

THE LOST ADVENTURES™ OF LEGEND



MANUAL

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In addition to this manual, your game box should contain the following elements:

One CD-ROM Disc containing eight games (Spellcasting 101: Sorcerers Get All the Girls, Spellcasting 201: The Sorcerer's Appliance, Spellcasting 301: Spring Break, Timequest, Eric the Unready, Frederik Pohl's Gateway, Gateway II: HOMEWORLD, Companions of Xanth, Copy Protection Booklet, Warranty Card)

The CD-ROM disc also contains these useful files:

D:\README.TXT contains general information and last minute additions to the printed material.

D:\MANUAL.TXT contains this user's manual.

In the directory for each game, you will find MANUAL.TXT which is the text of the complete original manual for that particular game.

Gateway and Gateway II hintbooks can be found in the following text files:

D:\GW\HINTBOOK.TXT.

D:\GW2\HINTBOOK.TXT.

To view these files from DOS or the Windows 3.1 DOS shell, use the command TYPE. For example, if your CD-ROM drive is Drive D, and you want to view the manual, readme file, or hintbook for Gateway you would type:

MORE < D:\GW\MANUAL.TXT <Enter>

MORE < D:\GW\README.TXT <Enter>

MORE < D:\GW\HINTBOOK.TXT <Enter>

To view these files from Windows 95, click on the START button and select the RUN menu option. Then specify the CD-ROM drive letter followed by a colon, the game directory, and the file name. For example, if your CD-ROM drive letter is Drive D, then to view the manual, readme file, or Gateway hintbooks you would type:

D:\GW\MANUAL.TXT <Enter>

D:\GW\README.TXT <Enter>

D:\GW\HINTBOOK.TXT <Enter>

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q: What do you get when you cross a Librarian with a Lawyer? (A: All the information you need; but you can't understand a word of it.)

1.Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance. Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ...Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for \$7.50 U.S. and we will replace it.)

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First Printing, Revision 1.0

A MESSAGE FROM LEGEND ENTERTAINMENT

Dear Gamer:

In this award-winning collection of games, we have gathered the best of our past efforts to bring you hundreds of hours of pure gaming, puzzle-solving pleasure. Some of the games in this collection require additional materials, most of which you will find in this booklet. Here, you will find materials for Eric the Unready, the Spellcasting games and Timequest. (The two Gateway games and Companions of Xanth do not require additional materials).

In addition to what is in this booklet, Spellcasting 101 and 201 will require using the maps that were enclosed in this game box. We also want you to be aware that since the original versions of Frederik Pohl's Gateway and Gateway II: HOMEWORLD were packaged with hint books, that you can refer to D:\GW\HINT-BOOK.TXT and D:\GW2\HINTBOOK.TXT for text files of this information.

What is an adventure game? Well, here is what you can expect....In an adventure game from Legend Entertainment, you become the main character in an evolving story that takes place in a world populated with interesting people, places and things. You see this world through your main character's eyes, and you play the game by directing his actions. Like a book or a movie, the story unfolds as you travel from place to place, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. Throughout the game, the richly textured graphics, prose and music will draw you into a spellbinding adventure.

We thank you for purchasing this product and sincerely hope that you enjoy this set of games which not only represents much of our company history, but also many late nights and early dawns, laughs, tears, pizzas, IRQ conflicts, manual revisions, exhausted testers and thankfully, 13 industry awards and many happy gamers! We owe our success to you. Thank you for your support; we wish you many hours of gaming pleasure.

Sincerely,

The entire staff of Legend Entertainment

Technical Support

Internet: <http://www.legendent.com>

AOL: Legendentr

CompuServe Technical Support:

GAMCPUB (Game Publishers C Forum, Legend Section 7)

Post messages to: Legend Entertainment 72662,1021

Legend Entertainment Technical Support:

9:00 a.m. - 5:00 p.m. weekdays EST/EDT

1-800-658-8891

(NO HINTS WILL BE GIVEN ON THIS NUMBER)

Hint Information

Internet: <http://www.legendent.com>

AOL: Keyword Legend

CompuServe Hints:

GAMERS (Gamers Forum, Adventure Section 2)

Post messages to: Legend Entertainment 72662,1021

24 Hour Hint Lines

Children under 18 must obtain parents' permission before calling. Touch Tone phone is required.

Hints for Companions of Xanth

From the entire United States

1-900-933-2583 (\$1.00 per minute)

1-900-933-CLUE

From Canada

(\$.95 Canadian per minute)

1-900-451-3615

Hints for Spellcasting 101, 201, 301, Timequest, and Eric the Unready

From the continental U.S.

(1-900-776-5583 \$.75 for the first minute,

\$.50 for each minute thereafter)

1-900-PRO-KLUE

New Product Information/Orders

703-222-8515

Internet: <http://www.legendent.com>

Executive Offices

Legend Entertainment Company

14200 Park Meadow Drive

Chantilly, Virginia 20151

INSTALLATION

NOTE: In this manual, any reference to DOS refers to MS-DOS Version 6.22 or previous, not WIN '95 DOS MODE or WIN '95 DOS prompt.

This product requires an IBM compatible microcomputer with a 486/33 processor or better, 4MB of memory, Windows 95 or MS-DOS 5.0 or above, and a VGA or better graphics adapter.

Windows® 95 AutoPlay

If you are playing The Lost Adventures on your computer for the first time:

1. Insert CD-ROM disk label-side up.
2. Windows 95 will change the icon of your CD-ROM drive to The Lost Adventures icon.
3. You will be asked to select which games you would like to install. Files will be copied to the specified directories for each game you selected.
4. You will be asked about your music and sound hardware.
5. Select the game you would like to play.
6. The game will begin.

To replay a game when the CD is still in the CD-ROM drive:

1. Double click on the My Computer icon.
2. Double click on the game CD-ROM icon.
3. Select the game you would like to play.
4. The game will begin.

MS-DOS

If you are installing this game in DOS, follow these simple instructions:

1. Place CD-ROM disk®, label side up, in your CD-ROM drive.
2. Go into DOS (bring up the > prompt on the screen). Exit Windows by using the mouse to select FILE, and then EXIT. Do not use the MS-DOS icon as this will bring up a DOS shell within Windows. You must exit Windows completely before installing or playing any of these games, otherwise problems with sound, memory, or graphics problems may result.
3. Switch your DOS prompt to the drive letter corresponding to the CD-ROM. Do this by typing the CD-ROM drive letter followed by a colon and then press <Enter>. For example, if your CD-ROM drive is drive D, type D: <Enter>.
4. Type **INSTALL** <Enter> to run the installation program.
5. Follow the installation instructions on the screen.

Following the installation, you will return to the DOS game directory on your hard disk. Before playing the game, make sure that your mouse driver is loaded. Unless specified otherwise, the game will be installed onto the C: drive. For example, Gateway would be installed as C:\GW. From the game directory, type LEGEND to start the game.

WHERE TO GET HINTS & TIPS

Hints and tips for Legend Entertainment products are available on the Internet and on-line services, through 24-hour automated hint lines and via printed hint books. Internet users may go direct to the Legend Entertainment web site at <http://www.legendent.com> where you will find demos, information on upcoming products and areas to post technical support and hint questions. In addition, many on-line services such as America OnLine, CompuServe and Prodigy, offer bulletin boards and forums where you can talk to fellow gamers or post your questions.

Members of America OnLine, can type keyword Legend to reach the Legend Entertainment company site. There, you can search the folders and ask questions or find answers to hint and technical support questions and also get information on upcoming products.

CompuServe subscribers with technical questions, should type GO GAMCPUB to reach Legend's support area (Section 7). For hints, type GO GAMERS, and post questions in Adventure (Section 2). WinCIM users can add these forums to the Favorite Places window, or use the GO (stoplight icon) to jump to either GAMCPUB or GAMERS. If you are not a member of CompuServe, join today by calling 1-800-524-3388. Speak to Representative 512 and receive a FREE introductory membership which includes a \$15 usage credit.

24-hour automated hint lines are also available for gamers with touch tone phones. For hints on Companions of Xanth, callers anywhere in the US may call 1-900-933-CLUE (1-900-933-2583 for a cost of \$1.00 per minute. Canadian callers may dial 1-900-451-3615 at a cost of \$.95 Canadian per minute. For all other games in this package, callers within the continental US may dial 1-900-PRO-KLUE (1-900-776-5583 \$.75 for the first minute, \$.50 for each minute thereafter). Children under 18 must obtain their parent's permission for any 900 number call.

Legend Entertainment has also always provided printed hint books for each of our products. Because the original releases of Frederik Pohl's Gateway and Gateway II: HOMEWORLD contained hint books, we have included the text of these two books in the appropriate game directories. For example, if you are playing Frederik Pohl's Gateway and need a hint, exit the game and type: TYPE MORE < D:\GW\HINTBOOK.TXT <Enter>. For Gateway II, type TYPE MORE < D:\GW2\HINTBOOK.TXT <Enter>.

HELP! DOS TROUBLESHOOTING AND TECHNICAL ASSISTANCE

As gamers, we're always careful to eliminate every bug we can find before our games go out the door. But, until Windows 95 solves all the world's problems (configuration problems of course), there are still a lot of DOS configurations, and we like to plan for every contingency.

Some common problems and their solutions are described in this section. If your problem is not addressed, check the README.TXT file on the CD-ROM for any last minute changes. If nothing in there helps, DOS users should make a boot disk by following the instructions in the next section. If this still does not solve your problem, please call our Technical Support Department at one of the numbers listed under Technical Support in the back of this manual for specific help.

When calling Technical Support you must have information available about your system configuration, DOS version, type of graphics adapter card, sound card, and your music and sound IRQ settings. WE CAN OFTEN HELP YOU BETTER IF YOU ARE AT YOUR COMPUTER WHEN YOU CALL SO THAT WE CAN WALK YOU THROUGH THE PROBLEM.

Sound Cards, Music, Voice and Sound Effects

S101, S201, S301, Timequest, Eric the Unready, and Gateway support the following music and sound effect technologies:

- RealSound™
- AdLib™ Music Synthesizer Card
- Creative Labs™ Sound Blaster
- Roland™ MT-32 and compatible MIDI sound modules including Roland's MT-100, CM-32L, and LAPC-1

Gateway II: HOMEWORLD and Companions of Xanth require a SoundBlaster or 100% compatible in order to play the digitized sound effects.

1. How should Roland™ MT-32, MT-100, CM-32L, AND LAPC-1 Modules be configured?

To use your MIDI sound module, make sure your equipment is configured as described below and as illustrated on the accompanying diagram. LAPC-1 owners may ignore items A, B, and C.

- A. PC to MIDI Interface card is installed in your PC.
- B. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.
- C. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.
- D. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.
- E. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

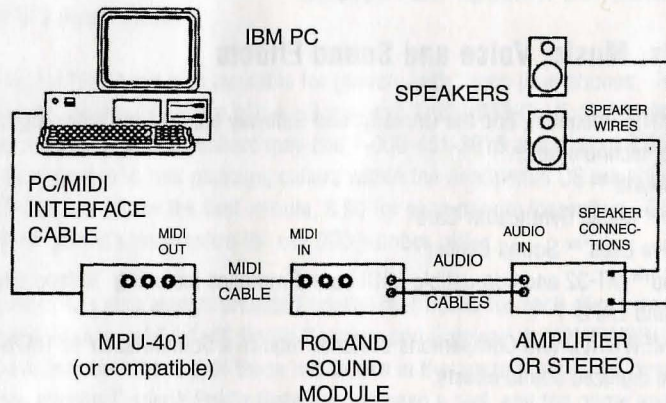
2. Have you checked your IRQ Settings?

If you are having trouble getting your Roland sound module to operate, the difficulty can probably be traced to one of two sources. First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing:
Example: ERIC MT32 5 300.

3. How Can Install Options Be Changed?

Simply rerun the install program to change the install specifications.



MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Memory

You are low on memory if you see one of the following messages:

- ERROR: You need at least another xxxx bytes of conventional memory.
- Your system is xxxx bytes low on available conventional memory. You should be able to complete the game, but you may miss some of the animations or sound. Press any key to continue, or <Esc> to abort.

Here are some common causes of low memory warnings:

1. Are you loading unnecessary drivers?

Try creating a boot disk, or a custom configuration (in DOS 6.0 or higher) to eliminate all but your CD-ROM, mouse, and sound drivers. Do not include SMARTDRV or any other disk caching software in your new configuration. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

2. Are you loading SMARTDRV or some other disk caching software?

Disk caching may make the game play much faster, but if you only have 4MB, you are better off not loading the cache software. Instead, use any editor (such as the DOS EDIT) to add REM before each line in your AUTOEXEC.BAT that loads SMARTDRV.EXE or other disk cache software. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

3. Are you using RAMDRIVE.SYS in your CONFIG.SYS file?

It is probably using a lot of memory and it will not help the game at all. Add REM before this line in the CONFIG.SYS file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

4. Are there any extraneous memory resident programs?

These programs (e.g., fax receive) can be disabled by adding a REM to the line in the AUTOEXEC.BAT file. You must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

5. Are you sure you are not running under Windows 3.11?

Type EXIT <Enter> at the DOS prompt - if the Windows interface appears, you were in the Windows DOS shell. To leave Windows, you must either click on EXIT or on the Close box at the upper left of the Program Manager Window.

Difficulty Saving The Game

1. Is there space available on the hard drive?

Check your hard drive and make sure you have at least 500K of disk space available for SAVE files (each one takes up approximately 23K).

2. Are you playing from the game directory on your hard disk or from the CD?

Files can't be written to the CD-ROM drive. Make sure that you are playing from the game directory on the hard drive.

Make sure you are starting the game from the game directory on your hard disk. If you are playing from your CD, it is loading all the files directly from the CD, and eliminating the benefit of the files copied to your hard disk.

Mouse Problems

1. Does the game display the message "ERROR: No mouse driver found."?

If the mouse does not seem to be working, make sure that you install the mouse driver before you

start up the game. You can usually accomplish this by typing **MOUSE** <Enter> from the DOS prompt while in the MOUSE or MS-DOS directory. If you get a "bad command or file name" error, then the mouse driver lives in a different directory. Consult the documentation that came with your mouse or your computer for more information.

2. Do you see mouse ghosts in the game, or does the mouse corrupt the display?

There are lots of buggy mouse drivers out there (even mouse drivers from prominent companies have been found to have problems). An updated mouse driver may solve your problem. For Companions of Xanth you should try starting the game by typing XANTH XMOUSE.

Miscellaneous Problems: Crashes, Hangs, Etc.

Crashes, hangs, inconsistent font sizes, missing pictures, black areas on the screen, and other odd behavior at the start of the game can be caused by a variety of problems. Check the following:

1. Is your computer configured with sufficient number of FILES and BUFFERS?

Check your CONFIG.SYS file and look at the lines for FILES and BUFFERS. They should each be set at 20 or more.

For example:

```
FILES = 20
BUFFERS = 20
```

If you change the number of files or buffers, you must reboot - by simultaneously pressing <Ctrl> <Alt> <Delete> - for your new configuration to take effect.

2. Is the CD-ROM placed in the CD-ROM drive?

Well, do it.

3. Does the computer fail to recognize the CD-ROM drive?

Make sure that your system is configured so that the CD-ROM drive is accessible.

4. Did the INSTALL program abort?

If the INSTALL program aborted because it ran out of room on your hard disk or because it encountered another error, you may have a partially installed game. Try re-installing the game from the CD.

5. Are you running within Windows 3.1?

You must exit from Windows 3.1 before you run these games. Please note that clicking on the MS-DOS icon in Windows does not exit Windows; it merely opens a DOS session within Windows. You must leave Windows by clicking on EXIT or on the close box at the upper left of your Program Manager window.

6. I have enough room on my hard disk for installation, so why did the installation program run out of space?

If you are using Double-Space, Stacker, or another disk compression utility, please keep in mind that the disk space requirements will need to be doubled. Check the README.TXT file for space requirements.

CREATING A DOS BOOT DISK FOR CD-ROM

If you are suffering from problems that you cannot explain, the procedures outlined here will allow you to boot your machine from a clean system boot disk, uncluttered by autoloading TSRs, device drivers, and complicated CONFIG.SYS files.

If you are using MS-DOS 6.0 or higher, and your CONFIG.SYS is set up for multi-config, you could add the updates to your CONFIG.SYS, and AUTOEXEC.BAT. However, if you are not familiar with how to build multi-config configurations, we recommend that you make a boot disk.

The following instructions describe how to view the CONFIG.SYS and AUTOEXEC.BAT files on your C drive. We recommend that first you make a back up copy of both your CONFIG.SYS and your AUTOEXEC.BAT. For specific instructions on how to do this, consult your MS-DOS manual.

At your C:> prompt:

1. Type **MORE < CONFIG.SYS** <Enter> to view this file.
2. Write down the DEVICE= or DEVICEHIGH= line that references the CD-ROM driver. It may look like this: DEVICEHIGH=C:\CDROM\DD250.SYS /D:MSCD001 /C:00 /M:20 /I:5 /P:340
3. Type **MORE < AUTOEXEC.BAT** <Enter> to view this file.
4. Write down the line that contains the MOUSE driver. It may look like this: LOADHIGH C:\DOS\MOUSE.COM. The mouse driver path may also be defined in other ways including:
C:\DOS\MOUSE.COM
C:\WINDOWS\MOUSE.COM
C:\MOUSE\MOUSE.COM
LMOUSE.COM
MOUSE.EXE
MOUSE.COM
5. Write down the line that contains the MSCDEX drivers. It may look like this: LOADHIGH C:\DOS\MSCDEX /D:MSCD001 /M:10 /E /L:D. Please note that <L:D> designates the CD-ROM drive letter that corresponds to your CD-ROM drive. If you are unclear which lines pertain to your CD-ROM drive, consult your CD-ROM manual.

To create a boot disk, follow these instructions carefully:

1. Find a blank disk for your A: drive.
2. Insert the blank disk in the A: drive and close the drive door.
3. Type **DIR A:** <Enter>.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A: /S** <Enter>.
6. Type **N** <Enter> when DOS asks if you want to format another disk.
7. Type **DIR A:** <Enter>.

8. You should see COMMAND.COM listed in the newly formatted disk's directory. (If you do not, type **COPYC:\COMMAND.COM A:** <Enter>, otherwise skip this step.)

DO NOT EDIT THE CONFIG.SYS & AUTOEXEC.BAT ON YOUR HARD DRIVE.

9. Type **A:** <Enter>.

10. Type **EDIT CONFIG.SYS** <Enter>; the DOS prompt is now gone and replaced by the DOS EDIT screen.

11. Type the following exactly as you see it below. In the space provided, make sure you insert the CD-ROM line that you wrote down earlier.

```
device=c:\dos\him.sys
device=c:\dos\emm386.exe ram
dos=high,umb
files=20
buffers=20
device=<your CD-ROM line here>
```

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

12. Hold down the <ALT> key and type **F** <Enter>.

13. Type **X** <Enter>.

14. Type **A:** <Enter>.

15. Type **EDIT AUTOEXEC.BAT** <Enter>; DOS prompt is now gone and replaced by the DOS EDIT screen.

16. Type the following exactly as you see it. In the appropriate spaces, make sure you insert the mouse line and the CD-ROM line that you wrote down earlier.

```
echo off
prompt $p$g
path=c:\dos
c:\      <your mouse line goes here>
c:\      <your CD-ROM line goes here>
(i.e. c:\<directory>\MSCDEX.EXE/<switches>.)
```

(This is a simple MS-DOS configuration. For more information on what each line means and how they can be further adjusted. Consult your MS-DOS manual.)

