

ERIC THE UNREADY™



The Official Hint Book

from

Legend Entertainment Company

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AUTHOR'S INTRODUCTION

Go Away!!

I can't think of another
funny thing to say about
this @#%! game!

- Bob

Editor's Note: Senior Management would like to apologize for the recent aberrant behavior displayed by Bob Bates. Clearly, the dual responsibilities of game-writing and managing the vast multi-national interests of the company have driven him over the edge. While Mr. Bates has suggested a recuperation period which he referred to as a "vacation," we believe such curatives are highly overrated and have instead prescribed a vigorous schedule of staff meetings, quarterly reviews and budget planning. We have full confidence that in time, Bob will see the wisdom of this approach and will eventually stop walking around the office wearing his sunglasses and carrying a pina colada.

Get me out of here!

Seriously folks, what Bob really wants to tell you is that he had great fun writing Eric and that both he and his family are relieved that his years of watching late night TV have finally paid off.

AUTHOR'S
INTRODUCTION

My dear
I am a student of
I hope you will find
this book
-2-

The first chapter discusses the importance of the
author's introduction in a book. It explains that
the introduction serves as a guide for the reader,
providing context and background information.
It also discusses the various purposes of an
introduction, such as to state the author's
intentions, to outline the book's structure,
and to engage the reader's interest. The
chapter concludes by emphasizing the need for
a clear and concise introduction that
effectively communicates the author's message.

End of introduction

The author's introduction is a key element of a book,
providing the reader with essential information
about the text. It should be well-written and
clearly organized, reflecting the author's
expertise and style. A good introduction
not only informs the reader but also
inspires them to continue reading.

TIPS

USING THE ALTERNATE INTERFACES WITHOUT A MOUSE

Emulating the Mouse

If you do not have a mouse, there are still quick and easy ways to build commands from the menus on the main interface without typing. To do this, first press the <TAB> key. When you do, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can “click” by hitting <ENTER>, and “doubleclick” by hitting <SHIFT><ENTER>.

Alternate Screen Interfaces

You will encounter a number of alternate screen interfaces during game play. While these interfaces are graphical in nature, they are easy to use with keyboard commands.

Newspaper Interface

Each day of your adventure you will find a newspaper that will contain helpful hints. To read each of the articles in turn, keep pressing the “down” arrow key. To back up through the articles, press the “up” arrow key. To select a previous day’s newspaper, press <P>. To select the next day’s newspaper, press <N>. If you want to select a specific page to read, you can press the corresponding number of the article on the keyboard. To exit this interface you can press <D> or <ESC>.

Card Game Interface

At one point in the game you will play a card game to win a prize that you will need to solve a puzzle. Use the cursor keys to position the pointer over a card, then press the <ENTER> key to select that card. You can hit the <ESC> key to exit the interface at anytime.

Menu at the Tavern and Library Interface

In two places you will need to select items from a list. Use the cursor keys to highlight the item you wish to order and press the <ENTER> key to select that item.

Wheel of Torture Interface

At some point in the game you will play "Wheel of Torture" to win a prize that you will need to solve a puzzle. To select a category, you can press the number that corresponds to the category. This will automatically choose the next question in the category. Or you can use the cursor keys to select a specific category and dollar amount, and then press the <ENTER> key to select that question. To answer a question, you can either select the number that corresponds to the answer you choose, or you can use the cursor keys to select the number and press the <ENTER> key to select your answer.

Steering the Raft Interface

To navigate the raft through the Swamp, you must first be seated in the Captain's chair. To set your craft in motion, press the <I> key. To turn your craft to the right (starboard), press the <S> key. To turn to the left (port), press the <P> key. To stop the raft, select the <F> key. To stand up at any time, press the <ESC> key.

PUZZLES AND ANSWERS

This section is the reason you bought this book. It contains vague hints, specific hints and answers for every puzzle in the game. To use this section, first scan the *Puzzle* listing which begins on the next page and look for the puzzle you are having difficulty with. Note the question number and then look up either a *Vague Hint*, *Specific Hint* or *Answer* in one of the three help sections that follow.

For example, if you are in the Tavern on Day 4, you may need help getting the menu from Bruce. This is question 28. Item 28 under *Vague Hints*, *Specific Hints*, and *Answers* will all correspond to this puzzle and will give you increasing amounts of help. To prevent you from inadvertently looking up an answer, we have added a vertical black bar along the edges of all the *Answers* pages.

PUZZLES

Day 1: The Beginning

1. What do I do with the Cowpectate?
2. What do I do with the Tort-ease?
3. What do I do with the Hog-wild?
4. How can I get down into the hole in the Privy?
5. How do I get the pig out of the hole?
6. How can I get out of the Privy?
7. What can I do with the daughter?

Day 2: Sunday

The Quest for Lorealle

8. Help! I'm stuck in my armour in the Barracks!
9. How can I get a gold coin?
10. How do I get up into Bud's Tower?
11. How do I get back up into Bud's Tower to give him the root beer float?
12. How do I get the earmuffs from Bobbin?
13. How can I get into Ulric's House of Torches?
14. Now that I've hired the bard, he keeps putting me to sleep.
15. Giovanni keeps asking me for my measurements. What do I do?
16. How do I get past the alert guard?

Day 3: Monday

The Cemetery, The Enchanted Forest, and The Not So Great Underground Empire

17. How do I open the stone lid in the Cemetery?
18. How do I get past the tree with the nasty roots?
19. How do I get into the small white house?

20. How do I get the beard from the case?
21. How do I win the sweepstakes?
22. How do I get the starter rock?
23. How do I make the ferrous wheel go?
24. How do I get the pitchfork?
25. I've got the pitchfork. Now how do I get down off the ferrous wheel?
26. How do I get into the Attic?
27. How do I get out of the Attic before getting eaten by a Gnu?

Day 4: Tuesday

The Tavern and Blicester Castle

28. How do I get the menu from Bruce?
29. What should I order from the menu?
30. How do I breach the outer wall of the castle?
31. How do I get into the inner tower? (Part 1)
32. How do I get the branch from the oaf?
33. How do I get into the inner tower? (Part 2)
34. How do I get past the attack turtles?

Day 5: Wednesday

St. Barchan's Day Fair and The Dragon

35. How do I keep the dragon from flaming me?
36. What does the cook want?
37. How do I get an apple?
38. How can I get the boa from the maypole?
39. How do I get the chamberpot?
40. What do I want from Lily?
41. How do I win the shell game?
42. How do I get the crossbow out of the Shooting Gallery?
43. How do I win the fool's cap?
44. How do I know which part of the dragon to shoot?

Day 6: Thursday

Temple of Virgins

45. How do I get into the Temple?
46. How can I pass the virgin's test?
47. Where can I find a dried Eucagum leaf?
48. Where can I find some virgin's tears?
49. How do I get to stay in the Sanctuary during the sacrifice?
50. How do I keep the virgin from jumping into Molochi's mouth?

Mountain of the Gods

51. How can I get into the Palace of the Gods?
52. How do I get in to see Morty?
53. How do I get some nectar?
54. What book should I get from the Library?
55. How can I keep the book long enough to learn how to get up to the top of the mountain?
56. Where can I find a slimewig?
57. Where can I find the Egg of Oblivion?
58. How do I get the costume and the woad?
59. How do I get the golden key?
60. How do I get to the top of Mount Spa?

Day 7: Friday

Swamp Trek

61. How can I help the crew find their way through the fog?
62. Where do I find the ingredients for the drink that Daddoo wants?
63. How do I get the coconut from the four-headed monkey?
64. What's the deal with Treasure Island?
65. What do I do with the coconut and the umbrella?

66. How do I get past the iceberg?
67. How do I open up the coconut?
68. How do I get the crew down from the cage?

Day 8: Saturday

Witch's Castle

69. How do I get past the Black Gate?
70. How do I keep from dying when the sand runs out of the hourglass?
71. How do I read the spellbook?
72. What is the solution to the riddle in the spellbook?
73. How do I solve the mirror puzzle?
74. How do I get out of the Witch's Bedroom?
75. How do I stop the wedding before the witch's goons kill me?
76. How do I keep the witch from killing me in the Great Hall?
77. How do I get out of the castle before it collapses, and what do I do with Lorealle?

Miscellaneous Questions

78. What is the magic of the backpack?
79. Do I ever need to get into the Lawyers' Office?
80. What do I need to do with the eyepatch?
81. Do I ever need to find the Wed Waven that Lily mentions?

VAGUE HINTS

This section contains vague hints to assist you in solving the numbered puzzles beginning on page 4.

1. Well, whatever you do, don't drink it.
2. Testudinal is just a fancy word that means "something to do with a turtle."
3. Porcine is just a fancy word that means "something to do with a pig."
4. You'll need something from the barn to help you here.
5. You can't catch it.
6. What goes down, must go up.
7. First you should try to talk with her.
8. You can't get out by yourself.
9. You'll need some magical assistance.
10. First you need to get something from Giovanni.
11. Wizards are notoriously fickle in their desires.
12. He needs the earmuffs because it's so cold.
13. Ulric is afraid that you're going to burn down his place again.
14. There's something about his voice that seems to put everyone to sleep.
15. Well, give them to him.
16. He's much too alert for you to sneak past him, perhaps you can find a way to make him less alert.
17. You can't open the lid unless you're inside the sepulchre.
18. The move that the roots makes to trip you is very complicated and calls for a great deal of precision on the tree's part.

19. You need to move that loose board.
20. You need to unlock the case.
21. You need to give Ed McDwarf the sweepstakes notice from the mailbox.
22. You need to give Fran twenty Zonkmids.
23. The ferrous wheel requires two things to make it go.
24. You need to stop the ferrous wheel so you'll be right at the top.
25. You can't start the ferrous wheel up again.
26. It's too high for you to get into on your own.
27. It's too dark to see much of anything.
28. Bruce's work as a waiter is only his day job.
29. Perhaps you should order something that has less taste?
30. All the siege equipment seems pretty useless.
31. The key to the tower is hanging right there in front of you.
32. The oaf's two heads seem to disagree with each other a lot.
33. You need to make an impression of the rusty key.
34. A fancy name for something having to do with turtles is Testudinal.
35. You can't keep the dragon from flaming you.
36. Take a good look at that boar.
37. Listen to the Herald outside the entrance to the Fair.
38. The first thing you should do is make sure you have attended all three shows in the Amphitheatre.
39. The trick here is to stay focussed on keeping the gong from ringing so the troll doesn't come in.

