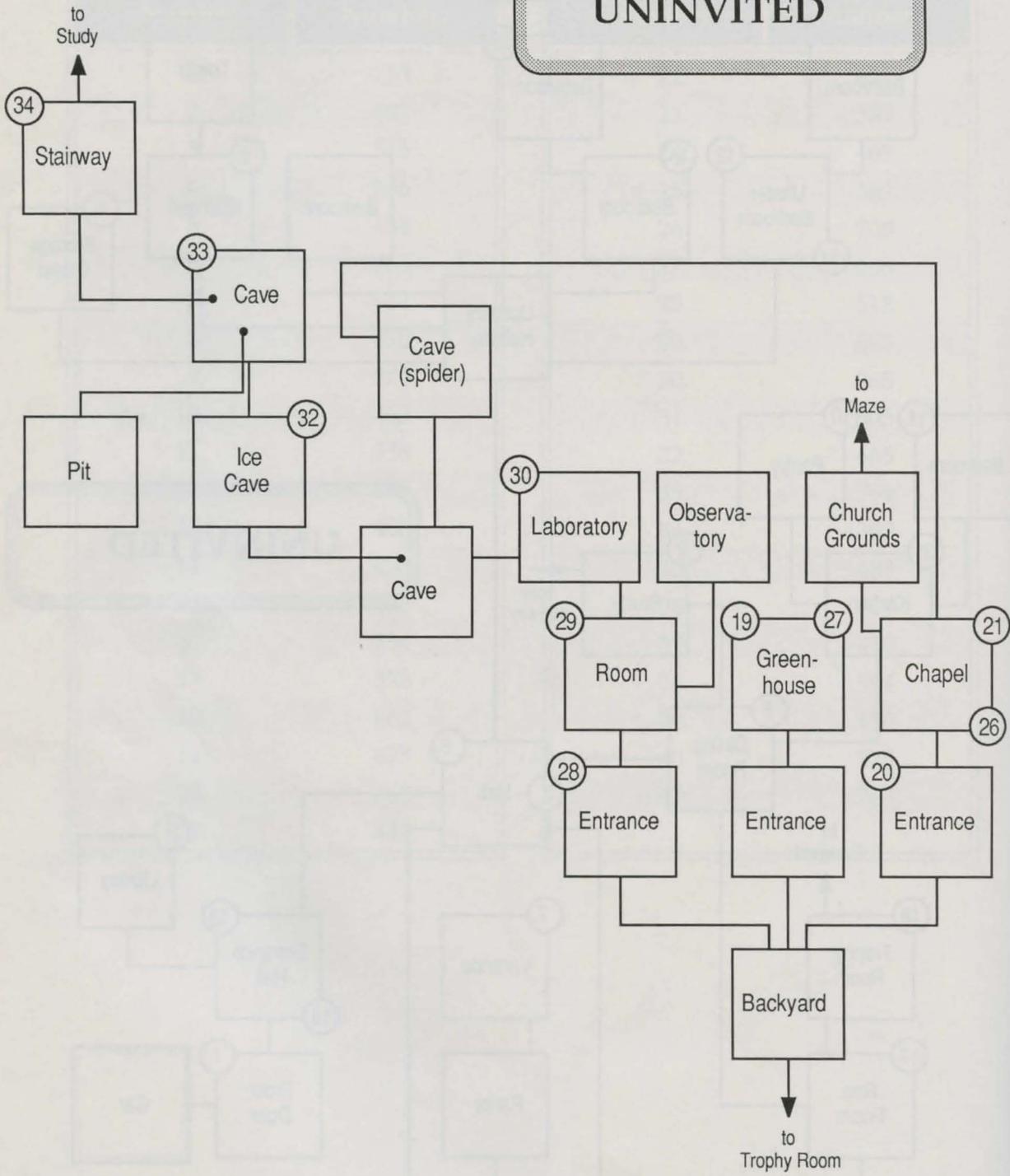


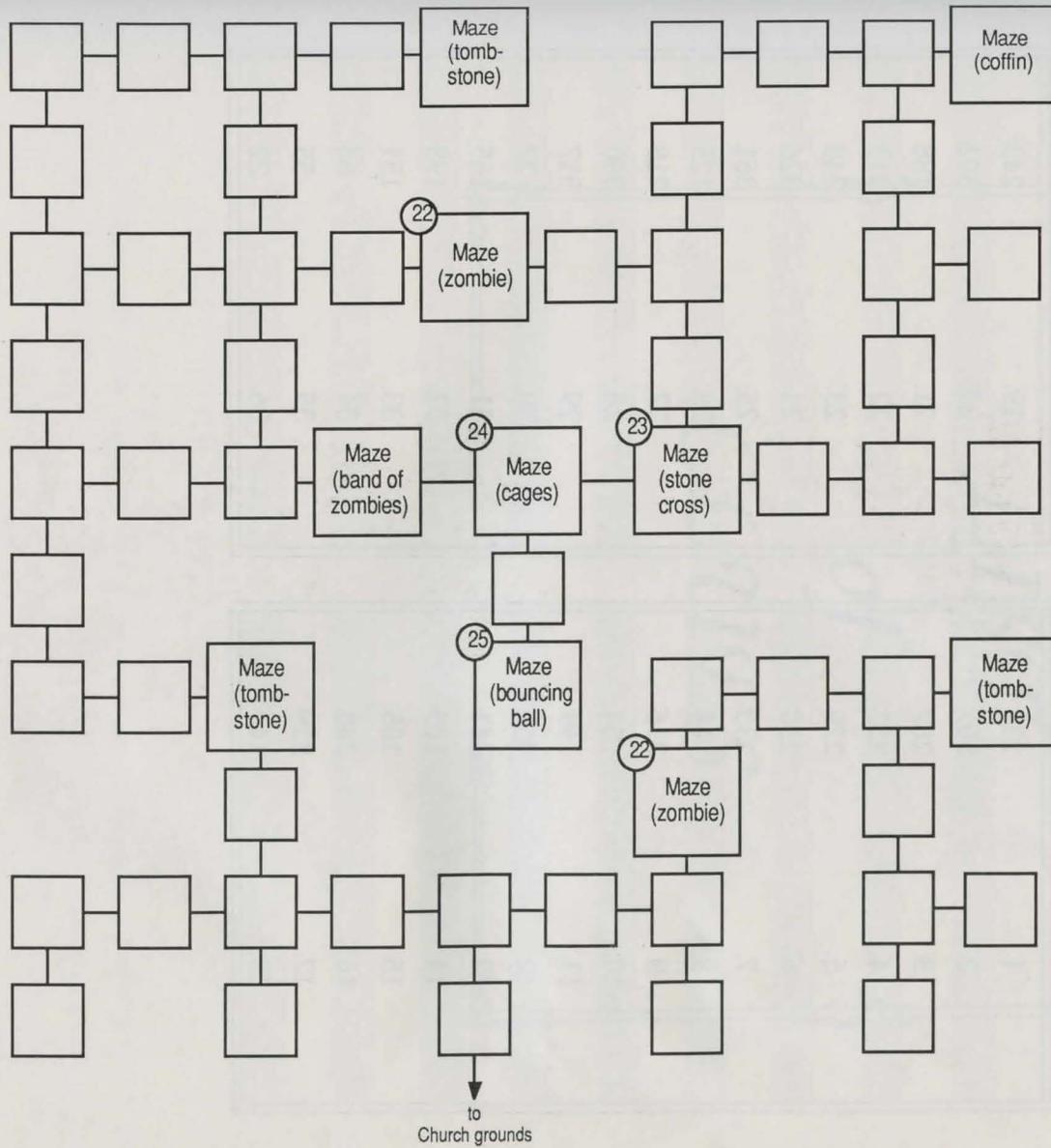
THE PAWN

Location Number	Clue Number
1.	758
2.	397
3.	545
4.	535
5.	438
6.	550
7.	614
8.	470
9.	570
10.	463
11.	558
12.	588
13.	408
14.	453
15.	573
16.	754
17.	378
18.	662
19.	675
20.	660
21.	440

Location Number	Clue Number
22.	601
23.	389
24.	469
25.	382
26.	700
27.	646
28.	518
29.	595
30.	365
31.	503
32.	665
33.	764
34.	390
35.	488
36.	719
37.	410
38.	594
39.	450
40.	575
41.	763

UNINVITED





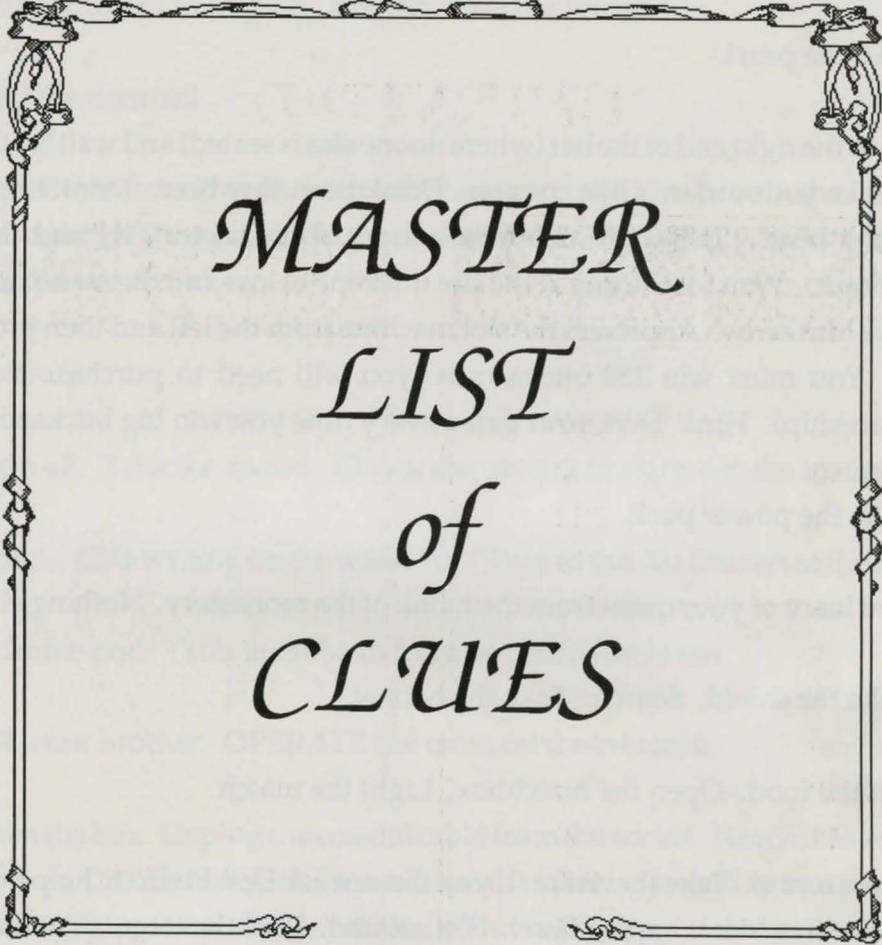
UNINVITED

Maze

UNINVITED

Location Number	Clue Number
1.	233
2.	307
3.	287
4.	252
5.	279
6.	290
7.	135
8.	43
9.	316
10.	64
11.	199
12.	200
13.	141
14.	169
15.	105
16.	248
17.	329
18.	140

Location Number	Clue Number
19.	243
20.	302
21.	188
22.	213
23.	340
24.	326
25.	361
26.	125
27.	218
28.	360
29.	317
30.	27
31.	165
32.	198
33.	151
34.	68
35.	55
36.	22



*MASTER
LIST
of
CLUES*

MASTER LIST OF CLUES

1. Pull the wires. Connect the red wire to the black wire.
2. Go between the rock arches.
3. Take the pearl.
4. Go to the right end of the bar (where no one else is seated) and wait for the bartender to take your order. Give coupon. Drink beer. Buy beer. Drink beer. Buy beer. Drink beer. (You will overhear a story about sector HH and the spaceship Deltaur). Wait for the guy at the slot machine to lose and the sweeper to come and take him away. Approach the slot machine from the left and then proceed to play it. You must win 250 buckazoids (you will need to purchase a droid and a spaceship). Hint: Save your game every time you win big buckazoids.
5. Take the power pack.
6. You learn of your quest from the monk of the monastery. Nothing else to do here.
7. Take the shield. Search. Take the helmet.
8. Eat the food. Open the matchbox. Light the match.
9. Feel around. Take the snake (if you did not ask Don Pedro to help you earlier, the snake would not appear here). Feel around. Take the totem. Put the totem in the niche. Take the goggles. Wear the goggles. Take the bullets. Take the knife.
10. Search. Take the flute.
11. Wave the wand. Drop the wand. Take the box. Say Nepo. Take the statue. Say Tnahcne. Drop the statue. Pour the powder on the power pack. Take the key.
12. You slip and fall causing your helmet to fly away into the elevator. Since your identity is now revealed, from now on when you meet a Sarien guard, shoot at him (press space bar) with your pulseray unit. (You must be in "slow" or "normal" animation speed in order to be fast enough on the draw).

13. Search. Take the lock pick.
14. Open the luggage. Remove the tweed outfit. Take the dinner outfit then wear it. Wait 10 minutes (repeat until the dinner bell sounds).
15. Give the totem to Marion. Marion, hide the totem.
16. Ring the doorbell.
17. Light the match. (To conserve matches, you could also have lit the candle with the first match at the entrance to the dark tunnel. Occasionally, however, I found that this did not work).
18. Jump up.
19. Drop all. Take the sword. (If you are getting hungry, eat the tostins).
20. Search. (The writing on the wall says, "Pray to the Air Demon at the High Altar").
21. Examine pod. (You must be in front of pod). Get glass.
22. HIT your brother. OPERATE the cross on the creature.
23. Open the box. Unplug the coaxial cable from the socket. Reach into the pool. Take the line. Cut the line with the axe (repeat until it is severed in two parts). Take the line than plug it into the socket. Wait. Throw the stone at the being. Take the stone.
24. Kill Zud with the sword. Take the pouch.
25. Take prism. Throw prism.
26. Lower the ladder then climb down.
27. OPEN the safe. 79-47-80 (these are the atomic numbers on the note cards in the desk of the study for Gold, Silver, and Mercury — remember the message on the scroll in the cabinet of the master bedroom). OPERATE the axe on the cookie jar and take the cookie.

28. Wait (twice — until the weirdo goes upstairs).
29. Cast the freeze spell.
30. Show the hand to the urchin. (If the urchin is not here, go up and move around a bit; then come back down — it should appear). Take the bolt cutter.
31. Keep pressing the button as sand fills the room until it stops and disappears. The wall to the north will open up.
32. Wait. (The paranoid man will issue a statement through the intercom. Remember it!)
33. Wash up.
34. Open the device. Put the badge in the device.
35. Take the totem. Put the totem in the pocket. Take the goggles. Put the goggles in the pocket.
36. Merry "Swim lake". Merry "Get out of the lake". Examine Merry. (Merry has 2 pale green jewels).
37. Lift the handle then pull it. Jump (repeat two more times — you will be sucked out of the plane).
38. Open the east door.
39. A voice cries out, "Who goes there?" Answer: Saber.
40. Ask the attendant for stinglai ka'abi (i.e., a parachute).
41. Close door. Look at panel. Buckle seat belt. Push power. Look at screen. Push autonav. Pull throttle.
42. Open the trap door. Look inside the trap door.
43. Take the bouquet of flowers (on the table).

44. Ask the teller for a withdrawal slip. Fill out the withdrawal slip. (Fill in \$75 to be used for legal purposes). Give the slip to the teller. Show the beezee card to the teller.
45. Get on the motorcycle. Take the totem.
46. Take the piece of laminated card then read it.
47. Remove the parachute.
48. Take the key ring.
49. Examine the computer. Examine the bench. (The professor enters his pentagram). Cut the pentagram with the knife. Leave the pentagram. Move the bench. Open the trapdoor.
50. Take the wand.
51. Cut the cord with the axe. Wait (repeat until the maintenance man is nearly upon you). Pour the wax on the floor. Drop the container.
52. Take the knife. Cut Marion down with the knife. Swing on the vines.
53. Take the lantern.
54. Open the manhole cover with the crowbar.
55. OPEN both taps in the bathtub. Wait until the water overflows to a level where you can reach the light on the ceiling. OPEN the light.
56. Examine the inkwell. (You have found the hidden treasure).
57. Push the white button.
58. Take the bullwhip. Wear the bullwhip.
59. Look inside the suit of armor. Take the third clue then read it. Search the floor. Yes. Take the lens. Drop the third clue.

60. Put glass in beams.
61. Carefully examine the device. Open the device (you can't). Get out (you encounter Pussy Galore).
62. Carefully examine the slab. Take the jewel. Put the jewel in the slab.
63. Throw the bullets in the fire.
64. Take the box of matches (on the third shelf to the right).
65. Open the luggage. Remove the tweed outfit. Take the dinner outfit then wear it. Wait 10 minutes (repeat until the dinner bell sounds).
66. Ask Jack for the note then read it. Listen to Lionel (repeat a few times). Look under the punchbowl. Take the card. Read the first clue. Ask Jack for the second clue then read it. Drop the first clue and the second clue.
67. Swim north.
68. OPERATE the key (from the demon) on the door.
69. Open the door. Untie the black horse. Get out.
70. Shoot Zud with the rifle. Drink water. Take the chips. Take the projector. Wear the cloak. Say Eee (you fly to the Edge of Cliff).
71. Tie the black horse to the ring (you have just performed another horse swapping). Go south, untie Energise, and proceed to put the horse in the van.
72. Look at panel. (You must be in front of it to do this). Push platform button. Enter pod (from the left side of it).
73. Wait (repeat until a snake moves toward you). Examine the snake. Hiss at the snake. Drop the totem.
74. Take the gloves and the crowbar.

75. Take the Fire Scepter. (This is the third of the four scepters you must find).
76. Push the eye. Choose green as your color.
77. Get the letter. Put the letter in your pocket. Get the carrousel.
78. Wait (for the Barrow-wight to shout, "None shall pass!!"). Throw the clay pot at the Barrow-wight. Eat the food. Give the ring to Sam. Sam "Put the ring in the backpack".
79. Take the wallet then look inside it. Take the beezee card then give it to the delivery man. Take the bag.
80. Take the crossbow.
81. Throw trident.
82. Get out. Carefully examine the guardrail. Pull the cable.
83. Do you have an ingot?
84. Look in the wooden box. Take the small box then open it. Look in the wooden box. Take the diary then read it. Apologize to Vivien. Look inside the wooden box. Examine the costume. Show the lens to Vivien. Show the small box to Vivien. Show the diary to Vivien. Spray Vivien with the aerosol device. Arrest Vivien.
85. Tie Energise to the ring.
86. Take the lantern then light it.
87. Drop the deposit slip and the painting and the magazine and the case and the hacksaw. Dial xxx-xxxx (where xxx-xxxx stands for the telephone number of the Getlost Airport Cab). When asked where you want to go, tell him the airport.
88. Drop the lock pick. Take the Earth Scepter. (This is the first of the four scepters that the wizard Elron said you must find).

89. Eat the meal. Knock on the door. Wait (repeat until Radagast invites you up).
90. Push the up-arrow. Wait (repeat until the elevator has stopped on this floor).
91. Take the boots then wear them.
92. Give the Chinese food to the hacker. Ask the hacker for the master key.
93. Drop the knife. Take the flask.
94. Flip Pussy Galore. Kick Pussy Galore. Flip Pussy Galore, Kiss Pussy Galore.
95. Wear the uniform.
96. Play the flute (the snake is charmed to sleep).
97. Get the towel.
98. Take the knife.
99. Enter the circle.
100. Hit the wall with the crowbar. Pry the brick with the crowbar (twice). Drop the crowbar.
101. Click on the center tile on the floor. A crawl space develops allowing you to go west.
102. Unlock the door with the master key.
103. Open the mailbox. Take the leaflet then read it. Examine the postage stamp.
104. Wait (repeat until Goldfinger finishes his speech).
105. OPEN the nightstand. OPEN the scroll and EXAMINE it (for the translation, recall the definitions of the words in the open book found in the library). OPEN the book (on the nightstand) and EXAMINE it.

106. If you meet the Priest here and you fight and defeat him, he will offer you a fireball spell.
107. Take the remote control. Push the button. Drop the remote control. Say light. Enter the car.
108. Look at panel (to the left of the elevator). Insert keycard.
109. Take the tostins.
110. Fight the Green Knight (repeat until he disappears and drops a broken medallion. You may have to "eat the meal" in between attacks). Take the medallion.
111. (Assuming Sam climbs the tree). Sam "Put the jewel in the backpack". Sam "Climb down".
112. Answer yes to the King's questions. Take the sword.
113. Drop grenade (on the Sarien guard below).
114. Examine the bell. (You have found the hidden treasure).
115. Tie the chain to the hook. Take the axe.
116. Sam "Take the matchbox". Take the backpack. Take the food. Put the food in the backpack.
117. Merry "Go s".
118. Fight and defeat the alchemist. Take the dagger, heal spell, and lightning spell.
119. Open the panel. Take the flashlight. Push B.
120. Enter the broken elevator (the one on the right). It works now that the Star Generator has been set to self-destruct.
121. Take the pillow.

122. Click on the sarcophagus. Click on the mummy.
123. Take the maid's note then read it. (Pay particular attention to the last paragraph — you are looking for something written). Drop the maid's note.
124. Examine the panel. Examine the jaw. Take the bullwhip. Open the jaw. Push the button with the hand. Snap the bullwhip.
125. Drop the cage and the candelabra and take what inventory (if any) you dropped here before entering the maze. Take the cross.
126. Throw the stone at the creature.
127. Drink water (before entering cave). When Orat approaches you, then: Throw cylinder (of water). Get chunk.
128. Controllers, "Stop flight 42".
129. Close (before entering Control) and Open (on the way out).
130. Open the van door. Go van. Put the key in the ignition. Tie Black Fire to the ring. Close the door.
131. Search the wall. Look through the peephole.
132. Trip Jody. Tackle Jody. Duck. Sit on Jody.
133. Take the blowgun. If the Witch Doctor appears and you fight and defeat him, he will leave a voodoo spell and an amulet. Take them. To make room in your inventory, you can drop the flute and the magic wand.
134. Follow the salesman up the stairs and approach the droid (the one to the right at the top of the stairs). Give coupon. Buy droid (for 36 buckazoids).
135. A spider will cross the railing. After it goes by, OPERATE the aerosol spray can on the railing. Come back here in a few moves. This time when the spider tries to cross the railing he will become paralyzed by the contents of the spray can. Take the spider.

136. (The stable lad should not be here now). Tie Black Fire to the ring. Get the sugar. Give the sugar to the black horse. Untie the black horse (you have just performed a horse swapping).
137. (Approach the buttons on the console). Look at panel. Push open bay door.
138. (Wait for the eastern door to open and a lab scientist will enter and then slump to the floor). Look at man. Look at screen. (When asked for a cartridge title type: Astral Body). Get cartridge.
139. Drop chunk.
140. Take the cage.
141. EXAMINE the paintings. OPERATE self on the left chair. OPERATE the axe on the left chair. Take the golden key.
142. Search. (A little birdy says, "Religious places are for saying your prayers").
143. Wait (twice).
144. Take the new letter.
145. Get rock.
146. Take the totem. Put the totem in the pocket. Take the cylinder. Lasso the rock with the bullwhip. Climb up.
147. Close the bunker door. Turn off the lighter. Carefully examine the photos. Carefully examine the table. Type golden girls. Take the chart. Put the chart in the safe. Take the letter. Read the letter. Put the letter in the safe. Close the safe. Type open the steel door.
148. Turn on the flashlight. Open the trapdoor.
149. Take the maid's note then read it. (Pay particular attention to the last paragraph — you are looking for something written). Drop the maid's note. Examine the piano. Take the music then read it.

150. Just follow directions and proceed to the Air Zalagasa desk. To find it, go back to the airport entrance and go east or west until Air Zalagasa is no longer listed. Then, go north twice.
151. Immediately drag the robed man into the pit.
152. Sit down in seat D (your seat).
153. Say unlight. Take the pouch.
154. Immediately go north to the washing machine. Open door. Enter machine. Wait for the Sarien to leave; then: Open door. Examine uniform. (Your ID card identifies you as a Sarien with the name Butston Freem). As you travel on, when you meet a Sarien guard, try to kiss him (it's worth a point).
155. Open the armrest. Push the black button.
156. Take the key. Carefully examine the skin. Take the jewel. Put the jewel in the pocket.
157. Search guard. (You get a remote control device). Push button. Go up the steps and: Look at panel. Enter 6858. (Move arrow to digit (by clicking mouse on that digit) then hit space bar). Move arrow to ENTER then hit space bar. Now, it's time to split.
158. SAVE THE GAME HERE. Examine the snakes. Examine Don Pedro. Don Pedro, can you help me? (this is a crucial command in order for him to help you later on in the game). Talk to Don Pedro (repeat until you can hear the roar of the airplane engine bouncing off the cliffs).
159. Take the stone.
160. Pippin "Go n".
161. E,Wait (repeat this pair of commands until you are successful).
162. Take the badge.

163. Untie the black horse.
164. Open the manhole cover.
165. Drop the cookie on the tiled floor. Wait for the little demon to appear. It will take the cookie and leave you a key in exchange for it. Take the key.
166. Open the door. Get in. Close the door. Get the key. Put the key in the ignition.
167. Open the door.
168. Read the sign. (The four groups of three digits are the binary (0,1) representation of the numbers 2,4,1,7. Letting "0" represent a handle in the UP position and "1" a handle in the DOWN position, then to unlock the door proceed as follows). Turn the left handle and the middle handle (changes 010 to 100, i.e., 2 to 4). Turn the left handle and the right handle (changes 100 to 001, i.e., 4 to 1). Turn the left handle and the middle handle (changes 001 to 111, i.e., 1 to 7).
169. OPERATE the golden key on the cabinet. OPEN the cabinet and then OPEN and EXAMINE each of the two scrolls. Take the wooden box (containing Dracan's star).
170. Click on the wall above the door. A secret button opens the door.
171. To return to the Music Room, you must: Break the mirror. You can only do this when the Black Knight is here.
172. Show the beezee card to the driver. Give \$17.50 to the driver. (Don't worry about losing your address book. You'll get it back later).
173. Knock on the gate. Gatekeeper "I am Frodo". Sam "Go ne".
174. Pray. Take the wand.
175. Click on the skull (a few times). Read the book. Swing the sword. Take the freeze spell.

176. Benito, trade the hat for the knife. Wear the knife. Benito, give me the bullets. Wear the bullets.
177. Take the card. Put the card in the slot. Take the card.
178. Wash up.
179. Bert, give me the calendar. Bert, give me the sandwich. Put the sandwich in your pocket.
180. Cut the ropes with the bolt cutter. Put the hyrax on the hand. (This will get you through the Wet Tunnel "Maze").
181. Get in.
182. Duck. Flip the black switch.
183. Barliman "I am Frodo". Examine the stranger. Stranger "I am Frodo". Wait. (Follow Strider — he will lead you through the country of marshes and bogs).
184. Throw the knife at Plebinheim. Take the bullwhip. Snap the bullwhip at the vines. Take the cylinder. Swing on the vines.
185. Go through the acid drops. (Being in "slow" animation speed helps).
186. Put the card in the slot.
187. Read the book. Take the candle.
188. SPEAK to the statue head. Specan heafod abraxas (remember the message written on the scroll in the nightstand.) Take the candelabra. (You may have to drop some inventory to make it fit. Just make sure you hold on to the amulet, the golden key, the bouquet of flowers, and the cage). OPEN the matchbox and take a match from it. OPERATE the match on the matchbox. OPERATE the lit match on the candelabra.

189. Look at door. Push left button. Look closet. Get gadget. Push right button. Look closet. Get suit. (Note that it is not in your inventory since you are wearing it). (Go around the railing to the console). Look at console. Push airlock button.
190. Search. Take the trident.
191. Say viva la revolucion.
192. Tie the rope.
193. Close the gate. Wait (until the trailer plows into the fence). Go trailer. Calm horse (twice). Pet horse. Take the tire iron. Wait (until you are knocked on the head — you lose the tire iron and are face to face with the bull in the cow pasture).
194. Take the cloak.
195. Look pod. Get kit. Open kit. Unbuckle seat belt. Exit pod.
196. Take the book. Read the book (twice). Drop the book.
197. Examine the tapestry.
198. OPERATE the brass pentagram on the ice (remember what the diary said about the effect of ice on Dracan's star).
199. OPERATE the lamp on the lamp (i.e., turn it on — the picture on the wall slides to the left and a ghostly figure appears before you). OPERATE the spider on the ghost. Take the diary (from behind the painting). OPEN the diary.
200. OPEN the lab journal (on the table) and EXAMINE it.
201. Say "Hello". Wait. Read the scroll. Wait (Radagast will tell you about the use of Elfstones and then give you a pale green jewel).
202. Take the lab notebook then read it.
203. Tie the black horse to the ring. Open the stall door.