17. Hold down the <ALT> key and hit the letter **F** once, <Enter>.

18. Type **X** <Enter>.

19. Reboot your machine with the disk still in the drive.

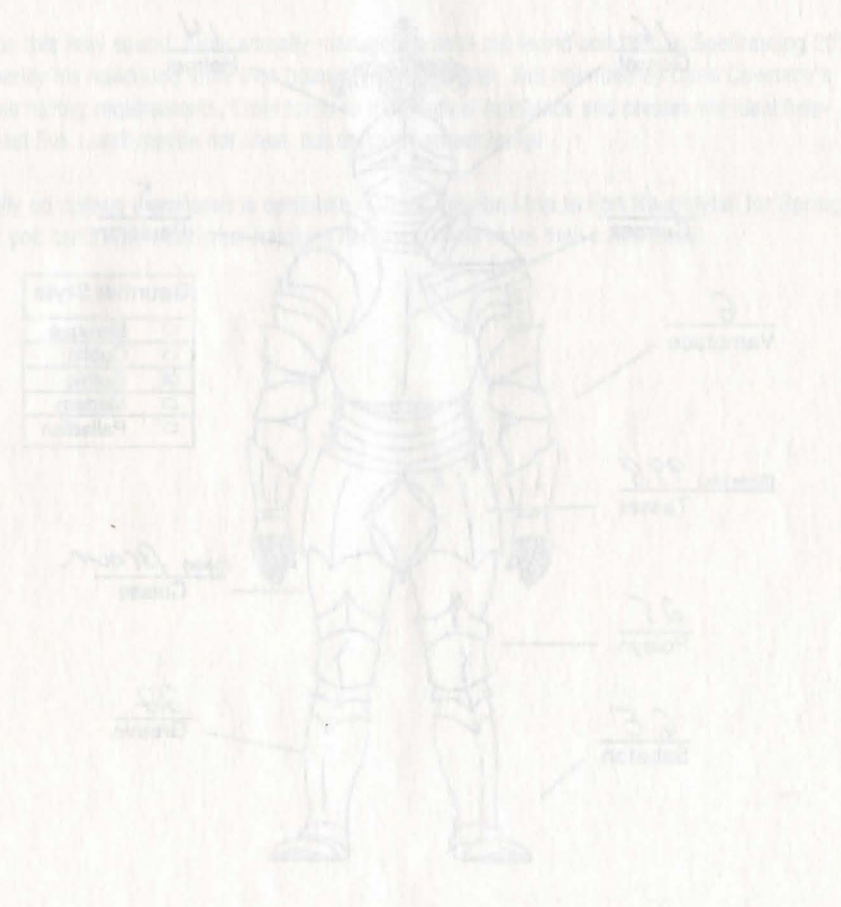
When the boot process is complete:

1. Type **C:** <Enter>.

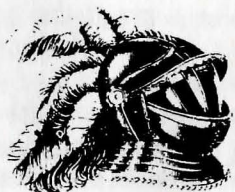
2. Type **CD name of game** <Enter>.

3. Type **LEGEND** <Enter> to start the game.

COPY PROTECTION SECTION

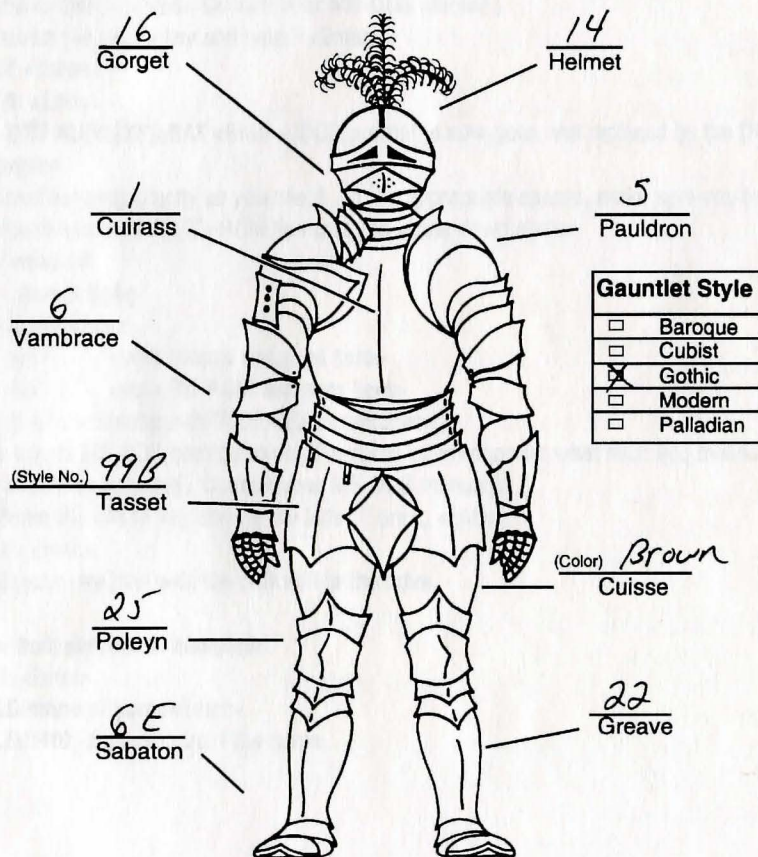


ERIC THE UNREADY



Giovanni's House of Armour
 "Famous for custom fit"

Name <u>Eric The Unready</u>	Salesperson <u>[Signature]</u>
Fitting Date <u>2/1/12</u>	Payment: Gold <u>Livestock</u> Visa



THE COMPLETE SPELLCASTING SERIES

- Spellcasting 101: Sorcerers Get All the Girls
- Spellcasting 201: The Sorcerer's Appliance
- Spellcasting 301: Spring Break

From the scandalous imagination of Steve Meretzky, these tales of high education and low morals have delighted legions of fans. All three hit games feature the academic adventures of our favorite nerd, Ernie Eaglebeak as he struggles to win the affections of his one true love, Lola Tigerbelly, and along the way experience the (ahem) educational opportunities of college life.

In Spellcasting 101, Ernie escapes a life of dragontending and enrolls in Sorcerer University. A freshman year filled with frat parties and scantily clad co-eds soon turns into a wild ride through the magical realm of Peloria.

Strange as this may sound, Ernie actually manages to save the world and then in Spellcasting 201 tries to parlay his newfound fame into fraternity membership. But hounded by Chris Cowpatty's impossible hazing requirements, Ernie turns to the magical Appliance and creates the ideal help-mate. Meet Eve...well maybe not ideal, but certainly entertaining!

And, finally no college experience is complete without the ritual trip to Fort Naughtytail for Spring Break. If you can't figure out what happens here, you need more than a hint book!

Enjoy.



SORCERER UNIVERSITY

Dear *Mr. Esfelbank*

Congratulations! Your application to Sorcerer University has been approved and we are holding a place for you in this year's freshman class.

As you know, Sorcerer University is Peloria's oldest, most famous, and only institution of wizardly learning. Founded by Marvin Meltingwolf (who later died in a bizarre fund-raising accident), the University has housed the world-famous Sorcerer's Appliance since the device was first built by Waldo Nimblefingers in the years of the Great Melon shortage. From humble beginnings, the school has grown to prominence in the following areas:

Athletics

The university has a proud athletic tradition that dates back to 814 when its varsity pokkaball team first decided to wear uniforms. After an unbroken string of losses that lasted until 997, the team won the coveted Squishingbug Trophy in 1035 when they wrested the championship from Farffling University, the other member of the league.

Research

At the forefront of thaumaturgical research, the Sorcerer University faculty has developed and patented more spells than most people. Think how much our lives have been enriched by just the ones listed below:

- Nee spell (create shrubbery)
- Urg spell (lift a massive weight)
- Phlub spell (drop a massive weight)
- Hrlgut spell (induce vomiting)

- Wufbam spell (cause small dogs to explode)
- Bahnzo spell (turn a world leader into a monkey)
- Emverdoo spell (create organizational chart)
- Sashakol spell (summon a beautiful young woman)
- Slugbgon spell (cause a lawyer to vanish)

Academics

Scholastic achievement at the University has never been higher. Under my leadership, the wild fraternity parties that once marred our reputation have been replaced by nightly study groups. And since the controversial ban on classroom torture (the "rack and rune" decree), more students than ever before are surviving their entire stay at the University, with as many as 15% each year now graduating in reasonably good health.

As you may gather, I am very proud of our University. I hope this orientation manual will help you enjoy your years with us, and I look forward to greeting you personally when you arrive on campus. Stop by any time - my door is always open.

Aaron Snowbunny
President



SORCERER UNIVERSITY

REGISTRATION FORM

Welcome to Sorcerer U! Please bring this form with you on registration day. It will be needed in order to complete any information which is missing from our registration records. No one will be registered for anything without this form! Registration will occur in Donkeydung Hall, between 9:00 a.m. and 4:30 p.m.

Student: *Eaglebeak, Ernie*

Status: *Freshman, Class of '41*

ID Number: *9179*

Advisor: *Professor Otto Tickingclock*

Living Group: *Frogkisser House*

Hometown: *Port Gekko (alumni sector 14)*

Secondary School Class Rank: *23*

Sorcerer Aptitude Test Scores: Oral: *590* Anal: *670*

Dietary Restrictions (if any): *none*

Allergies (if any): *none*

Medical Checkup Completed: *Yes*

Health Score: *91*

Schedule for Fall Term of 1037

course:	days:	time:	location:	professor:
Spellcasting 101	MonWedFri	9:30-11:30	Meltingwolf Hall	Wartytoad
General Magic 101	MonWedFri	1:00-3:00	Meltingwolf Hall	Friendofsheep
Physical Skills 101	MonWedFri	4:00-6:00	Sorcerer Stadium	[staff]
Math & Science 101	TuesThurs	9:30-11:30	Meltingwolf Hall	<i>to be determined</i>
Mythology 101	TuesThurs	1:00-3:00	Meltingwolf Hal	Barleybreath
Ethics 101	TuesThurs	4:00-6:00	Meltingwolf Hall	Hoppingturtle



SORCERER UNIVERSITY

REGISTRATION FORM

DO NOT FOLD, SPINDLE OR MUTILATE. Keep in a safe place.
A fee of 15 Gold Pieces will be assessed to replace lost forms.

For new students, welcome to Sorcerer University! If you are a returning student, please be aware that a major construction and renovation program is in progress. We recommend that you use the weekend before classes to familiarize yourself with the new campus geography.

Student: <i>Eaglebeak, Ernie</i>	Intended Major: <i>Applied Spellcasting</i>
Status: <i>Sophomore, Class of '41</i>	Medical Checkup Completed: <i>Yes</i>
ID Number: <i>9179</i>	Health Score: <i>87</i>
Living Group: <i>Hu Delta Phart</i>	

Special note to sophomores: Truancy during freshman lectures reached unacceptable levels last year. While it may have been possible to skip an occasional class and still pass your freshman courses, we strongly recommend that you attend all class sessions.

Schedule for Fall Term of 1038:

Spellcasting 201: Intermediate techniques (4 credits)
Professor Waldo Wartytoad
Mon-Wed-Fri 9:30-11:30
Ivorytower Hall

General Magic 201: Powder and Potions (4 credits)
Professor Theodore Branmuffins
Mon-Wed-Fri 1:30-3:30
Donkeydung Hall

Ethics 201: Financial Aspects of Sorcery (3 credits)
Professor Judd Dogwhistle
Tu-Thu 9:30-11:30
Donkeydung Hall

Alchemy 302: Concepts of Transmutation (3 credits)
Professor Bruce Hiddenmolar
Mon-Wed-Fri 4:00-6:00
Alchemy Lab

Music 114: Beginning Moodhorn (1 credit)
Miles Catwhosingsatdawn
Tue 1:30-3:30
Music Room

Physical Skills 201: Competitive Jousting
Staff (1 credit)
Tu-Thu 4:00-6:00
Sorcerer Stadium

REGULAR CAFETERIA HOURS

Breakfast	6:00 - 9:30
Lunch	11:30 - 2:00
Dinner	4:30 - 7:30

BEGINNING MOODHORN

ELEMENTARY MOODHORN
COMPOSITIONS FOR
THE NOVICE
MOODHORNIST

BY MILES CATWHOSINGSATDAWN

Preliminary Lesson

Your teacher will show you how to hold your instrument and produce correct

<i>Normal Time</i>	<i>Double Time</i>
<i>Trib High</i>	<i>Trib Low</i>
<i>Thrub High</i>	<i>Thrub Low</i>
<i>Oscilloop</i>	<i>Frombulate</i>
<i>Introwig</i>	<i>Extrowig</i>
<i>Woozle Right</i>	<i>Woozle Left</i>

Happiness Interlude

Johann Ratinfestation, (c) 1015

Sea of Sadness

Ingor Stringofpearls, (c) 997

Boldness: Opus 48

Wolfgang Lawnmowerblade, (c) 1037

Feat: Opus 49

Wolfgang Lawnmowerblade, (c) 1037

Shyness Sonata

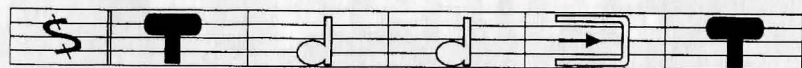
Johann Ratinfestation, (c) 1026

Lust in Putzburg

Gustav Whoopeecushion, (c) 1034

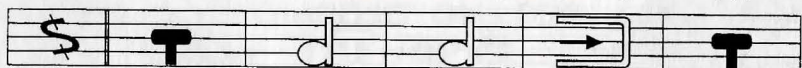
Drippingtreesap's Love Theme No. 15

Ludwig Drippingtreesap, (c) 1008



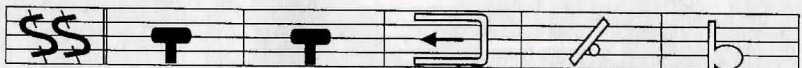
Harmony of Hate

Franz Josef "Papa" Hopsthroughmeadows, (c) 1020



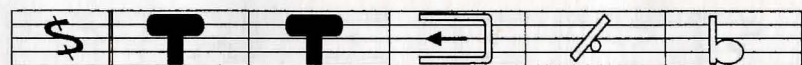
Summer Heat

Johann Ratinfestation, (c) 1018



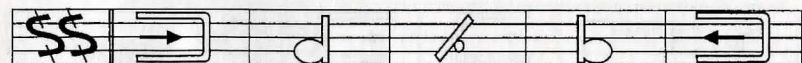
Winter Cold

Johann Ratinfestation, (c) 1018



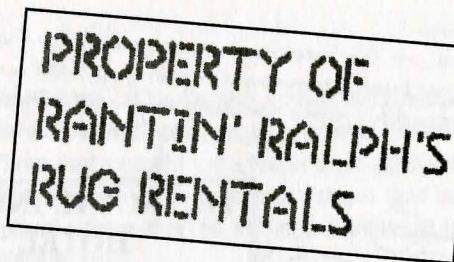
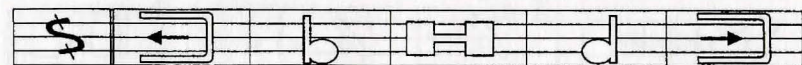
Harmony of Hunger

Franz Josef "Papa" Hopsthroughmeadows, (c) 1020



Weariness Waltz

Johann Ratinfestation, (c) 1014



Win-a-bagel™ Recreational Magic Carpet Operating Instructions

Win-a bagel™ Recreational Carpets feature a unique Auto-Magic Transmission™ mechanism that allows even the most unmagically-inclined driver to control its flight.

In case of mechanical difficulty, simply pull the red Auto-Magic Failsafe Lever™ located in the forward right corner of the Win-a-bagel™ Recreational Carpet. The carpet will immediately execute a safe landing. After such a landing, do not attempt to fly the vehicle again until it has been checked out by a Win-a-bagel™ authorized dealer.

NOTE: The magical properties of your Win-a-bagel™ Recreational Carpet are woven into the fibers of your vehicle. Do not attempt to unravel these fibers, as this could release the magical powers contained therein, with unpredictable and possibly dangerous results.

For routine maintenance, or in the case of difficulty, visit only a Win-a-bagel™ authorized dealer.

Ernie-

Here are the directions to Fort Naughtytail. This is the only guaranteed safe route from SU to there, so don't deviate, you old deviate!

Vince

- After taking off, head east, following Barfton Road
- When you get to Barmaid U, turn southeast
- When you reach the ocean, go 5 more minutes, then turn south
- When you reach the Island of Lost Soles, turn east
- Continue until you catch sight of Point Blather. Now head northeast. You'll be over downtown F.N. in 10 more minutes.
- Then, don't forget to land, you dunce!

Pharts—
Here are the hotel room assignments for Fort Naughtytail. The magic carpet leaves tomorrow morning at 7:00 a.m. sharp. Let's get super-psyched for some seriously major wildness!
—your Spring Breakmaster, Vince Gifthouseinthemouth

**THE ROYAL INFESTA
HOTEL**
On the Plaza
Fort Naughtytail 47-Z-20

TO: Hu Delta Phart Fraternity, Sorcerer University
FROM: Harvey Swolencowudder, Reservations Manager

We have received your deposit and confirm your reservation for the six rooms listed below. The rates quoted are for our 8-night Spring Break Supersaver Package. Your balance of 985 gold pieces will be due at check-in.

Room Number	Number Persons	Beds	View	Rate
848	2	2-twin	ocean	320
<i>Ralph anywoodennickles (Pledgmaster)</i>	<i>Cy Alex Manny Tony Duane Sean Ernie</i>			
1236	1	1-twin	ocean	240
<i>Ollie Offmorethanyouanchew (Lotionmaster)</i>	<i>Howie Lou Eric</i>			
1707	1	1-twin	pool	230
<i>Izzie Yourchickensbeforetheyhatch (Goldmaster)</i>	<i>Sam Brian Wes Ernie</i>			
2925	2	1-queen	plaza	310
<i>Fred Beforeyoucancrawl (Kegmaster)</i>	<i>Gary Larry Mark Donnie Donald Paul</i>			
3313	4	2-king	ocean	850
<i>Vince Gifthouseinthemouth (Spring Breakmaster)</i>	<i>Moe Chuck Barry Neal Jeff Jimmy Sal</i>			
17	1	1-cot	dumpster	20
<i>Ernie Eaglebeak (Carpetmaster)</i>	<i>Sid</i>			

Please note that in past years, it has been a common practice for excessive numbers of guests to stay in rooms intended for fewer numbers. This will no longer be permitted, and our house security team will be making spot-checks to insure compliance with this policy. Enjoy your stay and thank you for choosing the Royal Infesta Hotel!

P.S. Don't forget to set up the usual warning alarms for those feeble house detectives!

TIMEQUEST

For centuries, people have played the "what if" game. If the Spanish Armada had defeated the English, would we all be speaking Spanish now? If the British had not evacuated Dunkirk, would the Allies have won the Second World War? Timequest explores just a few of these possibilities and gives you the chance to meet, talk and match wits with some of the most famous (and infamous) people in world history. We hope as you play the game, that you will linger a while and talk with these characters. They have interesting things to say.

Here's a hint. When you are inside the Interkron and you get an error message on the screen — don't panic, there is nothing wrong with your computer! Simply "repair" the Interkron system using the copy protection codes on the next page. If you still can't go anywhere, take the card from the drawer in Vettenmyer's desk and put it in the Interkron's slot.

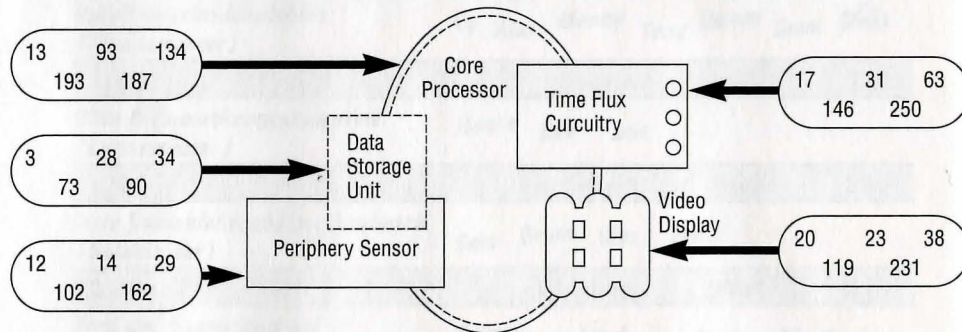
INTERKRON

TROUBLE SHOOTING GUIDE

FOR INTERKRON MODEL 9000TX

The Interkron 9000TX features the most advanced self-diagnostic repair robotics available. If a malfunction is detected in any of the Interkron's systems, the internal repair unit will initiate a tree-part procedure to identify the malfunction and repair it. As an additional safety feature, the Interkron operator must independently verify the findings before proceeding to the next step of the repair procedure.

1. LOCATION CODES FOR DAMAGED COMPONENTS



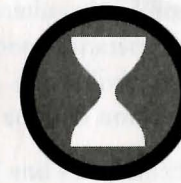
2. COLOR CODES FOR MALFUNCTIONING SYSTEMS

COLOR CODE	SYSTEM	COLOR CODE	SYSTEM
Cyan, Orange, Gold	Power	Green, Black, Gray	Logic
Red, Purple, Brown	Memory	Yellow, Silver, Pink	Timing
Blue, White, Tan	Parity		

3. REPAIR LEVELS AND PROCEDURE NUMBERS

Low Level Software	13	Low Level Hardware	143	Low Level Interface	5301
High Level Software	1346	High Level Hardware	7	High Level Interface	87

The last twelve pages of this book are the Mission Briefing Papers which provide an historical perspective for the 10 main missions in Timequest. So, if you've forgotten everything you ever learned about dead kings and days gone by, don't worry. The only history you need to know is right here. And in case you were wondering, all the information in each Critical Event section in the pages to come is historically accurate.