40. The official reason for your visit is to get the weed. Anything else you do is on your own time.
41. You need to get something from someone who already knows how to win it.
42. The Barker seems to be quite a ladies man.
43. You need to do something sufficiently funny.
44. The trick here is to anticipate where the vulnerable spot is going to appear next.
45. The virgins aren't going to let you in looking the way you do.
46. Reading the newspaper every day is essential here.
47. There's a large Eucagum tree out in the pasture.
48. Well, there's a perfectly eligible virgin sitting right in front of you in the Examination Room.
49. You need to find a good hiding place.
50. The virgin is very nervous. You need something to calm her down.
51. Entrance is by invitation only.
52. Morty only sees people on business.
53. First you've got to get into Morty's office.
54. Emily always confuses the titles of the books.
55. You're going to need someone else's help on this one.
56. Slimewigs sound pretty gross and disgusting. Maybe there's one in the Lawyers' Office off of Morty's office.
57. Hmmm. Let's see. Who around here seems to have memory problems?

58. You'll never get them while Clio is in the room.
59. The person stopping you from getting the key is the Goddess of Beauty, and she's only there because it's so warm. Perhaps you can make conditions a little more frosty for her.
60. To do this you will have to solve all the other puzzles on the Mountain of the Gods, and then perform an ancient ritual.
61. Zulu seems to have lost his sense of direction.
62. The ingredients are scattered on various islands in the swamp.
63. You need to distract his attention.
64. You need to complete a test before you can land there.
65. The coconut is too big to do you any good.
66. You need to melt it. Perhaps the dragon can be of some assistance.
67. You need to get past the iceberg before you can open up the coconut.
68. Just give Daddoo what he has asked you for.
69. The solution to this puzzle involves the liberal use of puns.
70. If the sand runs out, then you're doomed.
71. You can't read anything on the blank page.
72. The "Eyes of the Dead" refer to the eyeballs in the jar.
73. You must approach the puzzle as if you were on the other side of the mirror.
74. There are no more hidden passages.
75. First you'll need to remember when the wedding starts, and how long the ceremony will take.

- 76.** A long time ago, Bud mentioned sending the witch something that would do her real harm.
- 77.** Don't dawdle. As soon as the witch is dead, pick up Lorealle and get out of there.
- 78.** Try filling it up with all of the objects that you find. Isn't it amazing how it never becomes full?
- 79.** Have you tried talking to Morty about it?
- 80.** Have you tried wearing it yet?
- 81.** Don't you have something more important you should be doing, like saving the Princess?

SPECIFIC HINTS

This section contains specific hints to assist you in solving the numbered puzzles beginning on page 4.

1. If the cows won't drink it, no one will.
2. You won't encounter any turtles on the first day.
3. An aphrodisiac is something that makes one thing attracted to another.
4. How are your rappeling skills?
5. You need to get something from the barn.
6. Just go back the way you came.
7. Have you tried to get her apples?
8. Perhaps your Squire will help.
9. You need to climb Bud's Tower.
10. Plant the bean in the garden and then give it something that will help it grow.
11. Perhaps Bud doesn't really want a root beer float.
12. You need to warm the place up a bit.
13. All you need from Ulric is that torch.
14. Perhaps you can find a way to block out his voice.
15. Consult the armour diagram in your manual.
16. You need to deal with Ponce the Bard first.
17. You can't get into the sepulchre from the Cemetery.
18. Perhaps you can give the tree something that will throw off its timing.
19. You'll need to find something that will help you pry up the board.

20. Someone in the basement of the house has the key to the case.
21. You need to disguise yourself as Fondor Bindlecrank before Ed McDwarf will give you the prize.
22. You can't get the Zonkmids you need until after you have solved the sweepstakes puzzle.
23. A combination of the lever and the green button will make it work.
24. You need to have won the card game with the dwarf and bought the starter rock from Fran before you will be able to stop the wheel.
25. You're going to have to use something you got from Fran.
26. You need to climb on something.
27. Take a look at that ceiling.
28. Bruce really aspires to be a bard.
29. Perhaps you should order something that is more filling?
30. The only way in is over the top.
31. You need to make a copy of the rusty key.
32. Perhaps you can give the oaf something that will make his heads argue with each other enough that they won't notice you.
33. Take a good look at the seal on the Proclamation.
34. Another name for a turtle is a tortoise.
35. What you need is some protection.
36. What is usually stuffed into the mouth of a roasting boar?
37. Get yourself arrested, and then try to get the apple from the young boy by remembering the Golden Rule.

38. The jugglers have something that will be very useful to you.
39. You need to perform a sequence of actions, each of which is designed to keep the gong from ringing. If you stick at it long enough, you'll get it in the end.
40. You need to get the boa from the top of the maypole.
41. You need to solve the Lily puzzle first.
42. Perhaps you can find something that will distract his attention.
43. Perhaps something from the Shooting Gallery will help.
44. See if you can detect any patterns.
45. Read the sign below the bells and see if that helps.
46. You need to make a concoction that will make the unicorn become fond of you.
47. You need to find a way to get up into that tree. Perhaps you can persuade the unicorn to give you a boost.
48. Well, there's a perfectly eligible virgin sitting right in front of you in the Examination Room.
49. You can't see to the bottom of the vat, can you?
50. You've been carrying around something for a long time that you probably think is worthless by now.
51. Explore the environment.
52. You've got to convince Clio that she should let you in.
53. When you give the note to Morty, he will give you a token. Look at the token carefully, and then listen to what the Repairgod has to say.
54. Perhaps you should ask for a book that will sound like what you want AFTER she has misunderstood what you've said.
55. Perhaps you don't have to read the book in its original form.

56. Nah, it's not in the Lawyers' Office. Even a slimewig has its standards.
57. The Egg of Oblivion is in the hole that the God of Short Term Memory is digging.
58. You'll have to lure her out of the room somehow.
59. You've got to make the God of the North Wind blow. Consult the bulletin board in the Lounge of the Gods for something that might help.
60. The steps of the ritual you need to perform are in a book in the Library of the Gods.
61. You have something that is supposed to heighten one's sense of direction.
62. Get on the raft and steer it from island to island.
63. You need to give him something that monkeys are usually interested in.
64. Go to Milligan's Island and wait for a bottle to float into the lagoon.
65. You need to shrink both the coconut and the umbrella.
66. Hmm. The dragon seems to be too small to do much damage to the iceberg. Perhaps you can think of a way to make him bigger.
67. Check out the equipment in the Gnoll's Playroom.
68. Visit the various islands in the swamp and collect the items you need to make a coconut and rum drink.
69. Each of the items that Bud mentioned to you at the beginning of the game will help you here.
70. The trick is to keep the sand from running out.
71. You can't turn the page by yourself. You'll need to do something else first.

- 72.** The ancient symbol of wisdom is the owl.
- 73.** From the other side of the mirror, the addition being performed is "Nine plus nine."
- 74.** You'll need to use her broom.
- 75.** You'll need to use the green makeup from the Witch's Bedroom to solve this problem.
- 76.** The witch has an incurable sweet tooth.
- 77.** Have you tried kissing her?
- 78.** Have you ever wondered what might happen if you didn't pick up something you need later to solve a puzzle?
- 79.** It's usually advisable to see a lawyer only when you have a need for legal counsel and lots of money.
- 80.** Perhaps you could scare people away that you meet travelling around the swamp if they thought you were a pirate.
- 81.** You should be ashamed of yourself for even wanting to retrieve it.

ANSWERS

This section contains the answers to the numbered puzzles beginning on page 4.

1. The Cowpectate has no use in the game at all.
2. Wait until you come across some turtles, and then give the Tort-ease to them.
3. Once you're down underneath the Privy, give the Hog-wild to the pig.
4. Get the rope from the Barn, tie it to the hook, and then climb down the rope.
5. Give the Hog-wild to the pig.
6. Climb the rope.
7. There's nothing you can do with her except talk.
8. Be patient. Your Squire will set you free.
9. See the hints on getting up into Bud's Tower.
10. After you've planted the bean in the garden, fill your helmet with water from the Duckpond and then pour it onto the bean.
11. Don't worry about it. You don't have to get back into the tower, and you don't need to give the root beer float to Bud.
12. Get the kindling from the Feasting Hall and put it in the fireplace. Then light it with the torch.
13. Don't worry about it. You don't need to go into Ulric's once you've got the torch.
14. Get the earmuffs from Bobbin and then put them on.
15. If you don't have a manual, call 1-800-658-8891 and buy one from us for \$10.00 plus \$4.00 shipping.

16. After you've figured out how to stay awake while listening to the bard, lead Ponce into the Feasting Hall and wait for him to tell the Epic of Baldur. This will put everyone to sleep, including the guard. Once he's asleep, simply climb the stairs.
17. The only thing you really need to do in the Cemetery is to take the newspaper and read it.
18. Give the root beer to the roots.
19. Go into Fran's Rock Emporium. When you leave, he'll give you a pickaxe. Use it to pry up the board.
20. Move the rug and open the trap door. You will be given the key to the case.
21. Look in the pile of bones in the Bedroom of the white house. Inside, you'll find a driver's license. Put on the beard from the cabinet in the Living Room, kneel down, and then go into the Clearing House and give the sweepstakes notice to Ed McDwarf. Then, when he asks you for some ID, give him the driver's license.
22. Once the theme park is built, stand up and remove your beard. If you wait in the Cavern long enough, someone will come up to you and give you a twenty Zonkmid piece.
23. Pull the lever, sit down in the seat, and then press the green button.
24. Take the starter rock and put it into the slingshot you won from the card-playing dwarf. Get in the ferrous wheel and turn it on. Then, on the turn when you are nearly to the top of the ferrous wheel, shoot either the red button or the lever with the rock. The wheel will come to a halt with you just below the pitchfork. All you have to do is stand up and take it.
25. Tie the bungee cord to the branch and then dive off the wheel.
26. When you retrieve the pitchfork, Fran gives you the Headrest Special. Drop it in the Bedroom and then stand on it to pull yourself up into the Attic.