204. Wear the gloves. Take the container. Open the container.
205. Take the diamond.
206. Climb the rope.
207. Plug the modular plug into the computer. Random-Q-Hacker (your ID). Rainbow-turtle (your password). Typ (return) DVH2.HAK. Run (return) PLANE.EXE. Run (return) HAK.EXE. (You will always get an error message indicating that this file is busy being used by RQH — presumably the nerd is using it to activate his .HAK files. You want to shut him down). Keep executing commands until you are interrupted and told the name of the next file the nerd is about to execute, e.g., [name].HAK. Cop (return) DVH2.HAK to [name].HAK. Y (when asked if you want to overwrite). Keep issuing commands until the nerd tries to execute [name].HAK and shuts himself down.
208. Take the prism.
209. Take the whistle.
210. Cut the door with the hacksaw. Push the power saw button. Pull the generator lever. Connect the power saw to the generator. Ride the generator. Take the power saw then give it to the weirdo.
211. If the Air Demon gets your Air Scepter, you will find it here.
212. Move the junk.
213. If you encounter a zombie, just OPERATE the amulet on the zombie. If you encounter a band of zombies, the amulet does not have sufficient power to deal with them. Just back up and go a different way.
214. Ask Bolitho to describe the ghost. Ask Bolitho about the ghost. Yes. (He tells how the ghost was groping for something on the marble floor of the new great hall. Keep asking Bolitho questions until he asks if you are the well-known American detective). Yes (three times — he offers you a small aerosol device to be used on ghosts).

215. Search. Take the spear gun.
216. Click on the rectangular panel on the wall (a keyhole appears). Click on it again. (If you have the lock pick from the Back Room, then it will open). Take the coins.
217. Search body. Get keycard.
218. Take the plant.
219. Drop the pillow. Push the knob. (You learn a clue to the answer to the riddle).
220. Pray to the Air Demon. Drop the key ring. Take the Air Scepter. (This is the second of the four scepters you must find).
221. Put the recipe cartridge in the computer. (You get your address book back). Read the first page of the address book. (Note that your name and former address have been changed).
222. You will get stuck here and not be able to move. Eventually, the natives will cut you out and put you in the pot.
223. Put the unlabelled cartridge in the computer. (Recall that on four of the items you picked up there were postal stickers that had letters of the alphabet on them, i.e., magazine (E), flyer (D), coupon booklet (C), envelope (B). Assuming that you took them in this order, then proceed as follows). Print E. Print D. Print C. Print B. (Now read the display on the screen vertically (top to bottom) starting in the leftmost column and follow the directions to get through the switchgear maze).
224. Get key. Exit skimmer. (Alien will appear and offer to buy your skimmer for 30 buckazoids). No. (Move around and wait for the alien to return. He now offers you a jetpack in addition to the 30 buckazoids). Yes.
225. Open the refrigerator. Take the bottle and the carton. (Whenever you get hungry: Drink the coke). Open the microwave. Open the carton then put it in the microwave. Close the microwave. Push hi. Push 3 then push 3 then push 0. Push start. Wait (repeat until the microwave stops). Open the microwave then take the carton.

226. The answers to the paranoid man's questions come from the boldface words in the Popular Paranoia magazine.
227. Search. (A secret door leading down is uncovered).
228. Go. Go. L. R. Go.
229. Cut web.
230. Drop the bullwhip. Marion, give me the totem. Put the totem in the pocket.
231. Push the up-arrow. Wait. (If you now go back to the Concrete Box, you will find that the brick wall has an enormous hole ripped in it).
232. Go as far north as you can before crossing the grate. Then hug the wall as you go west across the grate. Put rock in geyser.
233. OPEN the mailbox. OPEN the envelope. EXAMINE the note. Take the amulet.
234. Take the mail. Examine the envelope then open it. Read the memo. Examine the cheque then take it. (Note that the cheque is made out for a negative amount, i.e., -\$75).
235. You must go south (rather than east) from here to get back to the horse barn otherwise you will get there too late. Note how much less time it takes to get to the Parkway via the Right-of-Way rather than via the Roundabout.
236. Take all. Open the address book then read the first page. Read the second page. Read the third page. (Remember the telephone number of the Getlost Airport Cab). Open the case. Take the adventure cartridge and the eclipse cartridge. (You can put them each in the computer if you wish. Remember to take them out when you're through).
237. Take the chain. Tie the chain to the rod. Lock the chain with the padlock.
238. Drop the projector. Say Bozelbon. (You must now put every item you found in the portal). Put prism in portal. Put rifle in portal. etc. Go back and get all the items you dropped or left behind, bring them here, then put them in the portal. These

items are as follows: prism, rifle, chips, power pack, key, cloak, candle, printed circuit card, statue, magic wand, remote control, printout, laser disk, whistle, chalice, flower, sword, elixir, potion, mail, book. When you are finished putting all the items in the portal, then: Enter portal.

239. Answer all the waitress's questions. (You will have to do this twice since the first time your order will be lost due to a computer breakdown). Take the hamburger then eat it.
240. Push the light button. (This reclines seat 6D and knocks the food off the lap tray in your seat, i.e., 7D).
241. Lady "No" (repeat until she disappears with the broken medallion and leaves a golden medallion). Take the medallion.
242. A voice cries out, "Who goes there?" Answer: Saber.
243. EXAMINE the plants. OPERATE the watering can on the red clay pot filled with dirt (front of left table). If you watered the wrong plant, you can get more water in the sink of one of the bathrooms in the house. Just OPEN the tap in the sink and OPERATE the watering can on the sink. Come back here later and you will find a lush green plant has grown from the seeds that were dormant in the soil of the pot.
244. Take the printout. Read the printout. Drop the printout.
245. Move the sconce.
246. Push the grey button.
247. Give ID card (to the droid). As soon as he leaves to get your weapon, go to the south end of the counter and: Look counter. Get grenade. Return to your previous position at the counter and wait for the droid to return and give you your pulseray unit.
248. OPEN the matchbox and take a match from it. OPERATE the match on the matchbox. OPERATE the lit match on the logs in the fireplace. OPERATE the wooden box on the fire (remember what the diary said about the effect of fire on Dracan's star). Take the brass pentagram (Dracan's star).

249. Go behind the rock. When the spider is under the bridge (due south of the rock and between the plants), then: Push rock. (Note: you can only cross the bridge 5 times before it collapses).
250. Say "Go e".
251. Take the uniform.
252. Take the bottle labelled "NO GHOST" (it's on the third shelf). Take the aerosol spray can labelled "Spider Cider" (it's on the third shelf).
253. Go north until you hit the protective barrier then go east behind the building. Look at room. Get buckazoids (you now have 35 of them).
254. Take the diving suit. Take the air tank. Take the diving helmet.
255. Look at panel. Insert cartridge in slot. (You learn a code (6858) to activate self-destruction of the Star Generator). Enter skimmer (from in front of it). Examine skimmer. Look at panel. Turn key. Avoid the rocks until you land in Ulence Flats. (Being in "slow" animation speed helps).
256. Show the paper to the professor.
257. Show the painting to the macaw. Take the mail. Read the flyer.
258. Open the mailbox then look inside it. Look inside the trough. Reach inside the mailbox. Open the bag then put it in the mailbox. Take the mail. Read the magazine then examine it.
259. Say unlight. Drop the candle.
260. Take the Water Scepter. (This is the last of the four scepters you must find. Now go back to the Wizard's Sanctum with the four scepters in your possession).
261. Break the glass. Drop the assignment. Take the axe.
262. Cut the wax seal.
263. Open the doors. Put the axe in the door.

264. Wear jetpack. Exit space ship.
265. Open the flask. Pour the cold liquid on the slime. Unlock the door with the master key.
266. Take the brass hyrax. Put the hand in the liquid. Wait (repeat until the hand is trying to crawl out of the vat). Take the hand.
267. Take the jewel from the belt. Put the jewel in the eye.
268. Dig in the earth. Take the hand.
269. Examine the rhino head. Remove the glass eye. Take the third clue then read it. Drop the third clue.
270. Answer the phone. Yes. Yes. No. Go to the galley.
271. Take the Fire Scepter. Take the Air Scepter. Take the Earth Scepter.
272. Give the leaflet to the man. Take the mail. Read the coupon booklet.
273. Break the lock with the tire iron.
274. Knock on the door.
275. Put the pearl in the shell (you see a tunnel leading north).
276. Turn on gadget (so you will be able to understand (translate) what the holographic image will say).
277. Close hatch. Click on the crank on the wall (the water drains from the room). Oil air lock. Open air lock.
278. Put the diamond in the eye (a door to the east opens).
279. Take the axe.

280. Ask Bolitho to describe the ghost. Ask Bolitho about the ghost. Yes. (He tells how the ghost was groping for something on the marble floor of the new great hall. Keep asking Bolitho questions until he asks if you are the well-known American detective). Yes (three times — he offers you a small aerosol device to be used on ghosts).
281. Show the airline magazine to the baby. Sit down in seat E (the seat the mother was seated in).
282. (Merry should be here). Take the meal.
283. Take the wine bottle then read it. Drop the bottle.
284. Take the oil can.
285. Take all (the rifle and the decanter).
286. Search. Take the computer chip. Drop the Fire Scepter. Drop the Earth Scepter. Drop the Air Scepter.
287. Go immediately upstairs before the ghost of Scarlet O'Hara arrives.
288. Look in the medical kit. Take the small box then open it. Look in the medical kit. Examine the ghost costume. Apologize to Wendish. Show the small box to Wendish. Spray Wendish with the aerosol device. Arrest Wendish.
289. Tie the towel to the fence.
290. Immediately OPEN the bottle of "NO GHOST". The ghost of Scarlet O'Hara will appear. OPERATE the bottle on the ghost (before she turns around).
291. Bert, can I buy Black Fire? Untie the horse. Bert, can I borrow the van? Give the carrousel to Alexandra. Alexandra, come with me.
292. Take the rope.
293. Take the grenade.

294. Wait (for a weirdo to appear). Say "XXXX" (where XXXX is the statement issued by the paranoid man). Wait. (The weirdo will issue a response. Remember it!)
295. Give the letter to the travel agent. Take the ticket.
296. Turn on the computer. Login 872325412. Password uhlersoth. Click the menu box. Click the red box. Examine the screen. Click more (repeat until you faint and awaken at a place on a broken, rocky surface).
297. Take the key-card.
298. Tom "Go sw".
299. Drop the backpack.
300. Merry "Drop the jewel". (Each hobbit should have only one Elfstone in order to use their powerful magic on the Black Riders). Pippin "Give the jewel to me". Pippin "Drop the jewel". Eat the food. (Save the game here. If you encounter the three Black Riders when you go south from here, reload the game and "Wait" once or twice before going south again).
301. Alexandra, help me open the gate.
302. SPEAK to the dogs. Instantum illuminaris abraxas (remember the message written on the scroll in the nightstand).
303. Take the banana and the celery. Take the marzipan and the pumpkin. (You actually don't need this additional food to complete Part I if you play efficiently).
304. The mayor's voice talks to you from a gramophone — you can now enter Mathom house. Nothing else to do here.
305. Take the iron (then leave immediately by going south).
306. Give the matchbox to Sam. Sam "Put the matchbox in the backpack". Take the clay pot. Take the plant. Examine the clay pot. Take the jewel. Put the plant in the clay pot.

307. OPEN the book on the table and EXAMINE it. (Remember the words and their definitions).
308. Take the stone.
309. Wait. The Queen asks, "What brings you to Atlantis?" Answer: Find scepter. Take key.
310. Take the ingot. Wear the ingot. Open the desk. Take the plans. Carefully examine the plans. Put the plans in the desk. Close the desk. Take the lighter. Light the lighter. Carefully examine the plaque. Take the golf ball. Put the golf ball in the hole. Take the golf ball. Put the golf ball on the plaque.
311. Calm Energise. Pet Energise. Get the sandwich. Give the sandwich to Energise. Untie Energise.
312. (For the purpose of this hint sheet, we shall arbitrarily assume, that you are seated in row 7, seat D which we shall identify by the row-column coordinate pair (7,3). In what follows, row and column coordinates are assumed to wrap around, e.g., 4 rows forward from row 8 is row 3 and 3 seats left of seat C is seat D). Push the light button. (Note that it is miswired and is actually the seat recline button for seat 1C or, equivalently, (1,2), i.e., 3 rows behind and 3 seats (columns) to the right). Wait (until you are served dinner — DON'T EAT THE LLAMA STEW). Push the light button. (Seat 1C reclines and the knocks the food off the lap tray of the person seated in 2C). Wait (until the attendant returns and finds you haven't finished your dinner). Ask the attendant about the regulations. Go to row 3. (four rows forward from your present seat).
313. Use the wand (a magic bridge appears). When you try to go east, an Earth Demon appears. The answer to his riddle is: Rainbow.
314. Eat the food.
315. Put laser disk in slot. Push button.
316. OPEN the desk. EXAMINE the note cards. They describe a number of chemical elements. Remember the atomic numbers (two digit numbers) of these elements, in particular, those of gold, silver, and mercury.

317. OPERATE the plant (from the greenhouse) on the creature.
318. Take all (the short sword and the silver chain mail).
319. Take the gold flower.
320. Wait (until the bull turns away from you and grunts — then leave by going south).
321. (Assuming that this is the WINDOW FOR DEPOSITS ONLY). Give the withdrawal slip to the teller. Give the cheque to the teller. Show the beezee card to the teller. Go to window X (where "X" is the number of the teller where you got the withdrawal slip, e.g., 6).
322. Carefully examine the horse. Untie the horse (the stable lad won't let you).
323. Take all (the candle, potion, and elixir).
324. Wait. Eat the meal. Merry "Take the meal". Examine Pippin (he now has three jewels — two were found while he was entrapped in the fissure of the willow).
325. Insert the key-card in the airlock door.
326. OPERATE the golden key on the keyhole in the middle of the cages. OPERATE the cage on the bird.
327. Eat the meal. Drop the scroll. Give the medallion to Pippin. Give the jewel to Pippin. Sam "Give the matchbox to Frodo". Sam "Wear the backpack".
328. Stand on the left of the door. When the droid enters, quickly go north through the door.
329. OPERATE the golden key on the cabinet. OPEN the cabinet and take the doll.
330. Throw the grenade.
331. Push the eye. Choose blue as your color.

332. Open trunk. Put jetpack in trunk. Close trunk. Push trunk (toward the wall). Stand on trunk. Open vent (with Xenon army knife). Enter vent. Crawl west. Crawl north. Crawl east. Kick vent. Open vent. Crawl east. (You are in the laundry facility). Alternate solution: Open trunk. Enter trunk. (You are transported to the laundry). Open trunk.
333. Drop all. Take the candle. Push the wall.
334. Wait for Tiny, the used spacecraft salesman. (Make sure you first pass through his area south of here but don't bother to talk to him). Buy space ship (for 214 buckazoids). Enter space ship. Load droid. When asked what sector to head for, type: HH. (Enjoy the ride through space).
335. Get on the forklift then start it.
336. Wait (repeat until the fat man in front of you is finished and the clerk asks to help you). Give the ticket to the clerk. (Exchange it for a direct flight to Paris). Wait (repeat until it is your turn again). Ask the clerk about flight 42.
337. Put chip in computer.
338. Take the lantern then light it.
339. Hit the valve with the crowbar. Wait (repeat until the rats come into this room). Open the valve. Close the valve.
340. Put the bouquet of flowers on the stone cross tombstone (it will slide aside and reveal a tunnel to the left.)
341. If you meet up with Plebinheim and his SS louts, they will take your bullwhip which you need later on. Thus, RESTART the game from your previously saved position. If you do not meet them here, then, when you can identify the plane as a 1917 Dehavilland and it is under the Bridge of Fools, type: Jump.
342. Knock on the hatch. Pull the ripcord. Wait (until you have landed in a tree).
343. Pull the plug. Drop the plug. Take the paper then read it.

344. Push handle.
345. After Elron takes the four scepters and holds them high overhead, wait (a few times) until you are declared a hero for having saved Callion.
346. Enter ship. Push button. (Sit back and enjoy the grand finale).
347. Ask Jack for the note then read it. Listen to Lionel (repeat a few times). Look under the punchbowl. Take the card. Read the first clue. Ask Jack for the second clue then read it. Drop the first clue and the second clue.
348. Unlock the padlock with the master key. Take the padlock. Open the hatch.
349. Show the adventure cartridge to the clerk. (He takes it and gives you a recipe cartridge in exchange).
350. Tom "Help"
351. Say "YYYY" (where YYYY is the response issued by the weirdo to the statement of the paranoid man).
352. Knock on the door. Wait (for the professor to open it and escort you in).
353. Take the painting.
354. Examine the boulder. Take the hand.
355. Take the bullwhip. Wear the bullwhip.
356. (Assuming that this is the WINDOW FOR WITHDRAWALS ONLY. If not, go to that window). Fill out the withdrawal slip. (Fill in \$75 for the amount).
357. Take the fourth clue then read it.
358. Take the laser disk.
359. Say "O Elbereth Gilthoniel". This is the end of Part I. You can save the game here and continue on in Part II, or start Part II on its own as though it were a separate adventure.

360. Put the gem in the gem-shaped hole above the door.
361. OPEN the cage (the bouncing creature chases after the bird.) Take the gem.
362. Look behind the counter. Take the nectar then put it in the survival kit.
363. "Engineering Deck".
364. Open the coffin. Exit the coffin. North (you feel a handle). Pull the handle.
365. Give the ale to Jerry Lee Lewis.
366. Take the paper.
367. SPEAK to the cab driver. 1060 South Peoria Street. OPERATE the quarter on the pay slot. Repeat two more times.
368. Close the door. Read the block. Read the book. Close the door.
369. Wait. (Bilbo will ask you for the ring). Bilbo "No" (three times). Wait. Wear the mail.
370. OPERATE the arrow on the chained-up girl. Take the spike (to the right of the girl on the ground).
371. Take the arrow. OPERATE thyself on the torch (on the left wall).
372. Turn the dial right to 3. Turn the dial left to 7. Turn the dial right to 5. Open the safe. Take the grater. Drop the grater.
373. Take flint.
374. Take the drill.
375. Drop the bad checks (from the manila folder), the gun, and the letter (with the kidnap plot) in the whirlpool. These are all evidence trying to incriminate you and thus must be destroyed.
376. Take the bag then open it.

377. Take the stuffed penguin. Drop the stuffed penguin.
378. Put the ballot paper in the large box.
379. Squeeze the waterstone.
380. Look under the bed. Take the stamp. (See — the information in the log has helped already).
381. Celeborn "Hail". Galadriel "Hail". Galadriel "Food".
382. Take the white from the pouch. Melt the snowman using the white. Take the white and put it in the pouch.
383. Proceed to the spot marked "X" on the Hedge Maze map. Dig in the ground with the shovel. Take the rubber stamp. Drop the rubber stamp and the shovel. Now reverse your route and return to the Entrance to Hedge Maze.
384. Open the panel. Take the ostrich nip.
385. "Zizofritz"
386. Take the flashlight then turn it on.
387. Drop the survival kit and the zapgun. Take the thermos bottle and the space suit. Wear the space suit.
388. OPEN the desk. Take the ammo. Remove the used bullets from your gun and replace them with the bullets found by OPENing the ammo. OPEN the file cabinet. Take the files and EXAMINE them (one of them is a letter trying to seduce you into a kidnapping).
389. Wait (repeat until the adventurer arrives). Give the chest to the adventurer. (As soon as you leave this location, e.g., southeast, you will be followed by a princess).
390. Open the pouch. Take the white from the pouch.

391. Wait (until you see the tunnel entrance). Then type: Down.
392. Gimli tells you about Durin's crown. Nothing else to do here.
393. OPERATE the torch on the bump in the rug. Take the small iron key. OPERATE the small iron key on the door (straight ahead on the ground floor).
394. Wait (until Mulcahy starts to ask you questions). Say, "No" (to all of his questions). Say, "Grey" (when he asks you where you got the medallion). Press RETURN with no command and you will be taken to the storeroom.
395. Take the stone.
396. SPEAK to the cab driver. 520 S. Kedzie. OPERATE the quarter in the pay slot. Repeat two more times.
397. Move the mat. Take the wooden key. Look inside the pocket. Take the metal key. Open the door with the metal key.
398. Take mirror.
399. Examine the rocky shelf up the ravine wall.
400. Take the maid's note then read it. (Pay particular attention to the last paragraph — she tells about a pet shop in Frobzance). Drop the maid's note.
401. Get off mule. Enter canoe.
402. Examine the ghost costume.
403. Pull the chain. Push the right end of the plank down. Drop all but the white statuette. Light the rope with the white statuette. Stand on the right end of the plank. Wait. (You are propelled out of the bomb shelter).
404. Door "Friend". Attack the tenacles.
405. HIT the rock (on the right wall). Take the bag (of gemstones).

406. Click on the dark area under the waterfall. Take a pebble from the landslide.
407. Professor Klein is here and will come with you.
408. Push the pedestal. Plant the plant in the pot using the trowel. Examine the niche. Take the blue key. (If the key isn't here, then the adventurer already took it and you will have to start the game over).
409. Eat the cakes. Light the match.
410. Put the white in the pouch. Close the pouch.
411. Dismount horse.
412. Push the green button (3 times). Push the black button (2 times). Push the white button (2 times). Push the green button (3 times). Push the black button. Push the blue button. Push the green button (4 times). Push the red button (3 times). Take the diamond ring. Drop the diamond ring.
413. Hang the bucket on the third peg. (While the peg is in a horizontal position, the elevator will not move. Since the bucket has a slow leak, the weight of the water will hold the peg in this position for a little while).
414. Examine the desk. Open the drawer. Take all from the drawer.
415. Queen, "I will make you a deal". Queen, "I will bring you the cornucopia". "Yes". Turn on the flashlight.
416. Turn the dial left to 4. Turn the dial right to 5. Turn the dial left to 7. (These digits are the numbers of letters in the three names on the plaque). Open the safe. Take the film. Take the peg and the note. Drop all but the peg. Take the ladder then hang it on the hooks.
417. OPEN the tomb (the middle one on the right). Take the bag (of coins).
418. Take the ball.

419. Beek, "Tell me a riddle". Say, "Time" (you get a wire knife). Beek, "Tell me a riddle". Say, "Blood" (you learn that you need a rope to read the messages on Mr. Riggs answering machine).
420. Eat the meal. Sam "Take the meal".
421. Take the yellow punch card.
422. Take the quarters (from the wallet). OPERATE the quarter on the slot machine on the right. Repeat until you hit the jackpot! Take your winnings.
423. Betty, "I have no money". Betty, "Anything". Betty, "Thank you". Betty, "How do I get to Borg?". Betty, "Who is Casey Jones?". Betty, "I have no money" (she gives you a purse). Panface, "Where is Garbo?" (you learn that Garbo is in the stone amphitheater — this is a critical clue that is needed at the end of the game).
424. Taste the dots.
425. Turn off the flashlight. Drop the flashlight.
426. Give the papers to Dee. Take the letter. Take the box.
427. Take the thin paper then read it. Put the yellow piece of paper over the thin paper. (You now can see the entire map of the Hedge Maze).
428. Move the painting. Take the green punch card.
429. Push the eye. Choose red as your color.
430. The torch nearest to you is different from the rest — it has two rings around it. Don't light this torch until there is a specific reason to (other than for the purpose of providing light). OPEN the tome. Take the skeleton key. Click on the loose stone (lower left corner of the rear wall). OPEN the stone.
431. OPERATE the key (from the corpse) on the front door of the car.
432. Ask Jack for the note then read it. Listen to Lionel (repeat a few times). Look under the punchbowl. Take the card. Read the first clue. Ask Jack for the second clue then read it. Drop the first clue and the second clue.

433. (Assuming Plato shoots you with a stun ray — if Plato's attack does not occur at this point in the game, just apply the following commands when and where it does). Wait (repeat until Plato tells his whole story and raises the stun gun to shoot you again). Floyd, take the stun gun from Plato. Take all. Now go southeast to "Doc" Schuster's and "pick up" the ostrich.
434. Turn on the jammer then set it to 710. Open the grating.
435. SPEAK to the cab driver. 1060 South Peoria Street. OPERATE the quarter on the pay slot. Repeat two more times.
436. Unlock the storage bin with the key. Open the storage bin. Take all. Open the grating.
437. The strange markings on the stairs in the Sphinx chamber tell you the order in which to operate the levers. Starting with the bottom marking (all levers up), proceed so as to create the remaining lever patterns. In particular, OPERATE the rightmost lever on itself. (This gives the second pattern). OPERATE the middle lever on itself. OPERATE the rightmost lever on itself. Take the silver orb.
438. Remove the shirt. Tie the shirt to the wristband.
439. Open the door
440. Take the lumps using the trowel.
441. Wait (repeat until the guard gives you your meal). Take spoon. Wait (repeat until the guard offers you a cigarette). Take cigarette.
442. Take the spray can.
443. Duck.
444. Take the red blanket. Wait (until a Gak enters and throws a body on the bed next to you). Get out of bed. Examine the body. Read the tag. Look inside the pocket. Take the passcard. Get in the red bed. Wait (until a Gak stomps in with a coffin and puts it down on the blue bed). Get out of bed. Open the coffin. Take the body.

- Put the body in the red bed. Cover the body with the red blanket. Enter the coffin. Close the coffin. Wait (until the Gaks drop the coffin and decide to take a break).
445. Search the floor. Yes. Take the jewel.
 446. Wait 30 minutes (repeat until there appears a figure with long blonde hair, dressed in silvery white). Examine the ghost costume.
 447. Dee, "Fly the ship to Malphormalleh".
 448. Say, "yes". Throw the waterstone northeast. Throw the firestone northwest. Throw the bloodstone north.
 449. Galadriel gives each member of the party a present. This is the end of Part II.
 450. Open the pouch.
 451. OPERATE the gun on the eye of the door. (If you had met the bum on the street and given him the \$20 bill, he would have given you information prompting you to do this).
 452. OPEN the skull. Take the key.
 453. Open the door with the wooden key.
 454. Get the egg-shaped object. Squeeze the waterstone.
 455. Examine the fountain. Take the communicator.
 456. "Service Deck".
 457. Eat the generous meal.
 458. Turn on the machine. Put the ID card in the slot. Type 7 (or 8 or 9 or 10). Take the card.
 459. Open the presser then put the crumpled form in it. Close the presser then turn it on. Open the presser then take the form. Turn the presser off.

460. Take the bucket and the skis. Pull the first peg.
461. Push button 2.
462. Put the talisman (from the pedestal on the turret) on the similar-shaped hole with the sword over it. OPERATE thyself on the horn.
463. Examine the tree stump. Take the pouch. Open the pouch. Take blue, green, and red. Mix blue, green, and red. Put the white in the pouch.
464. Take the spool. Now go back to the library and put it in the nanofilm spool reader.
465. Give mirror. Give poster.
466. (You should be getting hungry and thirsty). Eat the taffy then drop the bag. Drop the space suit and the thermos bottle.
467. Take the bag.
468. Read the advertisement. Open the locker. Take the uniform and the comlock. Wear the uniform.
469. Go east. (The princess returns to the palace). Nothing else to do here.
470. Fill the bowl with snow.
471. Open the trapdoor.
472. Take the cannon ball. Put the cannon ball in the cannon. Open the matchbox. Take the red match then strike it. Light the fuse with the red match. Drop the red match. Open the compartment. Take the catcher's mask. Drop the catcher's mask.
473. OPERATE the spear on the troll.
474. Ride Stagecoach.
475. Take the orange punch card.

476. OPEN the corpse. Take the key. OPEN the desk. Take the pencil. Take the key and EXAMINE it.
477. (Wearing the cloak protects you from the fire). Click on the door to the north. (A fire Drake appears). OPERATE the crystal ball on the fire. Drop the cloak.
478. Take the lantern then light it.
479. Shoot Floyd with the zapgun. Cover the pyramid with the foil.
480. Push the eye. Choose yellow as your color.
481. Say, "Garbo". Wait (until asked if you are ready). Say, "Yes". Squeeze the waterstone.
482. Floyd, take the medium drill bit. Take the medium drill bit.
483. Push button 1.
484. OPEN the bag (of gemstones). Put the white stone in the gemstone-shaped hole next to the door. Take the crystal sphere (from the pedestal).
485. Take the headlamp then wear it.
486. Search the floor. Yes. Take the jewel.
487. Take the instruction sheet then read it. Drop the instruction sheet.
488. Point to the shapes. Shine the white at the shapes.
489. Examine the hopper. Open the hopper. Put the formula in the hopper. (Professor Klein will usually be picked up on a stretcher and taken down to the Medical Deck. Go down there (type: "Medical Deck" in the turbolift) to either the Corridor or the Sickbay Ward and get him).
490. Open the pulpit. Flip the switch. Spray the can. Grab the leash. Take the star. Drop the leash and the spray can and the ID card. Open the star. Take the diode then drop the star.

