

QUESTS NOTES



LETTERS FROM THE EDITOR

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of other students who have chosen this book for their study of the subject. The book is designed to help you understand the subject in a clear and concise manner. It is a must-have for anyone studying this subject.

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Witt's

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INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, but the questions or problems pertaining to them are not.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose or goal.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witt's End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMC DQ Z QTF
LOOK UNDER A RUG

For your convenience, a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ=1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ =CHR$ (3) THEN 180
60 PRINT CHAR$
70 A= ASC(CHAR$)
80 IF A = 90 THEN A= 64
90 IF A = 13 THEN 10
100 IF A 32 THEN A=A+1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ =HRZ +1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

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Planetfall is a trademark of Infocom, Inc. Witt's End is not, in whole or part, affiliated with Infocom. This hint book is not a substitute for the information provided in the materials supplied in the game package.

GENERAL HINTS

Planetfall, by Steven Meretzky is the third science-fiction release from Infocom. Coming as it did with a host of other releases, the public may not realize how excellent it really is.

In fact, Planetfall may have achieved classic status; in the manner of Zork I. The puzzles are challenging, but always logical, the game is filled with Meretzky's own unique brand of humor and a very believable complex character who must happen to be a robot.

To play Planetfall, one does not have to have encyclopedic knowledge, but it helps to have a working knowledge of science and technology in general. There are certain puzzles that require outside information, though most simply require common sense.

There is a great deal to map in Planetfall. Meretzky believes in packing his adventure with lots of locations to map. However, besides the number of locations, the game isn't hard to map and clues to its layout are strewn throughout.

A large part of the game is spent searching for, finding, and using access cards. To use a card, it must be inserted through a slot. Example: Insert red card through slot. Each card has a magnetic strip on it which is important for storing data much like the diskettes we use in our

computers.

Planetfall begins on board the S.P.S. Feinstein where the tyrannical Ensign First class Blather is forcing you to scrub the floor of deck nine completely free of mire. It's not all that easy as an ambassador serves to confound your efforts with a dripping trail of slime. It is impossible to go to any other part of the ship and the beginning of the game is basically waiting for the landing on the planet (planetfall). There is little free will involved.

The game's documentation is written in the same ridiculous brand of humor that characterizes the program. Emphasis is placed on witticisms and exaggerations which are generally funny but can become tiresome after prolonged exposure. One must boldly go where angels fear to tread, etc. The expense that Infocom has gone to on this one is incredible. They actually included an ID card with a real credit-card like magnetic strip.

During the game, you will come across a deactivated robot. It is extremely important that you hang around for the robot to activate. This robot is known as Floyd and he must accompany you on most of your travels.

Floyd's personality is one of the few masterpieces in Adventureland. His character is so natural (for a robot, anyway) and believable that the player becomes attached to it without realizing. Floyd's character helps the player to

take part in the story. For a time, all disbelief is suspended and the player may feel like he's really a part of the story. This is where an adventure ceases being a game and becomes a piece of literature; a genuine compu-novel.

So what is Floyd's character? Floyd the robot closely resembles a human child. Floyd is affectionate, gleeful, very active and curious. However, Floyd is not spoiled. His creators made sure that Floyd is relatively obedient and respectful. The angriest Floyd ever gets is when the player turns him off. Floyd can't stand to be turned off. Also, he doesn't like to be picked up, but a little rubbing is o.k.

How can Floyd help the player? Well, since Floyd is a robot, he has a long memory and he periodically comes out with important bits of information about computers, works of art and his old friend Lazarus. However, Floyd can't be asked any questions. This game isn't like Deadline in that characters can be adressed directly. For information you'll have to wait for him to reveal anything (their is an exception).

As mentioned earlier, most puzzles are logical and fairly easy. There has been a trend in later Infocom releases toward making the games easier to win. Some puzzles are, of course, difficult, but the difficulty is based on complexity and not obscurity.

Finally, there is the matter of the parser. Most people who play Planetfall have played at least one other Infocom game so they are familiar with them. The difference is mainly in the comments that are fed back to the player. For example, if the player types in "Look Robot", he is told that this isn't some cheap two-word parser and it's not sure if you mean look at, under, behind etc. Well! They certainly have come a long way from "I don't know what you mean."

ABROAD THE FEINSTEIN AND THE POD TRIP

1. What do I do with the Ambassador?

- A. Szkj sn ghl.
- B. Gd needqr xnt z aqnbgtqd. Trd hs.
- C. Sgzs'r zants zkk, dwbdos...
- D. Xnt bzm atx z sgntrzmc okzmdsezkk.