27. You're in the stone sepulchre inside the Cemetery. Push on the stone slab, or simply type >UP.
28. Give him the coupon that you find inside the boring book.
29. Order the Mead Lite.
30. Climb the rungs. After the bush burns away, then go northwest.
31. You need to get the branch from the oaf before you will be able to make a copy of the key.
32. Get the Mead Lite from the Tavern and give it to the oaf. For hints about how to get the Mead Lite, see the question entitled "How do I get the menu from Bruce?"
33. Get the branch from the two-headed oaf. Dip it into the flaming pitch to turn it into a torch. Use the torch to melt the seal. Take the blob of wax, press the rusty key into it, and then take the wax to Howard Johnston. He'll make a copy of the key, which you can then use to get into the inner tower.
34. Give the Tort-ease to the turtles.
35. The focus of today's adventure is finding protection for the various parts of your body that the dragon is flaming. This means you'll need to find something to cover the top of your head, your eyes, your neck, your chest, your hands, and your rear end.
36. You need to give the cook an apple.
37. "Do unto others as they do unto you!" Make a face at the boy, or stick your tongue out at him. He will throw the apple at you, and you will be able to collect it when you are released from the stocks.
38. Get the leech from the Pavilion of Tomorrow and throw it to the jugglers. They will be unable to juggle it and they will leave the stage. One of them will leave his special gloves behind. Put them on, and then go climb the maypole.

39. First, pull down the shade. Next, put the rubber band around the viper's mouth. Then tie the bungee cord to the aardvark's collar. Finally, stand on the loose floorboard. When you have done all these things, take the marble and watch what happens.
40. When you give Lily the boa, she will give you the weed and send you off to find the Wed Waven of Wangoon. This mission is a Wed Hewwing, however, and you can safely ignore it.
41. When you take the weed out of the Dwessing Woom, it will turn into a reed. Give it to the musician and he will give you his magic sunglasses. Put them on, and you'll have no difficulty winning the shell game.
42. When you win the shell game, the elf will give you the woodcuts of Lily. Give the woodcuts to the Barker, and he will be too distracted to notice when you leave the gallery while holding the crossbow.
43. Hit the judges with a chicken, or sit on the whooppee cushion.
44. What you need to do is shoot the part of the dragon that corresponds to the part of your body that he last tried to flame. So if he flames your rear end, for example, you should shoot at his tail.
45. Put on the robe and then ring the fourth bell.
46. Using the recipe in the paper, make some unicorn chow from a dried Eucagum leaf and some virgin tears.
47. Moon the unicorn in the pasture and when you land on the branch, you will find a dried Eucagum leaf.
48. Read today's paper to the virgin and when she starts to cry, give her your hanky.
49. If you stand in the vat, the lower half of your body will disappear into the dark wine. Then wear the semi-precious ring to make your top half disappear!
50. Give the boring book to the virgin.

51. Go up to the cave of the North Wind. When you leave, he will give you a note and make it possible for you to enter the Palace.
52. The North Wind gave you a note for Morty. Show it to Clio.
53. Give the token to the Repairgod. When he gives you a penny, put the penny in the machine and you'll get your nectar.
54. Ask for "Setting up Sodom/Gomorrah: Priming the Fountain."
55. Take the book to the Scriptorium. Give it to Richard and he'll get a copy made for you, keeping the original. Then, when the original gets transported back to the Library, you'll be left with a copy that you can read.
56. Go to the Laboratory of the Gods. Turn the crank on the machine. When the plague of slimewigs leaves, one will stay behind.
57. Give the God of Short Term Memory the nectar. Do it a few more times and then he'll run off on an important errand, leaving you to take the egg.
58. Give the pigeon note to Morty. He'll call Clio to come in and dictate a reply. While she is standing there, go back to the lobby and take the woad and the costume before she comes back.
59. Call 1-800-Dominus. When they show up with a birthday cake, pull the dragon's tail and then light the candles. Give the cake to the God of the North Wind (it IS his feast day, after all) and he'll blow out the candles. This will freeze out the Goddess of Beauty, so you'll be able to go back to the Glade and get the key.
60. While in the Agora: Put the woad on your cheeks, wear the costume, stand on the egg, eat the slimewig, turn around, turn around, squawk. When the golden staircase appears, climb it.
61. Give Zulu the Roddenberries.

62. The coconut is on Monkey Island, the umbrella is on Milligan's Island, and the rum is on Treasure Island.
63. Say "Yoohoo" and the arm with Excalibanana will appear out of the water. Give the banana to the monkey, and you will be able to take the coconut.
64. Complete the test on the matchbook. After you've connected the dots, put the matchbook in the bottle and throw the bottle into the water. Wait a while, and the bottle will come floating back with a certificate in it. Take the certificate to Treasure Island. Once there, attend the Columbia School of Piracy, answer the questions in the pirate quiz (there are no wrong answers), and you will receive a bottle of rum.
65. Go to Lilliput and put the coconut and the umbrella on the conveyor belt while it is set to "Import."
66. Go to Lilliput and put the dragon on the conveyor belt while it is set to "Export." The belt will enlarge the dragon and he will hop onto the raft. When you next encounter the iceberg, the dragon will melt it for you.
67. Put the coconut on the guillotine. If it's too big to fit, then see the hints about what to do with the coconut and the umbrella.
68. Once you have put the rum and the umbrella into the coconut, give it to Daddoo. It won't actually get the crew out of the cage, but it WILL get you to the next day's adventure.
69. Use the Pitchfork of Damocles to remove the pitch. Use the Crowbar of the Apocalypse to remove the crow. Put the Raw Steak of Eternity on the black eye. Cut the lightning bolt with the Bolt Cutters of Doom. Turn the crescent moon with the Crescent Wrench of Armageddon.
70. Turn over the hourglass.
71. Look in the crystal ball.
72. First put the eyeballs in the skull. Then say, "Hoot."

73. Nine plus nine is eighteen, which in roman numerals is XVIII. However, you must enter this so it will look correct on the other side of the mirror, so the answer to the puzzle is IIIVX.
74. Open the window and get on the witch's broom.
75. Wait until after 10:30 but before 11:00. Then apply the makeup to the chandelier chain in the Hidden Passageway. Then make your way to the Crawlspace under the Great Hall and go up into the wedding cake. When the chandelier falls, you'll be ready for action.
76. Give her the candygram that you found outside the Black Gate.
77. Pick up Lorealle and type "Out." Once you're outside the castle, blow the whistle that she wears around her neck. When the duck shows up, get on the duck.
78. The backpack has an unlimited capacity and will help you carry all of the items you find more efficiently. More importantly, any item that you need for the day's quest that you might have missed or left behind will magically appear there for you.
79. No, you have no need to enter the Lawyers' Office and thus can never do it.
80. There is nothing you need to do with the eyepatch. Just wear it and look gnarly for awhile.
81. This mission is a Wed Hewwing and you can safely ignore it. It does make for a good sequel though, doesn't it?

152 FUN THINGS TO TRY

If you thought you found all the jokes in this game the first time you played it, well think again! Many of the items below will get you killed, so be prepared to undo or restore. **WARNING:** We recommend you finish playing the game before reading any further in this section. Even a brief look may give you some unwanted hints.

Day 1: The Beginning

1. Examine the Privy from the Farmyard.
2. Clean the Privy.
3. Double-click on the farmer to talk to him. (Throughout the game, double-click on all the characters – especially AFTER you have solved the puzzles that relate to them.)
4. Smoke the rope.
5. Examine the cobweb in the barn.
6. Drink the Cowpectate.
7. Drink the Hog-wild.
8. Smell the Tortease.
9. Smell the Privy bench.
10. Try something creative with the muck in the Privy; we'll let you use your imagination!

Day 2: Sunday

The Quest for Lorealle

11. Burn the warranty card after you have passed the copy protection.
12. Attack the knights in the Feasting Hall.

13. Listen to all the bard jokes.
14. Attack the bard.
15. Eat the bean.
16. Eat the bean again.
17. Throw something other than the banana into the Duckpond.
18. Look at the hibachi in the knights' trophy case.
19. Look at the dummy in Giovanni's.
20. Examine the pictures in the Union Hall several times.
21. Foy the banana.
22. Try to swim in the Duckpond.

Day 3: Monday

The Cemetery, The Enchanted Forest, and The Not so Great Underground Empire

23. Listen to the sepulchre.
24. Read the gravestones several times.
25. Try to open the graves.
26. Make love to the enchanted tree.
27. Listen to the roots after you've poured the root beer on them.
28. Examine the ring on the trap door, then listen to it.
29. Try to go through the revolving door, then try it again.
30. Doubleclick on Ed McDwarf while you're kneeling.
31. Attack one of the dwarves with the pickaxe.
32. Jump off the ferrous wheel before it reaches the top.

Day 4: Tuesday

The Tavern and Blicester Castle

33. Keep ordering drinks in the Tavern.
34. Call 1-800-PISS-OFF.
35. Throw the Mead Lite.
36. Examine the castle gate.
37. Listen to the soldiers on the parapet.
38. Moon the soldiers.
39. Look in the Trojan Rabbit.
40. Get in the Trojan Rabbit.
41. Get in the catapult outside the wall of the castle.
42. Try to take the Roddenberry bush.
43. Once you have turned the branch into a torch, put the torch into the burning pitch again.
44. Jump off the parapet.
45. Kiss the two-headed oaf.
46. Using these exact words, >Turn cart wheel.
47. Jump over the attack turtles before you render them unconscious.
48. Wait through all the attack turtle responses until they kill you.
49. Look through the lock in the Tower Door.
50. Try to take the chain that holds the rusty key to the wall.
51. Play "Wheel of Torture" until you have seen all 10 categories.