MISSION BRIEFING PAPERS

TOP SECRET



MISSION BRIEFING PAPERS

Background Information:

Two days ago, an empty interkron registered to Lieutenant Zeke S. Vettenmyer materialized at Temporal Corps headquarters. The time machine contained only a note that read, "Beware the Ides of March." Intel-Ops has analyzed the memory banks of the machine and determined that it was used for unauthorized incursions into the past. The data indicates that Vettenmyer has altered 10 critical historical events, and that he has established a base of operations somewhere in the past. It is clear that Vettenmyer is trying to destroy civilization. However, psychiatric evaluation suggests that he returned the interkron and the note because he subconsciously desires to be caught.

Operational Summary:

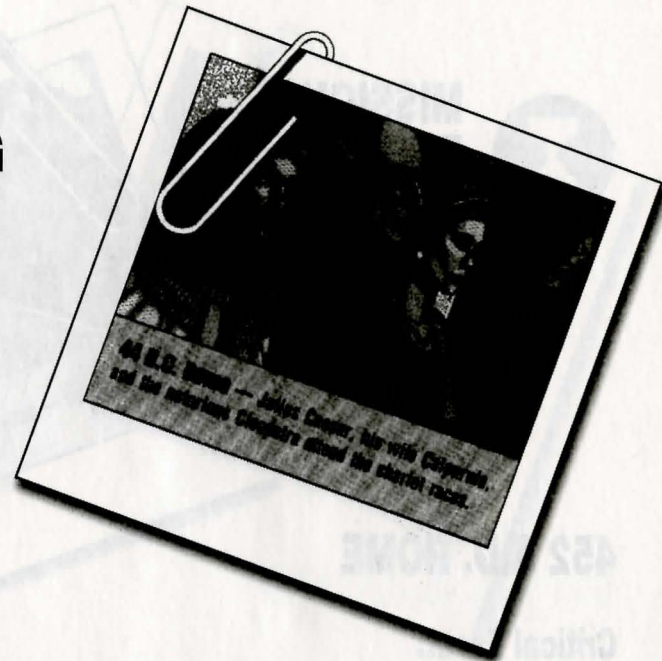
You are ordered to investigate all the timeplaces to which Vettenmyer traveled, although you may not find evidence of interference in all of them. During each time jump, you will receive subliminal instruction that will enable you to speak the local language at your destination. Where history has been altered, it is your mission to repair the timestream.

Equipment Summary

Vettenmyer's interkron has been reprogrammed to travel only to those timeplaces which he visited. In each timeplace the interkron will materialize seconds after Vettenmyer last left. On subsequent trips to the same location, it will materialize seconds after you last left. In the event of equipment failure, consult the Interkron trouble-shooting guide for repair procedures.



MISSION BRIEFING PAPERS



44 B.C. ROME

Critical Event:

Julius Caesar was stabbed and killed on the Ides of March. After his death, the conspirators in the assassination plot engaged in a bitter power struggle that split the Roman Empire and eventually led to its downfall.

Vettenmyer's Pan:

The interkron is set for February 15, one month prior to Caesar's death. This is the Feast of the Lupercalia, a holiday celebrated with chariot races attended by Caesar and his mistress, Cleopatra. Intel-Ops believes that Vettenmyer has arranged an 'accident' which will kill the dictator at the festival without the involvement of the conspirators.

Mission Objective

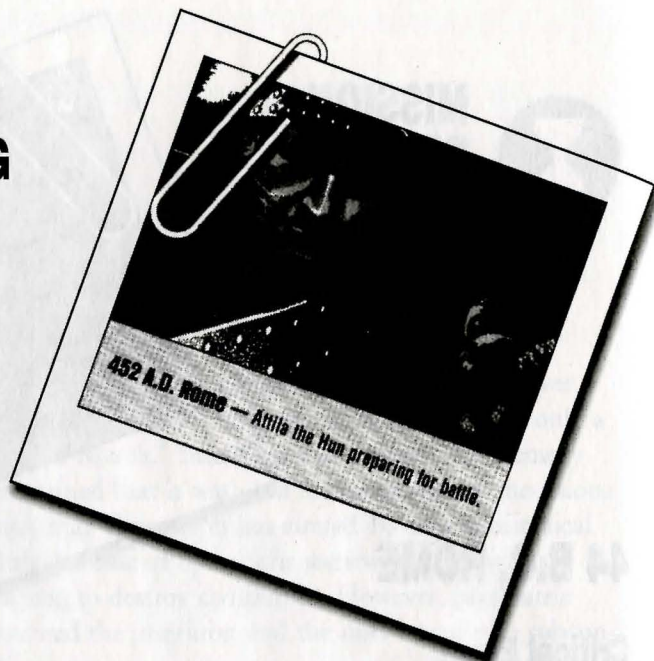
Foil Vettenmyer's assassination attempt.

Consequence of Failure:

Without the power struggle among Caesar's killers, the Roman Empire may remain united and resist all future barbarian incursions. It may in fact, never fall.



MISSION BRIEFING PAPERS



452 A.D. ROME

Critical Event:

In the spring of 450, Honoria, sister of Emperor Valentinian III, sent her ring to Attila the Hun and asked him to rescue her from an arranged marriage. Instead, Attila claimed her as his bride and demanded half the Roman Empire as her dowry.

When he failed to get either the woman or the land, he laid waste to northern Italy and marched on Rome. Powerless to stop him, Valentinian appealed to Pope Leo the Great to negotiate a treaty.

Pope Leo rode out to meet Attila and the two men met privately in the barbarian's tent. What transpired is lost to history, but when the two emerged, Attila turned his army away from Rome, never to return.

Vettenmyer's Plan:

According to Intel-Ops, Attila was afraid of the legendary power of the Christian god. It is believed that Vettenmyer has convinced Attila that the god of the Romans is actually weak and will be unable to stop the Hun invasion.

Mission Objective:

Assist Pope Leo in turning Attila away from Rome.

Consequence of Failure:

If Attila attacks and causes the early collapse of the Roman Empire, the gains of the "Pax Romana" may be lost and Europe may slip back to the barbarism of warring tribes.



MISSION BRIEFING PAPERS



800 A.D. ROME

Critical Event:

On Christmas Day in the year 800, Charlemagne was crowned first Holy Roman Emperor by Pope Leo III. The coronation was the most significant event in Medieval history, and signalled the end of the Dark Ages. Under Charlemagne's subsequent rule, more of Europe was united under one crown than at any time until Napoleon.

Vettenmyer's Plan:

Charlemagne was a truly devout man who accepted the crown only because he believed it was God's will. Intel-Ops believes that Vettenmyer has convinced Charlemagne he is not holy enough to rule. As a result, Charlemagne will not accept the crown unless it is marked with a sign from God.

Mission Objective:

Convince Charlemagne to proceed with the coronation.

Consequence of Failure:

Without Charlemagne's leadership, Europe may never emerge from the Dark Ages.



MISSION BRIEFING PAPERS



800 A.D. BAGHDAD

Critical Event

As large as Charlemagne's empire was, it was dwarfed by the Muslim territories ruled by the Muslim Harun al-Rashid, the sultan immortalized in the 1001 Arabian Nights. Harun's empire stretched from Spain to China, and the elephant he sent to Charlemagne as a coronation gift was symbolic of the relative sizes of the two empires. Although the sultan was a popular leader, Yahya, his Grand Vizier, secretly plotted to overthrow him.

Vettenmyer's Plan:

Harun was able to put down Yahya's revolt because he learned of it far enough in advance to prepare a defense. Intel-Ops believes that Vettenmyer has persuaded Yahya to speed up the timetable and to attack Harun before he has had time to prepare.

Mission Objective

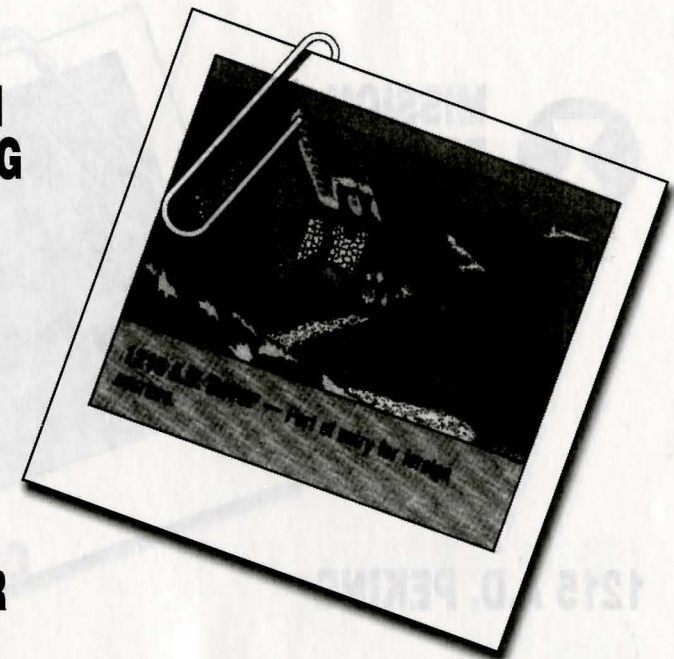
Prove the Vizier's treachery to the sultan.

Consequence of Failure:

If the ruthless Yahya replaces Harun as sultan, the Muslim armies may resume their attacks on the Christian world and extend Arab domination over the rest of Europe.



MISSION BRIEFING PAPERS



1215 A.D. DOVER

Critical Event:

In 1215, King John of England's war against France had exhausted the funds in the Royal Treasury. Desperate for money, he tried to raise the taxes on his wealthy barons. The barons, however, John signed the Magna Carta, the document that became the cornerstone of individual liberty in a free democracy.

Vettenmyer's Plan:

Intel-Ops notes that if King John had access to alternate funding, he would never have signed the Magna Carta. It is believed that Vettenmyer has convinced one of John's allies to advance him the money.

Mission Objective:

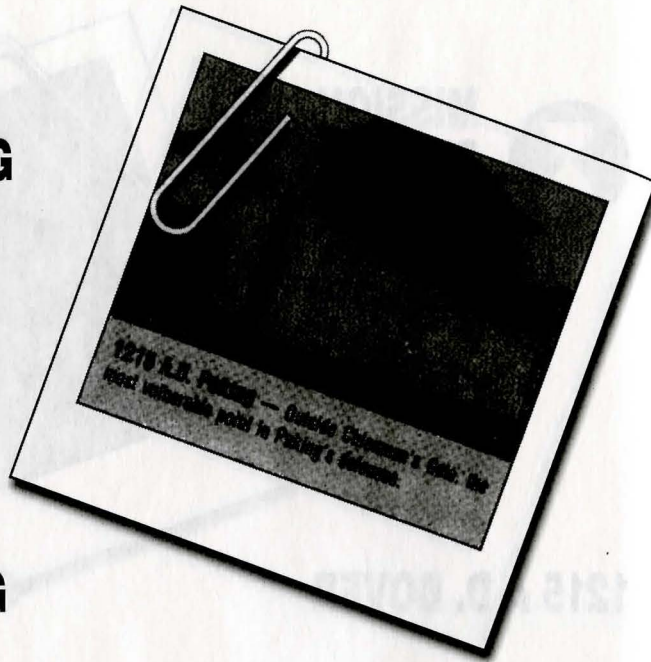
Ensure that King John signs the Magna Carta.

Consequence of Failure:

Without the Magna Carta to protect the rights of the individual, the feudal system may be extended indefinitely.



MISSION BRIEFING PAPERS



1215 A.D. PEKING

Critical Event:

While King John fretted at Runnymede, Genghis Khan and his Mongol Horde were camped outside the gates of Peking several thousand miles away. They were engaged in a long and difficult siege of the city an unusual activity for the highly nomadic tribe. When the city eventually fell, the Great Khan founded the Yuan Dynasty that ruled China for over a Century.

Vettenmyer's Plan:

Intel-Ops notes that the Mongols were unaccustomed to the demands of "sit-and-wait" warfare. It is believed that Vettenmyer has persuaded Genghis to abandon the siege and to raid Europe instead.

Mission Objective:

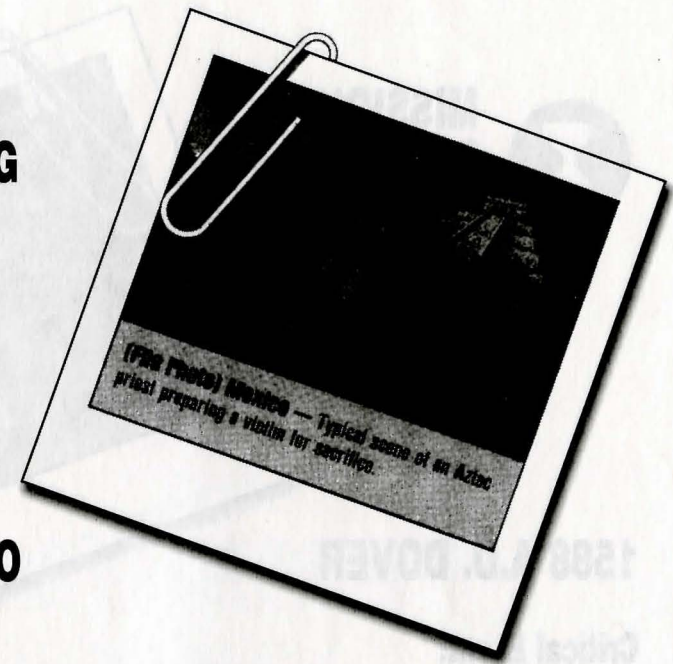
Open the gates of Peking to the Mongols before Genghis Khan decides to abandon the siege.

Consequence of Failure:

If Genghis Khan attacks Europe, the Mongols will almost certainly overrun the continent, destroy western civilization, and replace it with customs drawn from their oriental heritage.



MISSION BRIEFING PAPERS



1519 A.D. MEXICO

Critical Event:

In 1519, Hernando Cortez landed in Mexico with only 500 men and 16 horses. Yet in a matter of months he conquered the entire Aztec nation of more than half a million people. He accomplished this astounding feat with the help of an Aztec myth that the vengeful god Quetzlcoatl would one da: come in the guise of a bearded white man and destroy the Aztecs.

Vettenmyer's Plan:

Intel-Ops notes that Vettenmyer's interkron visited Mexico in 1361 B.C., which was the era in which the Quetzlcoatl myth was established. They believe that Vettenmyer has tampered with the legend, changing it to make the Aztecs believe they are invincible.

Mission Objective:

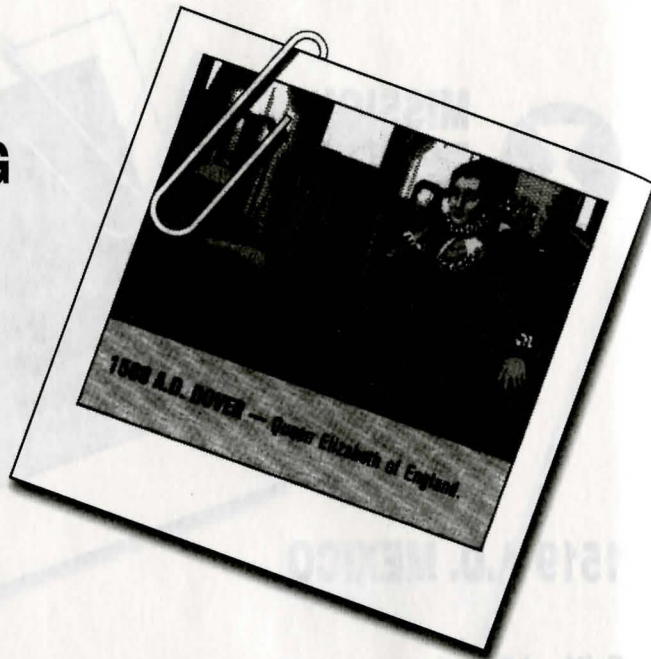
Re-establish the original Quetzlcoatl myth.

Consequence of Failure:

With the Quetzlcoatl myth altered to strengthen the Aztecs, they may defeat not only Cortez but all other European invaders, eventually extending their cannibalistic culture over all the Americas.



MISSION BRIEFING PAPERS



1588 A.D. DOVER

Critical Event:

On Sunday August 7th, 1588, the mighty Spanish Armada lay anchored in Calais, awaiting a rendezvous with the land forces of the Duke of Parma. The Armada's mission was to ferry the Duke's army across the Channel to invade an ill-prepared England. This invasion of Protestant England was backed by the entire Catholic world. Pope Sixtus V even promised 1 million gold ducats to King Philip of Spain when the first Spanish soldier set foot on English soil. The Holy War was directed against Queen Elizabeth, daughter of Henry VIII. She steadfastly renounced the Roman Church because it never recognized her father's second marriage and therefore considered her illegitimate and without right to the English throne. That Sunday night, Sir Francis Drake set eight English galleons ablaze and sent the burning ships into the heart of the Armada. The Spanish ships broke formation and scattered out into the Channel where the English fleet attacked them separately and ultimately defeated them.

Vettenmyer's Plan:

Intel-Ops believes that Queen Elizabeth herself gave Drake the idea of using fire-ships to scatter the Spanish fleet. It is believed that Vettenmyer intends to prevent Drake from meeting Elizabeth by creating a diversion.

Mission Objective:

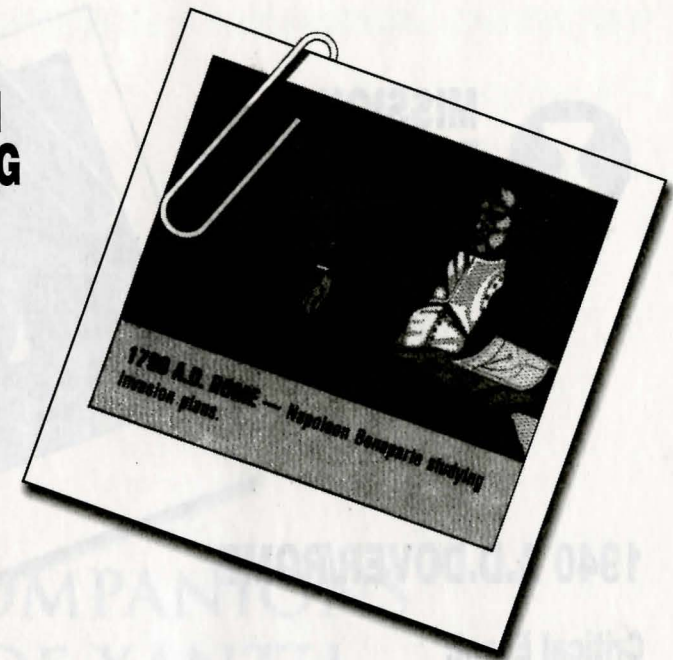
Ensure Drake and Elizabeth meet each other.

Consequence of Failure:

If the Armada remains in Calais long enough to board the Duke of Parma's army, the ensuing invasion may overwhelm England and reduce the island to a Spanish colony.



MISSION BRIEFING PAPERS



1798 A.D. ROME

Critical Event:

In early 1798, the French army occupied Rome and deposed Pope Pius VI. The invasion was just one step in Bonaparte's lifelong dream of extending French rule over all the territory once united under Charlemagne's crown. Once Italy was conquered, Napoleon's greatest obstacle to complete European domination was England and her indomitable navy, led by Admiral Lord Nelson. Unwilling to attack the island directly, Napoleon took his army to Egypt to cut off the source of England's wealth, the trade routes to spice-rich India. When Nelson learned of Bonaparte's plans, he sailed for Egypt and defeated the French navy at the Battle of the Nile, stranding Napoleon's army over two thousand miles from home.

Vettenmyer's Plan:

Intel-Ops believes that a direct invasion of England by Napoleon would have succeeded. It also believed that Vettenmyer has convinced Napoleon of this, and that he has decided there is no reason to go to Egypt.