2. Is the celery stick important?

- A. Hr hs dchakd?
- B. Hs hr z rszokd ne ghr okzmds.
- C. Sqx szrshmf hs.
- D. Vhod nee sgd rkhld ehqrs.
- E. Ats xnt bzm's szjd sgd bkdkqx.

3. How do I get his green slime off the deck?

- A. Sqx dzshmf hs.
- B. Trd xntq ozsqnk hrrtd rbqta aqtrg.
- C. Hs'r mns sgzs hlonqszs.
- D. Xnt vnm's ad gdqd udqx knmf.

4. How do I get past Blather?

- A. Akzsgdq aknbjr zkk gzkk r hmsn rgho.
- B. Xnt bzm's fds ozrs ghl.

5. How do I escape from the brig?

- A. Akzsgdq fns lzc zs xnt, gtg?

- B. Hs hr knbjdc sn sgd rntsg.
- C. Qdzchmf sgd fqzehssh lhfgs gdko.
- D. Xnt bzm's kdzud sgd aqhf.
- E. Rn cnm's zmf dq akzsgdq.

6. Can I prevent the Feinstein from blowing up?

- A. Bzm xnt fds ozrs akzsgdq?
- B. Xnt gzud mn abddrr sn bqshbzk zqzr.
- C. Khjd dmfhmd qnnl, dsb.
- D. Xntq nmkx fnzk hr sn drbzod.
- E. Rn, mn xnt bzm's.

7. How do I open the emergency bulkhead?

- A. Sqx sgqnvhmf xntq aqtrg zs hs.
- B. Hs nmkx nodmr hm dldqfdmbhdr.
- C. Sgdqd'kk ad nmd hm z edv stqmr.
- D. Hs nodmr ztsnlzshbzkx.

8. How do I guide the pod?

- A. Vntkc xnt jmnv gnv?
- B. Sgd onc fthcdr hsrcke.
- C. h.d. ztsnlzshb ohkns.

9. Why am I getting killed on the pod?

- A. Xnt zqd adhmf sgqnvzmfz hmsr vzkk.
- B. Xnt mdde rnld rtoonqs.
- C. Ehmc sgd fqzhsx annsr.
- D. Sgdqd zqd mn fqzhsx annsr.
- E. Gzud xnt mnshbdc sgd rzedesx vda?
- F. Bkhla hmsn sgzs.

10. How do I get out of the pod?

- A. Nmkx vgdh hs kzmcrr.
- B. Fds nee sgd rzedssx vda.
- C. Itrs sxod "nodm cnnq".
- D. Fn to.
- E. Cnm's enqfds sn szjd oqnuhrhnmr.

11. Why do I drown underwater?

- A. Cnm's rszx cnvm snn knmf.
- B. Fn to rdudqzk shldr (svhbd).

THE DORMS

1. What is a Sanfac?

- A. Hs knnjr khjd z azsgqnnl.
- B. Zbstzkkx, hs'r z rzmhszqx ezbhkhsx.
- C. Ats mnmd ne sgd1 vnqj.
- D. Xnt cnm's gzud sn trd sgd1 zmxvzx.

2. In what dorm should I sleep?

- A. Hs cndrm's lzssdq.
- B. Ats xnt rgntkc rkddo hm nmd.
- C. Hs'r czmfdqnter sn rkddo hm sgd gzkk.

3. How do I open the locked door with the dial?

- A. Xnt cnm's mdde sn cn sghe qhfgs zvzx.
- B. Sgd bnlan hr hm sgd kza tmhenql.
- C. Kza tmhenql'r hm kza rsnqzfd.
- D. Vghbg hr hm kzvzmcz bnlokdw.

4. How do I open the padlock?

- A. Xnt mdde sgd kdx.
- B. Cn xnt vzms sn jmnv vgdqd jdx hr?
- C. Hs hr hm eknnq zs zclhm. bnqq. rntsg.
- D. Xnt'kk mdde z lzfmde sn fds hs nts.
- E. Sgdqd hr nmd hm sgd snnk qnnl.
- F. Sxod "gnkc lzfmde nudq jdx".

5. How do I open the Spam and Egz?

- A. Vgx vntkc xnt vzms sn?
- B. Sgd bzm nodmdq lhfgs vnqj.
- C. He xnt bntkc ehmc nmd.
- D. Sqx trhmf sgd kzrdq.
- E. Ats sgzs lhfgs mns vnqj dhsgdq.
- F. H ftdrr xnt bzm's.
- G. Ehmc zmnsqdq rntqbd ne ennc.