Day 5: Wednesday

St. Barchan's Day Fair and The Dragon

52. Kiss the Herald.
53. Attack the Herald.
54. Throw up (especially if you have a SoundBlaster hooked up).
55. Kiss the prisoner in the stocks.
56. Kiss the boy with the apple.
57. Attack the jugglers.
58. Try to clean the maypole.
59. Examine the spit.
60. Try to turn the spit.
61. Try to get out of the stocks, then do it again.
62. Examine all the items in the Pavilion of Tomorrow before leaving it.
63. Look inside the chamberpot.
64. Sit on the chamberpot.
65. After the elf turns over one of the shells and says you have lost, try to undo and then turn that shell over.
66. Kiss the aardvark.
67. Kiss the leach.
68. Put the leech on a person.
69. Try to take the viper's cage.
70. Try to cover the viper's cage.
71. Take the rubber band after you've put it on the viper's mouth.
72. Shoot the crossbow at the crowd.
73. Try to get on the stage in the Amphitheatre.
74. Kick the dragon.

Day 6: Thursday

Temple of Virgins

75. Examine the mountain while in the pasture.
76. Try to burn yourself with the dragon.
77. Try burning something that should not be flammable.
78. Try ringing all the bells outside the Temple.
79. Try removing your robe while in the Temple.
80. Moon the Virgin in the Examination Room.
81. Moon the Virgins in the Salon.
82. Greet the Sacrificial Virgin, both before and after she is unconscious.
83. Make love to the Sacrificial Virgin, both before and after she is unconscious.
84. Moon the Sacrificial Virgin, both before and after she is unconscious.
85. Try to eat the unicorn chow.
86. Try to throw the chow at something.
87. Make love to the unicorn.
88. Keep drinking the wine in the vat.
89. Examine the Sanctuary door.
90. Try putting on the ring while in the Examination Room. Also try to put it on in the Salon.
91. Try to open the Sanctuary door while the Sacrificial Virgin is in the Sanctuary.

Mountain of the Gods

92. Yoohoo the banana in the glade, both before and after the pond is frozen.

93. Examine the Goddess of Beauty.
94. Moon the God of the North Wind.
95. Try to break the Egg of Oblivion.
96. Touch the icicles in the cave of the North Wind.
97. Keep showing the notes that the pigeon drops to Clio, so that you can go into Morty's office several times and listen to all the memos that he dictates to Clio.
98. Examine the mementos in Morty's office, then try to take them.
99. Show the ritual book to Richard twice.
100. Hit the woad.
101. Order each book on Emily's booklist, listen to what Emily has to say about it as she brings it, then look at it.
102. Read the plaque in the Gods' trophy case.
103. Examine all the other objects in the Gods' trophy case.
104. Examine all the objects in the display case in the lab.
105. Moon Clio.
106. Read all the notices on the Bulletin Board of the Gods.
107. Once you get up to the peak, try to go up again.
108. Try to close the lock on the peak after you've opened it.

Day 7: Friday

Swamp Trek

109. Attack Smirk.
110. Kiss Scotty.
111. Attack Scotty.
112. Make love to Scotty.

113. Let the crew wander around in the fog until they dump you back on the shore.
114. Smell the coconut.
115. Kiss the monkey. Make love to it.
116. Try to get on the conveyor belt at Lilliput.
117. Put the newspaper on the conveyor belt.
118. Stay on Milligan's Island long enough to hear all the messages.
119. Drink the rum.
120. Look under the electric chair.
121. Get on the spiked table.
122. Look in the gnoll dishes.
123. Swim in the Swamp.

Day 8: Saturday

Witch's Castle

124. Open the candygram.
125. Try to break the mirror in the Turret.
126. Wear the makeup.
126. Lie down on the witch's bed.
128. Examine the teddy bear. Hit it. Examine it again.
129. Close the curtains in the Witch's Bedroom.
130. Don't put the makeup on the chain, and then listen to the entire wedding ceremony.
131. Touch something in the Great Hall, both before and after the wedding ceremony begins.
132. Moon the beast while you're in the wedding cake.

133. Show something to the beast while the wedding ceremony is in progress.
134. Show something to the witch while the wedding ceremony is in progress.
135. Show something to the minister while the wedding ceremony is in progress.
136. Show something to Lorealle after you've rescued her.
137. Kiss Lorealle after you've rescued her.

Anytime

138. Look at the sun.
139. Attack the crowd.
140. Everytime something has fine print, read it.
141. "Blow" a person.
142. Kick yourself.
143. Kiss yourself.
144. Kill yourself.
145. Shoot yourself.
146. Push yourself.
147. Make a face at a time other than when you are in the stocks.
148. Try to yooahoo something other than the banana.
149. Try to yooahoo the banana while you are holding it.
150. Wait until the queen's henchmen catch you at the end of a day.
151. Kiss the ground.
152. Try to swim someplace where there is no water.

The Torus Inquirer

Saturday

ERIC DUPLICATES MIRACLE OF LOAVES AND FISHES!



Thousands of pilgrims feast on fruit sent from heaven.

Fudd's Last Week!

According to ancient prophecy, King Fudd the Bewildered will die this coming Saturday. The Torus Inquirer has learned that he plans to spend his last week of life closeted in his chambers playing with toy soldiers.

Duke Theobald's Castle Burns!

The feasting hall of Duke Theobald the Erratic burned to the ground last week during a celebratory luncheon honoring the retirement of the Knight of the Black Pauldron, who had held the castle in his thrall for the past 20 years. "It was time for me to move on," said the knight prior to the blaze. "I've got a nice piece of land picked out near the Inner Sea. The people there seem nice and I can terrorize them part-time and still have plenty of evenings and weekends free for collecting shells."

CLASSIFIEDS

Personal: SWF, Capulet, seeks handsome and daring partner for life. Must have good balcony climbing skills. Send woodcut and resume to Friar Lawrence. No Montagues please.

Help Wanted: Merry men. Established outlaw seeks support group. Successful candidates will have experience sleeping in forest as well as hands-on experience in wealth re-distribution programs.

For Sale: Boy's crutch. Hardly used. Cash only. Contact Ebenezer S.

Career Opportunity: In a rut? Tired of the same old drudgery of peasantry? Enroll at the Columbia School of Abacus Training and become an abacus

operator. In six short months you'll be ready to enter the exciting new world of abaci. Learn the differences between the Pineapple and "Little Blue" brands. Master the incompatibilities in bead colours, wire sizes and horizontal vs vertical frame orientation. (Not affiliated with the Columbia School of Piracy or any other institution.)

General Interest: Holy Grail Tours. Don't have time to track down the Grail on your own? Why re-invent the wheel? Join one of our tours. The Quest Bus leaves daily from Glastonbury Square. Call 1-800-BUS-TERS and ask for Shay

Lost: One warship, fully manned. Reward. Contact W. Bligh, Pitcairn Island.

The Torus Inquirer

Sunday

ERIC ELOPES WITH PIG!



"I love her and I won't give her up," says the knight. "I've been seeing her in secret for over two years and I've finally decided to make an honest pig of her."

Tornado Strikes Farm!

A tornado touched down yesterday on Farmer Berthold the Cheap's homestead. The barn and several outbuildings were flattened. The farmer, his daughter, and the daughter's apples were all unharmed. The livestock also seems to be unscathed, although one pig is reported to be very despondent.

121 Year Old Woman Gives Birth While Hang Gliding!

A 121 year old woman gave birth to a two-headed baby yesterday while hang gliding in the Rim Mountains. "I don't see what the fuss is about," said Gretchen the Old and Wrinkled. "All my children have had two heads. I've got 'em scattered all over Torus."

CLASSIFIEDS

Personal: Bilbo. Come home. All is forgiven. (P.S. I sold the ring). Frodo.

Help Wanted: 2 guardsmen seeking like-minded, group oriented individual. Must be bold, daring, and willing to sleep three to a bed. Chocolate lover preferred.

For Sale: Albatross. Good condition. Cheap. New owner must pick up in person, no delivery terms available. —A. Mariner.

For Sale: 100 acres of prime woodland. Some indigenous wildlife, easily cleared for commercial development. —C. Robin.

General Interest: Flabby? Worn out? What you need is exercise. Join the Flour Mill Health Club. Excellent treadmill. 50 lb. free weights. Convenient 12 hour workout programs.

General Interest: For hire: Archaeological adventurer. Good working relationship with Germans. No snakes please. Contact I. Jones.

General Interest: I steal anything. Come to the bazaar. Ask for Shadowsrunt.

Legal Notice: The Puce Pimpernel has filed for bankruptcy protection from his creditors. He is working towards a settlement whereby he can reopen shortly under a new colour.

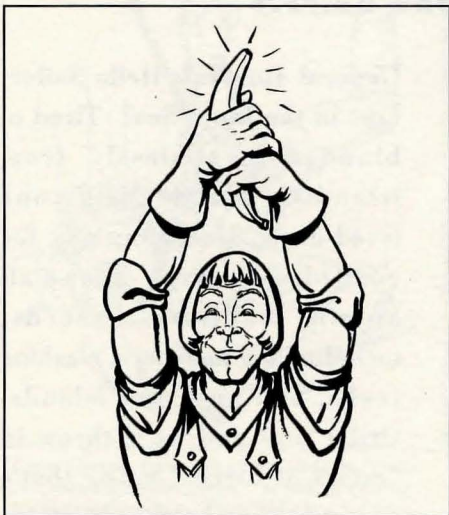
Lost: Small wooden puppet. No strings attached. Trick nose. Contact Gepetto.

Trade News: Heard any good gossip recently? Want to pass it along? Give us a call. We guarantee complete anonymity. Cleric's Gossip Weekly has been ministering to the rumour needs of the Golden Empire for over a tenth of a century. Call 1-CGW-RUM-BAGS. Ask for Jil Snow.

The Torus Inquirer

Monday

ERIC DISCOVERS MIRACLE DIET!



"I ate 125 bananas in two days and lost 50 pounds," says Eric.

Killer Earthquake Destroys Ulric's!