491. Wait. Gimli "Stop" (twice). Elf "Blindfold everyone".
492. OPERATE the gauntlet on thyself. Take the flute. (It's sticking out of the fountain near the top. The gauntlet protects you against the acidity of the water). OPERATE thyself on the flute. Take the ring (from the hole in the tree). Drop the flute.
493. Take the spray can.
494. "Engineering Deck".
495. Operate the skeleton key (from inside the globe) on the upstairs door to the left.
496. Talk to man.
497. Enter car.
498. Turn on the flashlight.
499. Take the cornucopia.
500. OPERATE the crystal sphere on the lake. Take the skeleton key from the skeleton. OPERATE the lit torch on the ice (lake). Take the crystal sphere.
501. Take XXX (where XXX is any prop). Hit Herman with XXX. Take YYY (where YYY is any prop not yet taken by yourself or Herman). Hit Herman with YYY. Take ZZZ (where ZZZ is any prop not yet taken by yourself or Herman). Hit Herman with ZZZ. Turn off the saw.
502. Wear the skis.
503. Close the pouch.
504. Elf "Open the gates".
505. (You're probably hungry and thirsty by now). Open the thermos. Drink the blue soup. Take the diary then read it. Drop the diary.

506. Your party rejoins you. Nothing else to do here.
507. Give the magazine to the kobby. Take the rope. Wait (the kobby will give you an important clue — when you get to the gold cave, Say, “Buddy sez hi”).
508. Step on the iron maiden. Open the coffin. Take the fourth clue then read it. Drop the fourth clue.
509. Take the zapgun.
510. If you have room in your inventory, take the mirror on the upstairs wall (you may need it later on). OPERATE the wrought iron key (from the desk) on the door at the top of the stairs.
511. Wait (until you hear the bell tolling at noon). Look western window. Shoot rope. Jump southern window.
512. Give the tuber to the mucker.
513. Take the crystal. Activate the communicator. “Yes” (when asked if you are ready to teleport).
514. Take poster.
515. OPERATE the gun on the lock (on the door).
516. Light keg. Drop keg.
517. Fill the bucket with water.
518. Open the cupboard. Take the rope and tie it to the hook. Tear the paper wall with the trowel. Climb down the rope. Drop the rope.
519. Tie fuse to wall.
520. Plug the fromitz board into the jammer. Turn off the jammer.
521. Dial 576-3190. (The phone number you saw displayed on the computer screen).

522. OPEN the third book from the left on the bottom shelf of the left bookcase (the one titled: "The Magic Arts, Volume One: The First Step"). OPEN the desk. Take the wrought iron key, the glasses, and the scrolls. OPEN each of the scrolls. OPERATE the glasses on thyself. Take the book (on the desk) then OPEN it. Take the skull on the top shelf of the left bookcase (you may need it later on). If you have room in your inventory, take the map on the wall (you may need it later on). Put the red gemstone in the gemstone-shaped hole (to the right of the bookcase). Drop the gemstone bag.
523. OPERATE the skeleton key on the door (to the east).
524. Grab the sack. Open the window. Open the sack. Drop the sack.
525. Buy ticket.
526. Open the panel. Put the crystal in the panel.
527. Remove the skis then drop them. Take the green match. Light the red statuette with the fire. Put the wax on the green match (this protects its tip from getting wet).
528. Somewhere in this vicinity you will be taken captive by one of the hamster people and led to the Queen. Just keep hitting RETURN until you get there since you are not free to move during the time you are being held captive.
529. Take the fromitz board. (Note that it has twenty prongs).
530. Lie down in the bed. Wait (you awake on Day 2). Get off the bed. Take all.
531. Open the airlock.
532. Shoot the strong box with the zapgun. Take the coin.
533. Take the bloodstone.
534. Strike the green match. Light the white statuette with the match.
535. Give the note to the guard.

536. Pull the ladder. Open the trunk. Take the fire hydrant. Drop the fire hydrant.
537. Shoot the crystals with the weapon.
538. Take keg.
539. Move the bath mat. Take the red punch card.
540. Put the scepter in the left hand of Sir Doogan. Open the panel (with the strange symbol on it to the left of Sir Doogan). Put the ring (from the hole in the tree) in the ring-shaped hole behind the panel.
541. Turn on the reader. Put the mauve spool in the reader. Remove the mauve spool from the reader then drop it. Put the puce spool in the reader. Remove the puce spool from the reader then drop it.
542. Take rifle. Mount horse.
543. Wait. (Repeat until the guide takes you to the Engineering Deck, or else just type: "Engineering Deck").
544. Open the cocoon. Step up.
545. Take the hoe and the rake. Examine the workbench. Take the trowel. Look under the workbench. Take the pot.
546. Put the M-series hyperdiode in the detonator then close the detonator. Drop the timer and detonator. Put the medium drill bit in the drill. Drill a hole in the safe. Put the cylinder (from the thermos bottle) in the hole. Attach the detonator to the timer. Attach the detonator to the cylinder. Set the timer to 10. Now go west and wait for the explosion. Then come back here and take the key. Drop the thermos and the drill. Take the fromitz board.
547. Take the shield. (You must do this first to protect yourself against the dragon). Take the helmet. Take the spear. Take the hammer (on top of the gold between the skulls). (If you take any more items, the dragon will get you).

548. OPERATE the shooting star on the wyvern. Take the talisman (from the pedestal).
549. Examine the desk. Open the drawer. Take the coins. Examine the box. Put the ring in the trademark. Examine the box (it has become a console with a monitor). Say, "Hello". Say, "Messages" (remember Beek's response after you correctly answered his second riddle). Say, "Messages" (repeat a number of times). Say, "Open the panel".
550. Untie the shirt from the wristband. Tie the hoe to the rake using the shirt. Lever the boulder with the rake. Untie the shirt from the rake. Wear the shirt.
551. Take the maid's note then read it. (Pay particular attention to the last paragraph — you need to look for a keyhole somewhere then peek through it). Drop the maid's note.
552. OPEN the safe. 33-24-36. OPEN the small cardboard box and take the key. OPEN the manila folder, take the checks, and EXAMINE them.
553. OPEN the bottle (from the laboratory). OPERATE the bottle on the hellhound. Take the platinum horn.
554. OPERATE the scroll (the one from the library that reads "Instantum Illuminaris") on the floor of the room.
555. If you have room in your inventory, take the horseshoe (you may need it later on). OPERATE thyself on the stone (with a black handle on it) on the floor. Take the bottle.
556. "Hangar Deck".
557. Turn the newel.
558. Give the rice to the alchemists.
559. Turn the roulette wheel.
560. Take the photo on the mantle and EXAMINE it.

561. Open the mailbox. Take the yellow piece of paper then read it. Take the business card then read it. Drop the business card and the photo and the letter.
562. HIT the nice looking lady. Take her purse and OPEN it. Take the \$20 bill (just in case you need it as a back up to give to the mugger or to give to the bum).
563. Put the coin in the slot. Type 6. Put the ostrich nip in the hole. (Make sure the ostrich is present when you do this). Take the timer.
564. "Bridge".
565. Turn on the computer. Put the colored cards in the computer in the order of ROY G BIV, i.e., put the red card in the computer, put the orange card in the computer, etc. Examine the lights.
566. Put the ID in the ID reader.
567. OPERATE the key (from the desk in the office with the corpse) on the front door of the bar.
568. Take the ladder then drop it in the hatch.
569. Take the log tape.
570. Give the bowl to the guru. Take the rice.
571. Put the old crystal in the slot. Turn off the flashlight.
572. Take the parking meter. Drop the parking meter.
573. Close the door. Lift the floorboards.
574. Play poker. Shoot man. Take money.
575. Knock on the door. Say "No"
576. Take the cylinder. Put the cylinder in the thermos then close the thermos. On your way out of the village, turn off the headlamp and take the zapgun and survival kit that you dropped at the warehouse.

577. You are joined by other hobbits. Wait. Examine the pony. (He should be carrying 3 bundles of cakes). Eat the meal.
578. From here on in, whenever it is too dark to see, type: "Look" after each directional command.
579. OPERATE the scroll (the one that says Terra Terrakk) on the globe. Take the skeleton key and the small bottle. OPEN the bottle. CONSUME the bottle. (This is the cure for the curse of the wraith). If you have room in your inventory, take the bellows (you may need it later on).
580. Take the rock.
581. Take the sharp tree branch.
582. (You should be getting hungry and thirsty). Eat the orange goo. Take the spaceboots then wear them.
583. Take the box and examine it. (Tiny Ed should be with you). Take Ed.
584. OPEN the desk. OPEN the envelope. EXAMINE the bill. OPEN the trenchcoat. OPEN the wallet. Take the key and EXAMINE it. OPERATE the key on the door.
585. OPEN the wastebasket. Take the syringe. HIT the button (next to the door on the left).
586. (Assuming Ed is here). Ed, "Are you bored?". Ed, "Come with me for adventure".
587. Put the log across the quicksand. Climb up onto the log.
588. Break the wall.
589. Drop the spray can.
590. Ask Jack for the note then read it. Listen to Lionel (repeat a few times). Look under the punchbowl. Take the card. Read the first clue. Ask Vivien for the second clue then read it. Drop the first clue and the second clue.

591. Examine the door. Put the passcard in the slot.
592. Open the chest. Take the vial. Open the vial (three times). Move the cot.
593. Stamp the illegal space village entry form with the validation stamp. Drop the stamp and the medium drill bit and the drill and the fromitz board and the detonator.
594. Give the aerosoul to the Devil.
595. Knock on the doors (repeat until the double doors open). Give the whisky to the porter.
596. If you encounter a Gak here (or at another corridor), respond as follows. Say, "I am going to work". Say, "I said so". Say, "AG1MB1".
597. Put the illegal space village entry form in the slot.
598. Light fuse.
599. Unfold the trampoline. Put the trampoline across the pit. Jump on the trampoline. Jump across the pit.
600. (Assuming Nancy is here). Examine Nancy. Nancy, "Please give me the flashlight". (Repeat this command until she does).
601. (Honest John should be here). Drop the pot. Buy the ale and the whisky using the coin.
602. Wait (until the Gak is sleeping soundly). Look east. Examine the lever. Take off the worksuit. Throw the worksuit at the lever.
603. Take the spool.
604. Wait (repeat until the lake freezes over).
605. Move the keg north.

606. Open the locker. Take the space suit.
607. Say, "Fine". Say, "Yes" (to all of Grey's questions). When asked a question requiring a number, Say, "N" (where N is any number). At the end of the questioning, he will ask if you had anything to do with the Breakers on Borg. Say, "Yes" (he will hand you a medallion).
608. Write down the four strange markings on the stairs leading up to the right. You will need to know them later on. The Sphinx will ask you one of six different riddles. The answers are as follows: Mirror, Skull, Map, Horseshoe, Bellows, and Broom. Which answer goes with which riddle should be obvious after reading it carefully. Go and get the object that is represented by the answer (if you don't have it already) and drop it in front of him. When you leave this room, drop all the remaining objects that are also answers so as to lighten your inventory.
609. Take the letter then read it. Drop the letter.
610. OPERATE the pebble on the sling. OPERATE the sling on the cyclops. OPERATE the sword on the cyclops. OPERATE thyself on the crank on the well. OPEN the bucket. Take the gauntlet.
611. Wash up.
612. Wait (until the underwater creature surfaces). Squeeze the fearstone. Wait (until the raft is nudged into a rocky spit).
613. Turn off lamp. Pick wall. Take shard.
614. Climb the rocks.
615. Say, "Yes" (when asked if you are the relief guy). Say, "I forgot them" (when asked where your suit and tools are). Say "Your unit" (when asked what unit you are with — you learn that your unit is AG1MB1). Open the locker. Take the worksuit and the toolkit. Wear the worksuit (you can now encounter Gaks without being thrown back to the bar).

616. Ask Bolitho to describe the ghost. Ask Bolitho about the ghost. Yes. (He tells how the ghost was groping for something on the carpet of the drawing room. Keep asking Bolitho questions until he asks if you are the well-known American detective). Yes (three times — he offers you a small aerosol device to be used on ghosts).
617. Drop all your inventory except for the wand and a lit torch.
618. Chief Benson will teleport you to a barren planet. If this does not happen immediately when entering the room, wait until it does.
619. OPEN the parchment (on the ledge). Take the vial of GOO-GONE (from the ledge). (If needed, it can be used to dissolve the slime that emerges when opening the middle tomb on the left in the tomb room). Speak to the rope: EPOR ("ROPE" spelled backwards). OPEN the rock (on the rear wall).
620. Examine the bones. Take the belt. Wear the belt. Examine the belt. Push the switch.
621. Pull the rope. (This opens the gate north of the burrow).
622. Shoot the window with the weapon.
623. "Greenspace Deck".
624. Take the lantern then light it.
625. Ask Bolitho to describe the ghost. Ask Bolitho about the ghost. Yes. (He tells how the ghost was groping for something on the carpet of the drawing room. Keep asking Bolitho questions until he asks if you are the well-known American detective). Yes (three times — he offers you a small aerosol device to be used on ghosts).
626. Take the platinum detector.
627. Move the keg down.
628. Pull the third coat peg.

629. OPEN the glove compartment. Take the auto registration. EXAMINE the auto registration. Take the street map and the snapshot.
630. Pippin "Take the mail". Pippin "Wear the mail".
631. Examine the skeleton. (You have found the hidden treasure).
632. Examine the breaker. Take the key.
633. Break the mirror. Drop the platinum detector then take the foil.
634. Examine Kroz. Kroz, "Please give me the old crystal".
635. Wave the sharp branch.
636. Examine the bell. Take the third clue then read it. Drop the third clue.
637. Drop the trampoline. Examine the dead tree. Take the log.
638. OPERATE the book (from the desk in the library) on the statue. (You must be wearing the glasses for this to be successful).
639. Take the trampoline. Fold the trampoline.
640. Get the magazine.
641. Sit down. Say, "Yes" (to all of Bobo's questions). When she asks you what Betty passed to you over the bar, Say "A purse". When she asks you for a loan, Say, "No". Say, "I want to buy the VBX" (the VBX will pulsate and help you detect and thus avoid Gaks along your way through the corridors). Open the purse. Offer 5 gold pieces to Bobo (she will accept your offer and give you the VBX). Stand up.
642. Merry "Take the cakes". Sam "Take the cakes". Pippin "Take the cakes".
643. Push the switch on the box. Throw the box south.
644. Remove the brick. Drop the brick. Take the indigo punch card. Drop all but the flashlight.

645. Take the sling and sword.
646. Take the tomes. Cast a spell on the tomes. Read the tomes. Take the aerosoul.
647. OPERATE the key (from the small cardboard box) on the lock of the trunk. OPEN the trunk. Remove the gag from the fat lady's mouth. OPERATE the vial (with Sodium Pentathol) on the syringe. OPERATE the syringe on the fat lady. CLOSE the trunk.
648. Move the keg east.
649. OPEN the tomb (the one in front on the right). OPERATE the lit torch on the mummy. Take the scepter.
650. Put the blue gemstone in the gemstone-shaped hole in the slab on the floor. Take the scroll (left by the wizard). OPEN the scroll.
651. Cut the box with the medallion. Examine the x-ray machine. Put the medallion in the tray. Push the in button. Push the mag button. Push the out button. Take the medallion. Wait (until the shuttle lurches and then lands).
652. Take the slide then put it in the slide projector. Turn on the slide projector. Focus the slide projector lens. Take the film strip then put it in the film projector. Take the lens cap off the film projector. Turn on the film projector. Look at the screen. (Note the name of the song you are told to play). Drop the lens cap.
653. SPEAK to the cab driver. 934 West Sherman. OPERATE the quarter on the pay slot. Repeat two more times.
654. Step on the left pedal. Exit the Gakmobile.
655. Search the room. Yes. Apologize to Jack. Show the jewel to Jack. Arrest Jack. Search the room. Yes. Take the necklace and examine it. (Could the missing jewel be the one you found in the drawing room?).
656. OPERATE the lit torch on the torch with the two rings on it. OPERATE the torch (with the two rings on it) on the wraith. OPERATE the cloak on thyself. Drop the shield. OPERATE the helmet on thyself.

657. Unlock the gate with the key.
658. Take the note then read it. Drop the note.
659. Pull the plant.
660. Drop the rake and the hoe and take the rope. Put the rope in the pocket. Slide the door. Push the second button.
661. Examine Jack's keyhole. Examine Jack's door. Move the Wyvern. Play the tape.
662. Take the hard hat. Move the cushions. Take the coin.
663. Turn the statue west. Turn the statue east. Turn the statue north. (The directions for the combination come from the movie titles on the back of the photo of Buddy Burbank).
664. Klein, "Read the formula". Keep hitting RETURN until Dee comes in and congratulates you.
665. Ask the Devil about the wristband.
666. Put the peg in the hole.
667. Operate the Ulterior Humana scroll (from the wizard) on thyself.
668. Sluice for gold. Take nugget.
669. Open the cage.
670. "Yes" (when asked if you have the cornucopia). Give the cornucopia to the Queen.
671. Put the iron rod (from the niche) in the flagpole mount. Take the wand (from the skeletal hand that comes out of the ground).
672. Say, "Hello". Say, "AG1MB1". Enter the Gakmobile. Take the cylinder. Step on the right pedal.

673. OPERATE the wand on the snake. Take the staff.
674. (Since the elevator is on the cellar level, you are now on the top of the elevator). Wait (repeat until sufficient water leaks out of the bucket, whereupon the third peg pops back to its 45 degree position and the elevator moves up to the second floor with you on the "third" floor).
675. Wear the hard hat. Push the button. Slide the door. Wait (repeat until the lift arrives).
676. OPERATE the spike (from the room with the chained-up girl) on the serpent staff. OPERATE the orb on the serpent staff. OPERATE the 3-piece staff on the Behemoth.
677. Look inside the jewelry case. Examine the earring. (Could the missing jewel be the one you found in the drawing room?). Look under the bed. Examine the journal. Look under the bed. Apologize to Tamara. Examine the receipt. Show the jewel to Tamara. Show the receipt to Tamara. Arrest Tamara.
678. Enter the pod. Push button b (twice — you wind up in a hospital bed in a high security holding cell).
679. Activate the communicator. Chief, "Teleport Klein". Chief, "Teleport me".
680. Take the spool. Open the trash can. Take the crumpled form then read it.
681. Spray the can. (The Arcturian balloon creature will follow you since it eats the spores contained in the can). Continue to spray the can once at each location as you head back to level five.
682. Examine the window. Take the third clue then read it. Drop the third clue.
683. Push the piano south (twice).
684. Take the broom (you may need it later on). Break the middle mirror with the hammer. Drop the hammer. OPERATE the skeleton's skeleton key on the keyhole in the door.

685. Take the detonator. (You should be feeling tired by now).
686. Take the pillar. Drop the pillar.
687. SPEAK to the cab driver. 626 Auburn Road. OPERATE the quarter on the pay slot. Repeat two more times.
688. Take lamp. Light lamp.
689. Search the garden. Take the fourth clue then read it. Drop the fourth clue.
690. Sit down. Take the survival kit then open it. Insert the class three spacecraft activation form in the slot. Type XXX (where XXX is the course number corresponding to your chronometer reading — see the navigational data table on the assignment completion form).
691. Close the inner door. Open the outer door. Turn on the headlamp.
692. Any time you meet the mugger, HIT him. You can do this a number (perhaps 5 or 6) of times. Eventually, however, you must give him the \$20 bill (from your wallet) or else he will blow you away with his gun.
693. You may go from place to place with either the yellow cab or the blue cab. SPEAK to the cab driver. 1212 West End St. OPERATE the quarter on the pay slot (lower right corner of screen). Repeat two more times.
694. Turn on the headlamp. Take the jammer.
695. Take the book then open it. Drop the book then take the paper. Read the paper then drop it.
696. Grab branch.
697. Tie the rope to the rack. Climb down the rope.
698. Examine the plate. Examine the bolt. Spray the bolt with the cylinder. Open the toolkit. Take the slotwrench. Turn the bolt with the slotwrench.

699. Look under the door. Take the ring.
700. Give the lumps to the alchemists.
701. Take the shooting star from the map on the wall. OPERATE thyself on the map. Take the iron rod (from the niche). OPEN the scroll on the table.
702. Take the business card from your wallet and EXAMINE it. OPERATE the business card in the slot next to the elevator.
703. Take the red statuette then examine it. Take the white statuette then examine it. Take the blue statuette then examine it.
704. Examine the umbrella stand. Take the cane then examine it. Scrape off the paint. (You have found the hidden treasure — all that remains is to find the ghost costume).
705. Use brakes.
706. Push the eagle's head. Pippin "Give the matchbox to me". Open the matchbox.
707. Wait. (Gimli says you must visit Kheled-zaram).
708. Open the luggage. Remove the tweed outfit. Take the dinner outfit then wear it. Wait 10 minutes (repeat until the dinner bell sounds).
709. Enter well.
710. Dig bars. Go outside.
711. Take the paper on the table and EXAMINE it. OPEN the table. Take the key and the diary.
712. Take the toupee. (This is what Aunt Hildegarde was referring to on the answering machine). Drop the toupee.

713. Open the luggage. Remove the tweed outfit. Take the dinner outfit then wear it. Wait 10 minutes (repeat until the dinner bell sounds).
714. Say, "I want to go to Borg" (twice). Give the coins to Casey Jones. Say, "Business". Say "Yes" (to all of Casey's questions). Get in the box. Wait (until you hear the box accelerate).
715. Read the reminder. Give the comlock to ensign packer. Examine the security desk. Push the left button (you free Kroz the Klangorn).
716. Drop Ed. Look north. Ed, "Go north and take the boots". Ed, "Go south and give me the boots". Wear the boots.
717. Read the sign.
718. Ride the stallion. Stallion "Go s".
719. Throw the potion bottle at the magician. Push the button on the aerosoul. Wait (repeat until there is nothing left of Kronos except a pile of clothes on the floor). Take the cloak and the pointy hat and wear them. Look. (There is now a wand here). Take the wand.
720. Turn on the log reader. Put the log tape in the log reader. Push the red button (repeat about 8 to 10 times until the log reader craps out — read all the information carefully!).
721. Take the newspaper and read it. Then go south and get the papers to deliver to Captain Dee.
722. Take all but the brick.
723. OPEN the nightstand. Take the note pad and EXAMINE it. OPERATE the pencil on the notepad (it reveals a timetable of events). OPERATE the vial (with Sodium Pentathol) on the syringe. OPERATE the syringe on the sleeping woman.
724. Climb cliff.

725. Get off the stallion.
726. Move the bricks. Enter the hole.
727. Take the trampoline. Throw the rock south.
728. Play "XXX" on the piano (where XXX is the name of the song you saw on the projection screen). Open the piano. Take the violet punch card. Push the piano north.
729. Chief, "Teleport me".
730. Take fuse. Wear fuse.
731. Pull the second coat peg.
732. Turn off the flashlight and drop it. Examine the debris. Poke the long-dead thing with the sharp branch.
733. Hide (until the Gaks check out the place and leave).
734. Take the trenchcoat. Take the holster and gun.
735. OPERATE the key (from the table in the run-down bungalow) on the door of the office.
736. Light lamp.
737. Put hand in the cranny. Squeeze the waterstone.
738. OPERATE the mallet on the gong. OPERATE a coin (from the bag) on the ferryman. GO raft.
739. OPERATE the key on the door (to the north).
740. Stand on the keg.

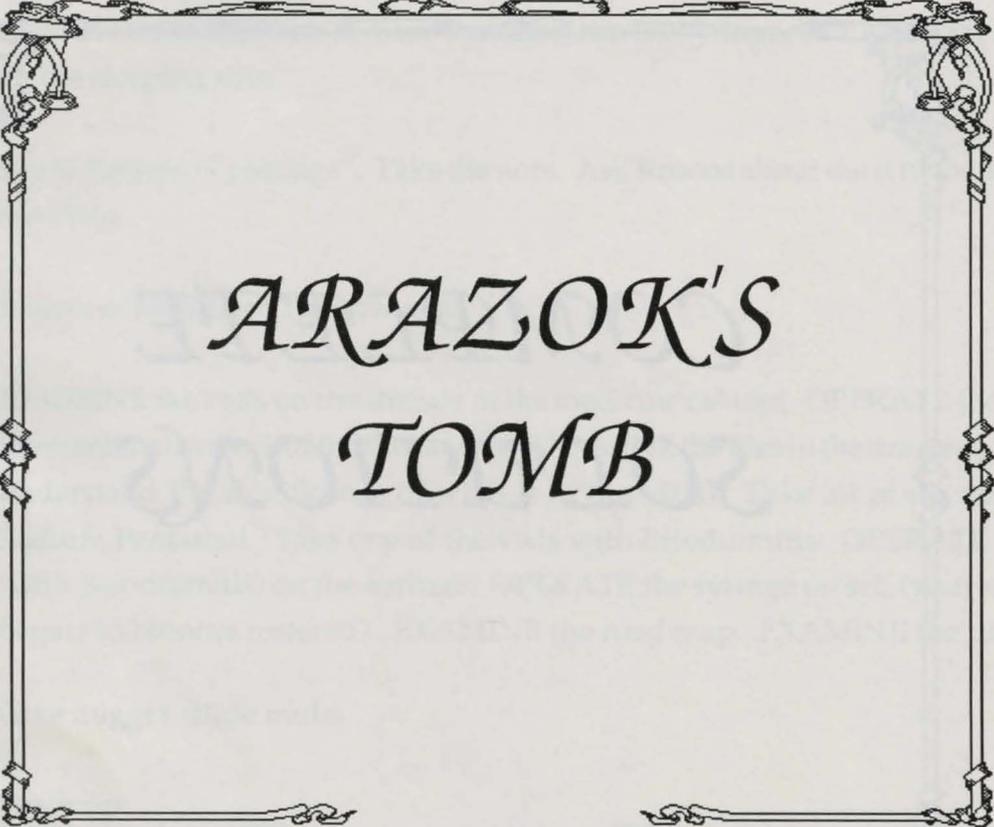
741. OPERATE thyself on the handle on the gear mechanism. OPEN the bag of coins (from the lookout). OPERATE the coin with the well picture on it on the opening of the well. You can now go down the well.
742. (Usually you will meet a Vollchon spy here. If not, you will shortly thereafter). Hit the spy. (This temporarily puts him out of commission). Examine the spy. Take the weapon. If he comes to and is ready to bite you again, then type: Hit the spy. "Computer Deck". Turn on the flashlight.
743. Take ax.
744. Remove the belt. Squeeze the firestone.
745. McKinnley, "Where is Dee?". McKinnley, "How can I get to Dee?" (at this point he should give you the code word "zizofritz" — if not just keep asking him questions until he confides in you). Turn the flashlight off.
746. Insert the robot use authorization form in the slot. Type 3.
747. Squeeze the firestone. Wait (until the hungry kobbies rush at you). Say, "Buddy says hi". Say, "Yes". Say, "Help".
748. HIT the butler.
749. Elf "Help".
750. Go train.
751. Drop ax. Drop lantern.
752. OPEN the door of the police station. (Make sure that you have in your possession the timetable, the diary, and the letter from Siegel to Sternwood offering to sell Marsha Vickers to him for 20 grand).
753. Take the blue punch card.
754. Lift the rug. Open the safe with the blue key. Search the safe. Take the ballot paper.

755. Take the shovel.
756. Give shard. Take box.
757. OPEN the nightstand. OPEN the envelope, take the letter, and EXAMINE it. OPERATE the vial (with Sodium Pentathol) on the syringe. OPERATE the syringe on the sleeping man.
758. Say to Kronos "Greetings". Take the note. Ask Kronos about the wristband. Take the chest.
759. Examine the coffer. Take the coal.
760. EXAMINE the vials on the shelves of the medicine cabinet. OPERATE the gun on the combination lock of the file drawer. EXAMINE the files in the drawer (you now understand the significance of what is in the vials). Take all of the vials with Sodium Pentathol. Take one of the vials with Bisodiumitis. OPERATE the vial (with Bisodiumitis) on the syringe. OPERATE the syringe on self (your memory begins to become restored). EXAMINE the road map. EXAMINE the photo.
761. Give nugget. Ride mule.
762. Wash up.
763. Examine the listing. (If you now type: Debug, the ">" prompt will change to a "]" and you can trace your way back through the adventure. Significant items will now appear in parentheses).
764. Take the potion bottle.
765. Take the matchbox
766. Search the floor. Yes. Take the lens.

ARAZOR'S TOMB



COMPLETE SOLUTIONS



*ARAZOK'S
TOMB*

ARAZOK'S TOMB

You are a fearless and greedy reporter for a sensationalistic newspaper, in search of Arazok's Tomb. It's after twelve o'clock and your guide has brought you to Caer Arazok and fled. You start the game in a dense forest in the Scottish southern uplands outside New Galloway.