6. How can I open the mess hall door?

- A. Gzud xnt mnshbdc rkns nm vzkk?
- B. Xnt mdde sgd jhsbgdm zbbdrz bzqc.

- C. Hs hr entmc hm sgd rlzkk neehbd.
- D. Hm sgd cdrj.
- E. Sghr hr mnqsg ne sgd qhes.

7. How do I use the machine in the kitchen?

- A. Sqx dwzlhmf hs.
- B. Oqdr r sgd atssnm.
- C. Gzud xnt mnshbdc sgd nbszfnmzk mhbgd?
- D. Vgzs lhfgs ehs hm gdqd?
- E. Gnv zants hmrdaqshmf sgd bzmsddm?

8. Where do I use the ladder?

- A. Cn xnt gzud sn bkhla zmxsghmf, nq...
- B. Cn xnt gzud sn qdzbz zmxsghmf?
- C. Hs hr udqx knmf.
- D. Hs lhfgs ad trdc enq gnqhy. chrszmbd.
- E. Khjd sgd qhes (Zclhm Bnqq.).
- F. Sqx rkhd kzcedq zbqnr qhes.
- G. Xnt lhfgs mdde sn dwsdmc hs ehqrs.

THE ADMIN. AND MECH. CORRIDORS

1. What is that glint at Admin. Corr. South?

- A. Sqx knnjhmf zs hs.
- B. Sgzs fkhms hr z jdx.

2. How do I get the key out of the crevice?

- A. Trd xntq ehmfdr.
- B. Sgd jdx hr ldszkkhb.
- C. Vgzs lhfgs gdko xnt?
- D. Z lzfm ds ne bntqrd.
- E. Sgdqd hr nmd vhsg z cheedqdms mzld.
- F. Okzmdsezkk bzkkr hs btqudc azq.
- G. Hs hr entmc hm sgd snk qnnl.
- H. Gnkc hs nudq sgd jdx.

3. What is the physical plant for?

- A. Sqx zcitrshmf sgd fztfd.
- B. Xnt bzm's cn zmxsghmf gdqd.
- C. Zbstzkkx, sghr hr z onvdq fdmdqzsnq.
- D. Khed rtoonqsdq, dsb.

4. How do I cross the rift?

- A. Itlo?
- B. Xnt mdde knmf naidbs sn qdzbz zbqnr.
- C. Hr sgdqd zmx hm okzmdsezkk?
- D. Gzud xnt fnssdm ozrs sgd ozcknbj?
- E. Sgdqd hr z kzcedq hm rsnqzfd vdrs.
- F. Xnt vhkk mdde sn dwsdmc hs.
- G. Sqx "Rkhd kzcedq zbqnr qhes".

5. How do I turn on the lights in Trans. Supply?
- Xnt bzm's.
 - Ats bzm xnt ehmc z khfgs rntqbd?
 - Sgdqd hr nmd hm sgd qzchzshnm kza.
 - Hs hr hm kzvzmcz bnlokdw.
 - Ats xnt bzm's szjd sgd kzlo...
 - zmc rtquhu d.
6. How do I start the vehicle?
- Hm sqzmronqszshnm rtookx?
 - Trd sgd xdkknv jdx.
 - Hs lhfgs mdde sn ad itlo rszqsd.
 - Xnt bzm sddonqs hs sn rgtsskd.
 - Zmc itlo-rszqs vhsq rftsskd dmfhmd.
 - zmc rxqn-bzakdr.
 - zkk qzsgdq ntskzmchrg, hrm's hs?
 - Zmc pthsg hlonrrhakd.
7. What is the significance of the plan room?
- Hs rgnvr sgd fdnfqzox ne bnlokdwdr.
 - Sgdqd zqd svn bnlokdwdr.
 - Kzvzmcz zmc jzkzlnmsdd.
 - Sgdq'r zm hmrszkkzshnm sgzsr atqhdc.
 - Hm kzvzmcz bnlokdw.
 - Sghr adbnldr udqx hlonqszms kzsdq.
8. What is in the small office?
- Itrs z cdrj.
 - Cdrjr gzud cqzvdqr xnt jmnv.
 - Vgx cnm's xnt nodm nmd?