A very selective earthquake struck Ulric's House of Torches yesterday. Although no trembles were felt elsewhere in the village, the quake completely levelled Ulric's establishment. This is the second time in as many months that Ulric has suffered a catastrophic loss. "It just goes to show that the gods can strike with pinpoint accuracy," said one religious leader. "Ulric must have pissed them off big time."

Psychic Predicts Minstrel Will Rise From Dead!

Leading psychic Phineas the Seer has predicted that the spirit of the late minstrel Elvis Prestley will rise from the dead tonight. Prestley is buried in the cemetery at the edge of the Enchanted Forest. Phineas is selling tickets to the event, to which he has acquired sole promotional rights. He expects a crowd of several thousand fans who still carry a torch for the late singer.

Stunning Scientific Breakthrough!

Scientists have discovered new properties of the roddenberry bush. Long treasured by villagers of the Rim counties for its dye, the bush may now enter a period of more

continued on the next page

Widespread popularity. It is now known that eating rodden-berries heightens one's sense of direction. While this goes a long way towards explaining the

lack of signposts in Rimward villages, the discovery is expected to be of most interest to explorers of the Great Saralee Desert.

CLASSIFIEDS

Personal: Peter. I won't be able to make it this year – something's come up. Say hi to the kids and Tinker for me. Love, Wendy.

Help Wanted: Crime-fighting knight of darkness seeks junior partner. Must be able to climb vertical walls, have good working knowledge of sacred aphorisms, and be willing to answer to the name "Boy Wonder." Resumes only to B. Wayne.

For Sale: Iron mask. Excellent condition. Only one previous owner. Confidential sale. No names please.

Career Opportunity: Openings for young boys interested in relieving older people of their burdens. Must have quick feet and nimble fingers. Contact Fagin. Lower Wimpole Street.

General Interest: Hello Sailor! Lost in the Inner Sea? Tired of blundering aimlessly from island to island? Miss your loved ones? Send away now for our Odyssey map. Shows all known nautical hazards, including sea monsters, clashing rocks, and unsavory islands. Order now and we'll throw in "Songs of Circe," music that's guaranteed to hold your attention every time you hear it.

General Interest: I buy spare body parts. Fair prices. No questions asked. Come to the back door of the castle on the hill. Ask for Igor.

Legal Notice: Be it known to all that from this day forward that I, Ishmael, now wish to be called Frank.

The Torus Inquirer

Tuesday

ERIC ABDUCTED BY UFO!



"I saw a bright light and a long tentacle," said one astonished eyewitness. "It pulled Eric up into the mother ship. Then I blinked my eyes and it disappeared."

Enchanted Forest Vanishes Into Thin Air!

The Enchanted Forest disappeared from sight yesterday. All that remains are a few smouldering ruins. The authorities have made no comment, but one official admitted privately that he wasn't surprised. "It ain't natural," said Gareth the Obsequious, who spoke with us on the condition that we not identify him by name. "All that magic lying around for so long. It's

a wonder the whole thing didn't spontaneously combust years ago."

Courtroom Triumph For Black Knight!

A surprise verdict was handed down yesterday at the end of two weeks of dramatic testimony. An all-serf jury determined that the Black Knight has been systematically discriminated against in receiving territories to terrorize. "It's a victory for everyone," said the knight on the courtroom steps. "Now all knights everywhere can reap the full benefits inherent in the feudal system." The verdict is expected to spawn a spate of similar suits by the Hispanic Knight and the Thousand and One Arabian Knights.

CLASSIFIEDS

Recipies: Old-fashioned unicorn chow: Take one dried leaf from a eucagum tree and combine it with the tears of a virgin. This will create an irresistible treat for the unicorn, who will soon be eating out of your hand.

General Interest: Failed Wizard? Don't Panic! Send away now for Semi-Industrial Light and Magick's amazing Bag O' Tricks. Includes assortment of fireballs, doppler spells, invisibility spells and other special visual effects.

Personal: Godot. Where the hell were you? I waited all night! —S. Becket.

Help Wanted: Bell ringer. Modern cathedral seeks individual for belfry work. Must have

excellent hearing. Good benefits package. Hump insurance included.

General Interest: Crossbow. Extremely accurate. Will sell for non-military use only. —W. Tell.

For Sale: Brass Lantern. Much used but still serviceable. Come to little white house. Ask for "You."

Career Advice: Career in a rut? Are you a prince without a plan? Write to me for a comprehensive blueprint of the path to power. Remember, nice guys finish last. —N. Machiavelli.

Legal Notice: Posted: I will no longer be responsible for the debts of M. Hyde. —D. Jekyll.

The Torus Inquirer

Wednesday

PSYCHIC TURTLE PREDICTS QUEST OUTCOME!



"The stars are with you," turtle tells Eric. "But Gemini individual may seek to hinder progress." In a separate exclusive interview with what we laughingly refer to as an Inquirer reporter, the turtle also predicted romance for Liz and continued weight problems for Oprah.

Blicester Castle Destroyed By Giant Foot!

Blicester Castle was destroyed yesterday when a gigantic foot descended from the sky and mashed the fortress into the ground. Eyewitness reports from the scene say there was a squishing sound and a muffled "Sacre Bleu!" followed by an eerie silence. No

services will be held for the defenders of the castle, as they all appear to have been foreigners.

Bizzare Death In Unicorn Taunting!

Authorities yesterday reported another in a bizarre series of deaths. Rupert the Slow was found dead yesterday after what experts say was a fatal session of unicorn taunting. This outlawed sport involves mooning the unicorn - which enrages the puritanical beast and causes him to charge. The mooner then jumps out of harm's way at the last second. Rupert apparently didn't jump in time. Services will be held at the Edward II Memorial Chapel in Gloster.

continued on the next page

St. Barchan's Day Fair Opens!

The annual St. Barchan's Day Fair begins today, and the highlight of the fair is expected to be the unveiling of the long-awaited advance in personal hygiene,

the Chamberpot of Tomorrow. The Chamberpot will be on display with other futuristic devices that will be closely guarded by the Troll Protection Agency.

CLASSIFIEDS

Personal: Oedipus. Come home. Your father misses you. Love, Mom.

For Sale: Two superb hunting dogs. Answer to the names of Drizzlebringer and Sniffleblade. Contact Elrod of Mealybone.

General Interest: Feeling old? Drop by my studio for a private portrait sitting. It'll take years off your life. —D. Gray.

General Interest: Calling all insomniacs. Boy have I got a cure for you. Contact R. V. Winkle Enterprises.

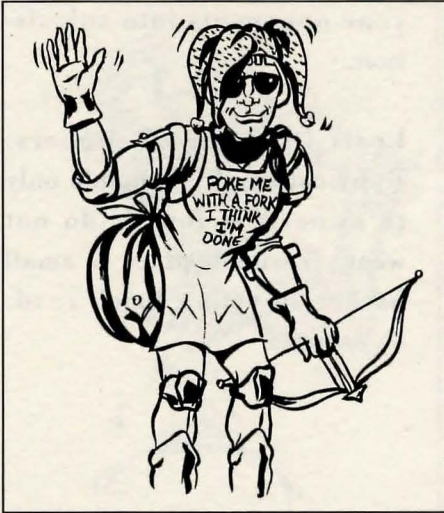
Legal Notice: All future contracts will be negotiated in cash only. No nonliquid securities such as body parts will be considered. Shylock, Merchant.

Lost: Absolutely worthless map. Sentimental value only. Small reward. —L. J. Silver.

The Torus Inquirer

Thursday

ELVIS RETURNS FROM DEAD AS BIG GAME HUNTER!



Famous minstrel seeks anonymity in unusual disguise.

Giant Demon Bats Exorcized From Dragon Cliffs!

A coven of demon bats was driven out of the Dragon Cliffs yesterday by a 6 year old child. "She's got de power, ain't no doubt about dat," commented a gibbering old woman who acts as a frequent confidential source to the Inquirer. The girl is apparently unaware of her special power and believes she was making mud pies at the time the exorcism occurred.

Puppy Killed In Cart Accident!

A young puppy was killed yesterday when it was struck by a cart driven by an unidentified two-headed oaf. The puppy was the St. Barchan's Day gift to a young boy, who is said to be heartbroken. According to well-placed sources, the accident occurred just after noon, when the puppy heard the cart coming down the road and rushed out to greet it. The cart struck the little dog and drove off without stopping. The puppy's owner, an orphan, rushed to its side and cradled the dog in his arms. The dog licked the boy's face once, and then died.

CLASSIFIEDS

Personal: To the mayor and people of Hamlin Town. I've still got the kids. Perhaps we can make a deal. —PP.

Help Wanted: Docile but foul-mouthed flower girl needed for linguistic experimentation. Contact H. Higgins.

For Sale: Small red cloak. Some bloodstains. Contact B. B. Wolf.

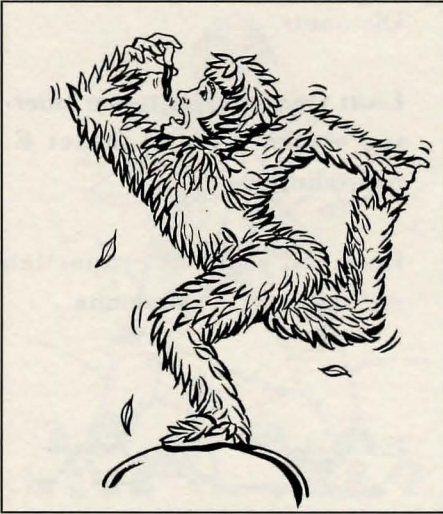
General Interest: Feeling meek? Mouselike? Enroll in the Conan School of Assertiveness Training. Sharpen your negotiation skills. Learn how to drive home your points and hammer your opponents into submission.

Lost: One pair of slippers. Ruby-coloured. Valuable only to owner. If found, do not wear. Instead, place in small basket on yellow brick road. — A friend

The Torus Inquirer

Friday

WITCH DOCTOR IN BATTLE WITH KILLER SLIMEWIG!



"He powerful bad," says tribal medicine man. "But I have stronger voodoo. Next time I try with pepper."

Position At Virgin Temple Goes Unclaimed!