In this game, your inventory is limited to 7 items. Thus, you must leave behind and drop those items that you don't need at the moment. However, at the end of the game, you must recover them all in order to score the maximum of 100 points. Therefore, keep good notes where you left behind and dropped things.

n
examine the statue
take the jewel from the belt
put the red jewel in the eye
d
n
n
enter the circle
take the tostins
examine the tostins (they are good enough to eat)
w
get the gold flower
w
take the whistle
sw
sw
take the chalice
w
examine the screen (it has one large button and a rectangular slot)
w
s
take the book
read the book (to conjure spirits say the word Rezathron. To enchant a small
statue say Tnahcne)
read the book (to light a magic candle simply say the word "light". To turn

the candle off simply say...)

drop the book

n

w

u

take all (the short sword and the silver chain mail)

d

(you should be getting hungry by now)

eat the tostins

drop all

take the sword

e

e

e

ne

ne

nw

kill Zud with the sword

take the pouch

nw

n

n

take all (the candle, potion, and elixir)

s

s

se

se

sw

sw

w

w

w

drop all

take the candle

examine the wall (it's out of alignment)

push the wall (it rotates and you wind up on the other side)

say light

take the cloak

d
s
take the prism
w
w
take the laser disk
e
e
s
s
take the power pack
n
e
take the card
examine the computer (it's missing a card from one of its slots)
put the card in the slot (schematic of power pack, the power pack is a
proximity unit. It generates a short range power field)
take the card
w
n
n
u
push the wall
say unlight
take the pouch
e
d
drop the pouch
take the remote control
examine the remote control (it has a single large button in the middle of it)
push the button
drop the remote control
take the pouch
enter the car
say light
push handle
exit car
say unlight

drop the candle

d

n

n

e

take the printout

read the printout (the word that opens magically sealed objects has been changed to Nepo. The transport portal can only be opened using the name of the wizard as a password).

drop the printout

w

n

take the wand

s

s

s

u

u (a snake is here)

wave the wand (he vanishes into thin air — in his place is a small box)

drop the wand

take the box

examine the box (it is mystically sealed)

say Nepo (the box disappears leaving behind a magic key and a small statue)

take the statue

say Tnahcne (to create power where it lacks pour powder on the pack. To make a cloak float say Eee)

drop the statue

pour the powder on the power pack

examine the power pack

take the key

d

d

n

n

e

put the card in the slot (the projector must be set down in its last location in the Alchemist lab in Zenbambe)

w

s
s
u
u
e
n

open the east door (this requires that you have the magic key)

put laser disk in slot

push button (news update about Arazoks attack. People are vanishing including the strangers Daphanie and her uncle. The Wizard Bozelbon created a portal to Arazok's castle, and has not been heard from since..)

w
open the west door (this requires that you have the magic key)

u
take the rifle

take the decanter

d
e
s
w
d
d
n

w
w

shoot Zud with the rifle

drink water (the decanter slips from your hands and shatters to the ground)

take the chips

take the projector

wear the cloak

say Eee (you are whisked in to the air and zig zag right to the cliff)

w
w
w
sw
sw
w

w

s

drop the projector

say Bozelbon (an instant transport portal materializes in front of you — now every item you put in portal will be worth 5 points at the end of the game)

put prism in portal

put rifle in portal

put chips in portal

put power pack in portal

drop key and cloak

n

w

get all

e

s

put whistle in portal

put chalice in portal

put flower in portal

put sword in portal

put elixir in portal

put potion in portal

put mail in portal

take book

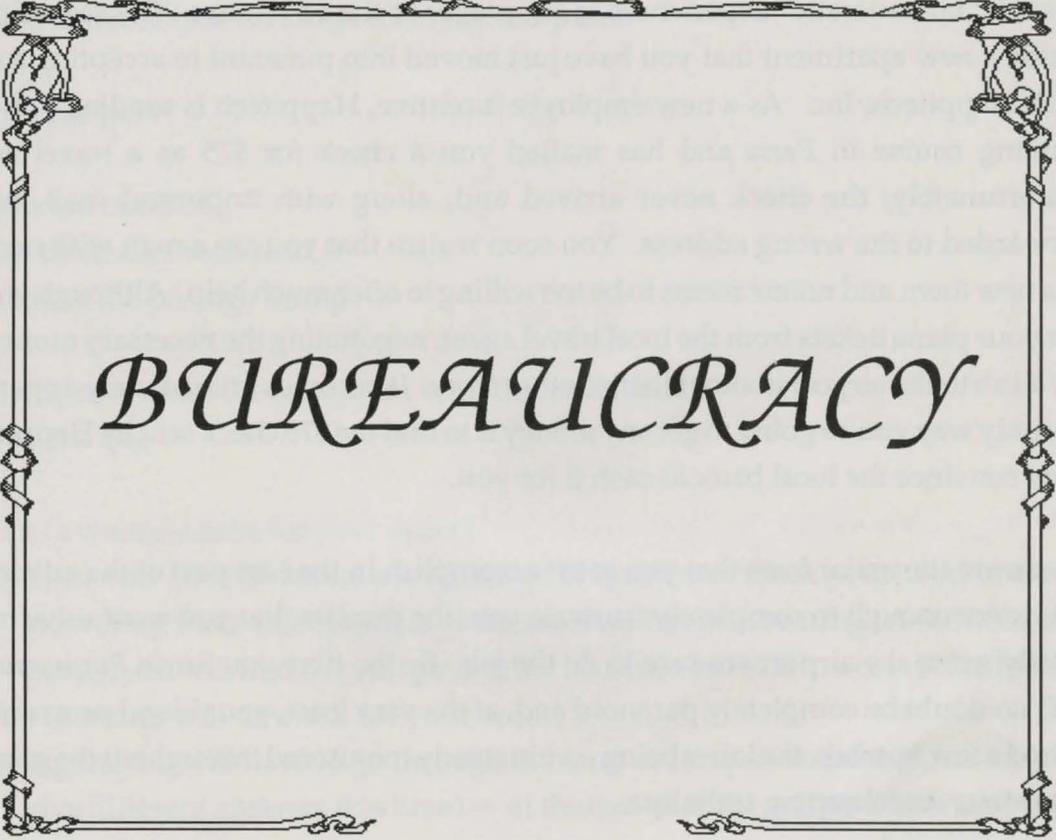
put book in portal

take key and cloak (now go back and get all the other items you dropped or left behind, i.e., candle, printed circuit card, statue, magic wand, remote control, printout, laser disk, and put each one in the portal including the key and the cloak)

enter portal (you are transported to a castle)

take prism

throw prism (the wizard materializes and attacks Arazok. They battle and in a burst of energy they vanish taking Daphanie with them. You have defeated Arazok but what about Daphanie and her uncle and is Arazok really finally dead. I guess you will have to wait for the Return of Arazok. You have completed the game and scored 100 points)



BUREAUCRACY

BUREAUCRACY

All of us have, at some time or other, been faced with the prospect of having to cut through red tape in order to achieve a desired goal. *Bureaucracy*, based on a true-life experience of the author, translates the frustrations he encountered in fighting his way through a series of such "bureaucratic" experiences to the player of the adventure. The scenario begins inside a new apartment that you have just moved into pursuant to accepting a new job with Happitech, Inc. As a new employee incentive, Happitech is sending you off to a training course in Paris and has mailed you a check for \$75 as a travel advance. Unfortunately, the check never arrived and, along with important mail, has been forwarded to the wrong address. You soon realize that you are a man with no identity in a new town and no one seems to be too willing to offer much help. Although you easily get your plane tickets from the local travel agent, negotiating the necessary money to pay for a cab to the airport is altogether another story. It becomes immediately apparent that the only way you're going to get any money is to find the \$75 check sent by Happitech and then convince the local bank to cash it for you.

These are the major feats that you must accomplish in the first part of the adventure. If this is not enough to completely frustrate you, the puzzles that you must solve once you finally get to the airport are sure to do the job. By the time you finish *Bureaucracy*, you will no doubt be completely paranoid and, at the very least, your blood pressure will be raised a few notches, the latter being continuously monitored throughout the game by an ingenious scorekeeping technique.

inventory

wait (the doorbell rings)

answer the doorbell

take the wallet then look inside it

take the beeper card then give it to the delivery man (if you had tried to give him the US Excess card, you would have found out that it had expired last month and hence he would not have taken it)

take the bag

w

take all

open the address book

read the first page

read the second page

read the third page (now if you like you can dial some of the phone numbers you found on these pages — don't call the cab company yet)

play the answering machine (get all your messages)

open the case

take the adventure cartridge then put it in the computer

remove the adventure cartridge from the computer

take the eclipse cartridge then put it in the computer

remove the eclipse cartridge from the computer

e

open the door

e

open the mailbox

take the leaflet then read it

examine the postage stamp

n

e (you can't enter the restaurant with the llama food)

drop the bag

e

wait (a waitress asks for your order)

yes (you will now be asked a long series of questions about your food order — after answering them (the specifics of the answers have no bearing on the outcome of the game), you will find out that your order becomes lost due to a computer breakdown.)

wait (a waiter will now ask for your order)

yes (again you will have to go through the food order questionnaire (you may if you like give different answers this time) — at the end of it, the waiter will review your order and ask if it is correct)

yes (he will then go off and place your order)

wait (he returns with your hamburger)

take the hamburger

eat the hamburger

(score = 1/21)

s

w

n

take the bag

w

examine the software

show the adventure cartridge to the clerk (he yanks it from you and gives you the recipe cartridge in exchange)

(score = 2/21)

e

n

w

read the sign

give the letter to the travel agent

(score = 3/21)

take the ticket

examine the ticket (it's a round-trip ticket to Paris aboard Omnia Gallia flight 105)

e

s

s

s

s

read the notice

open the mailbox then look inside it

look inside the trough

reach inside the mailbox (the llama licks you and prevents you from taking the mail)

open the bag then put it in the mailbox (the llama starts to chomp on the treats)

take the mail

(score = 4/21)

read the magazine

examine the magazine (it has a Postal Service sticker with an E on it)

n

n

e

s

open the door

w

s (the matron won't let you take the painting — in fact, if you hang around too long she will shoot you with elephant gun that's on her lap — you must go elsewhere and distract her)

n

e

n

w

s

ring the doorbell (the matron is on her way to answer it — it takes her a bit of time to get back to the trophy room)

n
e
s
w
s
take the painting
n
examine the macaw (it shouts political slogans at you)
take the mail (he will not let you)
show the painting to the macaw (it is turned on by the painting of Mikhail S. Gorbachev)
take the mail
(score = 5/21)
read the flyer (it has Postal Service sticker with a D printed on it)
e
n
w
n
n
e
knock on the door
s (note that the mousy man is cutting stamps — he's obviously a collector and probably
like one of your rare valuable postage stamps)
give the leaflet to the man (he's overwhelmed by the Zalagasa 42 Ai-Ai stamp on the
leaflet)
take the mail
(score = 6/21)
read the coupon booklet (it has a Postal Service sticker with a C on it)
n
w
s
s
s
s
s
wait (the paranoid man will issue a statement through the intercom like "Unfortunately,
there's a radio connected to my brain" — he's looking for the appropriate response)
n
w (if you had tried to go here before you heard the paranoid man's statement, you would
have found the door closed and unable to open)

wait (a weirdo appears)

say "Unfortunately, there's a radio connected to my brain"

wait (the weirdo responds with "Actually, it's the BBC controlling us from London" — this is the response the paranoid man is waiting for since indeed he was anticipating the weirdo's arrival and not yours)

e

s

say "Actually, it's the BBC controlling us from London" (the gate opens)

s (answer all of the paranoid man's questions correctly using the corresponding boldface words in the magazine Popular Paranoia that came with the game — you will then be thrown downstairs in a gaola cell)

cut the door with the hacksaw (the weirdo gives you a Swiss army knife)

examine the knife

push the power saw button

pull the generator lever

connect the power saw to the generator

ride the generator

take the power saw then give it to the weirdo (he cuts open the door with it)

n

wait (twice — the weirdo will go up the stairs)

u (the paranoid man and the weirdo will go off together)

take the mail

(score = 7/21)

examine the envelope (it has a Postal Service sticker with a B on it)

open the envelope

read the memo

examine the cheque (it's made out for a negative amount of money, i.e., -\$75; you must now make use of this cheque in the bank so that it winds up as a credit to your account. Realizing that WITHDRAWING negative money is like DEPOSITING positive money (i.e., 2 minuses equal 1 plus), you set out as follows)

take the cheque

n

n

n

n

n

n

n (if the bank is closed, keep repeating this statement until they open)

n (you are at the window of teller #5 — go east or west until you find the WINDOW FOR WITHDRAWALS ONLY — the location of this is random and changes each time you play the game — assume that it occurs at the window of teller #6 — you are asked if you wish to make a withdrawal)

yes

fill out the withdrawal slip (fill in \$75 for the amount of the withdrawal which is to be used for legal purposes — now go east or west until you find the WINDOW FOR DEPOSITS ONLY — again this is random and changes each time you play the game — assume that it occurs at the window of teller #2 — you are asked if you wish to make a deposit)

yes

give the withdrawal slip to the teller

give the cheque to the teller

show the bezer card to the teller (she deposits \$75 in your account)

go to window 6 (or whichever was the one for withdrawals)

ask the teller for a withdrawal slip (you are asked if you wish to make a withdrawal)

yes

fill out the withdrawal slip (fill in \$75 for the amount of the withdrawal which is to be used for legal purposes)

give the slip to the teller

show the bezer card to the teller (you receive \$75 in cash)

(score = 8/21)

go to window 5

s

s

s

s

w

w

drop the deposit slip and the painting and the paranoia magazine

drop the case and the hacksaw

dial xxx-xxxx (where xxx-xxxx stands for the telephone number of the Getlost Airport Cab found on page 3 of your address book — the person who answers asks for the last name of the passenger)

smith (or whatever your name is)

airport

elm street (or whatever street you live on)

100 (or whatever your street number is)

wait (repeat until the man comes back to the phone and says he is sending a cab over for you)

e

e

wait (repeat until the cab pulls in front of you)

enter the cab

yes

show the beezee card to the driver

yes

wait (twice — you arrive at the airport)

give \$17.50 to the driver (you lose your address book)

n

n (you should be at the Omnia Gallia desk where you find out that Omnia Gallia airlines has been sold and that you should proceed to the Air Zalagasa desk — if you are not at the Omnia Gallia desk, go south to the Airport Concourse and go east or west until you see the sign for the Omnia Gallia ticket desk)

s

s (back at the Airport Entrance — go east or west until you no longer see Air Zalagasa listed — the airlines listed at each entrance are random so that this will happen at a different location each time you play the game)

n

n (you should be at the Air Zalagasa desk)

wait (repeat until the fat man in front of you is finished and the clerk asks "May I help you?" — by now Air Zalagasa flight 42 has had its last boarding call and is closed)

give the ticket to the clerk (the clerk asks if you want to exchange it for a direct flight to Paris through Zalagasa or for \$200 more a nonstop one)

direct (your ticket is exchanged and the clerk moves on to the next person in line)

(score = 9/21)

wait (repeat until it is your turn again)

ask the clerk about flight 42 (you find out that it has left the gate and the only way to stop it would be to break into the tower which, of course, the clerk refuses to do)

s (you see a pillar here)

u

u

open the grate

u

s

e

n

open the grate

e (in the air traffic control tower)

controllers, "Stop flight 42")

(score = 10/21)

w

s

w

n

d (back at the top of the pillar)

examine the speaker

pull the wires

connect the red wire to the black wire

(score = 11/21)

d

d (the cheering crowd carries you off to the check-in desk where you are issued a boarding card, cut through all the red tape, and go directly onto the plane. The Air Zlagasa jet takes off. You are seated in seat N,X where N is a number from 1 to 9 and X is a letter from B to E. As such the plane has 9 rows (1,2,...,9) with 4 seats (B,C,D and E) per row. For the purpose of what follows, it is convenient to associate the numbers $M = 1,2,3,4$ with the letters B,C,D,E respectively, when referring to a seat in a particular row. Thus, for example, seat 8,3 is seat D in row 8)

take the safety card then read it (the fourth picture on it is missing)

take the magazine then read it (included is an article on the legendary Zalagasan princess Ani-Ta'a who could enslave men and terrify babies at a single glance)

examine the bulge

take the headphones then wear them

plug in the headphones

push the recline button (note that it is miswired and is actually the call button for row $N+1$ and seat $M+2$ where $N+1$ is computed modulo 9 and $M+2$ is computed modulo 4. A number K computed modulo J is either equal to K if K is less than or equal to J , or if K is greater than J (or less than zero), it is equal to the remainder after J is subtracted from (added to) K . Thus, for example, if you were seated in seat 7D, or in the N,M notation of above seat 7,3, then pushing the recline button would activate the call button in seat 8,1 ($3 + 2 = 5 = 1$ modulo 4) or, equivalently, seat 8B.

push the light button (this button is also miswired and is actually the seat recline button for the person seated in row $N+3$ (modulo 9), seat $M+3$ (modulo 4). Again, using the same example as above, if you were seated in seat 7D (i.e., 7,3), pushing the light button would recline the seat of the person in seat 1,2 ($7 + 3 = 10 = 1$ modulo 9, $3 + 3 = 6 = 2$ modulo 4) or, equivalently, seat 1C)

push the call button (this button turns out to be the light button in row N-1 (modulo 9), seat M, i.e., the same seat position in 1 row forward (or 8 rows backward))
wait (repeat until the flight attendant appears and serves you dinner)
chicken (or filet)
yes (or no)
yes (or no — DON'T EAT THE LLAMA STEW — also note that the comfort control functions can now be activated by pushing the buttons)
push the light button (Seat N+3,M+3 reclines and the food winds up in the face of the person seated in N+4,M+3 — this is an important observation as it provides a means for disposing of your own food without having to eat it)
wait (until the attendant returns and finds you haven't finished your dinner)
ask the attendant about the regulations (you find out that she is not allowed to take your tray while your food is still in place — you now want to get the seat in front of you to recline (without your being there) so that the tray of food in your seat will be removed. To accomplish this, you must push the light button in row N-4 (modulo 9) seat M+1 (modulo 4). Again for the above example, if you were seated in 7D (i.e., 7,3), you would go to row 3, seat 4, or, equivalently, seat 3E. Pushing the light button there would recline seat 6D as desired)
go to row N-4 (in seat M+1 you will find a mother whose child is in seat M — you need to get her out of her seat)
show the airline magazine to the baby
sit down in seat M+1
push the light button
go to row N (if you hung around too long in the mother's seat she would return and throw you out of it)
sit down in seat M (you should now see a piece of laminated card on the floor)
take the piece of laminated card then read it (it's the missing piece of the safety card — a picture of a flight attendant dangling from a parachute on which is written "STINGLAI KA'ABI.")
go to the rear
answer the phone
yes
yes
no (you learn the plane is about to crash in 5 minutes — clearly you need a parachute)
go to the galley
ask the attendant for stinglai ka'abi
examine the parachute
go to the rear

examine the hatch

lift the handle

pull the handle

jump (repeat 2 more times — the third time you will be sucked out of the plane — your parachute straps are caught in the hatch)

(score = 12/21)

knock on the hatch

pull the ripcord

wait (repeat until you have landed in a tree)

remove the parachute

(score = 13/21)

ask the Zalagasans about themselves

put the recipe cartridge in the computer (one member of the tribe gives you back your address book — from the Zalagasan's request, you conclude that the nerd had it all the time since you lost it at the airport)

(score = 14/21)

read the first page of the address book (notice that what was previously your correct name and former address have both been changed by the nerd. These two new pieces of information will be used shortly)

get out of the pot (in a grubby antechamber)

drop the laminated card and the safety card

examine the locker door

read the sign (the four groups of three numbers are the binary (0,1) representation of the numbers 2,4,1, and 7. Reading from left to right across any row, the "0" and "1" respectively represent the positions of the three handles where "0" represents UP and "1" represents DOWN. The handles start out in position 010, i.e., left handle UP, middle handle DOWN and right handle UP. Note that in going from any row to the next row, two of the three binary digits change while the third remains unchanged. Thus, to change the handles from their positions corresponding to a given row to the positions corresponding to the next row, we must turn two handles at a time, i.e., the two corresponding to the binary digits that changed)

turn the left handle and the middle handle (changes 010 to 100)

turn the left handle and the right handle (changes 100 to 001)

turn the left handle and the middle handle (changes 001 to 111)

open the locker door

(score = 15/21)

w

take the key-card

examine the key-card

e

put the unlabelled cartridge in the computer (The NOOZ command merely gives the strange and terrible history of bureaucracy and need not be executed except for your personal interest. The important commands are the four PRINT commands labelled B,C,D, and E — recall that on four of the items you picked up earlier in the game, in particular, the paranoia magazine, the coupon booklet, the envelope, and the flyer, there were postal stickers which had the same letters on them. The order that you took the items is important. In this solution, we took them in the order E (magazine), D (flyer), C (coupon booklet), and B (envelope). It is in this order that you must execute the PRINT commands)

printe

printd

printc

printb (now read the display on the screen vertically (top to bottom) starting in the leftmost column. It will explain how to get through the switchgear maze that you are about to enter)

quit

e (follow the directions as determined from the above. After four directional moves, if correctly done, you should be out of the maze and in the Airlock)

insert the key-card in the airlock door

open the airlock door (repeat until you are successful in opening it)

n

(score = 17/21)

read the sign

w

w

w

w

examine the computer (it has a modular jack)

plug the modular plug into the computer (you are asked for your ID. Remember — the nerd changed your name in your address book. Also note the computer's use of hyphens)

random-q-hacker (you are asked for a password. Remember what the nerd changed your former address to)

rainbow-turtle (type carefully since you will not see this password displayed on the screen)

help (you see the list of possible commands and their explanation)

dir (note the two types of files; those ending in .EXE which can be “run” and those ending in .HAK which presumably are hacking files whose function can be determined by showing them on the screen with the “typ” command)

typ (return) FIDUC.HAK

typ (return) MENU.HAK

typ (return) DVH2.HAK (this is the important .HAK file — note that if this one is executed, it will shut down a computer so it never works again!)

run (return) PLANE.EXE

run (return) HAK.EXE (you will always get an error message indicating that this file is busy being used by RQH - presumably the nerd is using it to execute the various .HAK files. From time to time the computer will interrupt your usage and tell you specifically which of these .HAK files is currently being executed by the nerd hacker. You can also determine this by typing the command “who” and looking at the last entry displayed. Note that the nerd will never execute DVH2.HAK since it would shut him down forever. That is precisely what YOU want to do. Thus, you must get HIM to execute DVH2.HAK since he has continuous control over the HAK.EXE file. Keep executing commands until you are interrupted and told the name of the next file the nerd is about to execute. We shall refer to it as [name].HAK)

cop (return) DVH2.HAK (to) [name].HAK (you are asked if you want to overwrite)

y (keep issuing commands. Shortly thereafter, the nerd will try to execute [name].HAK and shut himself down)

(score = 18/21)

w

u

wait (repeat until the DC-3 arrives and takes you home. Note that if you did not run PLANE.EXE, the plane would have never shown up)

(score = 20/21)

w

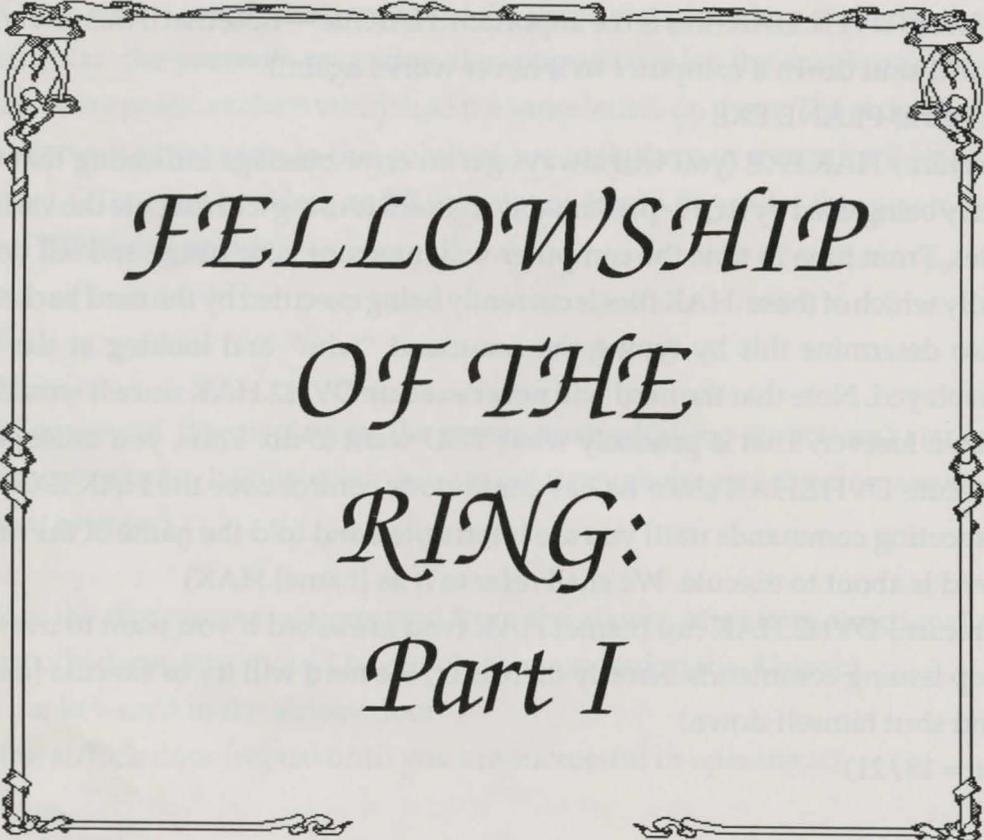
s

s

w

take the new letter then read it (it's a letter from your bank apologizing for their mistakes and bureaucracy — IT WAS SENT TO YOUR OLD ADDRESS!)