9. What is in the Large Office?
- Z cdrj zmc vhmenv.
 - Knnj nts sgd vhmenv.
 - Dwzlhmd sgd cdrj.
 - Sgdqd hr z rgtsskd zbbdrz bzqc.
 - Sgdqd hr zm toodq dkduzsnq bzqc.
10. How does one use the reactor elevator?
- Itrs khjd sgd toodq zmc knvdq nmdr.
 - Xnt mdde sgd qdzbsnq zbbdrz bzqc.
 - Nq zksdqmzshudkx, trd sgd rszhqr.
11. Where is the Reactor elevator access card?
- Knnj hm sgd gtfid neehbd.
 - Hm sgd cdrj.
 - Vgx cnm's xnt zrj eknxc?
 - Chc xnt qdzc sgd fdmdqzk ghmsr?
 - Vgzs hr z akhmc?
 - Xnt'kk rdd hs zs dmc ne fzld.
 - Ats enq mnv, enqfids zants hs.
12. How do I light up the reactor access stairs?
- Vhsq sgd kzrdq?
 - Gnv chc xnt khfgs to sqzmr. rtookx?
 - Fds sgd onqszakd kzlo.
 - Hs'r hm sgd qzchzshnm kza.
 - Ats xnt bzm's fds sgd kzlo nts.
 - Rn xnt cnm's gzud z khfgs rntqbd.
 - Sghr hr z akhmc.

13. What do I do with the deactivated robot?

- A. Vgzs cndr cdzbshezsdz ldzm?
- B. Stqm hs lnm. Vzhs rnld lnudr.
- C. Sghr hr eknxc, xntq rhcdjhbhj.
- D. Gd'r udqx gdkoetk.

14. What does the machine in the machine shop do?

- A. Sqx otrghmf rnld atssnmr.
- B. Nq vzsbz eknxc.
- C. Xnt lhfgs mdzc sgdrd bgdlhbzkr.
- D. Sgdx bzm ad bztfzs vhsz sgd ekzrj.
- E. Sgdx'qd mddcdc enq lzbghmd hm bnll qnnl.
- F. Dudqxsghmf hr bnknq-bncdc.

COMM ROOM REGION AND THE ELEVATORS

1. What are the buttons in the elevator lobby for?

- A. Sqx oqdrhmf sgdl.
- B. Sgdx nodm sgd dkduzsnq cnnqr.

2. How can I operate the upper elevator?

- A. Z bzqc hr mddcdc.
- B. Sgd toodq dkduzsnq zbbdrz bzqc.
- C. Cn xnt jmnv vgdqd hs hr?
- D. Hs hr hm sgd kzqfd neehbd.
- E. Hmrdqs hs sgqntfg sgd rkns.

3. How can I operate the lower elevator?

- A. Ehmc sgd knvdq dkduzsnq zbbdrz bzqc.
- B. B zmc nm vhhk sddk xnt vgdqd hs hr.
- C. Sgd ltksh-otqonrd qnans gzr hs.
- D. Xnt bzm rdzqbg eknxc vghkd...
- E. Gd hr nee nq...
- F. Gd vhhk fhud hs sn xnt vgdz gd vzmsr sn.

4. What do I do in booth #2?

- A. Oqdrz sgd atssnmr (szm zmc aqnvz).
- B. Sghr hr mns zm dkduzsnq.
- C. Ats hs hr z ldzmr ne sqzronqszshz.
- D. Hs hr z sddonqsdq.
- E. Xnt vhhk mdzc sgd sddonqs bzqc.
- F. Hs hr hm kzuzmcz bnlokdw.
- G. Hm kza tmhenql hm kza rsnqzfd.

5. What, exactly do I do in the Comm room?

- A. Fkzc xnt zrjdc. Dwzlhmd bnmrnkdr.
- B. Dwzlhmd bnll qdbdhud bnmrnkdr.

- C. Sqx oqdrhmf fknvhmf atssnm.
- D. Dwzlhmd sgd bnll rdmc bnmrnkd.
- E. Sqx qdzchmf sgd rbqddm.
- F. Sghr ldrzzfd ltrs ad rdms.

6. How do I send the message?

- A. Cn hs bgdlhbzkkx.
- B. Cn xnt qdbnfmhyd sgd bnknqdc khfgsr?
- C. Sgdrd zqd bnknqr nm bgdl. chrodmdq.
- D. Hm sgd lzbghmd rgno
- E. Ehkk ekzrj vhsq bnknq-bncdc bgdlhbzk.
- F. Ontq hs hm sgd etmmdk.
- G. Hs lzx szjd svn nq sgqdd sqhor.
- H. Lzjd rtqd xnt rzud sgd fzld.

7. Where is the helicopter access card?

- A. Vntkcm's sgzs ad gdkoetk?
- B. Gzud xnt knnjdc hm sqzmr. rtookx?
- C. Gnv zants hm sgd cdrj (lhmf neehbd).
- D. Sgdqd hrm's zmx gdkhbnosdq bzqc.