An unusual break in tradition occurred this morning when an opening was announced at the Temple of Virgins for a man to serve grapes to the virgins while they were bathing. The man on the waiting list was number 698,493, but he didn't show up to claim the job. This is the first time in over 400 years that this position has gone vacant.

Mountain Of The Gods Vaporized By Cosmic Ray!

The Mountain of the Gods was vaporized yesterday by a powerful ray from outer space. Eyewitness reports from the scene tell of a violet beam that appeared moments before the mountain disappeared. One onlooker, however, disputes this account. "It was really more of a chartreuse than a violet," said Cecil the Limp. "And it had these really neat little magenta highlights that made it sparkly all over."

Religious authorities are baffled, and an investigation is underway to determine if an entirely new set of gods will have to be fabricated and foisted on the public.

CLASSIFIEDS

Personal: Drexler. I've got another machine, and I'm coming after YOU.

— Z. Vettenmyer.

Help Wanted: Apprentice Rock Pusher. Long hours. Low pay. No hope for advancement. Contact Sisyphus.

General Interest: Humours out of balance? Need a haircut? Got too much blood? Come to my salon for a whole new you. —Theodoric of York, barber/surgeon to the stars.

General Interest: Esmerelda's Witch Emporium. We will not be undersold. Poisoned Apples by the gross. Hard to find items like newt eyes and frog toes always in stock. Senior Citizen Discounts.

Lost: One cat. Last seen entering sealed box. Contact E. Schrodinger.

Lost: All sense of proportion and decency. — Madonna.

The Torus Inquirer

Saturday

GIANT KNIGHT STALKS COUNTRYSIDE!



Eric grows 150 feet overnight! Experts baffled!

Swamp Vanishes With "Big Sucking Sound!"

The Swamp of Perdition disappeared yesterday into what experts are calling a selfsucking stasis field. "It begins as a small gurgling noise," said one expert who asked to be identified. "Then it gradually grows, gaining momentum steadily until it starts to suck in everything around it. Soon it is so powerful that it sucks in itself! At this point, it stabilizes and will remain in a

steady state indefinitely, as long as no one comes along and tickles it."

Fool's Hats and Chamberpots. New Fashion Trend!

The 'New Look of the Dead Prestley' is taking Torus by storm. Thousands of Torians are mimicking the sartorial choices of the dead minstrel, driving the price of chamberpots and fool's hats through the roof. "They said I was an idiot to go into this business," said Wilfrid the Hatter to an Inquirer editor. "Well I AM an idiot. But now I'm a RICH idiot. I could buy and sell your stupid rag before breakfast. Well, maybe not before breakfast - lawyers don't get up that early. But before lunch, anyway. And by tea-time I could have bought it again! NOW who are you calling an idiot?!?"

CLASSIFIEDS

Help Wanted: Handmaiden to the Gods. Must be able to carry multiple steins in one hand. Must supply own breastplates. Blonde preferred. Write Valhalla Industries, care of Morty.

Help Wanted: Assistant white-washer. It's not just a job, it's an adventure. T. Sawyer.

General Interest: Cadbury Table Factory. Specializing in tables of unusual shapes for over 500 years. Rhomboid, ovoid, hexagonal, polyhedral. Good references.

General Interest: Windsor Construction Co. There will never be a better time to buy one of our newly constructed castles. Spacious dungeons. Lofty towers. All models have 3 bedrooms, 2 1/2 privies. Low interest rates. Title insurance. Convenient to schools and shopping. Call now and we'll throw in the serfs.

General Interest: Step-parents! Guardians! Has a small child with a portentous future been left in your care? Are you tired of black-cloaked figure skulking around the taverns near your home? Your worries are over. Just send the precious tot to the Ecole Des Bel Inconnus. Unsure whether your ward is a child of destiny? Just take this simple three part test:

1. Does he have an unusual birthmark?
2. Does a kindly but mysterious traveller with a gray beard stop by every few years to check up on his progress?
3. Does he occasionally stand stock-still with his eyes glazed over while he seems to be seeing a faraway scene?

If you answered yes to any two of these three questions, then the Ecole Des Bel Inconnus is for you. Don't delay, write today!

THINGS YOU MAY HAVE MISSED

No player could possibly see all the jokes in Eric the Unready the first, or even the second time through the game. Just to make sure you don't miss anything, we have compiled complete texts from the following sections for your reading enjoyment:

1. Jokes told by the Bard in the Village Square
2. Insults from the French Soldiers
3. "Wheel of Torture" Questions and Answers
4. Snippets of Conversation in the Temple of Virgins
5. Morty's Parting Shots
6. Morty's Memos to the Gods
7. The Beast/Lorealle Wedding Ceremony

JOKES TOLD BY THE BARD IN THE VILLAGE SQUARE

A man walks into a barber/surgeon's office. On his head is a bright green frog. The barber/surgeon asks, "What's the problem." The frog answers, "I'd like to have this wart on my ass removed."



A knight attending a royal feast lets out a giant belch. The King looks at him and says angrily, "How dare you belch before the Queen?" The knight says, "I didn't know she wanted to go first."

A foreign duke came to Fudd's court and checked into the most expensive inn in the village. He hired a local interpreter, because he did not speak our language. As he was unpacking, two masked bandits burst in, swords in their hands. They demanded the duke's famous jewels. The interpreter translated their demands. In his native tongue, the duke told the bandits to go to hell, he had no jewels. One of the bandits said, "We know he has jewels. We're going to count to three. If we don't get the jewels, we're going to cut his head off." The interpreter conveyed the message to the duke, who said in his own language, "I don't want to die. Tell them that the jewels are hidden in the false bottom of the trunk." The interpreter said to the bandits, "He said he'd rather die than tell you where the jewels are."



What does a female millipede do when she doesn't want to make love? She crosses her legs and says, "No, no. A thousand times, no!"



Realizing that she's been too permissive with her three youngsters, a mother decides to take them in hand by starting with their tendency to curse. The next morning, as the three wild ones sit at the breakfast table, the mother asks Gaheris, "What do you want for breakfast?" Gaheris says, "I'll have some of that damn dry cereal." At the epithet, the mother sees red. Hauling off, she slaps Gaheris halfway across the room. She asks her second son, Bors, what he wanted. Bors says, "I'll have some of that damn dry cereal." Once again the mother lets go. This time the victim bounces off one wall and into another. The mother turns to Gareth, her third son. "What do you want for breakfast?" Gareth said, "You can bet your ass it won't be that damn dry cereal!"



There were once two weevils. One worked hard and became very rich. The other did nothing and became the lesser of two weevils.



As a reward for winning a race, a young stallion was put in a compound with a beautiful female zebra. As the next day dawned, the keeper ran to see how the horse had made out, and was chagrined to see the horse leaning up against a tree. His mane was disheveled, his body covered with welts from angry hooves, and he had two giant black eyes. Astounded, the keeper asked what had happened. The horse said, "I spent the whole night trying to take off her pajamas."

How do you make an elephant fly?
First you take about three feet of zipper...



A country gentleman decided to buy a horse from a cleric who was leaving for an assignment as a missionary in a place where horses weren't of much use. The cleric said, "This horse has spent his life among religious people. He won't respond to 'giddyup' You must say 'Thank God' if you want him to go. To make him stop, just say, 'Amen.'" The deal was consummated. The new owner rode off on his horse. Some miles down the road, a noise startled the horse and he took off into the woods, heading straight for a deep canyon beyond. The new owner tried to rein in the horse, yelling, "Whoa! Whoa! Whoa!" Remembering suddenly, he said, "Amen." The horse stopped two feet from the edge of the canyon. The new owner wiped the sweat from his face, looked down at the gaping canyon, and said, "Thank God."



Two ants were on a box of cereal when one of them started to run fast. The other asked, "Why are you racing like that?" The other ant said, "It says, 'Tear along the dotted line!'"



The tailor went to Mount Spa, home of the gods of Torus, and prayed to the God of Good Fortune. "Please explain something to me. I'm devout, I pray to you ten times a day, and yet I have nothing but misery and pain. My family is always ill. My children have no future. Next door there's the butcher. He has a thriving business, two carts, a beautiful home, his children are doing well, and his family has never been sick one day. Why is a devout man like me always in great difficulty while he's always sitting on top of the world?" The God said, "Because he isn't always bugging me, that's why."



A woman was letting her husband have it with just a little more venom than usual, saying, "You're an idiot. You always were an idiot. You'll always be an idiot. If they had an idiot contest, you'd come in second." "Why would I come in second?", the husband asked. "Because you're an idiot!"



Sir Pessim is always gloomy, but he's still a dreamer. He's always building dungeons in the air.

I took my son to the opera. He sat through a half-hour and asked me, "Why is somebody hitting that fat lady?" I said, "Nobody's hitting her." He said, "Then why is she screaming?"

INSULTS FROM THE FRENCH SOLDIERS

1. Vous stinkez.
2. Peees off.
3. Eat my croissant.
4. You are a silly person.
5. Droppez-vous dead.
6. I wipe my feet on your sister's pantyhose.
7. You cowardly eater of uzzer people's snack foods.
8. I wave my nose at ze private areas of your body.
9. Your father was ze son of anuzzer man.
10. I break wind outside ze bedroom window of your sister-in-law
11. I relieve myself upon ze friends of your minor dependents.
12. You shameless picker of small animals' noses.
13. Go away, or I shall taunt you yet again.
14. You kisser of small farm animals.
15. I bare my bottom in your general direction.
16. You fight like a cow.
17. You tiny-brained nibbler of uncooked llama parts.
18. I vent my spleen upon ze laundry of your closest friend.
19. You bed-wetting swallower of crankcase motor oil.
20. You thin-lipped wearer of small childrens' bedclothes.
21. I toss my navel-lint into ze soup of your aunt.
22. Your muzzer wears ze boots of ze army.

"WHEEL OF TORTURE" QUESTIONS AND ANSWERS

(The correct answer is printed in bold.)

Potpourri

'Siss boom bah' is...

1. The official cheer of the Torus Bulls.
2. What the audience does at a melodrama.
3. **The noise a sheep makes before it explodes.**

Queen Morgana's favorite piece of music is...