Mission Objective:

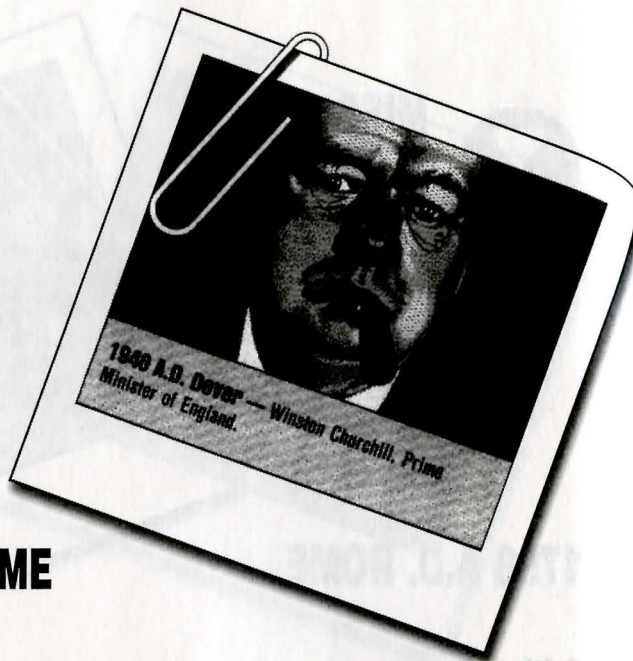
Convince Napoleon to invade Egypt and make sure that Nelson is there to meet him.

Consequence of Failure:

If Napoleon sails against England instead of Egypt, he will probably prevail and England will become just another province of France.



MISSION BRIEFING PAPERS



1940 A.D. DOVER/ROME

Critical Event:

On May 10, 1940, the German armies burst from behind the outdated Maginot line and blitzkrieged their way across Belgium and France. By the end of the month, the Nazis had routed the allied army and relentlessly forced them to retreat until their backs were up against the Channel. The British troops were completely surrounded and had no hope of escape.

Then, on May 24th, Hitler ordered a halt to the advance. For the next three days, the British and French troops shored up the defenses around Dunkirk while German tanks sat idle. By the time Hitler reinstated the order to advance, it was too late. From May 27 to June 3, the British achieved the miracle of Dunkirk. They evacuated over 340,000 men, taking them out in sailboats, rowboats, yachts, dinghies, and anything else that would float.

Vettenmyer's Plan:

Intel-Ops reports that Hitler had several reasons for ordering the three-day hiatus. Chief among them was the hope that the British would accept the cease-fire as a show of mercy and that Churchill would negotiate a quick surrender.

Because Vettenmyer's interkron is set to arrive at both Dover and Rome on the afternoon of May 24th, Intel-Ops believes that he has a two-prong strategy to alter events. They believe his main goal is to convince Churchill to indicate he is willing to surrender. As a backup plan, Intel-Ops thinks Vettenmyer has convinced Hitler to accelerate the timetable and to resume the attack early if the British do not signal their surrender by some predetermined time.

Mission Objective:

Make Hitler believe that Churchill has surrendered.

Consequence of Failure:

If the Nazis resume the attack before the British can shore up their defenses, the British and French armies will be destroyed, the Germans will win World War II, and all Europe will be plunged into darkness.

HINT & ANSWERS SECTIONS

COMPANIONS OF XANTH

XANTH PUZZLES

MUNDANIA

1. What do I do with the envelope on the desk?
2. I'm stuck in the front hall and I can't do anything.
3. How do I open the cabinets in the kitchen?
4. What are the really important items in the kitchen?
5. What do I do when the phone rings?
6. What happens if I don't accept the bet with Edsel?
7. What makes these two guys think that a woman's affections are the proper subject for a bet?
8. What do I do with Edsel's package when it arrives?
9. How do I make Edsel's game work in my computer?

CHOOSING A COMPANION

10. Why does Grundy Golem look like Peter Pan?
11. Which Companion should I choose?
12. Hey! How come everything in Xanth looks black and white?
13. How do I get out of the cavern?
14. Kim told me I won't get far in Xanth as a screen. How can I get a body like hers?

THE VILLAGE AND THE CROSSROADS

15. What do I do with the cherry bomb?
16. How do I open the locked gate in the village?
17. How do I douse the censors?

GETTING BEYOND THE PAIL

18. How do I get beyond the pail?
19. How do I build a catapult?
20. Where can I find a flat board?
21. How do I get the log out of the log jam?
22. How do I get the rope that's tied to the pier?
23. What do I do with the mail in the mailbox?
24. How do I get past the eye screen?
25. Should I take the tee from the fairway?
26. What can I do with the witch and the clown?
27. How can I get Fairy Nuff to help me?

MAKING THE SOLUTION

28. What can I use to collect the recipe ingredients?
29. Where can I find an egg?
30. How do I catch a firefly?

31. How do I get some butter?
32. How can I get some cough drops?
33. Where can I get some fresh water?
34. OK, I've got everything I need in the pail, why won't it put out the censors?
35. Fairy Nuff says I need to divide the solution. How do I do that?
36. Hooray! I've doused the censors and the Headman has given me a sword. Now how do I get out of here?

THE VOID

37. I'm stuck in the void and I have no idea how to get out.
38. I keep seeing a door - but then it goes away! How can I make it stay?

THE REGION OF EARTH

39. How can I get into the barrow?
40. How do I survive the meeting with demoness Metria?
41. How can I find my way through the barrow maze?
42. Hey! All of a sudden Nada wants me to drink from the spring. What gives?
43. Where did Nada go?
44. What are all the important things to find in the barrow maze?
45. Why can't I make a rubbing of the plaque?
 - a. You're missing something.
 - b. What you need is beyond the door ajar.
46. Why doesn't this "Nada finder" seem to work?
47. What do I do in the "switch" room?
48. How can I avoid looking at Nada?
49. How do I free Nada?
50. How can I collect some blue agony moss?
51. What am I supposed to do with the metal pad on the floor?
52. How can I get past the door that is ajar?
53. How can I get past the ironwood tree?
54. What do I do with the mirror?

THE REGION OF FIRE

55. How do I get past the fire dog?
56. How can I convince the dog that I intend to eat him?
57. How do I get past the wall of fire?
58. How do I make a firecracker?
59. OK, I've got Mack's recipe, but I still don't know how to make a firecracker.
60. How do I use the firecracker to get past the firewall?
61. How do I get out of the opening?

THE REGION OF WATER

62. How can I get past the troll?
63. Where is the key that the troll wants me to find?
64. How can I get the troll's key?
65. How can I fill the well with water?
66. I've given the troll his key, but now he wants me to do one of his puzzles.

COM-PEWTER

67. Do I have to play Com-pewter's game to get by him?
68. How do I win the first round of Com-pewter's game?
69. What are the answers to the second round of Com-pewter's game?
70. I don't have a "T" in my tray!
71. Com-pewter is playing some new game that I don't understand. How can I kill him?

THE REGION OF AIR

72. How can I help Ma Anathe?
73. How can I get past the ogress?
74. What do I need to outfit the boat in the cave of winds?
75. How can I get some wind?
76. How can I get a sail?
77. How can I get the ogre boy to help me?
78. What are the answers to the questions that the knight asks me?
79. I've gone as high as I can up the mountain. Now what?
80. What do I do with Ma Anathe's potion?

THE GAP

81. How do I get past the animals guarding the Gap?
82. The game made me switch companions, but I don't want to!
83. How can I get past Stanley Steamer?
84. How can I get Cumulo Fracto Nimbus to help me?

OUTSIDE HUMFREY'S CASTLE

85. How can I open the gate outside Humfrey's castle?
86. How do I lower the bridge outside the castle?
87. How can I get in the front door of the castle?
88. How can I get across the moat?
89. What do I do with the Lok Pik monster in the moat?
90. Doesn't the Lok Pik Monster belong in the Spellcasting series of games?
91. How do I open the grate?
92. What do I do with the switches in the tunnel?

INSIDE THE GOURD

93. How can I get up the stairs past the zombie?
94. How can I open the storm door into the cellar?
95. How do I get out of the cellar?
96. How do I get up the stairs to the second floor?
97. How do I open the trap door that Nada closed?
98. How do I get out of the library with the skeleton?
99. How do I get the cane off the front porch?
100. I'm up in the attic. How can I keep Kim from getting the prize?
101. I'm back in my bedroom. Now what?

ANSWERS

MUNDANIA

1. Open it and see what's inside.
2. The light switch is over next to the door.
3. The cabinets can't be opened. Forget about them.
4. Take the teabag from the table and the mustard from the refrigerator.
5. Answer it.
6. If you don't take the bet, the picture of the kitchen will burn into your computer screen and you'll never be able to do those really neat spreadsheets you love so much.
7. They're just two game characters trying to move the plot along. Give 'em a break.
8. Open it and see what's inside.
9. Once you have turned on the computer and put the game disk in the floppy drive, close the floppy drive.

CHOOSING A COMPANION

10. Because if we made him look like a character from Star Trek you'd just get confused.
11. Only Nada Naga will get you safely through the perils of Xanth. Choose her.
12. Put on your Way Cool (tm) 3-D glasses.
13. Wait a few turns while Nada figures out how to open the door. Then do as she suggests and go north out of the cavern.
14. It'll be a while before you stop being a screen. Don't worry about it for now.

THE VILLAGE AND THE CROSSROADS

15. The cherry bomb is completely useless. There is no need to take one.
16. Talk to the headman. If you agree to help him with the censor ship, he'll give you the key to the gate.
17. You need to get beyond the pail, visit Fairy Nuff, and follow his instructions.

GETTING BEYOND THE PAIL

18. You're going to have to build a catapult in the room with the boulder. To learn how to do that, see the hints about how to build a catapult.
19. Put the flat board on the boulder. Put the rock on the board. Then ask Nada to whack the board with her tail.
20. Take the log from the log jam and give it to the woodwright. He will take it away, and then return with a nice flat board.
21. You need to get the anchor from under the pier in the village.
22. Ask Nada to get the rope for you. She will turn into her Naga form and slither under there post haste.
23. You can read it if you want. Beyond that, it's pretty useless.
24. During the dialogue with the screen, tell it that you want to go see Fairy Nuff.
25. By all means, rip it off.
26. There isn't anything you can do with the witch or the clown.
27. Tell him about the problem the people in the village are having with the censor ship.

MAKING THE SOLUTION

28. Use the pail.
29. The egg is in the cup on the green at the end of the fairway.
30. Pick a buttercup and empty it. The cup that remains will be nice and sticky - perfect for capturing a firefly.
31. Go back to the crossroads. Take a buttercup. Empty it, and you'll have a pat of butter.
32. Every time the cough drop bush in the forest coughs, a cough drop falls into the pool. Ask Nada to catch one for you and she will. Repeat as desired until you have collected sufficient cough drops.
33. Put the pail in the stream in the crossroads.
34. Bring the solution back to Fairy Nuff.
35. Get the lamp covers from the village and take them to Nuff.
36. Go back to Fairy Nuff and ask him to show you the short cut.

THE VOID

37. You need to create a door that will lead you out of the void.
38. Talk to Nada and keep reaffirming your belief that you definitely saw the door. The more you believe it, the more real it will become, until finally it will become permanent.

THE REGION OF EARTH

39. Only demoness Metria can open the door. She is waiting for you at the pool to the southeast.
40. Keep turning down Metria's offers to drink from the pool. Eventually she will give up in disgust and open the door to the barrow.
41. Most people play through the maze in "map mode", switching to the picture only when they come across something of importance.

42. Metria has disguised herself as Nada and is trying to tempt you again. Resist her and wait until she tires of this activity.
43. When Metria turned out the lights in the barrow, she kidnapped Nada and imprisoned her someplace. Now you must go into the barrow and find her.
44. Other than the mortar and the pestle, you will need to discover a room with a mirror, the switch room, the room with a plaque, and the room where the door is ajar.
45. Keep playing, you will find a piece of charcoal by the fire wall.
46. Demoness Metria doesn't want you to find Nada. The closer you are to finding her, the lower the reading on the instrument.
47. When the last switch appears, start switching them off again. The order in which you turn off the switches doesn't matter. When you have finished, a large button will appear. Push it.
48. Only select dialogue choices that don't involve looking at Nada.
49. The demoness Metria cast a spell on the manacles. Talk to them, and you will discover that you can remove the spell.
50. You can't solve this puzzle until you solve the door that is ajar puzzle. When you solve that puzzle, you will acquire the object you need to collect the moss.
51. Stand on it.
52. The door is really a jar. Take it, and it will revert to its true form.
53. Get some blue agony moss and pour it on the tree.
54. Look in the mirror and see what happens.

THE REGION OF FIRE

55. If you can show the dog that you think of him as a hot dog and that you are going to eat him, you will chase him away.
56. Ask Nada to put her hair up into a bun. Then put some mustard onto the bun. If you didn't take the mustard from your parents' refrigerator, don't panic. Nada will wait while you leave the game to go and get it.
57. You need to create a firecracker. To learn how, see the hints about how to make a firecracker.
58. Smooth out the paper that you've been carrying around. Put it on the plaque in the barrow maze. Then rub it with the piece of charcoal that you found next to the firewall. The recipe for Mack's crackers will appear.
59. Put the buttercup and the firewater into the mortar you found in the barrow maze. Grind them up with the pestle you found in the maze. Then put the mortar into the natural oven in the room with the fireman. Wait until it has risen and turned golden brown. Then take it out again.
60. Throw the firecracker into the wall of fire. Wait a few turns and it will blow up, extinguishing the fire in the process.
61. Tie the rope to the anchor. This will make a nice grappling hook that you can throw up into the opening.

THE REGION OF WATER

62. You are going to have to agree to perform a free service for the troll.
63. The key is at the bottom of the well in the troll's lab.
64. Fill the well with water, and then swim in it.
65. Get the hose from the reservoir that's just beyond the bridge. Push the blue button that opens the upper drain in the well. Then put the hose in the sink and turn on the water. The water will siphon into the well, so you'll be able to swim into it and get the key.
66. If you try and fail a puzzle three times, the troll will simply let you go.

COM-PEWTER

67. You have to play the game with him. And whatever you do, DON'T RESIGN!
68. The answers to the first round of questions are:
 - "s" to make the word "spears."
 - "d" to make the word "dates."
 - "p" to make the word "pecans."
 - "e" to make the word "steer."
 - "a" to make the word "lamia."
69. The answers to the second round of questions are:
 - "o" to make the word "moose."
 - "b" to make the word "cobra."
 - "f" to make the word "fleas."
 - "e" to make the word "panties."
 - "t" to make the word "tangles."
70. Use the golf tee you found in the fairway. If you didn't pick that up, don't panic. You can always exit (The Game) and return to the kitchen to get the "T" bag that was on the table.
71. Put the virus you got from Grundy into the cylinder.

THE REGION OF AIR

72. Bring her a sign from the top of the mountain.
73. You need to help Ma Anathe before you can get past the ogress.
74. Once you've got a sail and unleashed some wind, untie the rope from the mooring, and get in the boat.
75. Take the windbag from the long and winding road.
76. You need to get the ogre boy to help you fix the cart. Once the wheel is on, give the cart a push.
77. Take the windsock from Ma Anathe's house and put it over the vent. Once he has recovered the ball, he will offer to help you.
78. The answers, in order, are: error, airedale, window, air conditioning, errand, windbag, airplane, airbag, windmill, breeze.
79. Take the sign and bring it back to Ma Anathe.
80. Give the potion to the ogress.

THE GAP

81. Keep talking to the animals. Eventually, they'll get out of your way.
82. There isn't anything you can do about it, so you may as well relax and enjoy it.
83. You need to get Cumulo Fracto Nimbus to help you.
84. If you insult the cloud enough, he will dump a bunch of snow on both you and Stanley. This will render the dragon harmless.

OUTSIDE HUMFREY'S CASTLE

85. Run your mouse cursor over the portion of the wall directly above where Sammy indicated. When you find the loose brick, press it and push the switch.
86. Click on the bridge, then click on the specialty verb "draw", and then click on the moat. This will draw a portion of the bridge on the moat. Keep repeating this until the bridge is completely lowered.
87. You can't get in the front door. You'll have to find another way into the castle.
88. You'll have to find a way to subdue that monster.
89. The cricket is keeping the monster awake. Capture the cricket with the jar, and the monster will fall asleep, making it possible to cross the moat on its coils.
90. The Lok Pik monster has embarrassing photos of our company president. He gets to be in as many games as he wants.
91. Use the crowbar you got from the troll.
92. Push switches number four, one, and two.

INSIDE THE GOULD

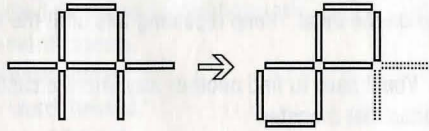
93. You can't get up those stairs. You'll have to get into the house another way.
94. Use the scale from the Lok Pik monster to pick the lock.
95. Keep looking until you find a skeleton key. You can use it to open the door at the top of the stairs.
96. Get some twine from the basement and tie it to the lever on the balustrade. This will keep the stairs from moving.
97. You need the cane that's on the front porch.
98. Take the third book from the left. This will make the fireplace turn around, taking you with it.
99. Use the Pain-B-Gone pills on the pane of glass.
100. Throw the sword at the prize.
101. Go answer the phone.

SOLUTIONS TO THE TROLL PUZZLES

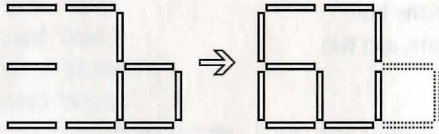
Matchstick Puzzles

These are the easiest of three types of troll puzzles. For each puzzle the illustration shows the original match configuration. The second shows the solution, and via dotted lines, illustrates which matches must be moved in order to achieve it.

1. Two matches to make two boxes



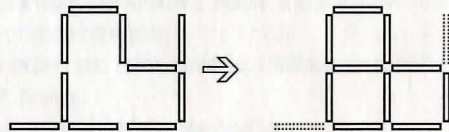
2. Three matches to make three boxes



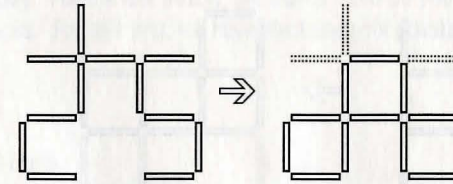
3. Four matches to make two boxes



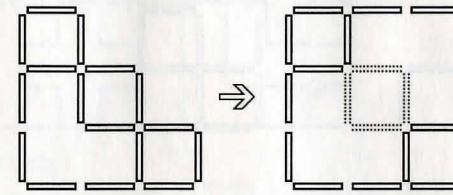
4. Two matches to make three boxes



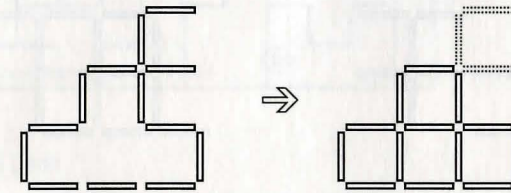
5. Three matches to make three boxes



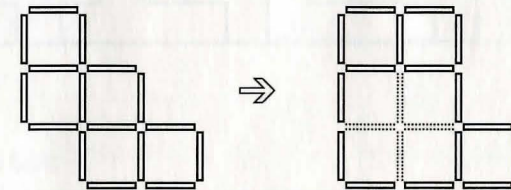
6. Four matches to make four boxes



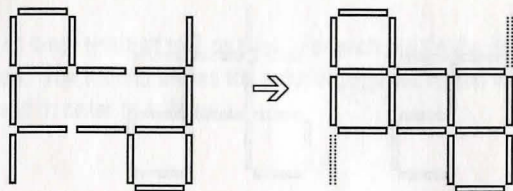
7. Four matches to make four boxes



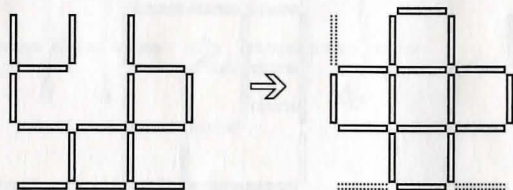
8. Four matches to make four boxes



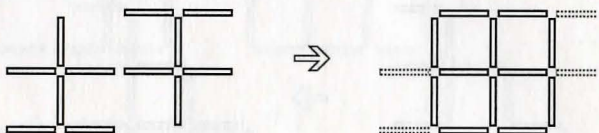
9. Two matches to make five boxes



10. Three matches to make five boxes



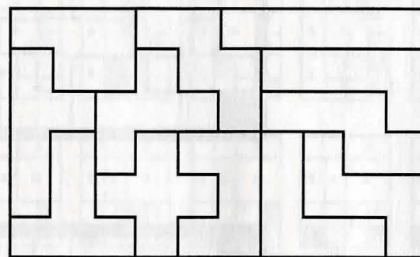
11. Four matches to make five boxes



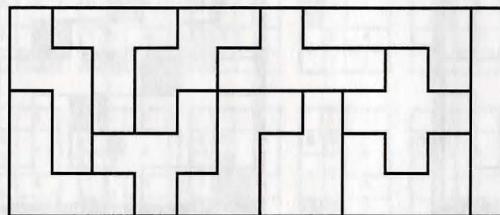
Pentominos

The troll has given you a tray and an assortment of pieces. For the first four puzzles, you must fit all the pieces in the tray. For the last puzzle, the tray is sized so you can fit all the pieces in while leaving four open spaces. For this one, we have illustrated six possible solutions.