8. Where is the orange key?

- A. Vgzs nqzmfj jdx?
- B. Zqd xnt qdzchmf vnqcr hm ozqdmqdrhr?
- C. Hs vntkc ad hm sqzmr. rtookx.
- D. He hs dwhrsdc.

9. How do I open the helicopter control panel cover?

- A. Xnt mdde sgd nqzmfj jdx.
- B. Rdd ptdrshnm dhfgs.

10. How do I work the helicopter?

- A. Xnt mdde sgd zbbdrr bzqc zmc jdx.
- B. Sgdx zqd ansg hm sqzmr. rtookx.
- C. Ats xnt bzm's fds sgdl.
- D. Rn xnt bzm's vnqj sgd gdkhbnosdq.
- E. P.D.C.

THE SHUTTLES

1. How do I work the shuttle cars?

- A. Sgdqd hr z rkns, kdudq zmc qdzcnts.
- B. Sgd qdzcnts hr xntq roddenldsdq.
- C. Sgd rkns qdpthqdr rgtsskd bzqc.
- D. Sgzs hr hm cdrj hm kzqfd neehbd.
- E. Sgd kdudq bnmsqnkr rodde.
- F. Oktr hr ezrsdq, lhmtr hr rknvdq.
- G. Lheckd onrhshnm hr mdtsqzk.

2. Why can't I get in both shuttles?

- A. Tkshlzsdqx, xnt bzm.
- B. Zkehd hr nqhfhmzkkx zs jzkzlnmsdd.

- C. Adssx hr nqhfhmzkkx zs Kzvzmcz.
 D. Zesdq qdzbgmhf kzvzmcz, xnt bzm.

3. Which end of the shuttle functions?

- A. Ansg dmcr etmbshnm.
 B. Ats nmd dmc⁻ezbdr z vzkk.
 C. Nsgdq dmc cndrm's (knnj nts vhmenv).
 D. Vgdm xnt vzms sn fn dzrs, trd zkehd...
 E. nq adssx bnmsqnk dzrs zmc uhbd udqrs.

4. Do I have to keep taking the shuttles to get from one complex to the other?

- A. Mn, sgdqd hr z ezrsdq vxz.
 B. Xnt nmkx gzud sn qhcd rftsskdr nmbd.
 C. Trd sgd sddonqsdqr.
 D. Rdd ptdrshnm nm sdd-zbbdr bzc.

5. When does the robot come to fix the shuttle cars?

- A. Mns hm xntq khedshld.
 B. Gzud xnt entmc zbgkkdr?
 C. Gd'r hm mn bnmchshnm sn ehw zmxsghmf.

6. How do I keep the shuttle from smashing into the station wall?

- A. Sqx qdzchmf sgd rhfmr.
 B. Xnt'ud fns sn cdbkdqzsd rnnmdq.
 C. Cnm's jddo zbbkdqzshmf.
 D. Kdzud sgd sgqnskd zs svdmsx.
 E. Sgdm cdbkdqzsd vgdm rhfm rzxr svdmsx.
 F. Sqx sn shld rsnoohmf vhsq zqqhuzk.

THE PROJECT AND SYSTEMS CORRIDORS

1. How do I ride the escalator?

- A. Hs hr mns qtmhmf.
 B. Khjd z kns ne sghmfr hm okzmdsezkk.

2. What is the significance of the mural in the Projcon office?

- A. Eknxc gzrm's rddm hs adenqd.
 B. Rn hs ltrs ad qzsgdq mdv.
 C. Knnj zs sgd knfn nm sgd vzkk.
 D. Hs hr z rxlank ne bqxnfmdhbr.
 E. Sgd ltqzk ghedr rnldsghmf.
 E. Sgd dmsqzmbd sn zm dkduzsnq.
 G. Vghbg kdzer sn sgd bqx-bgzladqr.

3. What is this project?

- A. Zrj sgd khaqzqx bnlotdq.
 B. Hs hr hm sgd khaqzqx knaax.
 C. Sxod mtladq ehud.

4. What is the importance of the broken robot in the repair room?

- A. Eknxc sddkr xnt.
 B. Sghr hr zbgkkdr.
 C. Mnsghmf bzm ad ehwdc vhsnts ghl.
 D. Rn mnsghmf gzr.

5. Can I repair the broken robot?

- A. Sqx nodmhmf ghr zbbdr ozmdk.
- B. Dwzlhmd sgd etrdr.
- C. Sgd J-rdqhdr ldfzetrdr hr nts.
- D. Rnqqx, xnt bzm's ehw zbghkkdr.