1. The Nutkraken Suite.
2. **The Barber/Surgeon of Seville.**
3. The Foul Tempered Clavier.

The air speed of an unladen Garpathian swallow is...

1. 25 knots/ampere.
2. Twice the square root of its hypothalamus.
3. **0 (The Garpathian swallow cannot fly).**

The song most often sung by singing swords is...

1. **If ever I would cleave you.**
2. I could have lanced all night.
3. As long as he wields me.

Geography

The largest body of water on Torus is...

1. **The Inner Sea.**
2. The Gulf of Blefuscu.
3. Houndsat Bay.

The border between This Side of Torus and the Other Side is...

1. **The Rim Mountains.**
2. The Fields of Dreams.
3. The 39 Steppes.

The largest wooded area on Torus is...

1. The Forest Fordytze.
2. The Herecumda Copse.
3. **The Enchanted Forest (until yesterday).**

The hole in the center of Torus was caused by...

1. A giant meteor.
2. Large hungry rats.
3. **The Centerpunch of the Gods.**

Places to Avoid

The most dangerous body of water on Torus is...

1. The Eerie Canal.
2. **The Swamp of Perdition.**
3. Lake Gitchiegotcha.

The least effective national defense mechanism ever built is...

1. The Great Wall of Lilliput.
2. The Giant Scarecrow of Krasnia.
3. **The Mimefields of Marceauvia.**

The most desolate spot on Torus is...

1. The Wandering Waste.
2. The Empty Quarter.
3. **The Saralee Desert.**

The Other Side is...

1. **The unexplored portion of Torus.**
2. One's wife's opinion.
3. The side of the fence the grass is always greener on.

Religion

St. Filtrum is...

1. **The patron saint of oil changes.**
2. The hospital setting of the longest running daytime miracle play.
3. The smallest of the Glitchian Islands.

St. Aglet is...

1. A martyr who was killed by being tickled to death.
2. The patron saint of one-armed lamb shearers.
3. **The baby sister of St. Ag.**

Cabriole is...

1. **The garment worn by a Lombish Priest while performing the Great Horned Llama Dance during fertility ceremonies.**
2. The favorite incense of Aroma, Goddess of Perfume.
3. The name of the lance of Honus, God of pointy things.

667 is...

1. The number of angels who can dance on the head of a pin.
2. How many seraphim it takes to screw in a torch.
3. **The Number of the Beast's brother.**

Mythology

Kawabunga is...

1. The most popular brand of offroad vehicle used on the Mountain of the Gods.
2. **Where the souls of surfers of the Great Barrier Flume go when they "wipe out."**
3. The God of Large Aboriginal Cows.

Thunder is...

1. The sound of the skygod's stomach rumbling.
2. **The sound made when the gods go bowling.**
3. The sound of one hand clapping, when the hand belongs to Rumblefist, God of Noise.

The Divine Right of Kings...

1. Allows royalty to turn right on red without stopping.
2. Is King Fudd's favorite novel.
3. **Follows the Sacred Left Jab of Kings.**

The name of the Gods' favorite Soap Opera is...

1. Allah My Children.
2. As the Worlds Turn.
3. **One Long Life to Live.**

Weapons Beginning with 'B'

A device used to hurl large missiles is a...

1. Busker.
2. **Ballista.**
3. Bever.

A barbed dart used in bullfights is a...

1. Barabara.
2. Burasca.
3. **Banderilla.**

A sturdy inexpensive jackknife is a...

1. **Barlow.**
2. Baxa.
3. Belton.

A cannon that hurls large stones is a...

1. Baragouin.
2. **Bombard.**
3. Buccula.

More Weapons Beginning With 'B'

A broad bladed knife or sword is a...

1. **Barong.**
2. Borachio.
3. Boudin.

A cudgel is a...

1. Ballock.
2. Balbriggan.
3. **Baton.**

Stone balls at end of cord are a...

1. Baculus.
2. **Bola.**
3. Blague.

A movable siege tower is a...

1. Balatron.
2. Brassard.
3. **Belfry.**

Military

The shortest war in Torian History was...

1. The Great Tomato War.
2. The War of Jenkins' Pancreas.
3. **The Seven Seconds War.**

The Battle of Agingcourt was fought...

1. **Over lack of upkeep of tennis facilities.**
2. To prevent young courtiers from gaining influence with the King.
3. By the hard of hearing.

The most entertaining Military Action was...

1. **The Boxer Shorts Rebellion.**
2. The Battle of Hasty Pudding.
3. The War of the Rose Bushes.

The first war in the animal kingdom was...

1. The Boar War.
2. The Barbary Ape Wars.
3. **The Mongrel Revolt.**

Legal

The Law of Amazing Coincidences was discovered...

1. In the small province of Coincidences.
2. **By two people at the same time.**
3. By accident.

The Law of Diminishing Returns...

1. Was ratified by the Disappearing Parliament.
2. Isn't what it used to be.
3. **Eventually slowed down and then stopped working altogether.**

The Law of Selective Gravity states that...

1. An object will fall so as to do the most damage.
2. **When you are juggling items, the thing you drop will be the most valuable.**
3. You only stumble when someone important is watching you.

The Law of Inverse Proportions states that...

1. **Only magical objects can be bigger on the inside than on the outside.**
2. The closer you get to a dragon, the less you want to be there.
3. The longer you try to fine tune something, the more likely you are to break it.

Famous Sayings of Bjorn the Berserker

The fastest way to a man's heart is through...

1. His stomach.
2. His mouth.
3. **His breastbone with an ax.**

It is better to have loved and lost than...

1. To have loved and been kicked in the face.
2. To have loved and been discovered.
3. **To have loved and been dismembered.**

When in Rome...

1. Loot and pillage.
2. Sack and burn.
3. **Loot, pillage, and sack. Then burn.**

If you can't say something nice about someone...

1. Scream obscenities in his face.
2. Say something nice to his wife instead.
3. **Cut his head off.**

SNIPPETS OF CONVERSATION IN THE TEMPLE OF VIRGINS

"haven't seen any unicorns walking up to HER recently"

"dyes her hair"

"surgically lifted"

"not as pretty as she used to be"

"gained some weight"

"hits the sacrificial wine pretty heavy"

"a diet wouldn't hurt her"

"just look at those upper arms"

"looser than a pair of false teeth"

"couldn't keep a secret if you welded her mouth shut"

"wonder about her and that unicorn"

"and then they do WHAT?"

"only want one thing, but I don't know what it is"

"sort of like riding a horse, I think"

"depends on which god you get sacrificed to"

"not her natural colour"

"fooled the unicorn somehow"

"not original equipment, if you know what I mean"

"doesn't seem like it would be a fate worse than death"

"from privy seats, I think"

"back seat of a cart"

"chews her nails"

"everything's been lifted"

"a little TOO friendly, if you know what I mean"

"apparently some are bigger than others"

"at least that way you can't fall off"

"sneaks out of the temple at night"

"older than she looks"

"can tell by the way she peels her grapes"

"I like bananas too, but that doesn't mean"

"no cucumbers in the temple garden"

"and then he said something about first base"

MORTY'S PARTING SHOTS

Two grotesquely dressed characters emerge. "Remember, Morty," they chorus. "We are two Wild and Crazy Gods!" They do a slow shimmy out of the front entrance.

Morty comes out with his arm around a blond goddess who is wearing her underwear outside her clothes. "Sure you can charge fifty bucks for the book, babe," he says. "Just make sure the pictures aren't too tame." The goddess licks his ear and then leaves.

A severely overweight goddess with beautiful violet eyes comes out with Morty. "Just lose the weight, honey," he says. "They'll come running back in a heartbeat." He ushers her out the front door. "Love the muumuu," he calls after her.

Morty comes out with a comic-looking god with long hair, a wild tie and a wisecracking grin. Morty says, "I told you not to leave the show, Cha Cha. Just look at the stiff they got to replace you. That's my views and you are outta here." The thin god leaves.

Morty and a pregnant goddess emerge from his office. "Go ahead and have the baby," Morty says. "Even if some bozo protests,

everyone will know he's just a pinhead trying to make some headlines between rounds of golf." The goddess walks out the front door.

A baldheaded goddess comes out of the office. Morty comes out after her and says, "My advice would be to grow your hair back, lay off the Pope, and shake your tail more when you sing. Just give it some thought, will ya honey?" The goddess kicks Morty in the groin and leaves.

Morty comes out accompanied by a mophead businessgod in a very expensive suit. "...and if you still need some quick cash," Morty says, "Here's what I'd do. Build a mudwrestling wring in your casino, throw Ivana and Marla into it, and then sell tickets." The businessgod thanks Morty, slips him a five hundred dollar bill and walks out the front door.

A short god with big ears comes out with Morty. "OK," Morty says. "Election's over. We lost. No problem. Time for Plan B. You've got enough money to BUY the White House from the government. Once you're the President's landlord, he's gotta do what you say or you evict him. Case Closed. Problem solved. Now quit slow dancing and go investigate someone." The short god hops out the front door.

MORTY'S MEMOS TO THE GODS

- ☞ Atlas: I know you're getting tired, but try to hang on a little longer. I'm sending Hercules over to spell you for a while.
- ☞ Quetzlcoatl: Look it's a simple matter of numbers. You're up over ten thousand human sacrifices a day. If you keep that up, there won't be anyone left to worship you.
- ☞ Jake and Elrod: Your application to become Messenger of the Gods is quite impressive. Please forward a copy of your driving record.
- ☞ Krishna: Can you at least keep 'em out of the airports? You're giving the whole god thing a negative image.
- ☞ Anubis: You don't like the plastic surgery? I thought the jackal's head looked great. Why don't you give it a try for a couple of centuries then if you still don't like it, we'll do a makeover.
- ☞ Bacchus: Cut back on the partying, babe. The neighbors are beginning to complain.