(score 21/21 — you've won the game)



*FELLOWSHIP
OF THE
RING:
Part I*

FELLOWSHIP OF THE RING

Part I (you play the part of Frodo Baggins — the other hobbits that will join you on your journey are: Sam Gamgee, Merry Brandybuck, and Pippin Took)

open the chest

open the cupboard

open the drawer

Sam "Take the matchbox"

take the backpack

take the food

put the food in the backpack

open the door

e

s

w

n

drop the backpack

ne

se

se

s

e (Merry should be here in the cottage)

take the meal

w

n

n

nw

sw

Merry "Swim lake" (the watery tart throws something at Merry)

Merry "Get out of the lake"

examine Merry (Merry has 2 pale green jewels)

s

w

n

e (the mayor's voice talks to you from a gramophone — you can now enter Mathom house)

w

s

w

w

read the book (a page in "Traveller's Tales" reads: "...Elfstones are pale green jewels that are rumored to have magical properties of protection from evil. They can be found in many places, though the secret of their use is known only to those learned in ancient lore")

take the candle

e

e

e

n

eat the food

w

Merry "Go s"

w

Sam "Go e"

s

Pippin "Go n"

se

e

w

ne

sw

w

s (you learn of your quest from the monk of the monastery)

n

w

n

eat the meal

w

s

fight the Green Knight (repeat until he disappears and drops a broken medallion on the ground — you may have to "eat the meal" in between attacks)

take the medallion

n

e

s

e
e
se (you meet up with the Red Lady)
Lady "No" (repeat until she disappears with the broken medallion and leaves a golden
medallion)
take the medallion
nw
w
eat the meal
s (the monk tells you that you have proved worthy)
open the door
s
knock on the door
wait (repeat until Radagast invites you up)
s
say "Hello"
wait (Radagast will give you the ancient scroll)
read the scroll (it says: "O Elbereth Gilthoniel")
wait (Radagast tells you that Elfstones can be used to destroy the Undead, by using the
words on this scroll" — he gives you the pale green jewel)
d
n
n
e
ne
n
e
n
eat the meal (that finishes the welcome meal)
n (Pippin rejoins the party)
n (Sam rejoins the party)
e (Merry rejoins the party)
s
drop the scroll
give the medallion to Pippin
give the jewel to Pippin
Sam "Give the matchbox to Frodo"

Sam "Wear the backpack"

ne

se

se

s

e

e

eat the food

open the matchbox

light the match

e

light the match

e

e (mossy place)

put the candle out

e,wait (repeat this pair of commands until you are successful)

se,wait (repeat this pair of comands until you are successful — Sam climbs the tree)

climb the tree (Sam takes the jewel)

Sam "Put the jewel in the backpack"

Sam "Climb down"

climb down

sw,wait (repeat this pair of commands until you are successful)

e,wait (repeat this pair of commands until you are successful)

se,wait (repeat his pair of commands until you are successful - you should be out of the

Old Forest and on a Bare Hilltop)

s

ne (the fissure envelops Pippin, Sam, and Merry)

ne (Tom Bombadil is here)

Tom "Go sw"

sw

Tom "Help" (Tom opens the fissure and releases the hobbits)

ne

wait (Tom offers you a meal)

eat the meal

Merry "Take the meal"

examine Pippin (note that he now has three jewels — two were found while he was
entrapped in the fissure of the willow)

e

e

e

give the matchbox to sam

Sam "Put the matchbox in the backpack"

take the clay pot

take the plant

examine the clay pot

take the jewel

examine the plant

put the plant in the clay pot

e

e

wait (the Barrow-wight shouts "None shall pass!!)

throw the clay pot at the Barrow-wight

eat the food

give the ring to Sam

Sam "Put the ring in the backpack"

e

knock on the gate (the gatekeeper inquires who you are)

gatekeeper "I am Frodo"

Sam "Go ne"

sw

open the red door

s

take the banana and the celery

take the marzipan and the pumpkin

n

w (Barliman inquires who you are)

Barliman "I am Frodo"

examine the stranger

stranger "I am Frodo" (he tells you his name is Strider)

wait (Strider tells you to follow him — he goes east)

e

wait (repeat until Strider leaves — he goes northeast)

ne

follow Strider (repeat until he leads you through the country of marshes and bogs to the
straight broad leafy path)

e

s
e
e

examine the stone (on it is a message from Gandalf that reads: "Waited here but was attacked by Black Riders and forced to flee. Fear for your safety, find Elfstones and learn the ancient secret of their use" Michel Delving has some old records, time is of the essence)

Merry "Drop the jewel" (each hobbit should have only one Elfstone in order to use the magic on the Black Riders)

Pippin "Give the jewel to me"

Pippin "Drop the jewel"

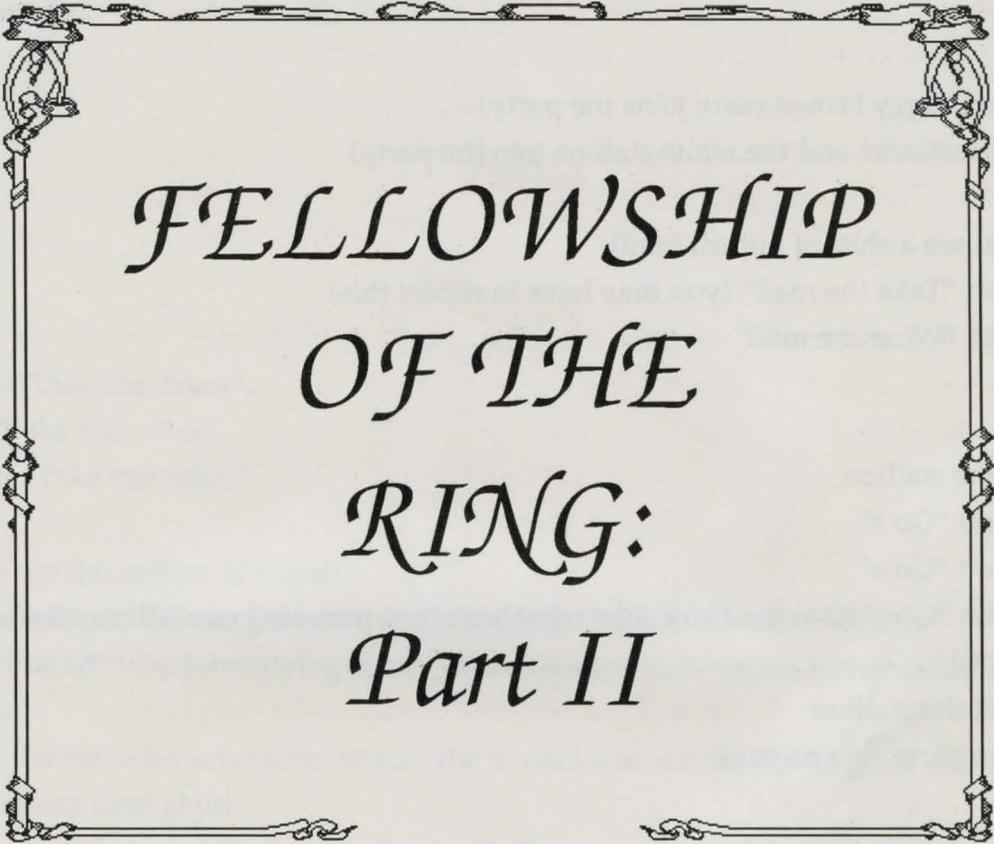
eat the food

(Save the game here — if you encounter the three Black Riders when you go south, then reload the game and type: "Wait" once or twice. Then go south again and they should not be there)

s
e
e

e (east bank of River Hoarwell)

say "O Elbereth Gilthoniel" (you and the others use magic to destroy the three Black Riders — Congratulations! You have finished Part I of the game)



*FELLOWSHIP
OF THE
RING:
Part II*

FELLOWSHIP OF THE RING

Part II (You play the part of Frodo Baggins — the other hobbits that will join you on your journey are: Sam Gamgee, Merry Brandybuck, and Pippin Took)

ne

n (the shaggy brown pony joins the party)

sw (Glorfindel and the white stallion join the party)

e

s (you see a shirt of mithril mail)

Pippin "Take the mail" (you may have to repeat this)

Pippin "Wear the mail"

n

w

ride the stallion

stallion "Go s"

stallion "Go e"

stallion "Goe" (the nine black riders that have been pursuing you fall into the ford behind you)

get off the stallion

w (the party rejoins you)

e

e

e

n

e

eat the meal

Sam "Take the meal" (Bilbo tells you to follow him — he has something for you)

w

n

sw (Bilbo's room)

wait (Bilbo will ask you for the ring)

Bilbo "No" (he demands it)

Bilbo "No" (he again demands it)

Bilbo "No" (he apologizes for his demands and gives you a small sword)

wait (he gives you a shirt of mithril mail)

wear the mail

e
s
w (you are joined by Boromir, Elrond, Legolas, Gimli, and Gandalf)
wait (Elrond loads the pony's pack with supplies)
examine the pony (in his pack are 3 bundles of unpalatable cakes)
eat the meal

e
s
s
sw
se
sw
se

Merry "Take the cakes"

Sam "Take the cakes"

Pippin "Take the cakes"

e
e (you see the outline of a door)
examine the door (inscribed on it is the message "speak, friend, and enter")

door "Friend" (the doors swing open — same leprous slime encrusted tentacles grab onto you)

attack the tentacles (everyone attacks the tentacles which finally let go of you)

e (the doors slam shut)

u,look (from here on in, wherever it is too dark to see, type "LOOK" after each directional command)

e
e
e
d
u
d
s
d

push the eagle's head (a stone slab opens revealing a passage to the east — pushing any other animal head (except the unicorn's) causes a shower of spears to fall down one of which kills you)

Pippin "Give the matchbox to me"

open the matchbox

e

e

e

u

e

close the door

read the block (it's a gravestone for the Balin, Son of Fundin, Lord of Moria)

read the book (a scaly foot is thrust through the door)

close the door (the hobbits fight the huge grey troll)

e

eat the cakes

e

light the match

s

light the match

d

s

d

d

eat the cakes

e

e

e

e

e

e

e

e

wait (Gimli says you must visit Kheled-zaram)

nw (Gimli stares into the lake and says: "Here lies Durin's crown until he wakes)

se

se

eat the cakes

se

se (you are greeted and joined by a taciturn elf)

e

e

e

elf "Help" (a rope is thrown across the river — he invites you to cross the river on the rope)

ne

wait (the elf attempts to blindfold Gimli. Gimli readies his axe)

Gimli "Stop" (if you don't say this, Gimli will hack into the elf and kill him)

Gimli "Stop" (again the elf attempts to blindfold Gimli)

elf "Blindfold everyone" (he leads the party through many twisting paths to a great bare hill speckled with flowers)

e

s

eat the generous meal

w

n

elf "Open the gates" (he knocks on the gates of the city and they open. He bids you farewell and leaves)

e

e

e

u

Celeborn "Hail"

Galadriel "Hail"

Galadriel "Food" (Galadriel declines gracefully)

d

w

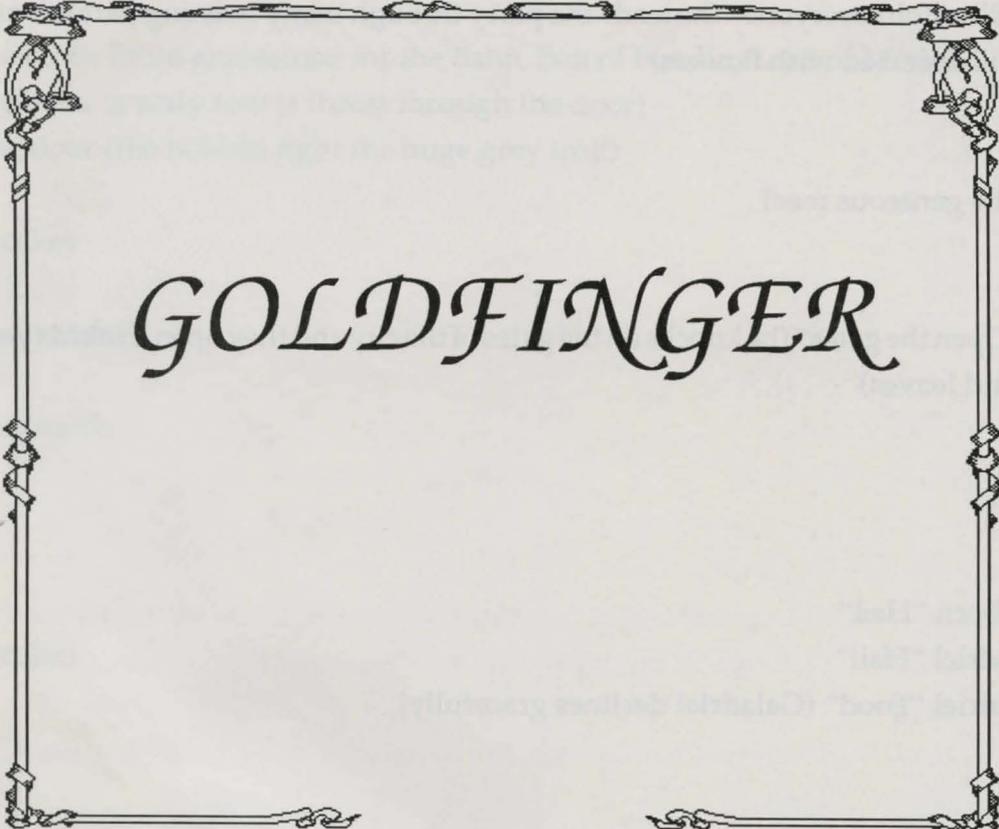
w

w

s

s

s (Galadriel gives each member of the party a present — Congratulations! You have finished Part II of the game)



GOLDFINGER

GOLDFINGER

Playing the role of James Bond, agent 007, you have been assigned to uncover and foil the fiendish plot of the brilliant but dangerous international financier, Auric Goldfinger, whose plan is to destroy the U.S. gold reserve at Fort Knox and the economic security of the free world. In trying to accomplish this mission, you will encounter Goldfinger's familiar associates Oddjob and Pussy Galore who you must defeat in one way or another. As in the previous Bond adventure by Mindscape, *A View to a Kill*, you are up against incredible odds. Move quickly and don't hang around any one place too long.

open the armrest

examine the buttons

push the black button

push the white button

n

n

push the grey button

s

open the door

get out

carefully examine the guardrail

pull the cable

d

d

e

e

u

s

open the trap door

look inside the trap door

d (in Goldfinger's office)

take the ingot

carefully examine the ingot

wear the ingot

open the desk

take the plans

carefully examine the plans

put the plans in the desk

close the desk
take the lighter
light the lighter
carefully examine the hole
carefully examine the plaque
take the golf ball
put the golf ball in the hole
take the golf ball
put the golf ball on the plaque
e
open the bunker door
e
close the bunker door
turn off the lighter
carefully examine the photos
carefully examine the table
type golden girls
take the chart
carefully examine the chart
put the chart in the safe
take the letter
read the letter (you learn the password)
put the letter in the safe
close the safe
type open the steel door
n
u
open the manhole cover
u
s
get in
n
w
s
s
w
s
s

open the door

get out

s (you wind up at the entrance to Auric Stud)

do you have an ingot?

e

n

open the barn door

e

get in

carefully examine the device

open the device (you can't; it's locked)

get out (you encounter Pussy Galore who is ready to rumble)

flip pussy galore

kick pussy galore

flip pussy galore

kiss pussy galore

ask pussy about goldfinger

ask pussy about the helicopter

ask pussy about operation grand slam

ask pussy about auric stud

w

w

n (in the central hall of Goldfinger's home)

wait (repeat until Goldfinger finishes his speech)

n

n

open the door (Pussy does it for you — Oddjob is here ready to take your head off with his bowler)

duck (Oddjob's bowler lodges itself in the control panel)

flip the black switch (that takes care of Oddjob)

u (back in the barn)

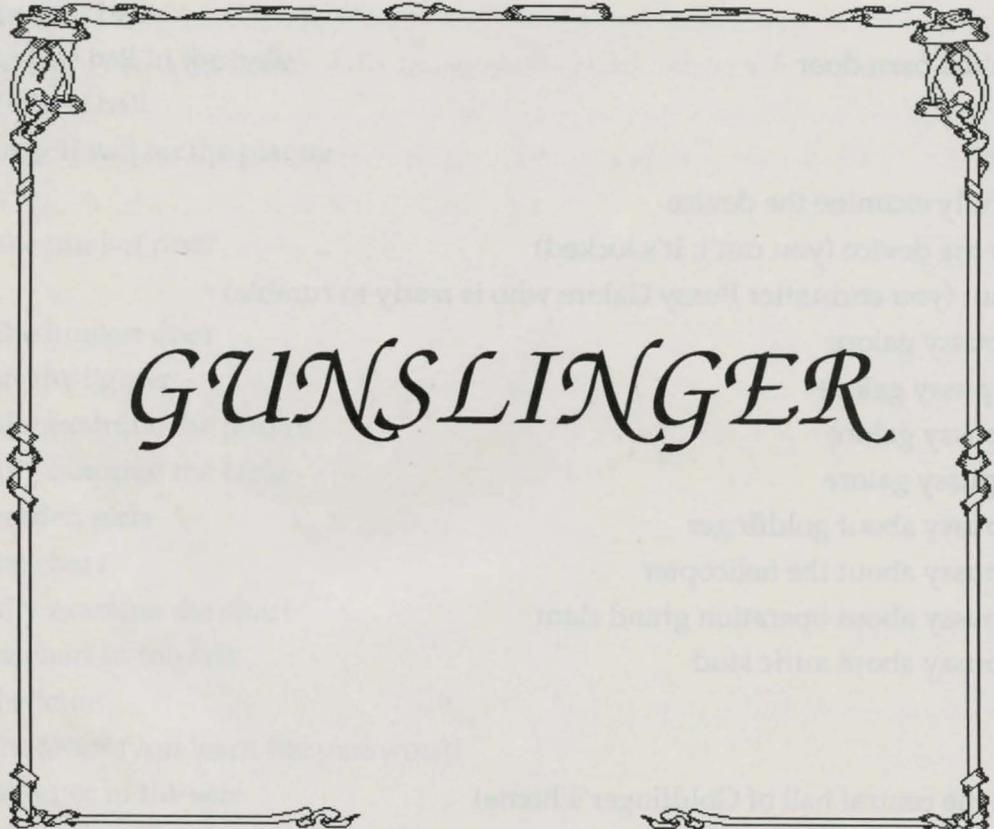
take the badge

get in (the helicopter takes off with you, Goldfinger, and Pussy)

open the device

put the badge in the device

CONGRATULATIONS!! You have accomplished your mission 007. You and Pussy fly to Fort Knox where you fulfill the nobler aim of Operation Grand Slam.



GUNSLINGER

GUNSLINGER

In this wild-west adventure, you play the part of Kip Starr, former Texas Ranger out to rescue your pal James Badland, who's in a Tijuana jail about to get the hangman's noose in two days. On your way to the Mexican villa, you pass through Dawson city (now a ghost town), a mining camp, an Indian village, and a U.S. Army fort, all the way being followed by the six Dalton brothers who are out to gun you down. After finally finding and then freeing your pal, the two of you head for Tombstone, Arizona for a face-to-face confrontation with the Dalton boys at the O.K. Corral.

There are over 110 locations in this game; however, only a small fraction of them pertain to the actual solution. The following is a complete step-by-step solve. If you are using the keyboard (the game allows for commands to be entered with a joystick), do not type the statements in parentheses. They are there merely for your help in understanding the game.

n
n
w
n
play poker
shoot man (Sheriff appears and declares that you just killed Jessie Dalton who was
cheating you at poker)
take money (all 80 cents of it)
s
e
s
s
s
w
buy ticket
take ticket
e
ride stagecoach (you eventually wind up at a dried out riverbed)
take flint
e

e

n

n

w

u

w

take mirror

e

d

e

n

n

w

take poster

look poster (it's a wanted ad for Horace Dalton)

e

n

n

n

n

take keg

s

s

s

s

s

s

s

s

s

light keg

drop keg

n (the dam blows up)

enter well

n

take lamp

light lamp

n

w
 n
 take ax
 s
 e
 n
 e
 n
 turn off lamp
 pick wall
 take shard
 s
 light lamp
 w
 s
 enter car
 n
 n
 n
 use brakes
 n
 n
 drop ax
 drop lantern
 u
 u
 climb cliff
 s
 s
 s
 s
 s
 s
 s
 s
 s
 e
 give shard (in return, the prospector offers you the sluice box)
 take box

w

w

w

sluice for gold

take nugget

e

e

e

give nugget (in return, the prospector offers you the mule)

ride mule

w

n

n

n

n

n

n

n

n

u

e

d

n

n

n

n

give mirror (the chief accepts your gift)

give poster (the medicine man accepts your gift and in return offers you his war canoe)

s

s

e

e

e

get off mule

enter canoe

n

n (you meet up with Horace Dalton in his canoe taking aim at you)

duck

grab branch (you wind up in a prairie)

e

e

n

n

n

w

w

take fuse

wear fuse

e

e

n (repeat until you are seized by three sturdy soldiers and thrown inside the stockade)

wait (repeat until the guard peeks in and gives you your last meal — a bowl of stew and a spoon)

take spoon

wait (repeat until the guard comes back and gives you a cigarette)

take the cigarette

u

dig bars

go outside

tie fuse to wall

d

light fuse

n

e

go train

u (you come face to face with Luke Dalton who is threatening to kill you)

wait (you see the tunnel entrance)

d

open door

e

e

e

n

n

n

n

n

n

n

e

e

talk to man (your pal offer's you Rowdy (his horse) and his winchester rifle)

w

w

s

s

s

s

s

w

take rifle

mount horse

e

e

n

dismount horse

w

n

e

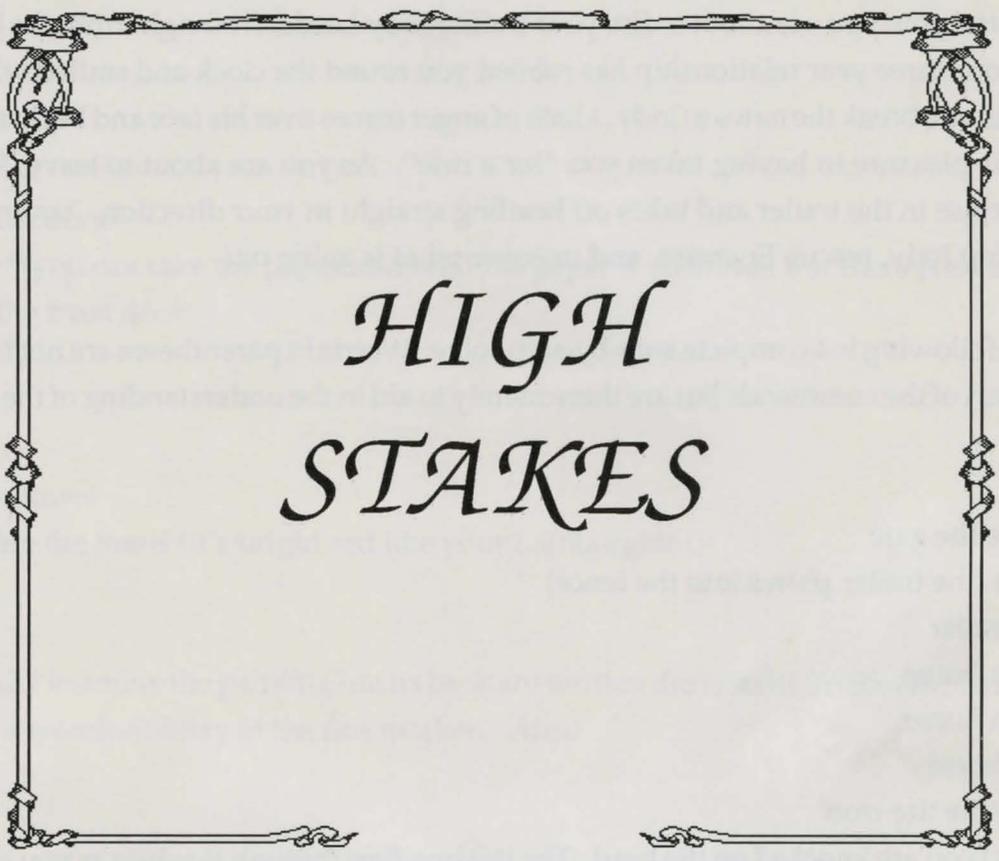
e

wait (repeat until you hear a distant bell tolling the noon hour — your pal is about to be hung)

look western window (you see your pal hanging from a noose)

shoot rope

jump southern window (keep hitting the return key to enjoy the complete finale — you and James travel south and then west out of town to the O.K. Corral in Tombstone, Arizona where the two of you finish off the remaining three Dalton brothers)



*HIGH
STAKES*

HIGH STAKES

You are Steven Scott, and your hurdling horse, Energise, has just won another big race. Nevertheless, in the midst of all the excitement, and unknown to your friends celebrating around you, you are about to fire your trainer Jody Leeds, who right from the beginning of your three year relationship has robbed you round the clock and smiled while doing it. As you break the news to Jody, a look of anger comes over his face and he finally admits to his pleasure in having taken you "for a ride". As you are about to leave, Jody loads Energise in the trailer and takes off heading straight in your direction. Your mission is to stop Jody, rescue Energise, and uncover what is going on.

The following is a complete step-by-step solve. Words in parentheses are not to be typed as part of the commands but are there merely to aid in the understanding of the story line.

w

close the gate

wait (the trailer plows into the fence)

go trailer

calm horse

calm horse

pet horse

take the tire iron

wait (you are knocked on the head. The tire iron flies through the door as you are thrown into the cow pasture — the bull is staring you in the eye)

wait (repeat until the bull turns away from you and grunts)

s

e

s

e (the viewing stands — Alexandra and your friend Bert Faber are here)

Bert, give me the calendar

carefully examine the calendar (it's got important racing information — in particular, the name of the horse owned and trained by Jody Leeds)

Bert, give me the sandwich

put the sandwich in your pocket

w

open the door

get in

close the door

get the key

put the key in the ignition

n

w

w

s

s

e

open the door

get out (you can take the paper and read the paper if you want but there is no need to)

open the front door

e

u

n

get the towel

examine the towel (it's bright red like your Lamborghini)

s

s

carefully examine the painting (on its back are written the words: To Steven: In memory
of a wonderful day at the flea market. Alex)

n

d

e (your office (toy lab) has been completely devastated including your the present you
bought for Alexandra's birthday)

get the letter

read the letter (it's a letter addressed to you from Rupert Ramsey telling you that your
horse, Energise, is in the hands of his stable lad at Ramsey manor). Scrawled across
the letter in red paint is the word: SCUM).

put the letter in your pocket

get the carrousel

w

w

get in

close the door

w

n

e

open the door

get out

e

n

open the box door

n (the stable lad and a black horse are here)

carefully examine the horse (his eyes are dulled, spiritless; he turns away from you; IT'S

NOT YOUR HORSE)

untie the horse (the stable lad won't let you — come back later when he is is not here)

s

s

w

get in

close the door

w

n

e

open the door

get out

carefully examine the fence

e

tie the towel to the fence

w

n

take the tire iron

s

get in

close the door

w

w

w

open the door

get out

break the lock with the tire iron

open the gate (it's too heavy to open....at least by yourself)

s

give the carrousel to Alexandra (you remembered her birthday)

Alexandra, come with me

n

Alexandra, help me open the gate

n (you see a van)

s

s

Bert, can I buy Black Fire? (he lets you owe him the money. Note that if you omit this question, then when you leave here with the horse, you would in effect have stolen it. As a consequence, when you go to enter the van, Alexandra will not go with you and instead will disappear. Also the police will catch up with you shortly thereafter for horse theft)

untie horse

Bert, can I borrow the van? (he hands you the van keys)

n

n

open the van door

go van

put keys in ignition

tie Black Fire to ring

close the door

s

e

e

s

e

open the door

untie Black Fire

get out

e

n

n

tie Black Fire to the ring

get sugar

give the sugar to the black horse

untie the black horse

s

s

w

go van

tie the black horse to the ring

close the door

w

n

n

w

open the door

untie the black horse

get out

u

n

open the stable door

w

tie the black horse to the ring

open the stall door

n

calm Energise

pet Energise

get sandwich

give sandwich to Energise

untie Energise

s

untie the black horse (you secure the other horse (Energise) to a ring)

n

tie the black horse to the ring

s

untie Energise

e

s

s

go van

tie Energise to ring

close door

s

s

open door

untie Energise

get out

s (back in Faber's stable)

tie Energise to ring

n

go van

close door

e

s

e

e

open the door

get out

e

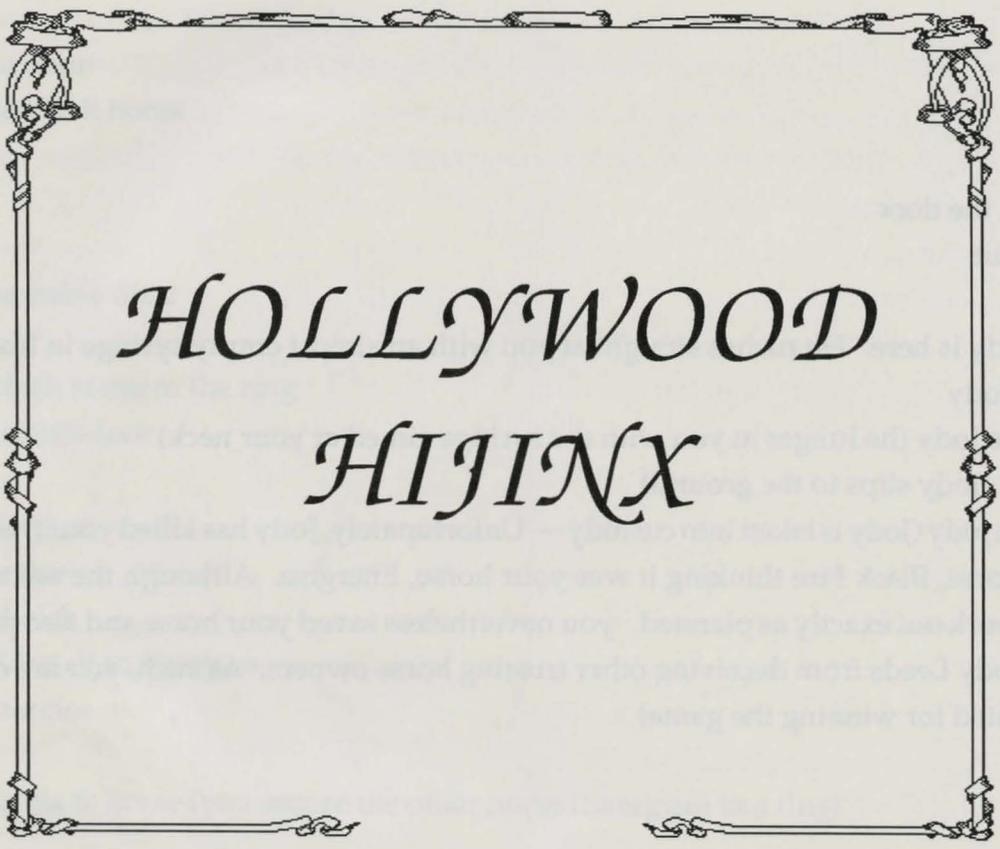
n (Jody is here. He rushes straight at you with an almost empty syringe in his hand)

trip Jody

tackle Jody (he lunges at you with the syringe aimed at your neck)

duck (Jody slips to the ground)

sit on Jody (Jody is taken into custody — Unfortunately, Jody has killed your friend Bert's horse, Black Fire thinking it was your horse, Energise. Although the switch didn't work out exactly as planned, you nevertheless saved your horse and also prevented Jody Leeds from deceiving other trusting horse owners. As such, you are congratulated for winning the game)