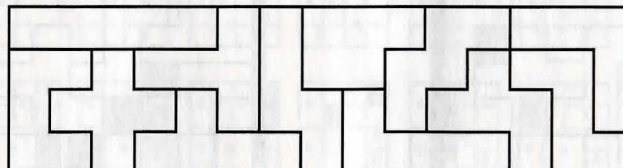
1. 6x10 Units



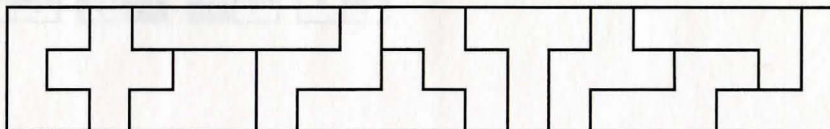
2. 5x12 Units



3. 4x15 Units

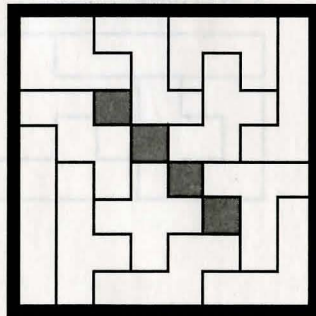
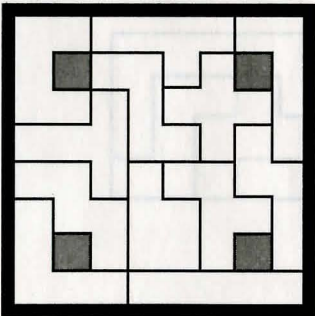
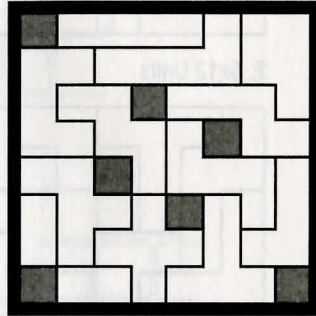
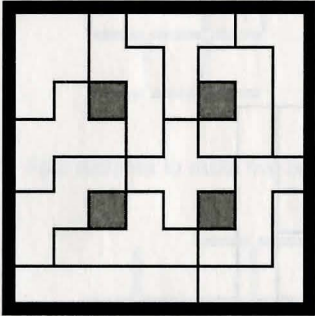
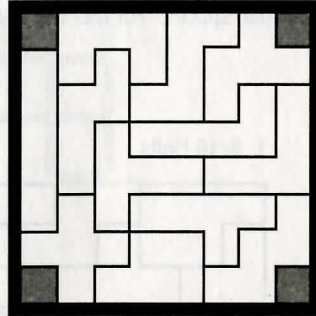
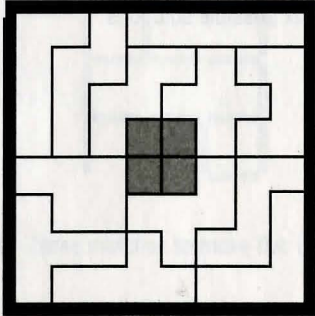


4. 3x20 Units



Pentominos Continued

5.



Sliding Block Puzzles

Moving from left to right, the boxes show each successive move toward the solution.

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		11	2			11	2					11	2				11	2				11	2	
8	7	B	4	3	8	7	B	4	3	8	7	B	4	3	8	7	B	4	3	8	7	B	4	3
6	9	5			6	9	5			6	9	5			6	9	5			6	9	5		

8	A	10	1		8	A	10	1		8	A	10	1		8	A	10	1		7	8	A	10	1
		11	2				11	2				11	2				11	2				11	2	
7	B		4	3	7	B		4	3	7	B		4	3	7	B		4	3	7	B		4	3
6	9	5			6	9	5			6	9	5			6	9	5			6	9	5		

7	8	A	10	1	7	8	A	10	1	7	8	A	10	1	7	8	A	10	1	7	8	A	10	1
			11	2				11	2				11	2				11	2				11	2
B			4	3	B	11	10	4	3	B	11	10	4	3	B	11	10	4	3	B	11	10	4	3
6	9	5			6	9	5			6	9	5			6	9	5			6	9	5		

1. The first step is to identify the starting point of the sequence. In this case, it is the number 1.

2. The second step is to determine the pattern of the sequence. The numbers 1, 10, 11, 2, 3, 4, 5, 6, 7, 8, 9 form a sequence that repeats every 10 numbers.

3. The third step is to calculate the value of the sequence at the given position. For example, the 10th number in the sequence is 10.

4. The fourth step is to verify the result by checking the sequence again.

5. The fifth step is to conclude the solution.

6. The sixth step is to provide a final answer.

7. The seventh step is to check for any errors or inconsistencies.

8. The eighth step is to ensure the solution is clear and concise.

9. The ninth step is to provide a final review of the solution.

10. The tenth step is to submit the final answer.

ERIC THE UNREADY

ERIC 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?

Day 6: Thursday - Mountain of The Gods

51. How can I get into the Palace of the Gods?
52. How do I get into 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?
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?

ANSWERS

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 to 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 tired 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. 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, remember to double-click on the 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 Tort-ease.
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. Double-click 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. Try to cover the viper's cage.
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. Examine all the items in the Pavilion of Tomorrow.
68. Put the leech on a person.
69. Look in the chamberpot.
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.

Day 6: Thursday - 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 yoohoo something other than the banana.
149. Try to yoohoo 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.

SPELLCASTING 101:

SORCERERS GET ALL THE GIRLS

SORCERERS GET ALL THE GIRLS

Hints and Answers

Using the following table, you can find vague hints, specific hints, or answers to every puzzle in Spellcasting 101. First, scan the puzzles listed in game sequence in the left hand column, and locate the puzzle which has you stumped. Then, look to the right hand columns for the item numbers corresponding to a vague hint, specific hint and the answer. Choose how much help you need, then look up the item listed in numerical order in the pages which follow. Expand your puzzle-solving ability, and try the vague hints first!

Puzzle	Vague Hint	Specific Hint	Answer
Home and Registration Scenes			
Escaping from the bedroom	90	116	31
Getting off the roof	63	109	43
Escaping from the alley	121	92	71
Moving Miss Beancounter off the key	64	77	3
Registration Day	17	89	51
Sorcerer University			
Opening the trap door in the Lecture Hall	110	32	2
Entering the Library Stacks	19	98	24
The Simulation Lab	62	124	68
Getting into the President's House	21	82	26
The Maize Maze	70	14	118
Gretchen	138	75	49
The surfboard	41	132	112
Opening the Sorcerer's Appliance Display Case	72	44	114
The sacking	80	85	91
The Island of Lost Souls			
How to restore a Lost Soul	52	7	108
Lost Souls in the Meadow and the Forest	38	117	100
Lost Souls West of the House and Down by the Riverside	12	102	1
Lost Souls in the Living Room	94	58	13
Lost Souls in the Kitchen	129	136	9
Lost Souls in the Attic	115	35	73
Lost Souls in the E Cellar	47	36	55
Lost Souls in the Sound Studio	125	103	88
Lost Souls in the British Aisles	105	29	59

Puzzle	Vague Hint	Specific Hint	Answer
The Island Where Time Runs Backward			
How to survive on the island	20	86	130
The correct sequence of inputs	34	67	113
The Island of the Amazons			
Ursula	37	54	134
The Shopkeeper	40	74	131
The Bellydancer	111	93	79
Getting the bonnet	123	61	84
Leaving the SIP Suite	106	120	33
Getting past the guards in the Parade Ground	53	57	66
The Island of Retired Dragons			
The twin gargoyles	60	22	97
Getting the dragon's false teeth	42	5	65
Fixing the dragon's spectacles	99	50	46
The Restaurant At the End of the Ocean			
Getting the spell box from outside the restaurant	48	128	96
Ordering your meal	16	8	30
Correct tipping	76	23	133
The Island of the Gods			
Reaching the island	10	83	137
Events in Condo West	69	126	4
Events in the Garbage Dump of the Gods	28	107	15
The Lagoon and Fort Blackwand			
Getting past the serpent	56	122	39
Getting the spells you need beyond the Lagoon	25	6	87
Lola Tigerbelly	11	27	135
The Gateroom	81	95	127
Joey	18	104	119
The Sorcerer's Appliance	45	101	78

THE HINTS AND ANSWERS

- West of the House the names are Matt, Belle, Mikey, Jack, Dolly, Peg, Carmen, and Jim. Down by the Riverside the names are Brooke, Bridgitte, Sandford, Clifford, Barb, and Rod.
- The spell you need is the FRIMP spell, which can be found in the President's House. Cast FRIMP on the trap door, then open it.
- If you have the spider, just put it on Miss Beancounter. Otherwise, just give her a push.
- In Nice mode, after you step out (or after Ocarina finds you), do the crossword puzzle. In Naughty mode, I don't think you need a hint. In both cases, once she is satisfied, you should take the GWEEK spell immediately.
- A fastidious dragon like Dr. Sizzle wouldn't brush his teeth without toothpaste.
- Did you notice that whenever you left the simulation, all your spells were removed from your spell book?
- You'll need the KABBUL spell from the Library Stacks.
- Order the shark. It's very fresh—EXTREMELY fresh, in fact.
- The lost souls in the Kitchen are Waldo, Patty, Stu, Frank, Pat, Sherry, and Ricky.
- To open a house, you need the key to the house. To open a closet, you need the key to the closet. To open an island...what do you suppose you need?
- She looks remarkably like the damsel from the simulation.
- There are 8 lost souls West of the House, and 6 Down by the Riverside.
- The lost souls in the Living Room are Adam, Ty, Kitty, Nicholas, Penny, Buck, Jules, Adlai, Will, Wilhelm, Willie, Wilma, Wilbur, William, Wilton, and Pierre.
- There are 25 rooms in the maze which is laid out in a five-by-five grid. Each room has a letter associated with it. Draw a diagram of the maze, fill in the letters, and study it.
- First, cast GWEEK on the garbage. Then, cast BUNDEROT on the garbage. And, before you vamoose, don't forget to take the GOBERDUNA spell box.
- Read the menu. Anything jump out at you?
- They'll never register anyone who doesn't know how to stay in line.
- He clearly needs both hands to activate the Appliance.
- The nymph will never let you up the stairs. There's another way, but you won't be able to do it immediately. Wait a spell, then come back to this puzzle.
- Time is going backwards, and one of the basics of adventure gaming has been reversed.
- Attending a fraternity party could be the key to solving this puzzle.
- If they're twins, why does one look like Dan Quayle and the other like Roseanne Barr?
- If you visit the Tappa Kegga Bru Fraternity during the party, you'll get the KABBUL spell. Cast it on the bust. (You weren't thinking it would work on some other kind of bust, were you?)
- Now is the time when you will really benefit from getting that perfect score in the Simulation Lab.
- Rescue Lola, as you did the damsel in the simulation.
- In England, toilets are called loos; trucks are lorries; and policemen are nicknamed after the first commissioner of the Metropolitan Police, Robert Peel. The nobleman is obviously not straight from the House of Lords, nor does he belong to some billy-be-damned club that is sealed up tight every night at ten.

30. Before entering the restaurant, try to take the spell box. The shark that snatches it away from you is the same one that shows up later on your plate. To get at the spell box, cast BUNDEROT on the shark.
31. To escape through the window, open both of them and then drop the hay out the right window. Then jump out of the left window into the cart. To escape through the chimney, take the potty from the potty chamber and pour the wastes onto the fire. This puts out the fire so you can climb up the chimney. To escape via the potty chamber, remove the grate under the potty and climb down the hole.
32. You'll need a spell to open it.
33. There's no getting past the concierge, and there's nothing beyond the SIP Suite. The only exit is back through the vent to the VIP Suite.
34. Remember, your input should be what caused the previous turn's action.
35. The salamander looks like it used to coach football at Notre Dame. The dog's baseball glove resembles a frog. The cat is full of tom-foolery. The rabbit could get a job at the Playboy Club. The bear looks as if it's wearing a short nightgown. The duck looks like it wants to bill and coo with the ribbon, which is stating in no uncertain terms that it knows football.
36. Obviously one of the E's talks a lot. Another likes to gamble, while another is being sought by the fraud squad for trying to sell arches laced with gold dust to loose women. The disoriented E has been wandering around for days, but she's a hardy soul and we're sure she'll survive.
37. She invites you to enter the VIP Suite to the west. I don't know about you, but you don't have to ask me twice!
38. There are five lost souls in the Meadow, and seven in the Forest.
39. Cast the GOBERDUNA spell on the serpent. You get this spell after you've solved the Island of the Gods.
40. There are two things to do in the shop: browsing and carousing.
41. You must remove the surfboard's protective field before you can take it.
42. Even false teeth need to be brushed.
43. Climb onto the branch.
44. You can't open the display case.
45. Do something counter-intuitive.
46. There are no dragon's spectacles—and, in fact, no Island of Retired Dragons—anywhere in the game.
47. There are 10 lost souls in the E cellar. Each of them has a name that ends with the sound "E," like Rocky or Julie.
48. You can't get the spell box before the shark gets it.
49. Take her back to your room and put her in bed. Once she's asleep, you can search her to find the key.
50. You can't solve this puzzle until you have the GOGGLY spell.
51. Get in line and wait for your turn, then answer the three questions. You'll find the answers on the university registration form included in your game package.
52. You'll need a spell from back at the University.
53. The guards seem determined to make sure that no man leaves the island.
54. In Nice mode, she's interested in your skills as a handyman. In Naughty mode, she's interested in a different kind of skill.

55. The lost souls in the E cellar are Betty, Gabby, Lacey, Dusty, Connie, Lucy, Archie, Hardy, Goldie, and Daisy.
56. You'll need a spell that you won't get until very late in the game.
57. However, women are a dime a dozen around here.
58. The indivisible particle has a nucleus and several electrons. The neckwear is something that the author claims he wouldn't be caught dead in. The collection of chips is what you ante with in a poker game. The accounting statement reveals that you have five cents less at the end of the year than you did at the beginning. A cent saved is a cent earned, unless you accumulate lots of them, in which case you have big bucks. The ad on the wall is full of lies, and the gems in the safe are the family jewels. The document in the safe is a will, and all the lost souls on it begin with the letters "W-I-L." The sole exception is the stuffed moose, which obviously has fallen heir to something that usually comes in a pod.
59. The lost souls in the British Aisles are Lulu, Lucille, Laurie, Bobby, Billy, and Gaylord.
60. The one on the left looks like Dan Quayle.
61. The bed is too heavy to lift. Does that remind you of anything earlier in the game?
62. Sit on the chair to enter the simulation. Once you're in the simulation, be sure to take an inventory and read your spell book.
63. You'd better solve this, or you'll never branch out into the more interesting parts of the game.
64. There are two methods. One involves something that you may have picked up in the potty chamber.
65. There are no dragon's false teeth—and, in fact, no Island of Retired Dragons—anywhere in the game.
66. Disguise yourself as a woman. Wear the gown from the armoire in the SIP Suite, the bonnet from under the bed in the VIP Suite, high-heel shoes from the hope chest in the VIP Suite, and the lipstick from the Shop. You can then pass the guards unmolested. Don't leave without the sword, though—you'll need it later on.
67. Remember: Time is running backward. If something is described as rising into your hand, you must have dropped it; if you're described as opening a door, you must have closed it.
68. Cast GUB on the leaning tree, cast ZEM on yourself, cross the fallen tree, and kill the dragon with the lead-plated sword. Then, cast VAI on the ivy, climb the ivy, and pull the lever to stop the pendulum. Now you can release the damsel and achieve a grade of 100! You don't get any thing tangible for acing the simulation, but take my word for it—you'll be glad later on that you did.
69. Voices approaching. Beware of God. Better hide.
70. Have you ever played the game Boggle or done a word search puzzle?
71. Put on the overalls found in the shed. Then travel east, and east again.
72. You can't open the case yourself.
73. The lost souls in the Attic are Knute, Kermit, Tom, Bunny, Teddy, Bill, and Bo.
74. Have you tried buying anything in the shop?
75. Gee, the president's daughter probably has a key to the President's House.
76. A 15% tip is standard throughout Peloria.
77. If you didn't pick up the spider in the potty chamber, it's hard to get rid of Minnie without getting pushy.

78. Gulp, take a deep breath, and destroy the spell book with the flamethrower, which you found in Lola's purse. Now, with the spell book destroyed, you can open the EKSLAKSIA box to cast it.
79. There's no belly dancer in the game! Why are you wasting your time getting hints to nonexis tent puzzles?
80. The sacking always will take place around noon on Thursday. There's nothing you can do to prevent it, delay it, or bring it on more quickly.
81. Open the three gates. The Xs on the ground are the key.
82. Have you been at the I Phelta Thi party past 8:30? Have you met Gretchen Snowbunny? Did you know that she's the president's daughter?
83. To open an island, you need the key to the island! You get it on one of the other islands.
84. Cast the FRIMP spell on the bed. Take the bonnet while the bed is floating.
85. The talisman which your mother gives you protects you during the sacking. That's why every one else is kidnapped or killed, but you are left behind. After the sacking, be certain to visit the Boat Dock.
86. Normally, in an adventure game, you supply an input and the game responds.
87. If you enter the simulation once the University has been sacked, the GUB, ZEM, and VAI spells will remain in your spell book after the simulation ends.
88. The lost souls in the Sound Studio are Melody, Winnie, Cy, Humphrey, Mike, Blair, Carol and Noel.
89. You'll need something from your game package.
90. There are three ways to escape: through the windows, the chimney, or the Potty Chamber.
91. Your mission is to use the surfboard and search the seas of Peloria for your professors and fellow students, for the Sorcerer's Appliance, and for the fiend who snatched them.
92. Get into the shed. Use the key under the flat rock to unlock the door.
93. The grape in her navel sure looks tasty. . .
94. There are 16 lost souls in the Living Room. Don't forget to open the safe.
95. Stepping on an X causes the corresponding gate to open. You can step on an X, and if you ask Lola, she will step on an X. But there's a real art to getting that third gate to open, and until you can produce a third person to stand on the third X, you're going to feel like a lost soul crying in the wilderness.
96. You can't get the spell box here. Sigh. Well, don't get depressed. Go into the restaurant and have a nice meal. A nice meal always takes MY mind off unsolvable puzzles.
97. There are no twin gargoyles—and, in fact, no Island of Retired Dragons—anywhere in the game.
98. A spell is involved. And remember: Spells don't always do what you think they will!
99. You can't solve this puzzle until you've found the asbestos tuxedo.
100. In the Meadow, the names are Blaise, Charlie, Bernie, Ashby, and Charlotte. In the Forest, the names are Wolfgang, Leif, Robin, Ernest, Gail, Dawn, and Woodrow.
101. Obviously, you want to use the BLUBBA spell, which you found behind the surfboard in the Housemaster's Suite, to summon a whale. But once you've done that, you're a turn short of the number of turns you need to cast the EKSLAKSIA spell. You must open the spell box, take the spell book, and cast EKSLAKSIA—but you only have two turns. And you can't cast EKSLAKSIA directly out of the spell box, since your spell book is present and intercepts the spell.