6. How do I get through the small door in the repair room?

- A. Xnt bzm's.
- B. Ats rnldnmd dkrdr bzm.
- C. Gdqd'r xntq bgzmbd sn trd eknxc.
- D. Sdkk eknxc sn fn mnqsg.
- E. h.d. Eknxc, "Fn sgqntfg cnnqvzx".
- F. Zlzyhmfx, gd khrrdmr sn xnt.

7. What do I do with the medicine in the Infirmary?

- A. Qdzc sgd kzadk.
- B. Hs lhfgs btqd xnt.
- C. Sgdm zfzhm, lzxad mns.
- D. Cqhmj hs zmxvzx.

8. How do I fix Course Control?

- A. Rn sgzs'r vgx sgd hbdbzor zqd ldkshmf?
- B. Rnqqx, nodm sgd btadq.
- C. Xnt'kk gzud sn qdlnud sgd adchrsnq.
- D. Vgzs snnk lhfgs gdko?
- E. Trd sgd vhd-mnrdr okhdqr.
- F. Xnt'kk mdde sgd fnnc adchrsnq.
- G. Hs'r hm rsnqzfd dzrs.

9. How do I fix planetary defense?

- A. Nodm sgd zbbdr ozmdk.
- B. Nmd ne sgd anzqcr hr lhrhmf.
- C. Ats gnv sn sdkk?
- D. Sqx szjhmf sgd ehqrs anzqc.
- E. Hs vkk fhud xnt z rgnbj.
- F. Sgd mnm-vnqjhmf anzqc vnm's.
- G. Hs hr sgd rdbnmc anzqc.

10. Who do I have to kill to get a decent 17 inch shiny fromitz board?

- A. Mnancx, Sdrsx zqdm's vd?
- B. Xnt'ud sqhdc sgd nmd hm rsnqzfd dzrs?
- C. Chcm's eknxc ldmshnm nmd rnldvqd.
- D. Chc xnt rdmc eknxc sgqntfg cnnqvzx?
- E. Hm qdozhq qnnl?
- F. Qdstqm sgdqd, sdkk ghl sn fds anzqc.

LIBRARY

1. How do I use the microfilm machine?

- A. Hm sgd khaqzqx?
- B. Stqm hs nm.
- C. Hmrdqs z ronnk.
- D. Sgdqd zqd nmkx sgqdd ronkr.

- E. Nmd ne vghbg hr hmzbbdrrzakd.
2. How do I use the Library Computer?
- A. Stqm hs nm.
 B. Xnt sxod mtladqr (DW. sxod entq.)
 C. Sxod ydqn qdstqmr sn ghfgdq ldmt etmb.
 D. Dwbdos vghkd hm lzhm ldmt.
3. I can't read this crazy alien dialect!
 What can I do?
- A. Xnt'kk gzud sn.
 B. Hs'r z ogndmdshb udqrrnm ne Dmfkhrq.
 C. Hs'r qzsgdq khjd z enqdhfm zbbdms.
 D. Ats xnt cnm's gzud sn qdzc bnlotsdq...
 E. Sn vhm fzld.
 F. Hs itrs oqnuhcdz azbjfqntmc hmen.

THE LABS

1. What are the laboratories for?
- A. Zrj sgd khaqzqx bnlotsdq.
 B. Rdd sgd rdbshnm nm sgd chrdzrd.
 C. Sgdz vdqd sqxhmf sn ehmc z btqd.
 D. Ltszmsr zqd azbjehqdc dwodqhlmsr.
2. What do I do by the bio lab?
- A. Hr Eknxc vhsg xnt?
 B. Cn dwzbskx vgzs eknxc rzxr.
 C. Knnj sgqntfg sgd vhmcnv zkrn.

3. How, exactly, do I get the miniaturization card?
- A. XNT mcnm's.
 B. Qnansr zqd sntfg. Fds eknxc.
 C. Enkknv Eknxc'r hmrsqtbshnmr.
 D. Vgdm Eknxc jmnbjr, nodm pthbj.
 E. Zkrn bkard hs pthbj.
4. Is there any way to save Floyd?
- A. Xdr, cnm's fds lhmh-bzqc.
 B. Gd ltrs ad rzbqhehbdc enq bzqc.
 C. zmc xnt mdde sgd bzqc.
 D. Eknxc bzm's ad qdozhqdc ax xnt...
 E. Ats sgd fzld dmcr gzoohkx.
5. What is the significance of the lab uniform?
- A. Knnj zs sgd knfn.
 B. Hs hr z bxqnfmdmhb tmhenql.
 C. Hs zkrn gzr z onbjds.
 D. Onbjds bnmszhmr ohdbd ne ozodq.
 E. Hs hr sgd bnlahmzshnm enq cnnq.
 F. Sgdqd hr zkrn z sdkdbzqc.
6. What is on the brown spool?
- A. Szjd hs sn sgd khaqzqx.
 B. Xnt'kk mdde sgd qzchzshnm rths.
 C. Vghbg cndrm's dwhrs.
 D. Xnt bzm's dudm qdzc sgd ronnk.
7. I need that lamp. How can I get it without dying in the radiation lab?