*HOLLYWOOD
HIJINX*

HOLLYWOOD HIJINX

Your uncle Buddy Burbank, producer of such classic films as *Vampire Penguins* and *Meltdown on Elm Street*, and your Aunt Hildegard have both passed away leaving behind a lifetime of Hollywood memorabilia in their Malibu mansion. You discover a note written by your aunt stating that all of this can be yours if you can find ten wacky treasures that have been hidden in scattered locations about the house and surrounding grounds. The puzzles that need be solved to reveal these treasures are indeed the challenge of the game. When you find and then take each of the treasures, you can immediately drop it since points are scored only for the take.

n

open the mailbox

take the yellow piece of paper

read the yellow piece of paper (it's part of the map of a maze with a spot marked "X" — only the vertical walls are shown)

take the business card

read the business card (ROY G BIV is the acronym for the colors of the rainbow — red, orange, yellow, green, blue, indigo, violet — in the game you will find punch cards whose colors correspond to these. Also, remember the phone number 576-1851)

drop the business card and the photo and the letter

open the door (you can't it's locked)

s

examine the statue

turn the statue west

turn the statue east

turn the statue north (the combination lock on the front door clicks open — the directions for the combination come from the back of the photo of Buddy Burbank — note the titles of his three movies "Fastest Blender in the WEST", "Cannibal Buffet of the EAST", "Vampire Penguins of the NORTH".)

n

open the door

n

turn on the flashlight

e

move the painting

take the green punch card

examine the safe (you need the combination to open it)

w

open the closet door

enter the closet

pull the third coat peg (the closet is in reality an elevator and proceeds to go up)

open the closet door

n

examine the newel

turn the newel (now you can go up and down the stairs between here and the foyer)

w

s

move the bath mat

take the red punch card

n

n

dial 576-1851 (you get ROY G BIV's answering machine)

s

e

e

grab the sack

open the window

open the sack (you find a Maltese finch — if you don't grab the sack first, it will fall to the ground when you open the window. You will find it in the Southeast Junction but instead of containing the Maltese finch, it will contain a bunch of Maltese finch feathers)

(score = 10 points)

drop the sack

w

s

pull the second coat peg (you return to the first floor)

open the closet door

n

n

e

e

take the yellow punch card

s

take the slide then put it in the slide projector

turn on the slide projector

look at the screen (it's a blur of colored light)

focus the slide projector lens

look at the screen (its filled with bits and pieces of colored words)

take the film strip then put it in the film projector

examine the film projector (the lens cap is still on)

take the lens cap off the film projector

drop the lens cap

turn on the film projector

look at the screen (you see a message saying: PLAY "XXX" (where XXX is the name of a song that changes each time you play the game). Had you turned off the slide projector before turning on the film projector, when you viewed the film strip on the screen you would have again seen only bits and pieces of colored words. It is the superposition of the projection of the slide and film strip on the screen that lets you see the message)

(score = 20 points)

n

w

w

s

e

e

play "XXX" on the piano (a door in the floor opens)

open the piano

take the violet punch card

d

s

take the pillar (you can't)

n

u

push the piano north

d

s

take the pillar (since you have shifted the weight of the parlor floor (which is the crawlspace ceiling) by moving the piano, you can now take it)

drop the pillar

n

u

push the piano south

push the piano south (the parlor floor tips up to the north)

d

n

take the parking meter

(score = 30 points)

drop the parking meter

s

u

w

w

w

examine the red statuette (its right hand shows 3 fingers)

examine the white statuette (its left hand shows 7 fingers)

examine the blue statuette (its right hand shows 5 fingers — sounds like the combination to a safe)

enter the fireplace

remove the brick

drop the brick

take the indigo punch card

drop all but the flashlight

u

u

u

e

d

take the stuffed penguin

(score = 40 points)

drop the stuffed penguin

u

w

d

d

d

take all but the brick

e

take the red statuette

take the white statuette

take the blue statuette

e

e

turn the dial right to 3

turn the dial left to 7

turn the dial right to 5 (you hear a faint click)

open the safe (you find Mama Maggio's cheese grater)

take the grater

(score = 50 points)

drop the grater

w

w

n

take the thin paper

read the thin paper (it's the other part of the map of the maze — only the horizontal walls are shown)

put the yellow piece of paper over the thin paper (you now see the map of the maze in its entirety)

w

take the matchbox

d

open the closet door

s

take the blue punch card

n

u

e

e

unlock the patio door

open the patio door

n

take the orange punch card

s

w

w

d

turn on the computer

examine the lights (you see no particular display — now put the colored cards in the computer in the order of ROY G BIV)

put the red card into the computer
put the orange card into the computer
put the yellow card into the computer
put the green card into the computer
put the blue card into the computer
put the indigo card into the computer
put the violet card into the computer
examine the lights (note the display — it's a phone number — 576-3190)

u

e

s

dial 576-3190 (you reach an answering machine with Aunt Hildegarde's voice that says:

"I can't come to the phone right now. I'm dead. Don't forget to look in the hopper."

The hopper she is referring to is the computer's hopper)

e

enter the closet

pull the first peg (you wind up in the cellar)

take the bucket and the skis

open the closet door (now go to the Garden, North, fill the bucket with water, and return
back here)

n

take the toupee

(score = 60 points)

drop the toupee

u

e

e

n

n

ne

nw

fill the bucket with water

se

sw

s

s

w

w

d
s
hang the bucket on the third peg (while the peg is in a horizontal position the elevator will not move — it will only move when the pressure on the peg is released and it pops back to its 45 degree position)

n
u
e
e
s
open the closet door
enter the closet (since the elevator is on the cellar level, you are now on the top of the elevator.)
wait (repeat if necessary until sufficient water in the bucket drips out whereupon the weight of the bucket will no longer keep the peg in the horizontal position and the elevator will move up to the second floor. You being on its roof, will wind up on a floor above that which the elevator is on.)

open the closet door
n (in the attic)
pull the ladder (the panel in the floor opens. You hear a click under the trunk lid)
open the trunk
take the fire hydrant
(score = 70 points)
drop the fire hydrant

d
d
n
examine the model (you see 5 buttons outside the plastic dome covering it)
push the green button (three times — each time the atomic chihuahua moves further east into the park — the tanks are now within range)
push the black button (two times — the atomic chihuahua stomps on and crushes both tanks)
push the white button (two times — the atomic chihuahua swipes at and strikes both of the puny planes)
push the green button (three times — the atomic chihuahua is in front of the monument at the east end of the park and near the tiny truck)
push the black button (the atomic chihuahua stomps and smashes the tiny truck whose radar dish was controlling the rocket)

push the blue button (the atomic chihuahua takes the big diamond ring)
 push the green button (four times — the atomic chihuahua is as far east as he can go within
 the dome and has his snout against it)
 push the red button (three times — the fire that he breathes has burned a hole in the dome)
 take the diamond ring
 (score = 80 points)
 drop the diamond ring
 n
 turn off the flashlight
 drop the flashlight
 n
 nw
 take the shovel
 ne
 n (entrance to the hedge maze — you must follow the next sequence exactly to get you to
 the spot marked with an "X" on the map)
 n,w,n,w,n,w,s,w,w,n,w,s,e,s,e,n,e,s,w,n,w,s,w,n,w,s,w,n,e,n,e,n,e,n,e,s,e,e,
 s,e,n,e,n,e,s,s,w,w,s,e,n,w,s
 dig in the ground with the shovel
 take the rubber stamp
 (score = 90 points)
 drop the rubber stamp and the shovel (now reverse the above sequence to get out)
 n,e,s,w,n,e,e,n,n,w,s,w,s,w,n,w,w,n,w,s,w,w,s,w,s,w,s,e,n,e,s,e,n,e,s,e,n,w,
 s,w,n,w,n,e,s,e,e,n,e,s,e,s,e,s (back at the entrance to the hedge maze)
 e
 n
 examine the cannon
 examine the cannon balls
 take the cannon ball
 put the cannon ball in the cannon
 open the matchbox
 take the red match
 strike the red match
 light the fuse with the red match
 drop the red match
 open the compartment
 take the catcher's mask
 (score = 100 points)

drop the catcher's mask

e

e

wear the skis

d

(score = 110 points)

remove the skis

drop the skis

take the green match

light the red wax statuette with the fire

put the wax on the green match

s

w

swim

d

d

w

u

u

n (it is pitch black)

strike the green match

light the white wax statuette with the match

n

u

pull the chain (the hatch opens)

push the right end of the plank down

drop all but the white statuette

light the rope with the white statuette

stand on the right end of the plank

wait (the flame will burn through the rope, the safe will fall down on the left end of the plank and propel you out of the bomb shelter and onto the cliff)

take the ladder

drop the ladder in the hatch

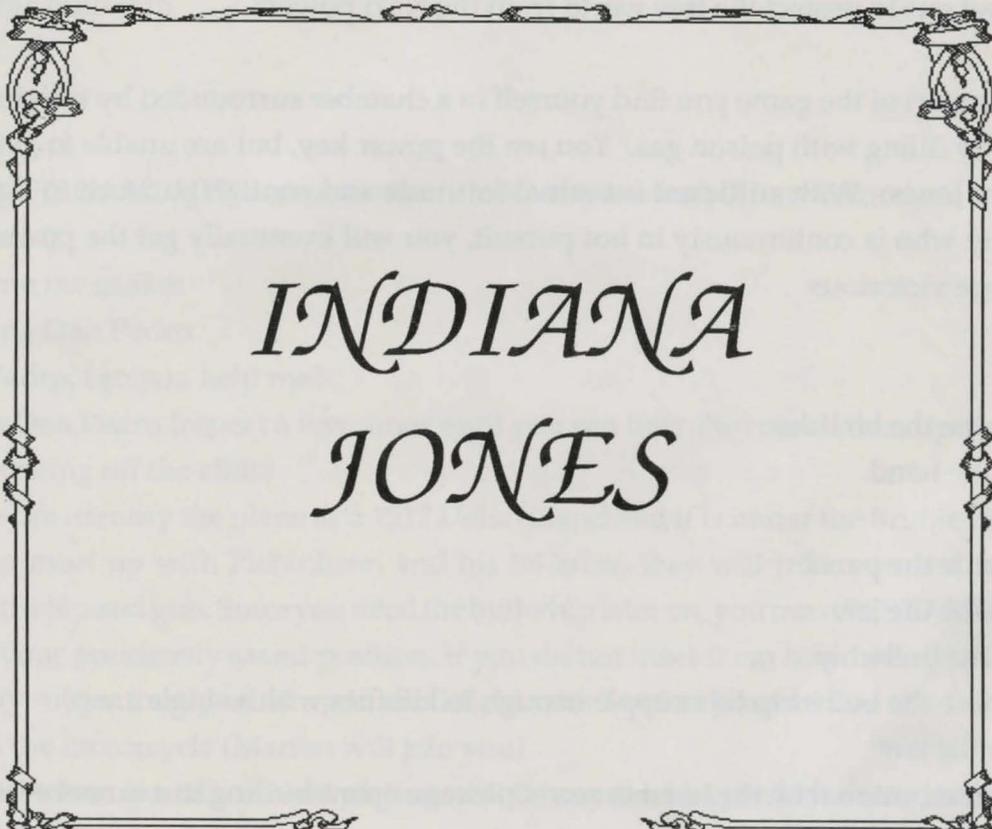
d

examine the safe

read the plaque (the names LEVY, REGAN, LEBLING when read from left to right have 4, 5, and 7 letters, respectively — the combination to a safe)

turn the dial left to 4

turn the dial right to 5
turn the dial left to 7
open the safe
take the film
(score = 120 points)
take the peg and the note
read the note (you've found all of the 10 treasures — now you must finish the game)
drop all but the peg
take the ladder
hang the ladder on the hooks
u
u
e
s
w
take the flashlight
turn the flashlight on
s
s
u
open the closet door
s
put the peg in the hole (you wind up in the prop vault)
(score = 130 points)
take XXX (where XXX is any prop)
hit Herman with XXX
take YYY (where YYY is any prop not yet taken by yourself or Herman)
hit Herman with YYY
take ZZZ (where ZZZ is any prop not yet taken by yourself or Herman)
hit Herman with ZZZ (the third prop (whatever it is) turns out to be a weapon rather than
a prop and drops Herman to the ground)
turn off the saw
(score = 150 points — you've obtained the maximum number of points and won the
game)



*INDIANA
JONES*

INDIANA JONES

In *Revenge of the Ancients*, you play the part of Indiana Jones, who by profession is a trained archeologist, international traveler, and procurer of ancient objects from other civilizations. With your hat on your head and your trusty bullwhip and revolver in hand, you set out to protect the free world from the Nazi powers.

At the start of the game you find yourself in a chamber surrounded by trapdoors that is quickly filling with poison gas. You see the power key, but are unable to get it. Don't worry Jones. With sufficient intestinal fortitude and enough patience to fight off the enemy who is continuously in hot pursuit, you will eventually get the power key and emerge victorious.

n

examine the boulder

take the hand

s

examine the panel

examine the jaw

take the bullwhip

examine the bullwhip (it's supple enough to kill flies with a single snap)

open the jaw

push the button with the hand (a secret passage opens leading to a tunnel — a swarm of bats dive-bombs straight toward you)

snap the bullwhip (that takes care of the bats)

w

w

s

w

n

w

s

w

n

n

e (at the inner sanctum)

examine the totem

take the totem

put the totem in the pocket

take the cylinder (the inner sanctum becomes a shallow cave in a steep cliff face)

lasso the rock with the bullwhip

climb up (you will lose the cylinder and the hand — don't worry about them)

take the bullwhip

wear the bullwhip

e

n

n

SAVE THE GAME HERE (now you have to waste a few moves here before you talk to Don Pedro)

examine the snakes

examine Don Pedro

Don Pedro, can you help me?

talk to Don Pedro (repeat a few times until you can hear the roar of the airplane engine bouncing off the cliffs)

s (You can identify the plane as a 1917 Dehavilland and it is under the Bridge of Fools. If you meet up with Plebinheim and his SS louts, they will frisk you and take your bullwhip and gun. Since you need the bullwhip later on, you must RESTART the game to your previously saved position. If you do not meet them here, then proceed.)

jump (you eventually wind up in an airfield with Marion present)

get on the motorcycle (Marion will join you)

take the totem (usually a Nazi platoon will be approaching from the new road)

w

give the totem to Marion

Marion, hide the totem

n (Benito and his band of banditos are here)

say viva la revolucion

n (you get about 3/4 of the way across the alligator pool when your motorcycle engine dies)

jump up

n

d (if the Nazi platoon is marching from the crossroad (east), go back up the branch and then down again until they are no longer coming from the east)

e

e

s

take the bullwhip

drop the bullwhip

Marion, give me the totem

put the totem in the pocket

Marion, give me the telegram

read the telegram

give the telegram to Marion

u

e

wait (twice — Plebinheim and Don Ramone will leave)

e

take the key

carefully examine the skin

take the jewel

put the jewel in the pocket (Plebinheim and his soldiers will capture you — you are separated from Marion and eventually wind up inside a locked cage in the jungle)

wait (repeat until a snake moves toward you from the underbrush)

examine the snake

hiss at the snake (it will break the lock)

take the totem

drop the totem (if the Nazi platoon is approaching from the jungle clearing, then wait in the cage until they disappear)

e

e

e

Benito, trade the hat for the knife

wear the knife

Benito, give me the bullets

wear the bullets

s

e

n

n

e

s

take the bullwhip

wear the bullwhip

n

w

s

s

w

n

w

w

w

take the totem

put the totem in the pocket

take the goggles

put the goggles in the pocket

e

n

n

swim north

n

take the uniform

s

examine the uniform

wear the uniform

w

w

w

w

w

carefully examine the slab

take the jewel

put the jewel in the slab

d (you are in total darkness)

feel around (you feel a snake moving up your arm)

take the snake

feel around (you discover a niche in the wall)

take the totem

put the totem in the niche

take the goggles

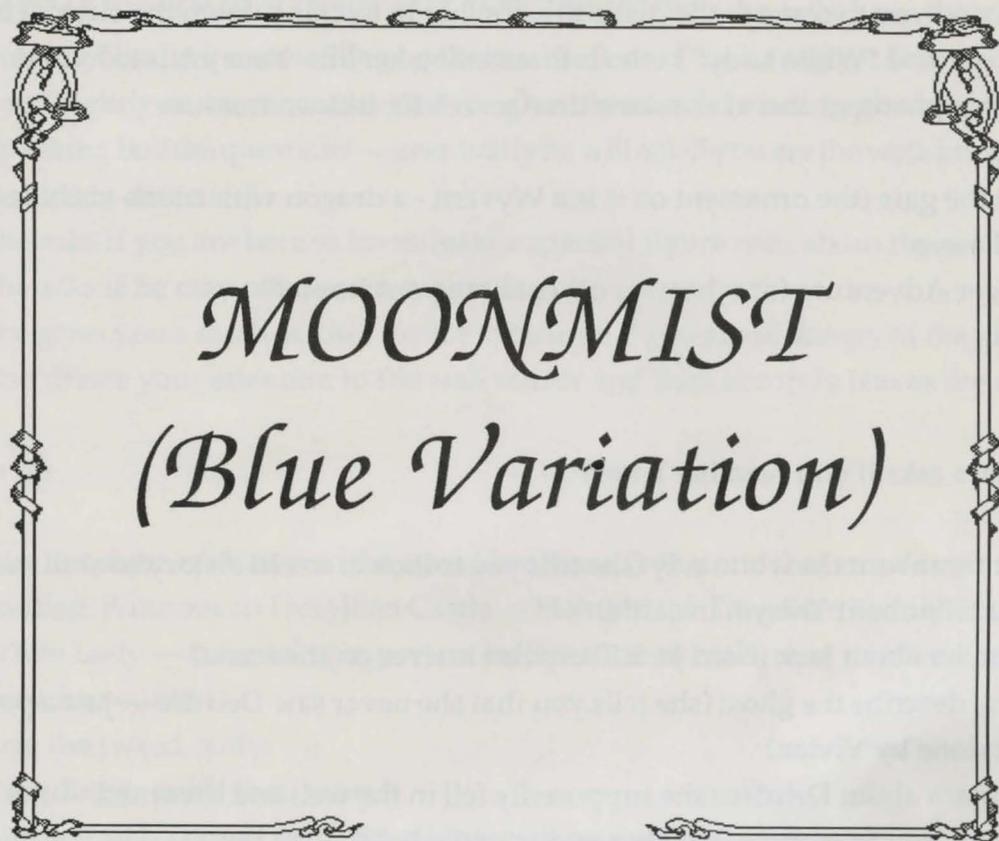
wear the goggles

take the bullets

take the knife

w
s
throw the bullets in the fire
w
w
n
throw the knife at Plebinheim
take the bullwhip
snap the bullwhip at the vines
take the cylinder
swing on the vines
take the knife
cut Marion down with the knife
swing on the vines

MOONMIST (BLUE VARIATION)



MOONMIST
(Blue Variation)

MOONMIST (BLUE VARIATION)

On the misty coast of Cornwall stands Tresyllian castle, a medieval abode that houses a handsome Lord and his bride-to-be, many distinguished guests, and ghosts of retaliating lovers that are reputed to be still haunting about the castle. Your friend Tamara has summoned you to come to the castle to assist her in tracking down the culprit (believed to be a spectral "White Lady") who is threatening her life. Your job is to hunt down and arrest this phantom and at the same time search for hidden treasure.

look at the gate (the ornament on it is a Wyvern - a dragon with a lone visible eye)
push the eye

Sir Oliver Adventure (or whatever other name you choose)

yes

blue

yes

s (Tamara asks if you read her letter)

yes

ask Tamara about the white lady (she tells you to look in an old history book in the library that tells about Tresyllian castle)

ask Tamara about Jack (Lord Jack Tresyllian arrives on the scene)

Tamara, describe the ghost (she tells you that she never saw Deirdre — just a portrait of her done by Vivien)

ask Tamara about Deirdre (she supposedly fell in the well and drowned — the Tamara invites you in to meet the other guests while Bolitho the butler takes your luggage)

s (in the foyer)

e (in the drawing room — there you meet Montague Hyde and Vivien Pentreath)

ask Vivien about the ghost

ask Vivien about Tamara (the first sign of some hard feelings — Vivien thinks of her as a....bitch)

ask Montague about the ghost (Tamara guides you into the new great hall — there you meet Lt. Ian Fordyce and Iris Vane — Iris asks if you are one of those fascinating American private eyes — Bolitho carries your luggage up to your bedroom)

yes (Dr. Wendish arrives on the scene and you are suitably introduced to him — he asks if it is a case that brings you to Cornwall)

yes

ask Wendish about the ghost (Tamara escorts you up to the gallery)

e (in your bedroom — Tamara reminds you that dinner is at eight or whenever the gong rings - Bolitho asks if you want him to unpack your luggage)

yes

ask Bolitho to describe the ghost (you learn that the figure of the ghost was that of a woman)

ask Bolitho about the ghost (he saw it on the far side of the new great hall — he asks if you've seen that room)

yes (FINALLY, SOME IMPORTANT INFORMATION - he tells how the ghost was groping blindly for something on the marble floor of the new great hall; since the hall was brightly lit, he concludes that the ghost must need reading glasses)

(Keep asking Bolitho questions — eventually he will ask if you are the well-known young American detective)

yes (he asks if you are here to investigate a spectral figure seen about the castle)

yes (he asks if he may offer you a suggestion)

yes (he gives you a small aerosol device to be used if you are in danger of the ghost — he also draws your attention to the wall mirror and then abruptly leaves the room)

n

wash up

s

look in the chest of drawers (the travel brochure is the one that came with the game entitled: Welcome to Tresyllian Castle — Home of the Tresyllian Family, Haunt of the White Lady — it contains important information so make sure you read it. You also see a few outfits)

remove the tweed outfit

take the dinner outfit then wear it

wait 10 minutes (repeat until the dinner bell sounds — you are asked if you want to continue waiting)

no

d

w

n (you are in the dining room — your attention is called to a bust of Lionel Tresyllian (sculpted by Vivien) — Lord Jack takes a note that is lying on his napkin and reads it with a troubled expression)

ask Jack for the note

read the note (you learn that it is a note from Bolitho telling that Gladys the upstairs maid left Jack a note on the writing desk in the sitting room - the bust of Lionel begins to speak)

listen to Lionel

listen to Lionel (he talks about his adventuring to the remote corners of the world and the loss of his valuable artifact that he brought back from one of his expeditions)

no

listen to Lionel (he suggests looking under the punchbowl for a clue to its whereabouts)

look under the punchbowl

take the card (this is the first clue — you learn of a second clue in Jack's possession)

read the first clue (it shows a skeleton in Chinese mandarin costume)

ask Jack about the treasure

ask Jack for the second clue

read the second clue (the three key words needed to finish the poem are: SONG, MAIDEN, and WINE — these are three things you must find which will help in deciphering the third clue — their whereabouts can be found by reading the travel brochure)

drop the first clue and the second clue

s

s

look on the desk

take the maid's note then read it (pay particular attention to the last paragraph — you are looking for something written)

examine the piano

take the music (this is the SONG from the second clue)

read the music (the start of the word "SUITE" is starred in red ink)

n

e (in the new great hall)

look inside the suit of armor (you've found the third clue)

take the third clue then read it (there are three words missing: you already found the second word, namely SUIT. You will find the other two shortly, after which the clue will make sense)

search the floor (you find nothing and are asked if you want to keep searching)

yes (you find a contact lens — AN IMPORTANT PIECE OF EVIDENCE)

take the lens

drop the third clue

e (in the drawing room)

examine the tapestry (you've found the MAIDEN in the second clue — a star in red thread has been added to the thread on the maiden's ARM — this is the first word needed in the third clue)

w

u

w (in Vivien's bedroom)

look in the wooden box

take the small box then open it (one contact lens is missing — a piece of incriminating evidence that Vivien is the villain)

look in the wooden box

take the diary then read it (Congratulations! you've found the evidence of the crime — the door will burst open and Vivien will appear with a shocked look on her face)

apologize to Vivien

look inside the wooden box (Congratulations! you've found the ghost costume)

examine the costume (the wig has hairs inside of it that match Vivien's)

show the lens to Vivien (she says she can't tolerate contact lenses — a likely story)

show the small box to Vivien (she says that someone planted it in her room to frame her)

show the diary to Vivien (she realizes she's been caught and points a blow gun at you)

spray Vivien with the aerosol device (she collapses on the floor)

arrest Vivien (she comes to but Jack appears and grabs her from behind — she confesses to attempted murder)

e

d

w

w

d (in the basement)

take the wine bottle

read the bottle (the label has a star in red ink over the word OUR — this is the third word needed in the third clue — "My alARM has no glamour; Its SUITE tones do clamOUR" — you are looking for a bell!! — now all you have to do is find it)

drop the bottle

e

take the lantern

light the lantern

w

u

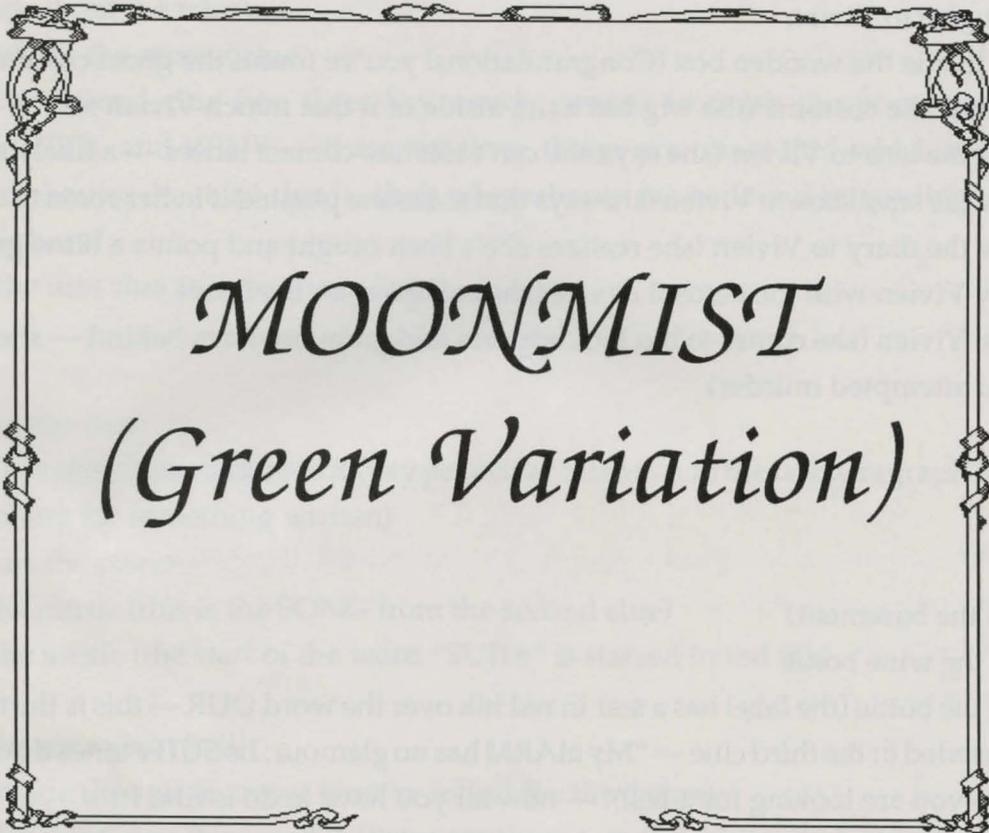
w

u

u

u (on the fighting deck)

examine the bell (Congratulations! you've found the hidden treasure — a fossil skull — You have won the game!!)

A decorative rectangular border with ornate, symmetrical corner and side motifs, framing the central text.