102. West of the house, the bristly pad is a doormat, the button is the doorbell, and the device that opens the door is your key. The car is jacked up and there are some men within. The car itself is not a lost soul. If you thought that the dowel is something to hang a coat on, then you've got it pegged perfectly. The playact would look at home in a jungle. The handtruck is a doll of a tool if you are a piano mover.
103. The tune is like a pretty girl. The soft neighing is sometimes followed by a soft sound that sounds like "pooh." The warm wet breeze sighs through the room, creating the very hum in the microphone that the vacuum tube is free of. After you listen to the giant radio for a while, you realize it is blaring out a voice from Dickens' popular Christmas story, and that the voice is telling someone else to "Get the 'elf out."
104. Something which you found early in the game, and which you have probably decided long ago was totally useless, is vital to solving this puzzle.
105. There are six lost souls in the British Aisles. Many puns here are based on the English names for things.
106. Most people just open the door.
107. Two magic spells will be needed to get rid of the garbage.
108. To restore a lost soul, cast KABBUL on the name of the enchanted person. For example, at West of House, you should cast KABBUL on Matt, where "Matt" is spelled M - A - T - T, not M - A - T. Once you have restored about half of the lost souls, a Messenger Nymph will begin to appear and give you hints about souls you haven't yet restored.
109. Did you happen to notice the conspicuous tree branch?
110. You can't open it right away, so wait a spell then try again.
111. Look under the final veil.
112. Get the DISPAR spell from the Secret Society Meeting Room, then cast DISPAR on the surf board. Note that you won't be able to do this until after the University has been sacked. Once you've cast DISPAR, you can take the surfboard.
113. Okay, deep breath, here goes: Drop the waybread. South. Southwest. Jump out the window. Wait. Wait. Get in the small mudbath. Get in the medium-sized mudbath. Get in the large mud bath. Climb the stairs. Eat the small waybread. Eat the medium-sized waybread. Eat the large waybread. In Nice mode, play chess with the small nun. Play chess with the medium-sized nun. Play chess with the large nun. In Naughty mode, make love to the small concubine. Make love to the medium-sized concubine. Make love to the large concubine. In either mode, enter the cottage. Open the door. Read the sign. Northwest. Examine the pedestal. North. Give the spell box to the director. Get off the surfboard. TA DUM! You are now the proud owner of a BUNDEROT spell box.
114. There is no way to open the display case. Of course, if you wait until the school is sacked, the case will be smashed open - but the Sorcerer's Appliance will be missing.
115. There are 7 lost souls in the Attic.
116. To escape through the window, first get the horse to move. Put out the fire before escaping through the chimney. Or to escape via the potty chamber, open the tiny door and move the potty.
117. In the meadow, the fire is blazing and the legjoint is burnt. And whether you think of the meadow as a lea or a lot, it is still charred. The bee is covered with ash. In the forest, think of the foliage as Scandinavian, notice that the wolves are travelling in a gang. The bird should remind

- you of Batman's companion, and its home is obviously filled with sincerity. The wind is almost gale-force, and dawn's early light reveals that all the wood is laid out in a row.
118. By moving through the maze, you can spell the words "This way out." Starting from the room where you entered the maze from the lecture hall, go southeast, south, east, east, southwest, west, south, west, and west. A new exit will then appear.
 119. The popular book from the library is so good you can't put it down. If you give it to Joey, he won't have a free hand to push the second button! The world is saved! Or is it . . . ??
 120. It is awfully difficult to get by the concierge.
 121. You can't leave the alley naked! Is there any place you can go to shed more light on the problem?
 122. The serpent's long neck is the key. And so is its temper—he seems fit to be tied. However, you can't do anything about it until you've solved the Island of the Gods puzzle.
 123. The bed is too heavy to lift.
 124. You'll have to enter the simulation many times before you'll get a perfect score. Fortunately, you can try as often as you like without penalty. Keep plugging away to learn the proper sequence of moves - you don't have a single turn to spare.
 125. There are 8 lost souls in the Sound Studio.
 126. Hide behind the curtain. Watch and listen. Do the obvious.
 127. The painting that looks exactly like the Meadow is, in fact, a lost soul! Cast KABBUL on Art. Now, stand on the gold X, ask Lola to stand on the silver X, and ask Art to stand on the bronze X. The three gates are now open, and you can head west.
 128. Perhaps you don't need to get the spell box here.
 129. There are 7 lost souls in the Kitchen.
 130. Since time is running backwards, you get a response and you must then supply the input which caused that response. If you fail to do so, the fabric of time rips apart, which can really ruin your whole day.
 131. The shopkeeper says you can take anything and everything in the shop. Don't forget that first motto of adventure gaming—take everything that isn't nailed down!
 132. You need the DISPAR spell, which you won't get until you've solved the Maize Maze.
 133. There's no need to tip the waiter. In fact, there's no way to tip the waiter.
 134. In Nice mode, fix the leak. In Naughty mode, make love to her.
 135. Pull the lever then open the shackles. Lola will follow you through the trap door.
 136. The stuff on the wall is dough. The ground beef is hamburger, but with an Irish accent. The soup has been stewing for hours, and to be frank, it probably could use a pat of butter. The lime beverage is a possibly obscure drink that you shouldn't feel bad if you can't name. As for ze wine, zat should not be tres deefeeicult pour vous, ma cheri.
 137. When you restore all 80 lost souls on the Island of Lost Soles, they will present you with a Key to the Island. They do mention, however, that it's not the key to their island. Use this key to unlock the Island of the Gods.
 138. Have you introduced yourself?

68 Fun Things To Try

So, you think you have plumbed the depths of Spellcasting 101?

After you have finished the game, try these extras for more of Steve Meretzky's masterful characterization and stimulating dialogue...

1. Type "escape" (when you're in the bedchamber).
2. Examine the potty then pick it up.
3. Pour the human waste on something other than the fire.
4. Smother the fire.
5. Touch or sit on the fire.
6. Eat the spider.
7. Ask Miss Beancounter about the key, Joey, and yourself.
8. Tell her to move when she's on the key.
9. Take the tools in the Shed, then answer "yes" to the resulting question.
10. Cut into line during registration.
11. At Frogkisser House, play the role-playing game.
12. Ask the Malls 'n' Muggers players about the game.
13. Clean your room.
14. "Clean" without an object, then answer "yes" or "no."
15. Eat the old pizza in your room.
16. FRIMP your bed.
17. Ask Hillary about Otto.
18. Let Hillary kick you out for "unresponsiveness," then try entering the suite.
19. Enter a lecture without your cloak on.
20. Cast a spell when you are naked.
21. Take notes during class then read the notebook afterward.
22. Try to raise your hand during a lecture.
23. Burp during a lecture.
24. Cast SKONN or FRIMP when asked to cast BIP during the Spellcasting lecture.
25. Go to sleep in the Maize Room.
26. FRIMP something in the first Maize Room then return to the lecture hall.
27. Climb the stairs (not just "UP") after enlarging the bust in the library.
28. "Greet" the atomic dragon.
29. Close the shackles after releasing the damsel or Lola.
30. Kiss the damsel in the simulation before and after you free her.
31. Listen to the band at the Tappa Kegga Bru party.
32. Cast a spell after having several beers at one of the frat parties.
33. Dance during a frat party.
34. Dance with an inanimate object.
35. Try to take Gretchen to the other frat party.
36. Read the scoreboard (at several points) during the Pokkball match.

37. Cheer during an event at the stadium.
38. Examine the skull at the Boat Dock, both before and after the sacking.
39. FRIMP the crab at the Boat Dock.
40. Search, talk to, or BUNDEROT the corpse of Professor Peelerofsmallfigs.
41. Return to Port Gekko via the surfboard.
42. Sit on the cushions in the Living Room on the Island of Lost Soles.
43. Examine the flowers in the Living Room.
44. GUB the flowers.
45. "Greet" the conventiongoer on in the E Cellar.
46. Refer to the clothes cabinet in the SIP Suite as an armoire.
47. Enter the Shop wearing the gown, bonnet, lipstick, and high-heel shoes.
48. Pray to Ocarina after you've come out from behind the curtain.
49. Pray (other than in the presence of a god).
50. Pray to an inanimate object.
51. Ask Ocarina about the GWEEK spell and the garbage dump.
52. Ask Glock about Glock.
53. "Greet" the Lok Pik Monster.
54. Ask Lola about one of the gates or x's.
55. Smoke something other than the cigarettes.
56. Type "take" without anything after it.
57. Try to "take" furniture.
58. Swim in anything liquid.
59. "Find" something.
60. Try to write in something other than the notebook.
61. Type "turn around."
62. Wake yourself.
63. Wake a non-sleeping person.
64. Type "eat me" several times.
65. Turn on one of the people in the game.
66. Remove your cloak in front of Gretchen, Hillary, Lola, or the shopkeeper.
67. Reveal yourself (other than when you're behind the curtain).
68. Play through the game in Nice Mode. (We'll assume, since you're reading this, that you're not one of those people who played the game in Nice Mode to begin with.)

SPELLCASTING 201:

THE SORCERER'S APPLIANCE

SORCERERS APPLIANCE

Hints and Answers

Using the following table, you can find vague hints, specific hints, or answers to every puzzle in Spellcasting 201. First, scan the puzzles listed in game sequence in the left hand column, and locate the puzzle which has you stumped. Then, look to the right hand columns for the item numbers corresponding to a vague hint, specific hint and the answer. Choose how much help you need, then look up the item listed in numerical order in the pages that follow. Expand your puzzlesolving ability, and try the vague hints first!

Puzzle	Vague Hint	Specific Hint	Answer
The Sorcerer's Appliance			
Opening the Sorcerer's Appliance	4	22	83
What to do once you get inside the Appliance	7	51	93
Using power level 1	28	46	109
Using power level 2	38	29	123
Using power level 3	41	90	139
Using power level 4	43	160	155
Using power level 5	50	165	15
Using power level 6	59	154	23
Monday's Initiation Assignment			
Climbing the slippery statue	67	8	40
Attaching the moustache to the statue	73	152	57
Tuesday's Initiation Assignment			
Unchaining the mascot	24	106	72
Casting a spell in front of Lyle	30	35	85
Getting Babar to follow	48	16	94
Getting Babar O'Tester out of the mascot room	58	86	111
Getting Babar to stop following me once I've reached the President's Quarters	66	12	125
Wednesday's Initiation Assignment			
Getting into the pool party	88	36	140
Getting everyone into the pool	104	84	156
Thursday's Initiation Assignment			
Getting off campus	110	3	25
The Plumbing Supply Shop	126	34	157
Getting into the locked dormitory	134	31	164
The shower scene	2	26	60
Getting rid of Eve	5	44	163
Unlocking the dorm room door	42	132	161

Puzzle	Vague Hint	Specific Hint	Answer
Getting past the cordon	47	98	87
Spiking the punch	61	19	162
Friday's Initiation Assignment			
Getting off campus	68	56	95
Getting into the palace grounds	78	45	103
Lola Tigerbelly	74	1	97
Mooning the queen	96	18	150
Fixing the wash basin	112	33	99
Getting out of jail	114	53	149
The Endgame, Following Your Imprisonment in the Ancient Lab			
Getting out of the locked lab	118	65	100
Getting into the Trustee Meeting Room	124	81	159
Getting to the Trustee Meeting Room soon enough	128	91	148
Getting the bubblewand back from Hiddenmolar	138	107	101
Getting Otto's body out of the shielded area	10	121	147
Winning the game	27	136	113
The Simulation Lab			
Which simulations are important?	32	151	146
Solving the Sorcerer's Apprentice simulation	49	9	145
Solving the Enchanted Forest simulation	71	20	102
Solving the City in the Clouds simulation	76	37	105
The Sewer System			
Lifting those manhole covers	79	54	89
Getting alight source	14	62	115
Using the goggles	52	69	116
Navigating the sewer system	82	77	144
Dropping things in the sewer system	120	92	129
Miscellaneous Hints			
The duct in my room	122	108	117
Unlocking the door in the Musty Anteroom	158	135	143
Using the moodhorn	6	137	119
Making copper	13	153	127
Making speed potion	63	11	142
Getting the WOOSH spell box out of the glass case	64	21	130
Getting the FOGWACKA spell box out of the clock mechanism	75	39	141
All about Eve	17	55	131
Those darn roadside robbers	80	70	133

THE HINTS AND ANSWERS

1. Lola is a very material girl.
2. If you have Eve with you, you'll have to get rid of her before you'll get anywhere.
3. Of course, you know you need to be holding the pass that Cowpatty gave you.
4. Visit President Tickingclock at the President's House on Sunday at 9:00 in the evening.
5. Have you ever taken Eve into Heftysum Hall?
6. You must attend music class. And, you must have the moodhorn manual that came in your game package.
7. Turn the power dial to different numbers. This sets the power level of the Appliance, and adjusts the control panel accordingly.
8. You need the WOOSH spell from the glass case in the Janitor's Closet.
9. You'll need the banana's help. Cast PRENT on the banana. And don't forget to keep an eye on the front door.
10. You must first get into the Inner Sanctum. Refer to the hints in the section about getting into the Trustee Meeting Room.
11. You'll need a mixing bowl, some spatula moss, and squirrel vomit. You can make the moss using power level 2 of the Sorcerer's Appliance. You can create a squirrel using power level 3. Then you just need to figure out how to get the little fella to toss his cookies.
12. But if you walk out with the bottle open, the mascot follows you, and you have failed to leave it in the President's Quarters. And if you just stick around until 9:00 pm, you have also failed to LEAVE Babar in the President's Quarters.
13. Attend alchemy class.
14. It's difficult to think of this solution on an empty stomach.
15. To assume someone else's identity, set the dials on the control panel to the location of the person you wish to impersonate. For instance, let's say you want to become Chris Cowpatty. He's in Hu Delta Phart, which is at E-10. Set the left dial to E. Set the right dial to IO. An image of Chris will appear on the screen. Now pull the lever, but unlike previous power levels, DON'T leave the Appliance. In a turn, the Appliance activates, and for the next hour or so, you'll be indistinguishable from Chris Cowpatty!
16. If you've unchained him, you know the secret to controlling him.
17. You should get Eve to follow you around.
18. Once in the palace grounds, you must wait for the parade to start.
19. YOU can't cross the cordon.
20. There's a spell box inside the tree stump in the clearing. There's another spell box buried in the pile of gold in the Treasury below the Shrine.
21. You must make something using power level I of the Sorcerer's Appliance that will help you get into the glass case.
22. Follow Otto's instructions. Attach all five Great Attachments to the Appliance, then push the black button and the white button.
23. To restore life to the dead, leave the dead person or animal in the Appliance, pull the lever, and leave. For example, you want to reanimate the pile of dead insects from the trophy case. Take them into the Appliance, drop them, pull the lever, and get out of the Appliance.
24. If he sees you, Lyle won't even let you try.
25. Take the pass that Chris Cowpatty gave you and go north from the Main Entrance. Once you have left, you lose your pass, so you won't be able to return and then leave again.
26. The barmaids in the shower seem very enamored of plumbers. If they thought you were a plumber, it would make a good impression.
27. You must bring Otto back from the dead.
28. This level allows you to create precious gems.
29. Set the green dial to the type of plant you want to create: moss, shrub, or tree. Then push the left and right buttons to set the characteristics of that plant.
30. Lyle will always stop you whenever he sees you casting a spell.
31. If only that sapling were bigger...
32. The Sorcerer's Apprentice simulation simply serves as a light-hearted introduction to Spellcasting 201. The City in the Clouds simulation is of no importance, as Professor Moldybreadcrust hasn't been able to complete it yet.
33. As you demonstrated to those barmaids yesterday, you're an expert plumber!
34. You must bring something you found in the Janitor's Closet in the Student Union.
35. So, don't let him see you! Attending class is crucial to figuring this out.
36. One method is a way of sneaking past the bouncers. The other method involves circumventing them.
37. Professor Moldybreadcrust isn't going to finish this simulation before the game ends.
38. This level allows you to create plants.
39. The clapper bongs the bell every hour on the hour.
40. Create a diamond using power level 1 of the Appliance. Cut the glass case in the Janitor's Closet with the diamond. Get the WOOSH spell and cast it on the statue.
41. This level allows you to create animals.
42. The occupant of the room is certainly a barmaid.
43. This level allows you to create a woman.
44. If Eve was in Heftysum Hall with the materials she needs, it appears that she'd make you a new cloak which would certainly keep her occupied for a while.
45. Have you done the Enchanted Forest simulation back at Sorcerer U? There's gold in the Treasury under the Shrine.
46. Set the colored dial to the dot corresponding to the color of a gem you want to create.
47. The security guard will allow no man past the cordon.
48. The hard part is unchaining him.
49. You can't fill the bathtub yourself.
50. This level allows you to assume someone else's appearance. The coordinates from the sewer map will be useful.
51. A power level will only be available if the corresponding Greater Attachment has been attached to the outside of the Appliance. You can tell if a power level is available because the corresponding number will be lit up on the power dial. You can get the first Greater Attachment from the trophy case in HDP. Thereafter, you'll get a new Greater Attachment each time you solve one of your initiation tasks.
52. You must be wearing them, and they must be activated.

53. You'll have to clean the coin that Lola or the palace guard gave you. You may have to do some repair work, first.
54. One of your magic spells will help.
55. Eve won't follow you when she's naked, so get the frock from the dresser in the President's Quarters and give it to Eve. Then say EVE, FOLLOW ME.
56. If only you weren't a student, the nymph would allow you to leave.
57. Once you've de-oiled the statue and climbed up, just PUT MOUSTACHE ON STATUE!
58. If you're having difficulty getting him to follow you, see the previous question. Unfortunately, there's no way to get him past the Brus on the first floor. Fortunately, there's another way out!
59. This level allows you to restore life to the dead.
60. To convince the barmaids that you're a plumber, you must fix the shower. You must have read the how-to book from the janitor's closet. You must have the copper that you made with your alchemy supplies. And you must have the gibbous wrench from the Plumbing Supply Shop. After parking Eve outside, FOGWACKA the steam. Then, just FIX THE PLUMBING!
61. You'll find something in the Student Union Pub that you need. However, you can't reach the punch bowl until you've crossed the cordon.
62. Have you tried the Veal Casserole Surprise that the cafeteria is serving? If you eat it three times, or if you examine it, you'll find out just what the surprise is.
63. Attend the General Magic and Alchemy classes.
64. You can't break the glass (to find out why, read the editorial in Monday's newspaper). Getting the spell box involves using the Sorcerer's Appliance.
65. There's another exit besides the door to the Musty Anteroom.
66. If you close the bottle, you'll get stomped.
67. You won't be able to climb the statue until you get rid of that slippery oil.
68. Without a pass, no student is allowed off campus.
69. Examine the goggles. Also, look over the sewer plan that came inside your game package.
70. Other than valuables, like gold and jewels, anything left behind on the road will turn up later at the Fork.
71. You'll need a couple of spells that are hidden somewhere in the simulation.
72. According to alchemy class, the blue fluid you'll find in your cubby is made from elevephant mating essence. Become stealthy and open the bottle of blue fluid. Then you can unchain Babar without getting stomped.
73. You must climb the statue first. If you haven't cleaned the oil off the statue, see the hints in the previous question.
74. It sure is nice seeing Lola again. But she doesn't seem as thrilled to see you. Maybe you could do something that would make her happier to see you.
75. It's blocked by the clapper.
76. You can't play the City in the Clouds simulation until Professor Moldybreadcrust finishes it.
77. On your sewer system map, locate the Access Chamber where you entered the sewer. Then plan a route to another access chamber.
78. There are two ways, but you'll need a lot of gold.
79. They're too heavy to lift without magic.
80. They will steal anything you leave behind on the road, but they will only steal valuables from your person.

81. Have you noticed that the cook from the cafeteria can come and go, unhindered by nymphs?
82. You'll never make it through the sewer without referring to the sewer blueprint that came in your Spellcasting 201 package.
83. First put all the Greater Attachments on the Appliance. Then drop everything you're holding. Then PUSH BOTH BUTTONS.
84. The solution involves playing the moodhorn.
85. Using the Sorcerer's Appliance on power level 2, create a simpleberry shrub as described in General Magic class. Then shake the shrub before going into the mascot room. Being stealthy, Lyle won't see you, and won't stop you from casting spells, unchaining the mascot, etc.
86. You must get Babar out via the sewer system, providing that you can figure out how to get an elevephant-sized elevephant through a man-sized manhole.
87. Get the invitation from the dorm room and give it to Eve. Then tell her to cross the cordon.
88. There are two methods of getting into the party. Both methods are things you've done earlier in the game.
89. Cast FRIMP on the manhole cover.
90. The questions help you select the kind of animal you create. Pull the green cord to answer YES or pull the red cord to answer NO.
91. Have you ever been to the Main Processing Plant?
92. Things dropped in the sewer system vanish, though not permanently. You can find them again if you go to the right place.
93. Turn the power dial to the number that matches the power level you wish to use. The sextant from the trophy case in HDP must be attached to get power level 1. You will receive the other Attachments as you solve your initiation tasks. The sheet metal bender gives you power level 2. The donkey harness gives you power level 3; the cookie cutter for level 4; the garter belt for level 5; and the bubblewand for level 6.
94. As long as you're holding the open bottle of blue fluid, he'll try to follow you everywhere.
95. Use power level 5 of the Sorcerer's Appliance to turn yourself into any non-student. For example, use coordinates J-3 to become Professor Moldybreadcrust. Then, until the effect wears off, you can leave the Sorcerer U campus unimpeded.
96. First, you must get into the palace grounds.
97. Give Lola the pile of gold from the Treasury below the Shrine. (You'll have to use the DEP LUMIT spell to get into the Treasury.)
98. Eve, however, is not a man. Hopefully, you've created her using power level 4 of the Sorcerer's Appliance, and had her follow you to Barmaid U.
99. Just FIX THE PLUMBING or FIX THE HOT WATER!
100. FRIMP the manhole to get out via the sewer system.
101. Hiddenmolar returns to the Trustee's Meeting Room shortly after the Moldybreadcrust identity assumption wears off. You must be there to take the bubblewand back from him. You must also be stealthy from shaking the simpleberry shrub, or he won't let you take the wand.
102. Get the YUHPEE spell from the tree stump. From the Shrine, go down into the Treasury and get the pile of gold and the KWELP spell. Cast KWELP on the fresco to get out of the Treasury. Cast YUHPEE on the bork. Give the pile of gold to the bork. Finally, board the boat.