- ☞ Diana: You gotta do this tour, babe. They got the 3 Fates signed to sing backup, and the Valkyries have agreed to do the opening act.
- ☞ Yahweh: I'm tellin' ya it still don't make no sense. How do you expect 'em to worship you if you won't let 'em say your name?
- ☞ Osiris: Lighten up, babe. Too much gloom and doom always turns 'em off in the long run.
- ☞ Zeus: You've got to lay off the local women. People are beginning to talk.
- ☞ John: I'm tellin' ya, he's on the way. Keep your shirt on. And watch out for that Salome chick.
- ☞ Siddhartha: Don't be so impatient. I'm tellin ya, if you'll just sit tight and wait, everything will work out.
- ☞ Mohammad: For the last time, this mountain isn't going anywhere. You wanna see it, you'll have to come look for yourself.
- ☞ Ishtar: No, I don't think you can sue for defamation. Sure it was a lousy flick but there ain't no laws against stupidity.
- ☞ Bambi: Not just anyone can be the Goddess of Wisdom. Ya gotta pass certain tests. And let's face it sugar, your track record in the brains department ain't so hot.

THE BEAST/LOREALLE WEDDING CEREMONY

And finally, for those of you who solved the chandelier puzzle right away, here is the entire text of the Beast/Lorealle wedding ceremony.

A cheer goes up, and the Great Hall starts to fill with the most bizarre creatures you've ever seen. Eystalks, tentacles, external gills, and other organs are randomly distributed among them, as if the guests had been created by a giant explosion in a body parts factory.

After a few moments, the Beast enters and drags Lorealle down the aisle to stand in front of the minister. She still looks beautiful, despite her week in captivity. She is dressed in a pure white gown, and the Whistle of Elyrium still hangs around her throat.

As a beaming witch looks on, the minister clears his throats and says, "Dearly beloved. We are gathered here today to witness the bondage of Lorealle to the Beast..." The minister scratches his horn with one of his fins and then continues reading the words of the ceremony...

The minister looks up and says, "Who giveth this woman to the Beast?" "I do," says the witch, handing him a Bill of Sale. "Ah. The Hag of Honor." He examines the document, then he pockets it and continues with the ceremony...

The minister says, "I call now for the Mooning of the Bride." All the guests turn around and bare their backsides at Lorealle. This turns out to be less grotesque than you might imagine, as the parts revealed are far less disgusting than the parts you have already seen.

The minister resumes the ritual... "Now for the Examination of the Groom, to determine if he indeed is wearing, 'Something cold, something red, something mangled, something dead'." A creature shuffles forward and rummages around inside the Beast's pants. After a while, it nods and retreats to its place...

At the back of the hall, a goat wanders into the room. Alarmed by the smell, it retreats again. The minister doesn't notice anything and continues with the service...

"Let us proceed to the Exhumation of the Groom's Great-grandparents." This is obviously the part of the ceremony that the younger guests look forward to the most. Brandishing shovels and pickaxes, they rush out of the back of the hall and then return moments later, each waving a grisly object best left undescribed.

"Do you, Beast, take Lorealle to be your chattel, to do with exactly as you please, without regard to her dignity, health, or personal safety?" The Beast says, "Roger that." "Excellent." The minister continues, "And do you, Lorealle, consent to subjugate yourself to the Beast, forsaking all individuality, abandoning all hope of personal fulfillment, and dooming yourself to a life of unending drudgery that will make your very existence a living hell?"

"If it weren't beneath my dignity," replies Lorealle, "I'd tell you to crawl back into whatever maggot-infested hole you slithered out of this morning, and to take Mr. Pustule and his mutant plasm pals with you. Fortunately for you, however, I am constrained by good breeding to answer merely that I would much rather rot in the Cesspits of Karstia for all eternity than to be married to this loathsome creature."

The minister blinks and says, "I'll take that as a yes...may I have the manacles please?" There is a brief moment of tension as the Best Man fumbles around, looking for the manacles. Finally he locates them in a fold of skin under his center armpit. He passes them to the minister and everybody breathes a collective sigh of relief. The minister tucks the manacles in his pocket and continues...

"Time now for the traditional Beheading of the Best Man." Someone produces a large broadaxe and the Beast lops off the head of the creature standing nearest him. There is a smattering of applause as the ceremony continues...

"If there be any creature present who knows of any reason why these two should not be wed, let him speak now or forever be forced to gossip about it behind their backs."

The witch glares around the room, as if daring someone to object. The minister produces the manacles from his pocket and hands them to the Beast. "Then by the power vested in me by virtue of a fancy certificate I ordered through the mail, I now pronounce you Beast and Beastess. You may manacle the bride."

A cheer goes up from the guests, but at that very instant Lorealle leaps into the crowd and seizes a dagger! She rushes at the Beast and plunges the weapon into his chest. The Beast slumps to the ground and the witch screams in fury. She conjures a fireball out of the air and flings it at Lorealle, killing her instantly.

As Lorealle slowly falls, so does your heart, for you know you have failed her in her time of need.

SCORING

If you finished the game with less than 1,000 points you may want to go back and try again.

Number of Points	Achievement
-----------------------------	--------------------

Day 1: *The Beginning* [43 Points]

- | | |
|---|-------------------|
| 2 | Taking the vial |
| 2 | Taking the bottle |
| 2 | Taking the rope |

Number of Points	Achievement
-----------------------------	--------------------

- | | |
|----|---|
| 10 | Giving the Hog-wild to the pig |
| 2 | Taking the newspaper |
| 25 | Entering the Barn after the daughter comes back |

Day 2: Sunday - *The Quest for Lorealle* [60 Points]

- | | |
|----|--|
| 5 | Taking the kindling |
| 5 | Getting the torch |
| 10 | Filling the helmet with water from the Duckpond |
| 10 | Watering the bean |
| 5 | Climbing the beanstalk |
| 10 | Lighting the kindling in the Baskin Bobbins' fireplace |
| 15 | Pulling the banana from the stone |

Day 3: Monday - *The Cemetery, The Enchanted Forest, and The Not So Great Underground Empire* [92 Points]

- | | |
|----|--|
| 10 | Pouring the root beer on the roots |
| 2 | Taking the mail |
| 5 | Prying up the board leading into the white house |
| 5 | Moving the rug |
| 5 | Opening the trap door in the Living Room |
| 5 | Getting the license from the pile of bones |
| 10 | Getting the carnival built |
| 10 | Getting the slingshot |
| 10 | Buying the starter rock |
| 5 | Stopping the ferrous wheel at the top |
| 25 | Taking the pitchfork |

Day 4: Tuesday - *The Tavern and Blicester Castle* [95 Points]

- | | |
|----|--|
| 5 | Giving the coupon to Bruce |
| 10 | Ordering the Mead Lite |
| 10 | Climbing the rungs to make the path appear |
| 10 | Pouring the Tort-ease on the turtles |
| 5 | Getting the branch from the oaf |
| 10 | Putting the branch in the pitch |
| 10 | Melting the wax |
| 5 | Making an impression of the rusty key in the wax |
| 5 | Giving the wax to Howard |
| 25 | Winning the "Wheel of Torture" game |

Number of Points	Achievement
-----------------------------	--------------------

Day 5: Wednesday - *St. Barchan's Day Fair and the Dragon* [165 Points]

- | | |
|----|--|
| 5 | Taunting the boy to get the apple |
| 5 | Giving the apple to the cook |
| 15 | Getting the chamberpot |
| 15 | Throwing the leech to the jugglers to get the gloves |
| 15 | Climbing the maypole to get the boa |
| 10 | Giving the scarf to Lily |
| 15 | Giving the reed to the musician |
| 10 | Winning the shell game |
| 15 | Getting the crossbow out of the Shooting Gallery |
| 15 | Getting the fool's cap |
| 20 | Shooting the dragon's vulnerable spot |
| 25 | Taking the Raw Steak of Eternity |

Day 6: Thursday - *Temple of Virgins* [45 Points]

- | | |
|----|--|
| 5 | Getting the dried Eucagum leaf from the tree |
| 5 | Giving the hanky to the crying virgin |
| 10 | Making the unicorn chow |
| 15 | Passing the unicorn test |
| 10 | Giving the boring book to the Sacrificial Virgin |

Day 6: Thursday - *Mountain of the Gods* [125 Points]

- | | |
|----|--|
| 5 | Giving the North Wind's note to Morty |
| 10 | Taking the woad |
| 10 | Taking the costume |
| 5 | Ordering the correct book in the Library |
| 10 | Giving the ritual book to Richard |
| 10 | Getting the slimewig |
| 5 | Giving the Tuit to the Repairgod |
| 5 | Getting the nectar |
| 5 | Getting the birthday cake |
| 10 | Lighting the candles on the cake |
| 5 | Getting the golden key |
| 20 | Completing the golden staircase ritual |
| 25 | Taking the Crowbar of the Apocalypse |

Number of Points	Achievement
-----------------------------	--------------------

Day 7: Friday - *Swamp Trek* [90 Points]

- | | |
|----|---|
| 10 | Taking the coconut |
| 5 | Taking the umbrella |
| 10 | Passing the pirate quiz |
| 5 | Putting the dragon on the conveyor belt |
| 15 | Opening the coconut |
| 10 | Putting the rum in the coconut |
| 10 | Putting the umbrella in the coconut |
| 25 | Giving the drink to Daddoo |

Day 8: Saturday - *Witch's Castle* [285 Points]

- | | |
|------|---|
| 10 | Taking the candygram |
| 15 | Removing the tar |
| 15 | Removing the crow |
| 15 | Putting the steak on the eye |
| 15 | Cutting the bolt |
| 15 | Turning the moon |
| 10 | Taking the eyeballs |
| 5 | Turning over the hourglass |
| 10 | Putting the eyes in the skull |
| 10 | Hooting to summon the Spirit of the Mirror |
| 10 | Entering the Hidden Passageway |
| 10 | Taking the makeup |
| 10 | Putting the makeup on the chain |
| 15 | Entering the Crawlspace |
| 10 | Being in the wedding cake when the chandelier falls |
| 30 | Giving the candygram to the witch |
| 20 | Picking up Lorealle |
| 10 | Blowing the whistle to summon the duck |
| 50 | Getting on the duck |
| 1000 | TOTAL POINTS |

We won't give you any hints, but there is one bonus point available, which will be awarded for a very obscure activity. Thus, it is possible to finish the game with 1,001 points. Good luck!



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