MOONMIST
(Green Variation)

MOONMIST (GREEN VARIATION)

On the misty coast of Cornwall stands Tresyllian castle, a medieval abode that houses a handsome Lord and his bride-to-be, many distinguished guests, and ghosts of retaliating lovers that are reputed to be still haunting about the castle. Your friend Tamara has summoned you to come to the castle to assist her in tracking down the culprit (believed to be a spectral "White Lady") who is threatening her life. Your job is to hunt down and arrest this phantom and at the same time search for hidden treasure.

look at the gate (the ornament on it is a Wyvern - a dragon with a lone visible eye)
push the eye

Sir Oliver Adventure (or whatever other name you choose)

yes

green

yes

s (Tamara asks if you read her letter)

yes

ask Tamara about the white lady (she tells you to look in an old history book in the library that tells about Tresyllian castle)

ask Tamara about Jack (Lord Jack Tresyllian arrives on the scene)

Tamara, describe the ghost (she tells you that she never saw Deirdre — just a portrait of her done by Vivien)

ask Tamara about Deirdre (she supposedly fell in the well and drowned — the Tamara invites you in to meet the other guests while Bolitho the butler takes your luggage)

s (in the foyer)

e (in the drawing room — there you meet Montague Hyde and Vivien Pentreath)

ask Vivien about the ghost

ask Vivien about Tamara (she doesn't indulge in idle gossip)

ask Montague about the ghost (Tamara guides you into the new great hall — there you meet Lt. Ian Fordyce and Iris Vane — Iris asks if you are one of those fascinating American private eyes — Bolitho carries your luggage up to your bedroom)

yes (Dr. Wendish arrives on the scene and you are suitably introduced to him — he asks if it is a case that brings you to Cornwall)

yes

take Wendish's mustache (it's a fake — Tamara escorts you up to the gallery)

e (in your bedroom — Tamara reminds you that dinner is at eight or whenever the gong rings)

ask Bolitho to describe the ghost (he's not sure whether the figure of the ghost was that of a man or woman)

ask Bolitho about the ghost (he saw it on the far side of the new great hall — he asks if you've seen that room)

yes (FINALLY, SOME IMPORTANT INFORMATION - he tells how the ghost was groping blindly for something on the marble floor of the new great hall; since the hall was brightly lit, he concludes that the ghost must need reading glasses)

(Keep asking Bolitho questions — eventually he will ask if you are the well-known young American detective)

yes (he asks if you are here to investigate a spectral figure seen about the castle)

yes (he asks if he may offer you a suggestion)

yes (he gives you a small aerosol device to be used if you are in danger of the ghost — he also draws your attention to the wall mirror and then abruptly leaves the room)

n

wash up

s

open the luggage (the travel brochure is the one that came with the game entitled: Welcome to Tresyllian Castle — Home of the Tresyllian Family, Haunt of the White Lady — it contains important information so make sure you read it. You also see a few outfits)

remove the tweed outfit

take the dinner outfit then wear it

wait 10 minutes (repeat until the dinner bell sounds — you are asked if you want to continue waiting)

no

d

w

n (you are in the dining room — your attention is called to a bust of Lionel Tresyllian (sculpted by Vivien) — Lord Jack takes a note that is lying on his napkin and reads it with a troubled expression)

ask Jack for the note

read the note (you learn that it is a note from Bolitho telling that Gladys the upstairs maid left Jack a note on the writing desk in the sitting room - the bust of Lionel begins to speak)

listen to Lionel

listen to Lionel (he talks about his adventuring to the remote corners of the world and the loss of his valuable artifact that he brought back from one of his expeditions)

no

listen to Lionel (he suggests looking under the punchbowl for a clue to its whereabouts)

look under the punchbowl

take the card (this is the first clue — you learn of a second clue in Jack's possession)

read the first clue (it shows an Amazon hunter aiming a blowgun at the tree tops)

ask Jack about the treasure

ask Jack for the second clue

read the second clue (you are looking for a word that begins with the letter "T" and also for an eye that doesn't see — perhaps there is a glass eye in a stuffed animal somewhere)

drop the first clue and the second clue

s

s

look on the desk

take the maid's note then read it (pay particular attention to the last paragraph — you are looking for something written)

n

e (in the new great hall)

search the floor (you find nothing and are asked if you want to keep searching)

yes (you find a contact lens — AN IMPORTANT PIECE OF EVIDENCE)

take the lens

w

w

u

ne (in the library)

examine the books

take the lab notebook then read it (it incriminates Dr. Wendish — Congratulations! you've found evidence of the crime)

sw

d

d

e

take the lantern then light it

w

u

e

e

u

ne

w

look in the medical kit

take the small box then open it (one contact lens is missing — another piece of incriminating evidence that Wendish is the villain)

look in the medical kit (Congratulations! you've found the ghost costume)

examine the ghost costume (the wig has hairs inside of it match Wendish's — the door bursts open and Wendish appears with a shocked look on his face)

apologize to Wendish

show the small box to Wendish (he says that someone planted it in his room to frame him)

show the lab notebook to Wendish (he realizes he's been caught and points a blowgun at you)

spray Wendish with the aerosol device (he collapses on the floor)

arrest Wendish (he comes to but Jack appears and grabs him from behind — he confesses to murder)

e

s

d

w

w

u

u

n

examine the rhino head (one of its glass eyes is backwards)

remove the glass eye (hidden behind it is the third clue)

take the third clue then read it (the second letter is "N" which is in never but not in ever; the next clue is in a hidden end referring to the dead end in the secret passages)

drop the third clue

s

d

d

e

e

e

u

search the wall (you discover a peephole)

look through the peephole (you can see the fourth clue in the dead end)

ne

w

examine the sconce (it seems loosely fastened)

move the sconce (it reveals a secret passage)

n

w

s (the dead end — you've found the fourth clue)

take the fourth clue then read it (the third letter is the silent "K" in knight — putting the three letters together spells INK — a likely place for it would be in the office)

n

e

s

d

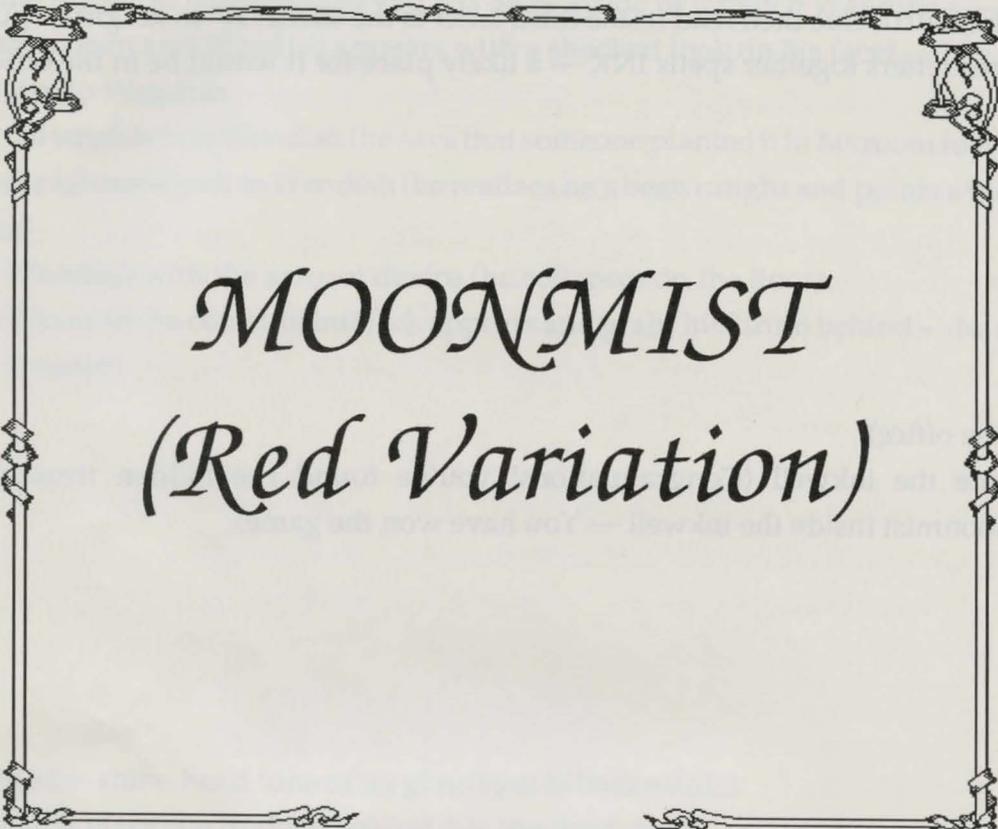
w

w

u

e (in the office)

examine the inkwell (Congratulations! you've found the hidden treasure — the Moonmist inside the inkwell — You have won the game)



MOONMIST
(Red Variation)

MOONMIST (RED VARIATION)

On the misty coast of Cornwall stands Tresyllian castle, a medieval abode that houses a handsome Lord and his bride-to-be, many distinguished guests, and ghosts of retaliating lovers that are reputed to be still haunting about the castle. Your friend Tamara has summoned you to come to the castle to assist her in tracking down the culprit (believed to be a spectral "White Lady") who is threatening her life. Your job is to hunt down and arrest this phantom and at the same time search for hidden treasure.

look at the gate (the ornament on it is a Wyvern - a dragon with a lone visible eye)

push the eye

Sir Oliver Adventure (or whatever other name you choose)

yes

red

yes

s (Tamara asks if you read her letter)

yes

ask Tamara about the white lady (she tells you to look in an old history book in the library that tells about Tresyllian castle)

ask Tamara about Jack (Lord Jack Tresyllian arrives on the scene)

Tamara, describe the ghost (she tells you that she never saw Deirdre — just a portrait of her done by Vivien)

ask Tamara about Deirdre (she supposedly fell in the well and drowned — the Tamara invites you in to meet the other guests while Bolitho the butler takes your luggage)

s (in the foyer)

e (in the drawing room — there you meet Montague Hyde and Vivien Pentreath)

ask Vivien about the ghost

ask Vivien about Tamara (she doesn't indulge in idle gossip)

ask Montague about the ghost (Tamara guides you into the new great hall — there you meet Lt. Ian Fordyce and Iris Vane — Iris asks if you are one of those fascinating American private eyes — Bolitho carries your luggage up to your bedroom)

yes (Dr. Wendish arrives on the scene and you are suitably introduced to him — he asks if it is a case that brings you to Cornwall)

yes

ask Wendish about the ghost (Tamara escorts you up to the gallery)

e (in your bedroom — Tamara reminds you that dinner is at eight or whenever the gong rings)

ask Bolitho to describe the ghost (you learn that the figure of the ghost was that of a woman)

ask Bolitho about the ghost (he saw it on the far side of the new great hall — he asks if you've seen that room)

yes (FINALLY, SOME IMPORTANT INFORMATION - he tells how the ghost was groping for something on the carpet of the drawing room)

ask Bolitho about Deirdre (he reports that her red necklace was lying beside the well where she supposedly drowned. Even though a diver was lowered into the well, Deirdre's body was never found)

(Keep asking Bolitho questions — eventually he will ask if you are the well-known young American detective)

yes (he asks if you are here to investigate a spectral figure seen about the castle)

yes (he asks if he may offer you a suggestion)

yes (he gives you a small aerosol device to be used if you are in danger of the ghost — he also draws your attention to the wall mirror and then abruptly leaves the room)

n

wash up

s

open the luggage (the travel brochure is the one that came with the game entitled: Welcome to Tresyllian Castle — Home of the Tresyllian Family, Haunt of the White Lady — it contains important information so make sure you read it. You also see a few outfits)

remove the tweed outfit

take the dinner outfit then wear it

wait 10 minutes (repeat until the dinner bell sounds — you are asked if you want to continue waiting)

no

d

w

n (you are in the dining room — your attention is called to a bust of Lionel Tresyllian (sculpted by Vivien) — Lord Jack takes a note that is lying on his napkin and reads it with a troubled expression)

ask Jack for the note

read the note (you learn that it is a note from Bolitho telling that Gladys the upstairs maid left Jack a note on the writing desk in the sitting room - the bust of Lionel begins to speak)

listen to Lionel

listen to Lionel (he talks about his adventuring to the remote corners of the world and the loss of his valuable artifact that he brought back from one of his expeditions)

no

listen to Lionel (he suggests looking under the punchbowl for a clue to its whereabouts)

look under the punchbowl

take the card (this is the first clue — you learn of a second clue in Vivien's possession)

read the first clue (it shows a King of Clubs symbol in one corner with a picture of an

African chief holding a war club; in the opposite corner is the King of Diamonds symbol with a picture of a crowned vulture clutching a diamond)

ask Jack about the treasure

ask Vivien for the second clue

read the second clue (The "forbidden fruit" is an apple, the "first lass" refers to Eve in the

Bible, the "garden" refers to the Garden of Eden, and the "glass" refers to the stained glass in the chapel)

drop the first clue and the second clue

s

s

look on the desk

take the maid's note then read it (pay particular attention to the last paragraph — you need to look for a keyhole somewhere then peek through it)

drop the maid's note

n

e

e (in the drawing room)

search the floor (you find nothing and are asked if you want to keep searching)

yes (you find a tiny red jewel — AN IMPORTANT PIECE OF EVIDENCE — perhaps it belongs to Deirdre's red necklace)

take the jewel

w

w

w

w

w

examine Jack's keyhole (remember the maid's note - you see a microphone with its wires leading up inside the door)

examine Jack's door (the family crest (Wyvern) is loosely mounted)

move the Wyvern (a small secret tape recorder is built into the door)

play the tape (Congratulations! you've found evidence of the crime — Jack is the villain)

w

search the room (you find nothing and are asked if you want to keep searching)

yes (the door will burst open and Jack will appear with a shocked look on his face)
apologize to Jack
show the jewel to Jack
arrest Jack (as he rushes at you, Dr. Wendish appears and grabs him from behind — Jack
confesses to murder)
search the room (you find nothing and are asked if you want to keep searching)
yes (inside a drawer of the tallboy is Deirdre's necklace)
take the necklace
examine the necklace (a jewel is missing — could it be the one you found in the drawing
room?)
e
d
d
e
take the lantern
light the lantern
w
u
w
u
u
s (in the chapel — the stained-glass window portrays Eve tempting Adam with the
forbidden apple in the Garden of Eden — remember the second clue)
examine the window (you find the third clue)
take the third clue then read it (the word "bower" is synonymous with the word "garden",
referring now to the garden in the hedge maze)
drop the third clue
n
d
d
n
e (in the hedge maze)
e (or any other direction)
search the garden (you find the fourth clue)
take the fourth clue then read it (the word "rain" relates to an umbrella stand in the foyer
and the word "CAIN" will become apparent when you look in the umbrella stand)
drop the fourth clue
e (or any other direction)

e (or any other direction)

s (in the foyer)

examine the umbrella stand (among the umbrellas is an odd cane (CAIN?))

take the cane

examine the cane

scrape off the paint (Congratulations! you've found the treasure - a war club — all that remains now is find the ghost costume — the ghost enters the castle through a priest hole in the dungeon; so go there and wait till midnight until it appears)

s

w

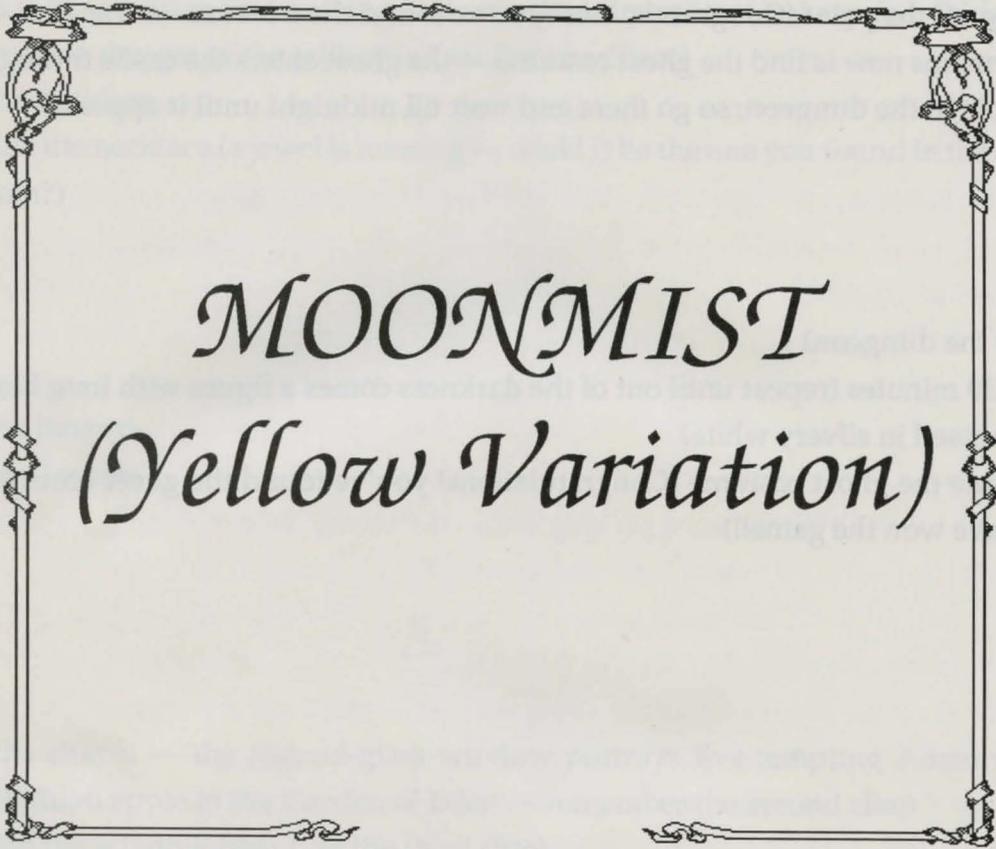
w

d

w (in the dungeon)

wait 30 minutes (repeat until out of the darkness comes a figure with long blonde hair, dressed in silvery white)

examine the ghost costume (Congratulations! you've found the ghost costume — You have won the game!!)



MOONMIST
(Yellow Variation)

MOONMIST (YELLOW VARIATION)

On the misty coast of Cornwall stands Tresyllian castle, a medieval abode that houses a handsome Lord and his bride-to-be, many distinguished guests, and ghosts of retaliating lovers that are reputed to be still haunting about the castle. Your friend Tamara has summoned you to come to the castle to assist her in tracking down the culprit (believed to be a spectral "White Lady") who is threatening her life. Your job is to hunt down and arrest this phantom and at the same time search for hidden treasure.

look at the gate (the ornament on it is a Wyvern - a dragon with a lone visible eye)

push the eye

Sir Oliver Adventure (or whatever other name you choose)

yes

yellow

yes

s (Tamara asks if you read her letter)

yes

ask Tamara about the white lady (she tells you to look in an old history book in the library that tells about Tresyllian castle)

ask Tamara about Jack (Lord Jack Tresyllian arrives on the scene)

Tamara, describe the ghost (she tells you that she never saw Deirdre — just a portrait of her done by Vivien)

ask Tamara about Deirdre (she supposedly fell in the well and drowned — the Tamara invites you in to meet the other guests while Bolitho the butler takes your luggage)

s (in the foyer)

e (in the drawing room — there you meet Montague Hyde and Vivien Pentreath)

ask Vivien about the ghost

ask Vivien about Tamara (she doesn't indulge in idle gossip)

ask Montague about the ghost (Tamara guides you into the new great hall — there you meet Lt. Ian Fordyce and Iris Vane — Iris asks if you are one of those fascinating American private eyes — Bolitho carries your luggage up to your bedroom)

yes (Dr. Wendish arrives on the scene and you are suitably introduced to him — he asks if it is a case that brings you to Cornwall)

yes

ask Wendish about the ghost (Tamara escorts you up to the gallery)

e (in your bedroom — Tamara reminds you that dinner is at eight or whenever the gong rings)

ask Bolitho to describe the ghost (you learn that the figure of the ghost was that of a woman)

ask Bolitho about the ghost (he saw it on the far side of the new great hall — he asks if you've seen that room)

yes (FINALLY, SOME IMPORTANT INFORMATION - he tells how the ghost was groping for something on the carpet of the drawing room)

ask Bolitho about Deirdre (he reports that her red necklace was lying beside the well where she supposedly drowned. Even though a diver was lowered into the well, Deirdre's body was never found)

(Keep asking Bolitho questions — eventually he will ask if you are the well-known young American detective)

yes (he asks if you are here to investigate a spectral figure seen about the castle)

yes (he asks if he may offer you a suggestion)

yes (he gives you a small aerosol device to be used if you are in danger of the ghost — he also draws your attention to the wall mirror and then abruptly leaves the room)

n

wash up

s

examine the wall mirror

push the switch (it reveals a secret passage)

open the luggage (the travel brochure is the one that came with the game entitled: Welcome to Tresyllian Castle — Home of the Tresyllian Family, Haunt of the White Lady — it contains important information so make sure you read it. You also see a few outfits)

remove the tweed outfit

take the dinner outfit then wear it

wait 10 minutes (repeat until the dinner bell sounds — you are asked if you want to continue waiting)

no

d

w

n (you are in the dining room — your attention is called to a bust of Lionel Tresyllian (sculpted by Vivien) — Lord Jack takes a note that is lying on his napkin and reads it with a troubled expression)

ask Jack for the note

read the note (you learn that it is a note from Bolitho telling that Gladys the upstairs maid left Jack a note on the writing desk in the sitting room - the bust of Lionel begins to speak)

listen to Lionel

listen to Lionel (he talks about his adventuring to the remote corners of the world and the loss of his valuable artifact that he brought back from one of his expeditions)

no

listen to Lionel (he suggests looking under the punchbowl for a clue to its whereabouts)

look under the punchbowl

take the card (this is the first clue — you learn of a second clue in Jack's possession)

read the first clue (it's a photo of Pearl Bailey)

ask Jack about the treasure

ask Jack for the second clue

read the second clue (The wrangling and dangling refers to the word "bell" that rhymes with "tell" and "swell" — go and look for a bell and you will find the third clue)

drop the first clue and the second clue

s

s

look on the desk

take the maid's note then read it (pay particular attention to the last paragraph — she talks about a pet shop in Frobzance)

drop the maid's note

n

e

e (in the drawing room)

search the floor (you find nothing and are asked if you want to keep searching)

yes (you find a tiny red jewel — AN IMPORTANT PIECE OF EVIDENCE — perhaps it belongs to Deirdre's red necklace)

take the jewel

w

w

w

d

e

take the lantern then light it

w

u

e

e

u

e

e

n (Iris's entrance — there is a blowgun and a ghost costume here)
examine the ghost costume (the wig has hairs inside of it that match Tamara's —
Congratulations! you've found the ghost costume)

s

w

w

d

w

w

w

u

se

look inside the jewelry case

examine the earring (it's got a jewel missing — could it be the one you found in the
drawing room?)

look under the bed

examine the journal (you find a description of a black pearl necklace — remember the first
clue?)

look under the bed (you find a receipt — the door bursts open and Tamara appears with
a shocked look on her face)

apologize to Tamara

examine the receipt (it's a receipt from a pet shop in Frobzance - it's an attempt at framing
Iris — remember the maid's note? — Congratulations! you've found evidence of the
crime)

show the jewel to Tamara

show the receipt to Tamara

arrest Tamara (she rushes at you but Jack appears and grabs her from behind — she
confesses the fraud)

nw

u

u (the fighting deck)

examine the bell (you find the third clue)

take the third clue then read it (it's a quote from Edgar Allen Poe's "Annabel Lee". The
word "tomb" refers to a coffin you must find — it's in the dungeon)

drop the third clue

d

d

d

d

w

step on the iron maiden

open the coffin (you find the fourth clue)

take the fourth clue then read it (Edgar Allen Poe's "A Cask of Amontillado" tells of a man

buried alive behind a brick wall in a wine cellar — the basement of Tresyllian castle is such a wine cellar)

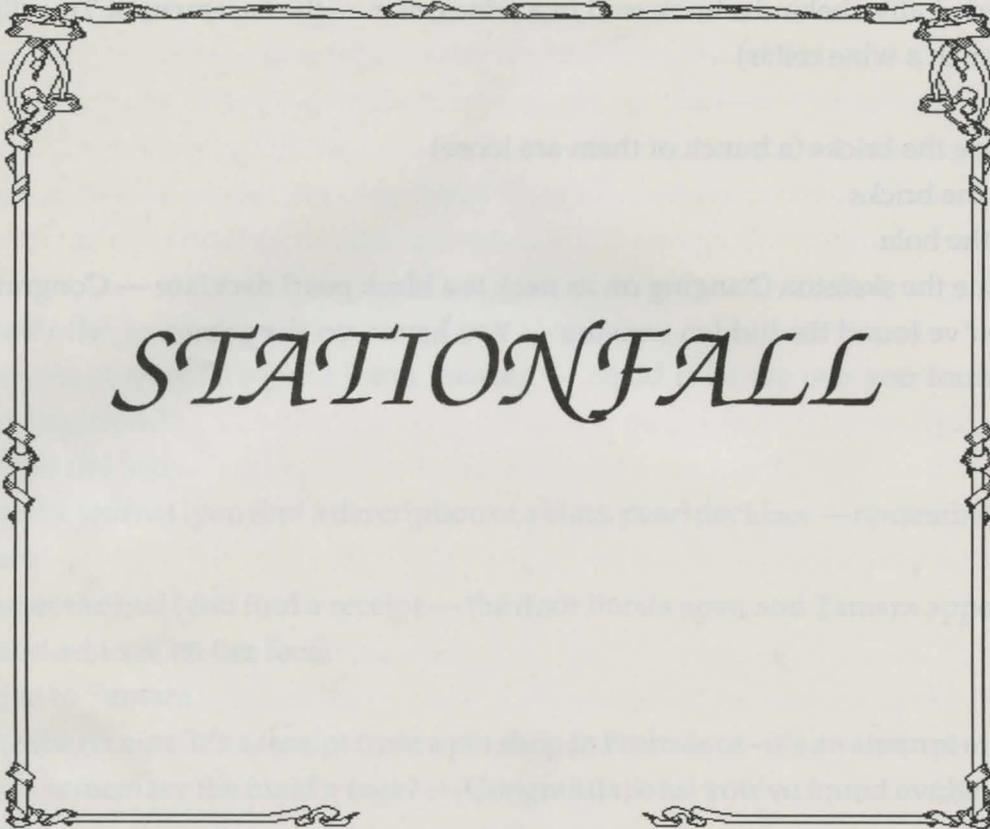
e

examine the bricks (a bunch of them are loose)

move the bricks

enter the hole

examine the skeleton (hanging on its neck is a black pearl necklace — Congratulations! you've found the hidden treasure — You have won the game)



STATION FALL

STATIONFALL

Floyd, your mischievous but endearing robot pal in Planetfall is back to accompany you on your journey in this boffoid sequel. Here, still enlisted in the Stellar Patrol, you will encounter the same comical characters and situations, incredible machines and tools of the future, and clever puzzles that made Planetfall the popular game that it was. Your assignment here is to board a spacetruck and go to a nearby space station to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms (what a mouthful). From the minute that you arrive at the docking bay, you encounter mysterious circumstances. For one thing, the place seems to be deserted except for the presence of an Arcturian balloon creature, an ostrich, and a brainy robot named Plato that quickly befriends Floyd. As you begin to explore the surroundings, you encounter mysterious breakdowns of machinery, harrassment from a roving hull-welder who is continuously trying to do you in, an eerie alien ship resting in one of the docking bays, and finally a factory containing an alien pyramid that plans to launch replicas of itself.

All of this adds up to a picture different than what you expected to find here and clearly tells you that something is wrong. As the game progresses, you learn more and more about what is really going on. Your job is to unravel the mystery and stop the pyramid duplication plans before Day 4 is far under way.