103. Use the DEPLUMIT spell in the Shrine to reach the Treasury. Take the gold. Go to the Tavern and give the gold to Lola. She'll give you a ticket to the parade. Or, you can just use the gold to bribe the palace guard directly. But that's not as much fun.
104. Once again, attending your classes is important to solving this puzzle. In particular, attending General Magic class and Music class.
105. Forget about it. You can't enter the simulation and therefore it can't be solved.
106. You must be stealthy. If you don't know how to become stealthy, then check out the next question about casting spells in front of Lyle. Of course, even if Lyle doesn't stop you, unchaining a huge, ill-tempered elevephant isn't the wisest idea—unless you have a way to control him. Attending class is crucial to figuring this out.
107. Hiddenmolar has the bubblewand. You can find him in the Trustee's Meeting Room.
108. It has some eavesdropping properties.
109. To create a precious gem, set the colored dial to the color of the desired stone. For example, set the colored dial to red if you want to create a ruby. Then pull the silver lever, and leave the Appliance. You can return in a moment to claim your gem.
110. Go north from the Main Entrance.
111. Once you've "tamed" and unchained him, cast SRINKO on Babar three times. To find out how to get the SRINKO spell, see the hintbook section entitled "Complete list of spells and where to find them."
112. The thing that's broken is the hot water.
113. Get Otto's body out of the magically-shielded area of the Inner Sanctum and Trustee's Meeting Room. Get his portrait from the Inner Sanctum and bring it into the Appliance. Cast KWELP on the portrait. Or, just keep pushing the cart until it's in Ivorytower Auditorium and then cast DEPLUMIT on it. Once Otto's body is inside the Appliance, set the power level to 6, pull the lever, and vamoose! Th... th... that's all, folks!
114. Did Lola or the palace guard give you anything?
115. Examining the Veal Casserole Surprise reveals that there is a larva inside. Cast PISEKS on the larva to make it mature into a full-grown firefly.
116. Your goggles will be one of the brands listed on the sewer plan. Set the activation dial to the code listed on the plan next to your goggles brand. Then put the goggles on. You will now see coordinates corresponding to your current location in the sewer. Also, note that the goggles will work above ground as well!
117. Listening to the duct lets you hear what Cowpatty is saying to Moltenrock in Cowpatty's room. It's most interesting to do this on Sunday, or late in any day, following the evening initiation ritual.
118. You should be an old hand at this, by now!
119. First, attend music class to learn how to interpret the symbols that appear in your moodhorn manual. To play a piece in double time, you must swallow a speed potion. For that, see the hints about making speed potion, which you'll find in the Miscellaneous Hints section. Remember that all moodhorn pieces begin by vomping the spratz plunger. Then, just play the five notes that comprise the piece, as detailed in the moodhorn manual.
120. Not a good idea.
121. Once you get into the Inner Sanctum, you'll find that Otto, frail as he is, is too heavy to carry. You must find another way to transport him as well as a way to keep the Trustees from noticing!

122. Examine it and read it.
123. To create a plant, set the green dial to the type of vegetation you want, then push the buttons to select various characteristics of that plant. For example, to create a Dwarf Gekko Pine, which is a narrowleaf evergreen, set the green dial to the tree picture. Leave the left button alone, since it is already set to narrowleaf. Press the right button to change the setting from deciduous to evergreen. Finally, pull the lever then get out of the Appliance. You can return a turn later to claim your plant.
124. The nymph won't let unauthorized personnel, such as mere students, through the doorway.
125. Drop the bottle without closing it, and then leave the room.
126. You must bring something with you.
127. Here's the exact sequence of steps to create copper: Put the lump of iron in the mixing bowl. Pour the orange fluid into the mixing bowl. Pour the green powder into the mixing bowl. Again. Pour gray flakes in mixing bowl. Wait 10 minutes. Pour brown flakes in mixing bowl. Voila! Instant copper! (To get all these items, you must attend the Alchemy 301 class).
128. You must shorten your time in the sewer system.
129. All sewage in the system eventually passes through the Main Processing Plant. If you've lost something in the sewers, go to the Processing Plant to retrieve it.
130. Create a diamond using power level 1 of the Sorcerer's Appliance. Cut the glass with the diamond. You can now take the spell box.
131. Eve is needed to solve the Barmaid U puzzle. Once you've given her Hillary's frock, ask her to follow you. You'll find out more in the hints about the Barmaid U puzzles.
132. And all the barmaids around here are in the shower. Maybe you can get a key from one of them.
133. There is no way to transport valuables along the road without losing them to the robbers.
134. There's no way to unlock the door. You'll have to get in through that open window on the second floor.
135. Did you find an envelope in your room on the second floor of Hu Delta Phart?
136. There are two ways to get Otto's body into the Appliance. Both involve spellcasting.
137. Don't forget that all pieces begin by vomping the spratz plunger. Also, note that several pieces must be played in double time.
138. Where was Hiddenmolar headed when he left the lab?
139. To create an animal, answer yes and no to the questions that appear on the control panel by pulling on the green and red cords respectively. For example, to create a clam, pull the green cord to answer YES when asked if it lives in water. Pull the red cord to respond NO when asked if it has legs. Pull the green cord to answer YES when asked if it has a shell. Now, pull the lever, leave the Appliance, and return a moment later to get the clam you've just created.
140. Use the simpleberry bush to become stealthy. You can then just walk right into the Locker Room, and then on to the Pool room. Or, use the sewer system to get into the Locker Room from below.
141. Wait until the next bonging of the bell. For that one turn, the clapper moves aside, and the spell box can be taken. For example, if the current game time is 3:25, wait until 4:00 o'clock.
142. Create spatula moss using power level 2 of the Sorcerer's Appliance. Create a squirrel using power level 3. Make the squirrel vomit by showing it the Veal Casserole Surprise from the Cafeteria. Then, as outlined in your General Magic class, simply put the vomit and the spatula moss into the mixing bowl.

143. Go to the meeting with President Tickingclock at the President's House on Sunday evening at 9:00 o'clock. He'll give you the key to this door.
144. To get out of a Sewer Valve, check the blueprint that came in your package for the direction you want to go, then press the correspondingly-shaped button. Also, you should avoid going through Active Nodes, unless you like being swept away by sewage. Of course, if you've visited the Main Processing Plant then you've discovered a way to deactivate Active Nodes...
145. After animating the banana using the PRENT spell, peel the banana with the fruit slicer. Get the package from the front door, open it, and open the FOY spell box to transfer the FOY spell into the spell book. Return to the Sorcerer's Lab and wait until the army of bananas has filled the tub to the brim. Cast the FOY spell, then wait until the Sorcerer returns.
146. From the Enchanted Forest simulation, you learn that there's a natural cave beneath the Shrine, a cave that is filled with gold pieces. This will be useful to know when you visit the real Shrine on Friday.
147. Get the pastry cart from the dumbwaiter, and bring it into the Inner Sanctum. Put Otto's body on the cart. Put the bedsheet from your room over the body. Push the cart back to the Trustee's Anteroom. Otto's body is now outside the magically-shielded area.
148. Cast the UGUGOOWAH spell, causing campus-wide constipation. Until the spell wears off, you can enter Active Nodes. Entering the Active Node at L-11 will considerably shorten your passage through the sewer system, and allow you to get to the Trustee Meeting Room before the power level 5 effect wears off.
149. Fix the hot water. Drain the cold water. Close the drain. Turn on the hot water. Clean the coin. Finally, cast the KWELP spell on the coin. (You DID take the KWELP spell when you were in the Treasury getting the gold, didn't you?) Queen Libido will now take you back to the palace. Before you leave her, don't forget that bubblewand!
150. Once you're in the palace grounds, and the parade has begun, you must wait for the queen to appear. Then, just MOON THE QUEEN!
151. The Enchanted Forest simulation will give you some important knowledge. Remember, even though it takes place hundreds of years in the past, it is set in the Balmoral City area, which you must visit to fulfill Friday's initiation assignment.
152. Once you're on the statue it's easy!
153. Review your alchemy class notes. Make sure you have the appropriate alchemy supplies from your cubby, as well as your mixing bowl. Make sure that the supplies have been opened.
154. The Appliance's most powerful setting is also its simplest. Just drop what you want to be rejuvenated in the Appliance, pull the lever, and exit.
155. To create the woman of your dreams, use the various controls to select her coloring and measurements. For example, let's assume you want to create a tall blonde with ample mammaries, a slender waist, and wide hips. Sounds like a safe assumption. You'd set the colored dial to yellow for the hair. You'd turn the wheel twice to select her height. Set the first knob to 48, leave the second knob at 24, and set the third knob to 48. Talk about hourglass figures! Pull the lever then leave the Appliance. Voila! Presenting Eve, the woman of your dreams.

156. You must play "Summer Heat" on the moodhorn ending the piece at any point during the champagne toast. If you don't know how to play the moodhorn, check out the moodhorn hints in the Miscellaneous Hints section. Also, don't forget that "Summer Heat" is in double-time, so you'll need to take the speed potion. If you don't know how to make the speed potion, see the hints in the Miscellaneous Hints section.
157. Have you read the plumbing how-to book from the Janitor's Closet? When you do, a coupon falls out. If you give that coupon to the proprietor, he'll give you a tool that will come in handy later on.
158. Did a Messenger Nymph visit you right after you left the opening simulation?
159. Use power level 5 of the Sorcerer's Appliance to turn yourself into the cafeteria worker. (The coordinates are G-7.) If you get to the Meeting Room before the effect wears off, the nymph won't stop you. Professors can enter as well, although Hiddenmolar and Moldybreadcrust are barred on Thursday.
160. The colored dial allows you to choose her hair color. The wheel lets you select her height. And the three knobs allow you to set her other measurements.
161. See the hints about the shower scene. When you fix the plumbing in the shower, you'll get the key.
162. EVE can cross the cordon. Give Eve the invitation from the locked dorm room and the pellet of rum from the Pub. Tell her to cross the cordon. Then tell her to put the pellet in the punch bowl. Thanks, Eve!
163. Give Eve the tablecloth from Lamda Pigga Kau and the dental floss from Melta Loin, and then lead her into Heftysum Hall. She'll be out of your hair for a while. Or, simply say EVE, STAY if you want her to stop following you.
164. Cast the PISEKS spell on the sapling to turn it into a full-grown tree. Then CLIMB THE TREE and you'll find yourself in like Flynn.
165. Have you ever worn the activated goggles above ground? Have you ever noticed the correspondence between the buildings and sewer system locations? To use power level 5, figure out the coordinates of the person whose identity you want to assume. Set the left and right dials to those coordinates; an image of that person will appear on the screen.

SPELLCASTING 301:

SPRING BREAK

SPRING BREAK PUZZLES

Part 1: Fort Naughtytail And What To Do There

The Magic Carpet

1. How do I get the carpet airborne?
2. How do I steer the carpet?
3. How do I get to Fort Naughtytail?
4. What do I do when the carpet malfunctions and I can't land?

VisiNng Hillary Tickingclock

5. Where is Hillary staying at Fort Naughtytail?
6. How can I get a good ticket to see Hillary?
7. What do I need from Hillary's room?

The Mansion Grounds

8. How do I get past the fence at the End of Road or Dead End?
9. How do I solve the hedge maze?
10. What am I supposed to do with Azure?

The Casino

11. Why can't I win any of the games in the casino?
12. How can I straighten the casino?
13. How can I win the games?

The Point and the Ocean

14. How can I follow the path around the Lighthouse?
15. How do I get into the ocean from the Point?
16. What do I need to get while I'm in the ocean?
17. How do I get all my stuff out of the ocean?
18. What are the berries for?
19. How can I return to the ocean?
20. How can I get the spell into my spell book?

The Sheriff and the Jail

21. I keep getting arrested. How can I get out of jail?

The Bridge Over the Stream of Consciousness

22. How can I help the workman who is missing a bolt?
23. Where can I find a left-handed ratchet?

The Rummy and his key

24. How can I get the key from the rummy?
25. What do I use the key for now that I've got it?

Part 2: Competitive Events

The Weight-lifting Competition

26. How can Ralph possibly win?

The Kick-off Parties

27. Where is the Kick-off Party going to take place?
28. Where can I find some party girls?
29. What can I use to attract the party girls?

The Sandcastle Building Contest

30. When and where is the contest?
31. How can I win this contest?

The Belly Flop Contest

32. When and where is the contest held?
33. How can I get Vince to perform an amazing flop?

The Mixing and Guzzling Contest

34. When and where is this contest?
35. How am I going to mix a huge drink?
36. Now that I've made it, how am I going to drink it?

The Wet T-shirt Contest

37. When and where is the wet T-shirt contest?
38. Who is going to win the contest for the Pharts?
39. How can I help Roxanne win the contest?
40. How can I increase Mona's score in the contest?

The Bull Fighting Competition

41. When and where is the bull fighting contest?
42. How am I going to defeat the bull?
43. How can I distract the bull long enough to spike his trough?

The Club Club Brawl

44. When and where is this brawl?
45. What can I do about Bulldozer's lead pipe?
46. How can I provide Ralph with a suitable weapon?
47. What do I need to do with Lola?

The Body Surfing Contest

48. When and where is the contest?
49. Who are going to be the two Phart surfers?
50. Where is Fred?
51. How can I wake up Fred?
52. How can I enter the contest and perform well?

The Sun Tanning Contest

53. When and where is the contest?
54. What items do I need to win the sun tanning contest?
55. I've got the lotion but the Pharts still lose. What now?

The Volleyball Game

56. When and where is the volleyball game?
57. How do I win the volleyball game?

The Mystery Event

58. When and where does the mystery event take place?
59. How can I unlock the door in the Aquarium?
60. How can I destroy something of significance?

Part 3: Sorcerers' Guild Missions

The Lighthouse Bulb

61. How do I repair the Lighthouse bulb?

The Pearl Dust

62. Where can I find a pearl?
63. How can I turn the pearl into dust?

The Guild Seal

64. Where is the Guild Seal?
65. How can I scare the jellyfish away?
66. How can I take the Seal with me?

Part 4: Magic Stuff

Spell Locations

67. Where can I find the RATANT spell box?
68. Where can I find the UPPSSY spell box?
69. Where can I find the PEAWEE spell box?
70. Where can I find the KITCHEMY spell box?
71. Where can I find the SPUNJ spell box?
72. Where can I find the BIGFINNO spell box?
73. Where can I find the HUFINPUFA and HISINFISA spell boxes?
74. Where can I find the GESSIBUB spell box?
75. Where can I find the OKEEDOKEYYO spell box?
76. How do I turn the RATTAN spell back into the RATANT spell?

Part 5: Endgame

Things You'll Need in the Endgame

77. How do I get a suitable light source?
78. Where can I find a Baby Squid?
79. Where do I find the scroll?
80. Where can I find the Scented Seahorse?
81. Where can I find the Fuzzy Seahorse?
82. Where can I find the Soggy Seahorse?
83. Where can I find the Golden Seahorse?
84. Where are my fratmates?

Searching for the Bull

85. Where should I go to look for the bull?
86. How do I find the spring in the cave?
87. What should I do about the Giant Squid?

Sitnalta

88. How do I read the scroll?
89. What do I do with the seahorses?
90. How do I properly place the Scented Seahorse?
91. How do I properly place the Fuzzy Seahorse?
92. How do I properly place the Soggy Seahorse?
93. How can I reach the tureen?
94. How do I properly place the Golden Seahorse?
95. How can I find the Throne?
96. What do I do if I never find the throne?
97. What do I do once I've found the throne?

The Bull, Joey, and the Conclusion

98. How do I prevail over the bull?
99. How do I keep Joey from killing me?
100. What do I do after I've vanquished Joey?

ANSWERS

1. Get on the magic carpet and wait for all of your fratmates to also climb aboard. Then click on Take Off button or press the "T" key.
2. If you have a mouse, click on the appropriate circular compass button to make the carpet fly in that direction. For keyboard users, type the first letter of the word on the desired button or use the numeric keypad to select a direction. To continue traveling in the same direction, select Continue or select the same direction button again.
3. To get from Sorcerer University to Fort Naughtytail, take off and follow the directions Vince has attached to the magic carpet operating instructions included in your game package.
4. To jettison excess weight from the carpet, throw the trunk, lotion case, portable bar, sack of gold, and beer keg overboard in any order. The carpet will then land automatically.
5. Hillary Tickingclock is staying in room 911 of the Royal Infesta Hotel.
6. If you wait awhile outside Hillary's hotel room, another spring breaker will offer you a better ticket for a price.
7. Take the RATANT spell box from inside Otto's suitcase. The suitcase can be used as a container for hauling around all your valuables.
8. Take the hellhound haunch from the Mouth of Cave to the End of Road and drop it. The mongrel will begin digging under the fence. It's going to take him awhile to dig through, so come back tomorrow. He'll have dug a hole big enough for you to go through into the Mansion Grounds.
9. Enter the hedge maze by walking west from the Mansion Grounds, paying attention to the Nymph's instructions. You can buy your way through the maze, but a more clever solution is to solve the maze in the most efficient way. See if you can beat our 14-move solution: Brown, Yellow, Black, White, Yellow, Blue, Purple, Green, Black, Red, Brown, Yellow, White, Blue. When you solve the maze, something will pop out of the hedge that will be important later.
10. Buy the color bomb from the Pawn Shop, take it to Azure's parlor and throw it.
11. The casino IS crooked and, until you correct it, you can't win.
12. From the Village Center, enter the crawlspace and remove the extra support or buy the UPPSSY spell from the Souvenir Shop and cast it on the casino. Once the casino is straight, the odds of winning go from zero to slightly in your favor.
13. Consult Tips for Operating Special Interfaces in the General Tips section for information on playing the casino games.
14. When you try to follow the path west from the base of the Lighthouse, you find that it's too tight for you to fit through carrying all your stuff. Drop everything you're carrying at the base of the Lighthouse. You'll then be able to walk around the Lighthouse to the Point.
15. You can't enter the ocean until you've repaired the Lighthouse bulb for the Presiding Sorcerer. Once you've fixed the bulb and returned it to him, you'll be elevated to a Level 4 Sorcerer. Open the BIGFINNO spell box. In the absence of your spell book, the spell is cast on you, transforming you into a Merman. Once transformed, all you need to do is enter the ocean or the harbor.

16. Take the oyster from Wreckside, the medallion from inside the sunken ship, the egg from the Museum south of the Mer City, and the scroll from inside the Mermaid's room. You can find the scroll by greeting the Mermaid or following her when she leaves.
17. The lobsterman throws his lobster trap into the Harbor Bottom every few minutes. When the trap appears, you need to open it and put your possessions in it. When you revert to a human, you'll find that the lobsterman has hauled your possessions out of the harbor to the Wharf.
18. Eating the berries as a Merman will cause you to immediately revert to your human form.
19. If the BIGFINNO spell wears off before you want it to, you can simply return to the Point beside the Lighthouse and another BIGFINNO spell box will appear.
20. You don't need to put the BIGFINNO spell into the spell book. Open the spell box, and in the absence of the spell book, the spell will be cast on you, transforming you into a Merman.
21. If you're having trouble getting out of jail, relax. There are seven different ways to do it. Each method of escape can be used only once, so use them wisely. Following are the answers for the seven methods:
 - a. If you give the rat with the crown anything in your possession, he'll turn into a prince, unlock the jail cell, and give the object back to you.
 - b. You can spray the steel bars with the rust spray that is sold at the Souvenir Shop. In one turn, they'll rust through, allowing an escape.
 - c. You can dig yourself out of the cell if you have the shovel that can be purchased from the Hardware Store.
 - d. If you eat one of the slimfish that is for sale at the Fishmarket, you'll become so thin that you can slip between the bars of your cell.
 - e. If you've obtained the RATANT spell from the suitcase in Otto's hotel room, you can cast it on your FRUMP spell causing it to mutate into the FRUMP spell, a spell of legislation. Casting FRUMP while in jail will cause a favorable law to be enacted, allowing a surprising escape.
 - f. If you've bought the UPPSSY spell from the Souvenir Shop, you can cast it on the jail cell, thus unlocking it.
 - g. If you've obtained the RATANT spell from Otto's suitcase, you can cast it upon the BIP spell, causing BIP to mutate into the BIM spell, a spell of mucous. Casting BIM on your self will make you cough and wheeze, causing the sheriff to release you from jail.
22. You can buy a #40 hex bolt at the Hardware Store just south of the Littered Street and give it to the workman.
23. Cast the UPPSSY spell on the right-handed ratchet to turn it into a left-handed ratchet. Give the ratchet to the workman and he'll finish up his work on the bridge.
24. Buy the key from the rummy for the price he asks.
25. Buy the key from the rummy and bring it to the bank in the Mining Town. Wake up the banker, show him the key, and he'll retrieve a Safety Deposit Box. Open the box and take the contents. You'll need them for a contest later on in the game.
26. As Ralph steps up to each successive barbell, cast the FRIMP spell on it.
27. Look up Moe's room on the Royal Infesta Hotel confirmation letter included in your game package.
28. Be in the lobby of the Royal Infesta Hotel at 6:00 on Sunday and you'll see the girls enter the nail polishing seminar. At 7:00 they'll emerge and you'll have a chance to attract them to the party.