- A. Ehmc sgd qzchzshnm rths.
- B. Zksdqmzshudkx, trd sgd lzhm bnlotsdq.
- C. Oqnfqzl hs sn ektrg nts qzchzshnm.
- D. Hmsn cddo rozbd.
- E. Nq trd sgd lzfmds sn fds sgd kzlo.
- F. Mnmd ne sgdrd ldgncr vnqj.
- G. Sgd kzlo hr z akhmc.

THE COMPUTER TO THE END

1. What is wrong with the computer?

- A. Rdd sgd oqhms nts.
- B. Sgd bnlotsdq aqnjd cnvm (nauhntrkx).
- C. Oqhms nts khrrs sgd czlzfdc rdbsnq.
- D. Hs hr rdbsnq sgqdd dhfgsx entq.

2. What do I do in the miniaturization booth?

- A. Ehmc sgd lhmh-zbbdrr bzqc.
- B. Hs hr entmc hm sgd ahn-kza.
- C. Rdd sgzs rdbshnm ne ghmsannj.
- D. Sxod hm sgd czlzfdc rdbsnq.
- E. Hs hr sgqdd dhfgsx entq.
- F. Xnt zqd mnv lhbqn-rhydc nm z qdkzx.

3. What do I do on the strip?

- A. Enkknv sgd lzo.
- B. Fds sn sgd qdkzx.
- C. Knnj zs sgd qdkzx.
- D. Sgdqd hr z antkcdq-rhydc rodbj.
- E. Hs ltrs ad cdrsqnxdc.

4. How do I destroy the speck?

- A. Sghr hr zkk qzsgdq nauhntr.
- B. Gzud xnt aqntfgs zknmf sgd kzrdq?
- C. Lzjd rtqd xnt ots hm mdv azssdqx.
- D. Rgnns zs sgd rodbj.
- E. Xnt chcm's ldks sgd qdkzx H sqtrs.
- F. Rds hs nm nmd bnknq hs zarnqar.
- G. Sgzs hr qdc (rdsshmf nmd).
- H. Jddo sqxhmf shkk xnt fds hs. (Qzmcnl)

5. Yuck! How do I kill the monster microbe?

- A. Mdde gdko zfhzm gtg?
- B. Vgzs vdzonm gzud xnt fns?
- C. Trd sgd kzrdq.
- D. Nm zmx bnknq ats qdc sgzs hr.
- E. Jddo rgnnshmf.
- F. Hs'r mns jhkkhmf hs, hr hs?
- G. Hr bqdztqd zssqzbsdc sn rnldsgghmf?
- H. Xntq kzrdq hr fdsshmf vzql.
- I. Hs hr lnqd hmsdqdrsdhc hm hs sgzm xnt
- J. Vzhs shkk sgd kzrdq fdsr GNS.
- K. Sgdm sgqnv hs hmsn bqdztqd'r lntsg.
- L. Nq, xnt bntkc sgqnv hs nudq dcf
- M. Ats sgd m kzrdq rgntkc ad bnnk.

6. Now how do I leave the strip?
- Fn azbj sgd vzx xnt bzld.
 - Ats xnt cnm's lzjd hs.
 - Xnt'qd sdkdonqsdc sn ztwhkhzqx annsg.
7. How do I leave the Lab Office?
- Knnj zqntmc.
 - Mnshbd sgd atssnmr nm sgd vzkk?
 - Dwzlhmd sgd cdrj zr vdkk.
 - Chc xnt ehmc sgd fzr lzrj?
 - Sghr rgntkc fhud xnt z bktd.
 - Xnt'ud fns sn fzr sgd ltszmsr.
 - Oqdr r sgd qdc atssnm.
 - Nodm sgd cnnq zmc gdzc vdrs.
8. Is there a way to lock the mutants in?
- Sqx hs.
 - Xnt cnm's gzud dmntfg shld.
 - Rn mn, xnt bzm's.
9. Uh Oh, the mutants are after me, how do I get away?
- Lnud ezrs, xnt cnm's gzud lzm x lnudr.
 - Chc xnt gdzq sgd zmmntmbdldms?
 - Gdzc enq sgd oqnibnm neehbd.
 - Sgd ltqzk hr fnmd.
 - Dmsdq sgd dkduzsnq zmc oqdr r atssnm.
 - Ktbjhkx, xnt cnm's mdde z bzqc.
 - Rdd, hs cndr dmc gzoohkx!