For those not familiar with navigational terminology, you may use North (or N) for Fore, West (or W) for Port, East (or E) for Starboard, and South (or S) for Aft.

inventory

examine the ID card

e

n

insert the robot use authorization form in the slot (the third robot turns out to be Floyd

— remember him in the Infocom adventure Planetfall)

type 3 (Floyd is overjoyed to join you)

s

e

open the hatch

enter the truck

close the hatch

open the survival kit (it contains two blobs of goo and a thermos bottle)

sit down (Floyd joins you by sitting down in the copilot seat)

insert the class three spacecraft activation form in the slot

examine the chronometer (or look at the number in the status line at the top right corner of your monitor under the score)

type XXX (where XXX is the course number corresponding to your chronometer reading as identified in the Astrogator's navigational data table on the Assignment Completion Form QX-17-T that came with the game)

wait (repeat until the truck lands and glides into the docking bay)

(score = 5/80)

stand up

open the hatch

take the survival kit

exit the spacetruck

e

se (from time to time you will encounter hull welders at various locations — when this happens, don't hang around...immediately move on to another location)

s

w

take the medium drill bit (you can't because the opening is too small for a human hand to pass through)

Floyd, take the medium drill bit (he drops it on the deck)

take the medium drill bit

(score = 8/80)

e

e

n

e

take the log tape

read the notation

w

turn on the log reader

put the log tape in the log reader

push the red button (repeat about 8 to 10 times until log reader craps out — read all the logs carefully!)

turn off the log reader

e

look under the bed (you find a validation stamp — one of the logs talked about hiding a stamp under the bed)

take the stamp

w

n

examine the monitor (the color of the lights tells you the operational status of the various systems — green means it is functioning, yellow indicates a small problem, and red indicates a serious malfunction)

w (you should be getting hungry and thirsty)

nw

ne

n

n

n

n

open the thermos

drink the blue soup

take the diary then read it (note that Schmidt studied the dots on the wall of the alien ship for their nonvisual properties)

drop the diary

s

u

take the fromitz board

d

d

n

take the note then read it (“bacterioph” is an incomplete version of the word “bacteriophage” — look up its meaning in the dictionary)

drop the note

s

u

s

s

s

sw

d

d

take the spool

open the trash can

take the crumpled form then read it

nw
take the drill
se
press the button
enter the elevator
type 3
w
nw
open the presser then put the crumpled form in it
close the presser then turn it on
open the presser then take the form (it is now neatly ironed)
turn the presser off
e
sw
take the spool
e
u
se
turn on the reader
put the mauve spool in the reader
remove the mauve spool from the reader then drop it
put the puce spool in the reader
remove the puce spool from the reader then drop it
w
d
d
w
take the spool
e
u
u
se
put the lilac spool in the reader
w
n (you should be feeling tired now)
take the detonator
nw
press the button

enter the elevator

type 6

w

s

lie down in the bed

wait (you awake on Day 2)

(score = 11/80)

get off the bed

take all

n

u

se

se

e

stamp the illegal space village entry form with the validation stamp

drop the stamp and the medium drill bit and the drill and the fromitz board and the
detonator

w

n

ne

put the illegal space village entry form in the slot (the iris opens)

(score = 17/80)

e

e

e

take the headlamp then wear it

w

s

take the bag then open it (it contains vacuum taffy)

s

take the instruction sheet then read it (these are instructions for using the Frezone — a
Liquid Garzium Explosive)

drop the instruction sheet

e

e (you should be getting hungry and thirsty)

turn the roulette wheel

(score = 21/80)

u

open the locker
take the space suit
d
w
w
d
eat the orange goo
drop the space suit and the thermos bottle
sw
se
take the letter then read it (it refers to a panel in the ceiling of the pet store)
drop the letter
nw
sw
take the spray can then examine it
ne
nw
s
take the platinum detector then examine it
turn on the platinum detector
n
u
take the book then open it
drop the book then take the paper
read the paper then drop it (this is the mayor's attempt at deciphering the dots on the wall
of the alien ship)
d
ne
look behind the counter
take the nectar then put it in the survival kit
ne
drop the spray can
nw
examine the ceiling
open the panel
take the ostrich nip
(score = 24/80)
se
se

turn on the machine
put the ID card in the slot (your current rank is 6)
type 7 (or 8 or 9 or 10)
take the card
nw
n
e (the platinum detector is quietly beeping)
break the mirror
drop the platinum detector then take the foil
(score =28/80)

w
n
w
w
w
nw
sw
d
s
se
ne
n

put the ID in the ID reader
n
(score = 33/80)

take the zapgun
s
s
sw
nw
n
nw

enter the ship
examine the dots

taste the dots (now decipher the dot message remembering the clues in Schmidt's diary and the mayor's note — literally, it translates to: "Brethren Hunji sabotage failed; however, I have shined light upon the Zeenak weapon's solitary weakness. Element 78! Turn back the deadly radiations! Air is souring however" the key words here are: Element 78)

leave the ship

e

u

ne

se

e

e

e

s

s

d

sw

s

shoot the strong box with the zapgun

take the coin

(score = 38/80)

n (Plato shoots you with a stun ray — since Plato's attack on you occurs at a somewhat random time in the game, you may have to move around a few locations before it actually happens)

wait (Plato tells you he will shoot you again and then launches into his story. Continue to "wait" while he finishes the rest of his story and then raises the stun gun as if to shoot you again)

Floyd, take the stun gun from Plato

(score = 45/80)

take all (now go back and "pick up" the ostrich)

se

nw (the ostrich follows the ostrich nip in your possession)

ne

u

take the spray can

nw

read the sign

open the cage

ne

spray the can

w

spray the can

w

spray the can

w

spray the can

nw

spray the can

ne

examine the screen (you want item 6 — the timer)

put the coin in the slot

type 6 (nothing comes — the timer is apparently stuck inside the dispenser)

put the ostrich nip in the hole (the ostrich puts its head up the hole after the nip — when it jerks its head out the timer falls out)

(score = 51/80)

take the timer

sw

spray the can

sw

spray the can

u

spray the can

u

spray the can

sw

examine the pulpit (it's openable)

open the pulpit

flip the switch

spray the can (the Arcturian balloon creature, being filled with hydrogen (remember the sign in the pet shop), is quite flammable. Thus, you must first extinguish the eternal flame before it will enter)

grab the leash

take the star

(score = 58/80)

drop the leash and the spray can and the ID card

open the star

take the diode then drop the star

e

n (in the gym)

read the sign (the exercise machine operates at frequency 710)

s

d

d (you are getting hungry and thirsty)

ne

se

e

e

e

s

s

d

sw

e

eat the taffy then drop the bag

take the spaceboots then wear them

w

ne

drop the survival kit and the zapgun and the ID card

take the thermos bottle and the space suit

wear the space suit

open the inner door

d

close the inner door

open the outer door

turn on the headlamp

d

(score = 61/80)

take the cylinder then read the label (remember the instruction sheet you found in the trading post)

put the cylinder in the thermos bottle then close the thermos bottle

u

close the outer door

open the inner door

u

turn off the headlamp

remove the space suit and the boots

drop the space suit and the boots

take the survival kit and the zapgun

u
n
n
w
w
sw
s
e

take the detonator then open it

remove the blackened diode from the detonator then drop the blackened diode

put the M-series hyperdiode in the detonator then close the detonator

drop the timer and the detonator

take the drill and the medium drill bit

remove the small drill bit from the drill then drop the small drill bit

put the medium drill bit in the drill

drill a hole in the safe

open the thermos bottle then take the cylinder

put the cylinder in the hole

attach the detonator to the timer

attach the detonator to the cylinder

set the timer to 10

w (an explosion occurs)

(score = 64/80)

e

take the key

(score = 71/80)

drop the thermos and the drill

take the fromitz board

w

nw (the lights flicker and go out — this may happen a few moves before or after this command)

turn on the headlamp

nw

n

n (in Storage)

take the jammer then examine it (it has twenty sockets (just right for a twenty prong Fromitz board) and can be set to any frequency between 0 and 1400)

s

s

u

u

u

u (at the dome)

unlock the storage bin with the key

open the storage bin (an explosion occurs)

take all

open the grating

enter the air shaft

(score = 73/80)

d

d

d

d

d

d

d

turn on the jammer then set it to 710 (remember the sign in the gym)

open the grating

plug the fromitz board into the jammer

turn off the jammer (the exercise machine comes to life and does away with the forklift)

u (the factory)

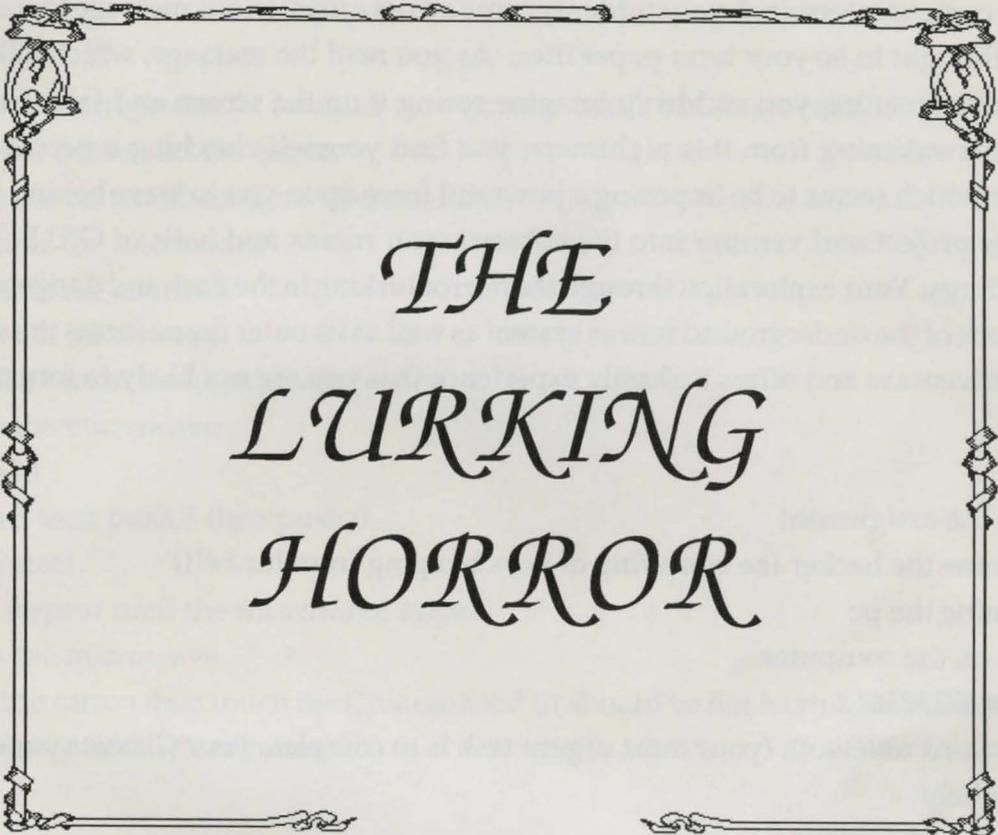
(score = 75/80)

shoot Floyd with the zapgun

cover the pyramid with the foil (element 78 in the dot message refers to the atomic number of platinum which is what the foil is made of)

(score = 80/80)

You are given the rank of intergalactic Mega-hero



*THE
LURKING
HORROR*

THE LURKING HORROR

The game begins in the computer center of G.U.E. Institute of Technology, where, faced with blizzard-like weather conditions outside, you resign yourself to burn the midnight oil and complete an important term paper that is due tomorrow. As you sit huddled over your computer terminal, you suddenly come across a mysterious message replacing what you thought to be your term paper files. As you read the message, which talks about a hideous creature, you suddenly imagine seeing it on the screen and faint from fright. Upon awakening from this nightmare, you find yourself clutching a peculiar-looking stone which seems to be imposing a powerful force upon you to leave behind your term paper project and venture into the subterranean rooms and halls of G.U.E. Institute's buildings. Your exploration through the horror lurking in the dark and dangerous nether regions of the underground tunnel system as well as its outer dome forms the scenario of the adventure and offers a ghastly experience that you are not likely to forget.

read the assignment

examine the hacker (he has a ring of keys hanging from his belt)

examine the pc

turn on the computer

login 872325412

password uhlersoth (your most urgent task is to complete your Classics paper)

push help

click the menu box

click the red box

examine the screen (the first page of what you expected to be your paper is all messed up)

click more (repeat as you continue to read pages two, three, and four of your paper which are now becoming more familiar — eventually you faint and awaken at a place on a broken, rocky surface)

d

wait (repeat until you are drawn forward to the platform)

take the stone

(score = 5)

examine the stone

examine the symbol (you awake from your "dream" and find yourself sitting in the chair back in front of your terminal)

wait (repeat until the hacker is through "helping" you and informs you that your paper is gone — he suggests you check the files of the computers in the Department of Alchemy)

ask the hacker about the keys (he points out a master key — you want to get this from him)
hacker, give me the keys
hacker, give me the master key (he asks what you have done for him lately)
give the stone to the hacker (he doesn't want it — on about now he should mention that
 he wants something to eat)
s
w
open the refrigerator (it contains a carton and bottle of Classic coke)
take the bottle and the carton
open the carton (it contains Chinese food)
examine the microwave
examine the controls
open the microwave
put the carton in the microwave
close the microwave
push hi
push 3 then push 3 then push 0
push start
wait (repeat until the microwave stops)
open the microwave
take the carton then touch the Chinese food (it should be hot having been heated on high
 power for 3 1/2 minutes)
e
n
give the Chinese food to the hacker (he asks you what you wanted)
ask the hacker for the master key (he agrees to loan it to you)
(score = 10)
s
d
examine the buttons
push the down-arrow
s
open the panel
take the flashlight
push B
wait (repeat until the elevator goes down to the basement, stops, and the doors open)
n
e

take the gloves and crowbar

w

w

get on the forklift

start the forklift

e

e

turn on the flashlight

e

move the junk (repeat until you create a narrow path through the junk just wide enough
for one forklift)

e

(score = 15)

get off the forklift

open the manhole cover with the crowbar

d

(score = 20)

s

open the plate (you can't — it's blocked by something on the other side)

n

n

d

take the knife

examine the slab

examine the carvings

examine the incised symbol

u

s

u

w

w

w

turn off the flashlight

w

w

d

nw (in the tomb)

examine the graffiti (it reads "Tomb of the Unknown Tool")

unlock the padlock with the master key
take the padlock
open the hatch
d
(score = 25)
e
open the valve (you can't — it's rusted shut)
hit the valve with the crowbar
wait (repeat until the rats come into this room)
open the valve (the rats are scalded by the steam)
(score = 30)
close the valve
turn on the flashlight
e
e
examine the south wall
hit the wall with the crowbar
pry the brick with the crowbar
examine the wall (a new-looking brick is in the hole)
pry the brick with the crowbar (a hole is made through the wall — in it is a rusty steel
reinforcing rod)
drop the crowbar
w
w
turn off the flashlight
w
u
se
u
u (in the Aero lobby)
s
wear the gloves
take the container
examine the container
read the container ("Frobozz Magic Floor Wax (and Dessert Topping)")
open the container
e (usually you will meet a maintenance man here riding a floor waxer)
wait (repeat until he waxes away to the east)

e (if the maintenance man is here again, wait until he waxes away to the east)

e

examine the cabinet

read the cabinet ("In case of emergency, break glass")

break the glass (you can do this with your hands because you are wearing gloves)

drop the assignment

take the axe

w

cut the cord with the axe (that takes care of the floor waxer and brings the maintenance man down off it)

wait (repeat until the maintenance man is nearly upon you)

pour the wax on the floor (the maintenance man will slip and slide in the floor wax and not be able to attack you)

u

(score = 35)

drop the container

climb the rope

(score = 40)

open the door

n

u

pull the plug

drop the plug

take the paper

(score = 45)

read the paper (it's a suicide note)

d

s

lower the ladder

climb down

d

e

e

n

d

se

take the boots then wear the boots

u

u

read the sign (it says "NO ADMITTANCE")

unlock the door with the master key

open the door

w

u

examine the tree

dig in the earth (you find a hand)

(score = 50)

take the hand

d

throw the stone at the creature

(score = 55)

e

d

s

take the stone

drink the coke

n

d

nw

u

s

s

read the door (painted on the door is: "Department of Alchemy")

knock on the door

wait (the professor opens it, greets you, and escorts you into the Department of Alchemy)

read the sign-up sheet

examine the professor (notice his G.U.E. Tech class ring)

show the paper to the professor

s (the professor entraps you in a pentagonal symbol chalked on the floor)

examine the computer

examine the bench (among other things, it has casters — the professor enters his pentagram)

cut the pentagram with the knife

leave the pentagram

move the bench

open the trapdoor

d

(score = 60)

turn on the flashlight

open the trapdoor

u

take the brass hyrax (the professor's ring)

examine the vat

read the label (the vat contains the "Elixir of Life")

put the hand in the liquid

wait (repeat until the hand is trying to crawl out of the vat)

take the hand

(score = 65)

d

n

u

w

w

u

drop the knife

take the flask

d

turn off the flashlight

w

w

w

d (usually you will encounter an urchin here — if not go up and move around a bit; then
come back down — it should appear)

examine the urchin (notice his suspicious parka)

show the hand to the urchin (he gets scared and runs away, dropping something from his
parka as he departs)

look

take the bolt cutter

(score = 70)

u

e

e

u

push the up-arrow

wait (repeat until the up-arrow blinks off, i.e., the elevator has stopped on this floor)

d

open the doors (you see the bottom of the elevator shaft — on the underside of the elevator is a hook)

put the axe in the door

d

(score = 75)

turn on the flashlight

take the chain

tie the chain to the rod

lock the chain with the padlock

u

tie the chain to the hook

take the axe

u

u

push the up-arrow

wait (you hear a tearing, rending sound, then crumbling crash)

(score = 80)

d

d

open the doors

d (the brick wall now has an enormous hole ripped in it)

n

w

w

w

w

w

w

d (in a large chamber)

examine the growths

examine the slots

examine the urchins (they are trapped by the ropy growths)

cut the ropes with the bolt cutter

(score = 85)

put the hyrax on the hand

d (in the wet tunnel maze — the ring finger of the hand will guide you through it)

n

d

s

s

d (this wet tunnel has a slimy curtain to the south)

examine the slime

open the flask

look inside the flask

pour the cold liquid on the slime (the curtain solidifies and drops to the ground)

(score = 90)

unlock the door with the master key

open the door

s

examine the mass

open the box

unplug the coaxial cable from the socket

examine the pool (there is something in it)

reach into the pool

take the line

cut the line with the axe (repeat until it is severed in two parts)

take the line

plug the line into the socket (the mass changes into a litter of debris which now contains
a being)

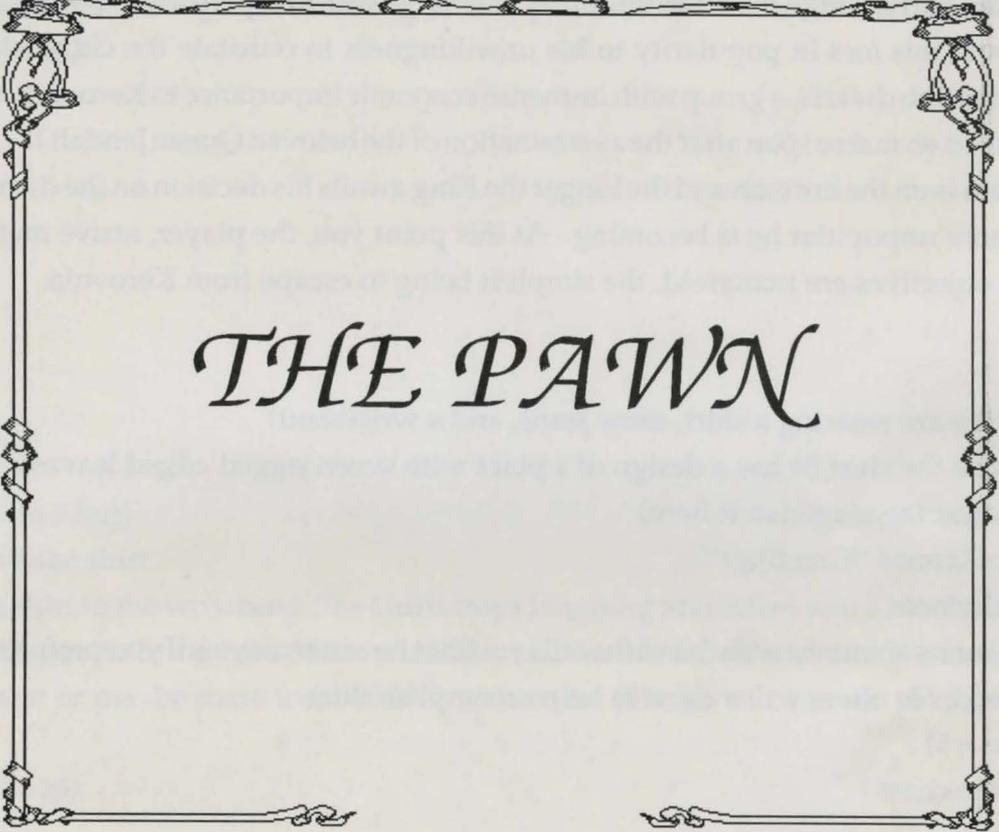
(score = 95)

wait (the stone is now red hot)

throw the stone at the being

take the stone

(score = 100)



THE PAWN

THE PAWN

The game takes place in the mythical world of Kerovnia during a period of tremendous social upheaval. King Erik, the present ruler of the land, has started to lose his hold on the Kerovian people and can therefore no longer rely on their loyalty and devotion to support him through these terrible times of famine, war, and personal bankruptcy. Many attribute this loss in popularity to his unwillingness to reinstate the citizenship of the Roobikyoub dwarfs, a group with immense economic importance to Kerovnia, who were banished en masse soon after the assassination of the beloved Queen Jendah II. A general election is on the horizon and the longer the King awaits his decision on the dwarf matter, the more unpopular he is becoming. At this point you, the player, arrive on the scene. Your objectives are manyfold, the simplest being to escape from Kerovnia.

inv (you are wearing a shirt, some jeans, and a wristband)

examine the shirt (it has a design of a plant with seven jagged edged leaves)

e (Kronos the magician is here)

say to Kronos "Greetings"

take the note

ask Kronos about the wristband (he tells you that he can remove it if you perform a certain deed. He offers you a chest to help accomplish this)

(score = 5)

take the chest

e

e

e

move the mat

take the wooden key

examine the jeans

look inside the pocket

take the metal key

open the door with the metal key

sw

take the hoe and the rake

(score = 10)

examine the workbench

take the trowel

look under the workbench

take the pot

examine the pot

ne

e

give the note to the guard (the King throws you back out to the Palace Gardens)

(score = 15)

w

w

w

w

w

n

w

n

nw

u (inside a hut)

remove the shirt

tie the shirt to the wristband (the Guru stops laughing and offers you a bowl in which he asks you to bring him "the essential nourishment for all mortals" — could this be water or maybe some form of it?. In return for this, he will answer your questions)

e

(score = 25)

e

e

n

untie the shirt from the wristband

lever the boulder with the rake (alone it's not strong enough)

tie the hoe to the rake using the shirt

lever the boulder with the rake

(score = 35)

untie the shirt from the rake

wear the shirt

nw

climb the rocks

(score = 40)

u

u

fill the bowl with snow

d

d

s

se

s

w

nw

u

give the bowl to the guru

take the rice

(score = 50)

e

s

s

s

examine the tree stump (if you did this before you gave the bowl of snow to the Guru, the
pouch would not be here)

take the pouch

open the pouch

(score = 55)

examine the pouch (it contains 3 glowing colors — blue, red, and green)

take blue, green, and red

mix blue, green, and red

put the white in the pouch

n

e

n

n

nw

climb the rocks

e

e

e

d

n

examine the poster

n

give the rice to the alchemists

(score = 65)

s

s

e

read the REM statement

e

drop all

u

u

break the wall

e

take all

plant the plant in the pot using the trowel

(score = 70)

n (before you broke the wall in the Riverside Chamber this exit was not available)

read the notice

push the pedestal

examine the niche

take the blue key (If the blue key is not here, then the Adventurer took it and you must start the game over)

s

(score = 80)

w

w

u

w

w

w

s

se

s

w

s

s

s

u

open the door with the wooden key

e

close the door

lift the floorboards

d

d

(score = 90)

e

n

lift the rug

open the safe with the blue key

search the safe

take the ballot paper

s

(score = 100)

e

examine the boxes (the large one has "Vote for Gringo" pasted on it. The small one is for
votes against Gringo — remember the poster in the Damp Passage)

put the ballot paper in the large box

(score = 130)

w

w

w

sw

open the door

w

take the hard hat

examine the settee (it has cushions on it)

move the cushions

take the coin

e

(score = 135)

ne

nw

wear the hard hat

push the button

slide the door

wait (repeat until the lift arrives)

n

drop the rake and the hoe and take the rope

put the rope in the pocket

(score = 150)

examine the buttons

slide the door

push the second button

slide the door

s

take the lumps using the trowel

(score = 160)

n

slide the door

push the first button

slide the door

s

se

e

u

u

open the door

w

d

e

e

e

n

n (Honest John is here selling some items)

drop the pot

buy the ale and the whisky using the coin

nw

nw

wait (repeat until the adventurer arrives)

give the chest to the adventurer (as it opens, he is enveloped by the vapor flowing from
it. He falls to the ground)

(score = 175)

se (note that a princess now follows you — had you given the chest to the adventurer
earlier in the game when he appears, the princess would not have shown up)

s

s

s

e

e

e

e

e (the princess returns to the palace)

w

w

w

w

n

n

n

nw

climb the rocks

ne

u

w

s

take the white from the pouch

melt the snowman using the white

(score = 190)

take the white and put it in the pouch

e

n

d

w

e

e

e

d

n

n (back in the alchemists' laboratory)

give the lumps to the alchemists

(score = 210)

ne

take the tomes

examine the tomes (you need to cast a spell on them to open them)

cast a spell on the tomes

read the tomes (you learn that Kronos can avoid torture by exchanging three good souls
for his own)

take the aerosoul (note the spelling)

examine the aerosoul

sw

nw

w

n

n

n

ne

n

read the graffiti (it says don't lean on the paper wall)

open the cupboard

examine the cupboard

take the rope and tie it to the hook

tear the paper wall with the trowel

climb down the rope

drop the rope

(score = 225)

s

knock on the doors (make sure you type "doors" and not "door" — repeat until the double
doors open)

give the whisky to the porter

(score = 240)

e

d

n

give the ale to Jerry Lee Lewis

(score = 250)

s

close the pouch

e

n

d

examine the throne (a Devil is seated in it)

ask the Devil about the wristband (he too offers to remove the wristband from you in return for the sacrifice of Kronos' soul — you are transported to the Rope Bridge (South))

(score = 255)

take the potion bottle

n

n

open the pouch

take the white from the pouch

nw

examine the shadows (there are small humanoid shapes hiding in them — maybe you can divert the attention of the dragon to them)

point to the shapes (the dragon can't see them)

shine the white at the shapes (the dragon devours them instead of you)

n

(score = 275)

throw the potion bottle at the magician

(score = 300)

push the button on the aerosoul (this will suck in Kronos' soul so that you can deliver it to the Devil)

wait (repeat until there is nothing left of Kronos except a pile of clothes on the floor)

examine the clothes

take the cloak and the pointy hat and wear them

look (there is now a wand here)

take the wand

n

d

put the white in the pouch

close the pouch

n

n

d

give the aerosoul to the Devil (you are freed of your bondage by the silver wristband)

(score = 350)

w

s

w

u

open the pouch

w

n

take the rope

climb up the rope

drop the rope

s

s

s

s

s

e

se

s

s

s (at the Entrance)

open the doors

s

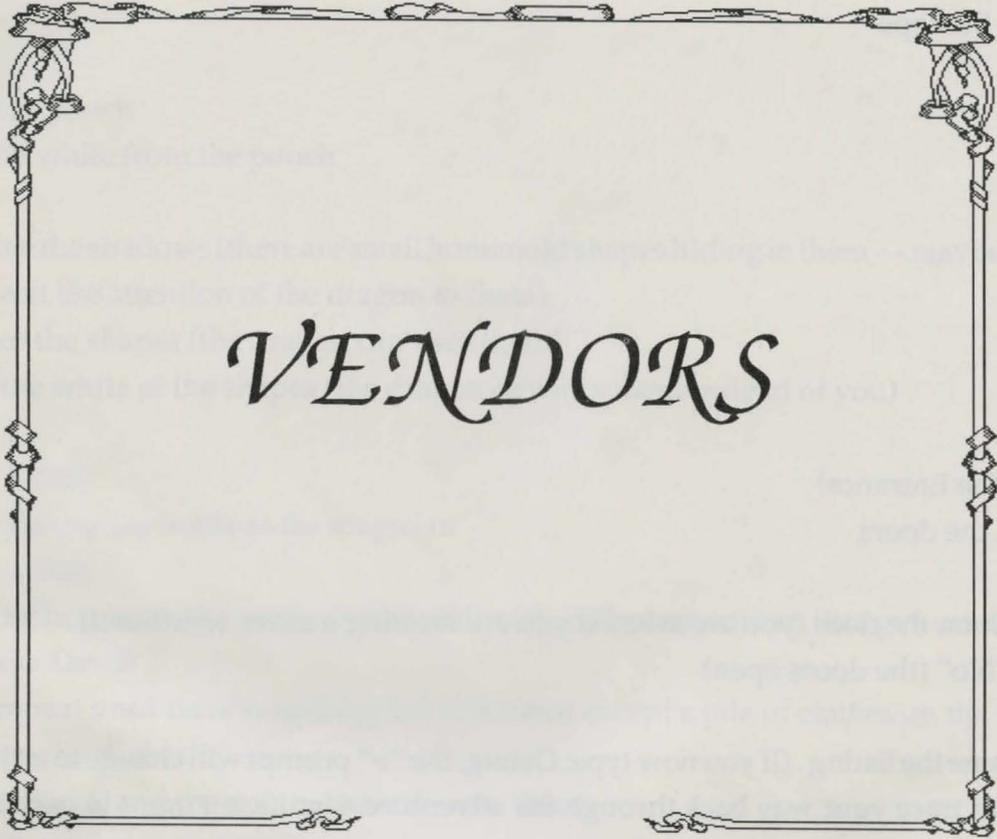
knock on the door (you are asked if you are wearing a silver wristband)

say "No" (the doors open)

s

examine the listing. (If you now type: Debug, the ">" prompt will change to a "]" and you can trace your way back through the adventure. Significant items in each room will now appear in parentheses).

You have achieved a score of 350 out of a possible 350.



VENDORS

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