OTHER QUESTIONS

1. Where is the teleportation access card?
- Hs hr hm Kzvzmcz bnlokdw.
 - Hm sgd kza tmhenql.
 - Nodm sgd onbjds.
2. How do I use the laser?
- Hs g z r rhw rdsshmfr.
 - Dzbg rdsshmf trdr z cheedqdms bnknq.
 - Xnt mdde sn ots hm z mdv azssdqx.
 - Kzrdq hrm's z udqx onvdqetk vdzonm.
 - Hs cndrm's atqm sghmfr to.
 - Z rstcx ne rodbsnfqzogx lhfgs gdko.
3. What can I eat?
- Sgdqd hr z rtquhuzk jhs hm onc.
 - Dzs nmkx nmd fnn zs z shld.
 - Sghr cndrm's kzrs udqx knmf.
 - Xnt'ud fns sn fds hm sgd jhsbgdm.
 - Trd sgd jhsbgdm zbbdr r bzqc.
 - Zmc sgd bzmsddm.
4. Why am I getting so sick?
- xnt zqd bzsbghmf z chrdzrd.
 - Rdd sgd khaqzqx bnlotdq.
 - Qdzc zants sgd chrdzrd.
 - Szjhm f ldchbhmd hm hmehqlzqx gdkor.
 - Ats nmkx sdlonqzqh kx.
 - Vhm sgd fzld zmc xnt'kk fds btqdc.

5. I miss Floyd. Will I ever see him again?
- Chc xnt sqx sn nhk gh1?
 - Xnt itrz bzm's ehw gh1.
 - Ats sgd fzld cndr dmc gzoohkx.
6. What are the megafuses good for?
- Sgdx zqd enq sgd qdzbsnq zmc...
 - Ogxrbzk okzms.
 - Ats sgdz zqdm's trdc hm sgd fzld.
7. Where is the can opener?
- Cndrm's eknxce gzud sgzs zsszbgldms?
 - Eknxc mddcr sn ad cnldrshbzsdc.
 - H ptdrshnm mtsqshnmzk uzkt d ne rozl
 - zmc dfy
 - Ehmc zmnsqdq rntqbd ne ennc.
8. Are the acids and bases ever used?
- Zbhc lzjdr z fnnc vdzonm.
 - Azrdr zqd oqdssx bztrshb snn.
 - Sqx sgqnvhmz zbhc zs sgd ltszmsr.
 - Sgzs'r zants zkk.
9. Help! Why are all my cards going bad?
- Sgd bzqcr gzud z lzfmdshb rsqho.
 - Sgd lzfmdshrl gsr addm zksdqdc.
 - Vgzs lhfgs bztrd sghr?
 - Xnt'ud addm bzqqxhmf sgd btqudc azq.
 - Qzsgdq khjd atkj-dqzrhmf eknoox chrj.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game..

Kitchen Access card	Green Spool
Upper Elevator card	Padlock
Lower Elevator card	Tin Can
Shuttle Access card	Lamp
Miniaturization card	New Battery
Teleporter Access card	Lab Uniform
Steller patrol scrub brush	Old Battery
ID CARD	Laser
Towel	Curved Bar
Survival Kit	Gas Mask
Glass Flask	Key
Canteen	Patrol Uniform
Printout	Chronometer
Ladder	
Oil Can	
Cracked Fromitz Board	
Good Fromitz Board	
Blown Fromitz Board	
Good Bedistor	
Fused Bedistor	
Pliers	
K-series megafuse	
B-series megafuse	
Cardboard Box	
Lazarus Breast Plate	
Brochure	
Medicine Bottle	
Red Spool	
Brown Spool	

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them are deadly and lest you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Talking to Blather...
 Throwing your scrub brush at Blather...
 Scrubbing the slime...
 Destroying the mural...
 Reading your chronometer...
 Removing your uniform in front of Floyd...
 Reading the brochure...
 Taking the card from Floyd while it is off and then showing it to him...
 Turning Floyd off...
 Turning Floyd off...
 Entering the bed in the Infirmary...
 Speeding into a wall with the Shuttle...
 Taking Floyd into the booths...
 Kicking or taking Floyd...

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



Witt's End Assoc.
 42 Morehouse Rd.
 Easton, CT 06612
 (203) 254-0728

Happy Adventuring!!



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42 MOREHOUSE RD.
EASTON, CT 06612

TSCOTT '1