29. The two-by-fours left in the Restaurant are sometimes referred to as studs. Buy the studfinder from the Hardware Store and move the studs from the Restaurant to Moe's room in the Royal Infesta. When you find the girls you wish to attract to Moe's party, give them the studfinder.
30. The Sandcastle building Competition is judged at 1:00 p.m. on Monday afternoon.
31. Buy the shovel at the Hardware Store and give it to Sid. Buy the PEAWEE spell box from the Pawn Shop. Cast it on Sid before the sandcastle competition is judged at 1:00 p.m. on Monday afternoon on Blather Beach. The spell of regression will make him remember his sandcastle-building skills.
32. The Belly Flop Contest starts at 10:30 a.m. Tuesday at the Infesta Pool.
33. Get the male plumage from the huge roc nest in the Foothills just beyond the Bridge over the Stream of Consciousness. You can purchase a roc call at the Souvenir Shop. Give the roc plumage to Vince at the start of the contest and, after the Yus have finished their diving, blow the roc call. Vince will perform the belly flop of the century.
34. The mixing and guzzling event starts at 7:30 p.m. on Tuesday night.
35. Be at the Sandbar at 7:30 p.m. on Tuesday night. Cast RATANT on the SPUNJ spell, mutating it to the SPURJ spell. Then cast the SPURJ spell on a strawberry that can be bought for cheap at the Grocery Store. Then cast the FOY spell on the giant strawberry, creating a massive strawberry daiquiri. Way to go, Ern!
36. Buy an absorption pill from the Surf Shop and either swallow it and drink the daiquiri, or simply put it in the drink. The Judge will be most impressed.
37. The Wet T-shirt contest starts at 11 a.m. on Wednesday.
38. Pick up the suction gloves that the Caped Crusader left on the Cliff Road and give them to Roxanne before a match. Stick around and she'll emerge victorious and offer her assistance in the wet T-shirt contest.
39. After giving the T-shirt to Roxanne, cast the UPPSSY spell on Roxanne, causing an enlargement of mammoth proportions.
40. Buy the dehydrated falsies from the Surf Shop and give them to Mona before the T-shirt contest. They'll give her that extra edge you need to trounce the Yus.
41. Be at the Arena at 5:00 p.m. Wednesday for the bull fight.
42. Buy the laxative from the Grocery Store and figure out a way to get it into the bull's water trough.
43. There are two ways to distract the bull long enough to pour the laxative in his trough. The first way is to inflate the duck float from Sid's book bag and cast the UPPSSY spell on it. Give the cow float to the bull and he'll be distracted long enough for you to do your dirty deed. Alternatively, you can cast the BIM spell on the bull, also causing him to temporarily pause. You'll need to wave the cape to get him excited enough to drink. Once you've spiked the trough water, wave the cape again to see the effects of the laxative.
44. The fraternity brawl occurs at Club Club just southeast of Beachedwhale Boulevard at 8:30 p.m. on Wednesday.
45. When Bulldozer wields the lead pipe, cast the KITCHEMY spell on it.
46. Cast the RATANT spell on the KITCHEMY spell, causing it to mutate into the BOTCHEMY spell. Cast the BOTCHEMY spell on the banana peel.
47. You don't have to do anything with Lola although you can meet her later Wednesday night in her hotel room.

48. Be at the Beach by the Snack Bar at 10:00 a.m. Thursday for the body surfing competition.
49. One of HDP's winning surfers is Fred so you'll have to figure out how to wake him. HDP's other winning surfer is, believe it or not, you.
50. Look up Fred's room number on the Royal Infesta Hotel confirmation letter that came in your game package.
51. Fill the jug left at the end of the wet T-shirt contest with water from the Stream of Consciousness and pour it on the slumbering Fred. He'll immediately wake up and run out to the beach prepared to do his duty.
52. Wear the medallion you found within the Sunken Ship and when it's time for the Pharts to surf, type "surf", and if you're wearing the medallion, you'll turn out to be an impressive competitor.
53. Be at Blather Beach at 3:00 p.m. on Thursday for judging of the sun tanning contest.
54. You'll need the lotion case. It, like the other items you threw from the magic carpet, can be in any of five locations, depending on when you jettisoned it. The five locations are the Village Center; the Mansion Grounds; the Cliff Bottom; the City View under the sea; and the Mouth of Mine in the mining town.
55. Submerge the opened lotion case or the individual tubes in the vat of lemon juice in the Lab below the Mansion Parlor. Then go to Blather Beach when the Pharts are getting in their last minute rays, and distribute the tubes of lotion. You can also give the entire case to Ollie, who will distribute the lotion for you. Don't forget to apply a tube of lotion to yourself.
56. Be at the Beach by Volleyball Game at 9:30 a.m. Friday for the volleyball competition.
57. Take the rummy's key to the Bank, wake the teller, and show the key to him. When he appears with the Safety Deposit Box, unlock it with the numbered key and take the two spell boxes. Before the Yus serve the volleyball to the Pharts, cast the HISINFISA spell on the ball. It won't make it over the net and the Pharts will get the serve. Now cast the HUFINPUFA spell on the ball and, after the Pharts have served, cast the HISINFISA spell on the ball. The ball will deflate while on its way to the Yus and they won't be able to return it. The score will be three-zip in no time.
58. Be at Beachedwhale Boulevard at 2:00 on Friday afternoon for instructions on the Mystery Event.
59. Pick up the key the uniformed man drops at Beachedwhale Boulevard at 2:05 on Friday afternoon. Use it to unlock the door inside the Aquarium. Open the door, walk east, and descend the stairs to the Aquarium Basement.
60. Destroying the Aquarium is sure to get you the winning score in this event. There are two ways to destroy it. You need to be in the Aquarium's basement for both. The first way is to cast the UPPSSY spell on the Aquarium's foundation. The other way to destroy the Aquarium is to open the GESSIBUB spell box and cast the RATANT spell on it, causing it to mutate into the DESSIBUB spell, a spell of amplification. Cast the DESSIBUB spell on the BIP spell and, finally, cast the BIP spell itself. The amplified music will cause the foundation to crumble.
61. Give the broken bulb to the shopkeeper at the Prospector Shop northeast of the mining town. He'll fix it for a fee and return it to you. Give the repaired bulb to the Presiding Sorcerer and you'll be elevated to the rank of a Level 4 Sorcerer.
62. A pearl is inside the oyster.

63. Give the pearl to the shopkeeper at the Hardware Store. He'll grind it into pearl dust for a fee and hand you the dust. Return the dust to the Presiding Sorcerer and you'll be elevated to the rank of a Level 5 Sorcerer.
64. The Guild Seal is in the chest at the Cliff Bottom.
65. Take the peanut butter left by one of the Yus after the tanning contest and buy some sliced bread at the Grocery store. Bring them to the Cliff Bottom. Thinking you're about to prepare a peanut butter and jellyfish sandwich, the jellyfish will flee. Open the chest and the Guild Seal will emerge.
66. Take the collar from the base of the Lighthouse and put * on the seal. You can now take the seal to the Presiding Sorcerer, where you'll be elevated to the rank of Level 6 Sorcerer.
67. The RATANT spell box is located in the suitcase in Hillary and Otto Tickingclock's room in the Royal Infesta Hotel.
68. The UPPSSY spell box may be purchased at the Souvenir Shop.
69. The PEAWEE spell box may be purchased from the Pawn Shop.
70. The KITCHEMY spell box is located within the trunk you threw overboard while the magic carpet was malfunctioning. Depending on when you threw it overboard, the trunk may be in any of five locations: the Mansion Grounds; the Village Center; the Mouth of Mine east of the Mining Town; the Cliff Bottom; or the City View in the ocean.
71. The SPUNJ spell box is located on the Mansion Grounds.
72. The BIGFINNO spell box is located at the Point just west of the base of the Lighthouse.
73. The HUFINPUFA and HISINFISA spell boxes are located in a Safety Deposit Box at the Bank in the Mining Town. To obtain the Safety Deposit Box, you must wake up the banker, and show him the key available from the rummy in the Groggery east of the Fish Market.
74. The GESSIBUB spell box is located in the basement of the Aquarium. You can't get into the basement until the mystery event on Friday afternoon.
75. The OKEEDOKEEYO spell box is found in the first location you'll arrive at in Sitnalta.
76. Look inside the cannon at the Fort and take the pimento moss. Place the moss together with your spell book in the roc nest in the Foothills. The RATTAN spell will revert to the RATANT spell. There's only one piece of pimento moss in the game, so use it advisedly.
77. You can either buy the torch from the Prospector Shop in the mining town or cast the GESSIBUB spell of simplification on the lantern you found in the Aquarium basement. Either of these is an acceptable light source. Of course, using the lantern is cheaper.
78. The Baby Squid will appear at Beachedwhale Boulevard or Beach by Snack Bar after the Aquarium's destruction. If you happen to get arrested before the Aquarium's destruction, the squid will appear in your jail cell.
79. You must take the scroll from the Mermaid's Room, which you can obtain by greeting the Mermaid or following her when she leaves to her room southeast of the Mer City.
80. The first time you enter the Windswept Road, the Scented Seahorse appears but gets stuck between the roots of a tree. Cast the SPUNJ spell on the tree root and the Scented Seahorse will be released.
81. The Fuzzy Seahorse is inside the egg in the Museum south of the Mer City. Open the egg and the seahorse will emerge.

82. If you sit down at the Restaurant and order the bisque and drink it, you discover a conch. Then cast the RATANT spell upon itself, causing it to mutate into the RATTAN spell, a spell of shell mutation. Cast the RATTAN spell on the conch and the Soggy Seahorse will appear.
83. The Golden Seahorse is your reward for solving the hue maze to the west of the Mansion Grounds.
84. After you get arrested following the destruction contest, your fratmates will be waiting for you at the Village Center. Be sure and pass through there to pick them up.
85. Head for the Mine.
86. The easiest way to find the spring is to proceed north from the Cliff Top, through the Mouth of Cave, and into the Mine. Once inside, walk east, arriving at the spring.
87. Give the Baby Squid to the Giant Squid.
88. Each individual ribbon-like segment and each series of dots on the scroll represents a single movement through Sitnalta. The scroll is read from the starting point in the lower left-hand corner. The scroll also serves as a map for the placement of the four seahorses in their proper places, as described on the plaque in the Mer Museum.
89. As you proceed along the proper path, you must deposit each seahorse in the right place in the correct order. Therefore, any thing which isn't on the proper path (such as the pond) is not the right place for any of the seahorses.
90. Starting from your initial position in Sitnalta, walk east, east again, north, east three times, south, and east two times. You'll arrive at a bed of red flowers with a birdbath. Put the Scented Seahorse in the birdbath.
91. Starting from the flowers, walk north three times, west, south, and west, arriving at a wooded glade. Climb the tree and discover a bird nest. Place the Fuzzy Seahorse in the nest and climb back down.
92. From the glade of trees, walk west, north, north again, and west, arriving at the base of the statue. Put the Soggy Seahorse in the tureen.
93. Blow the whistle you got at the human pyramid practice at the Arena at 12:30 on Friday. You did attend the practice, didn't you? Anyway, when you blow the whistle, the Pharts will form a human pyramid. Climb up the pyramid and deposit the Soggy Seahorse in the tureen and climb back down.
94. From the base of the tall statue, walk west three times and south three times, arriving at a pot at the end of a rainbow. Put the Golden Seahorse in the pot.
95. From the pot, proceed east, north, east, and east again, finally arriving at the Mer throne.
96. Consult hints 89 through 94 for the proper paths to walk and the proper placement of the four seahorses.
97. Sit on it.
98. Cast the OKEEDOKEEYO spell you found in your first position in Sitnalta on the fierce bull. He'll be calmed into submission.
99. Cast the DESSIBUB spell of amplification on the bull. The bull's parent will appear and take care of Joey for you.
100. An entrance has opened to the south. Take the bull's head and walk in that direction.

58 FUN THINGS TO TRY

Here are some fun things that you may not have run across while playing through Spellcasting 301.

CAUTION: Do not read this section until you have finished playing the game. It will give away things that, trust us, you don't want to know yet!

1. Sell the Baby Squid to the fishmonger.
2. Throw the BIGFINNO spell box into the ocean.
3. Sit in the stands in the Arena.
4. Grasp at straws when Moe offers the straws in the Arena.
5. Moon the bull (while you're fighting him).
6. Enter the ocean at around the time the Destruction Contest is ending and wait for Sheriff Wormpoop to arrive.
7. Examine the air while underwater.
8. Lead the Pharts (after the Destruction Contest) into Hillary's room.
9. Pour water on the sleeping banker.
10. Enter the cannon.
11. Organize an Ernie Eaglebeak look-alike contest in your home town.
12. Smell the Tavern.
13. Show the large daiquiri to the rummy.
14. Burn your spell book with the torch.
15. Cast PEAWEE and POWWOW on just about any character in the game.
16. Cast OKEEDOKEEYO on the fisherman.
17. Kill yourself (in Naughty mode).
18. Play with the band at Beach by Bandstand
19. Throw any reasonably heavy object, such as the ratchet, at a seagull.
20. Moon Mona and then bite her.
21. Put the water jug in the lemon juice. Twice.
22. Attack the Pawn Shop proprietor.
23. Look into the control crystal.
24. Moon the sheriff.
25. Kiss the enchanted rat in the jail cell.
26. Date the mermaid.
27. Slice the baguette with the sword.
28. Point the sword at the Pawn Shop proprietor.
29. Read the activity board on Monday and then show up for that event.
30. Dance in the Dance Club after the Pharts arrive but before the Yus show up.
31. FRIMP Lola's evening gown while she's wearing it at the Dance Club.
32. Open the ticket dispenser outside Hillary's room.
33. SPURJ or FOY the fruit in Hillary's room.
34. Give the keg to the bimbos when they're in the lobby.
35. Give a mushroom to the bimbos.

TIMEQUEST

Puzzles and Timeplaces

Caesar's Untimely Assassination

Rome 44

The Siege of Peking

Rome 44

Cairo 44

Baghdad 1215

Peking 1215

The Evacuation at Dunkirk

Rome 1940

Dover 1940

Stopping Attila

Dover 1940

Peking 1361

Peking 452

Peking 800

Rome 452

Defeating the Spanish Armada

Rome 1519

Dover 1519

Dover 1588

Montezuma's Defeat

Rome 452

Dover 1588

Dover 1361

Mexico 1361

Mexico 452

Mexico 800

Mexico 44

Mexico 1519

Preserving the Magna Carta

Dover 1215

The Sultan's Wives

Rome 44

Baghdad 800

Charlemagne's Crown

Dover 1940

Peking 1940

Rome 800

Cairo 1361

Cairo 1215

Rome 1798

Dover 1798

Cairo 1798

Rome 1940

Rome 800

Napoleon's Invasion Plans

Dover 1940

Peking 1940

Rome 800

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THE HINTS AND ANSWERS

1. If you push the panel, it will slide aside and reveal a hidden corridor.
2. If you haven't visited Rome 1940, do so immediately.
3. The priest is so intent on praying that you may be able to sneak up on him.
4. You need to disguise yourself as a woman.
5. You need to solve some other puzzles before you can solve this one.
6. Ask Caesar for the wreath, take the sword when the guard drops it, and then kill the lion.
7. The key card is in the drawer in Vettenmyer's desk.
8. The answer to the riddle is whatever number the other version of you called out as you stepped on the backwards time machine after disabling the Doomsday Device.
9. Give Tut's sister what she wants. When you do, Tut will want to play a game.
11. King John is only signing the Magna Carta because he is out of money. If he receives a letter of credit, he'll never sign the document.
12. Vettenmyer knows you are chasing him, and is using the bracelets to track your progress through the game.
13. Stonehenge was originally built as a huge astrological calendar to predict where the sun would first appear on the horizon on Midsummer's Day.
14. You can't get into the pyramid while the sheathing stones cover the entrance.
15. Show Napoleon the map you got from King Tut and the ankh you retrieved from the pyramid in Cairo 1215. He will decide to invade Egypt instead of England.
16. You'll need to get dose enough to the victim without the priest killing you, and you'll need something to cut the thongs with.
17. The crevice is just too narrow for you to slip through, although obviously King Tut was able to do it.
18. Vettenmyer wants you to find him. He has left 19 messages throughout his travels.
19. There are lots of pretty shells here.
20. The Trouble Shooting Guide is the card with the silver lettering that came in your game package.
21. Pope Leo is fairly free with indulgences. Go into the Vatican and see if you can get one from trim. When you do, give the indulgence to the vendor and he'll give you the plaque.
22. Napoleon is in Rome as a sort of magistrate, or Justice of the Peace.
23. He is expecting the return of Quetzlcoatl.
24. Use the mule to get the urn to the girl's house. The mother will help you take the urn off the mule's back. Take the mule out to the alley, then go back inside and empty the urn. Tell the girl to get inside, then cover her with dates. Bring the mule back inside to gobble up the remaining evidence. Then wait for the soldiers. They will come and go without finding the girl and you will have saved the day.
25. You won't be able to bribe Attila, so it looks like you'll need a miracle.
26. You need to solve another puzzle before you can get the crown.
27. There is a relationship between the colors of the clothes that the Vizier is wearing and the colors of each of the wives.
28. You need to visit Mexico 800 and Mexico 1361 first.
29. Does the Vizier look familiar to you?
30. This is pretty complicated, but the guilty wife is the one whose color matches the color of the piece of the Vizier's clothing that he wears on the part of the body she is massaging.
31. After you give the vendor the drachma you got from the Chinese merchant in Baghdad 1215, bring the mule to the bazaar and the vendor will help you load the urn onto the mule's back.
32. The chariots are so evenly matched that the slightest advantage will make a difference.
33. Get the Molotov Cocktail from Peking 1940. Open it and pour the ether onto the handkerchief. Knock out the priest with the hanky. While he is unconscious, you can take the crown.
34. When you first came into the room, the other version of you was standing on the forward time machine and disappearing.
35. Priests are good for miracles. You can find one in Peking 800.
36. You can't get into the pyramid in King Tut's day.
37. You need Churchill's lighter from Dover 1940 in order to see inside the pyramid.
38. He's got something in his pocket that you want.
39. You have to solve the Napoleon in Rome puzzle before you can deal with Nelson.
40. Wear the feathered serpent costume from Mexico 800 and use the Olmec's knife from Mexico 1361 to free the victim. Once he flees the scene, read the message on the altar.
41. After you solve the Churchill puzzle in Dover 1940, return to Rome 1940 and wait for Churchill to say the word "Cigar." When he does, unplug the radio.
42. That urn looks like it might be just the right size to hide someone in.
43. After you've retrieved Moses from the river and given him to Tut's sister, if you give Charlemagne's crown (available in another timeplace) to King Tut, he'll be a happy boy.
44. After you give the madame the ynan you got from the Chinese merchant in Baghdad 1215, tell the women to follow you and then go do some exploring.
45. It won't do you much good to get in there until you've solved all the missions in your briefing papers.
46. You need to have solved the Chinese merchant puzzle in Baghdad 1215 before you'll be able to buy the dates.
47. Visit the Academy in every year, starting with 1361. In 1940, the old man will have an item that you want. Simply ask him for it, and he will give it to you.
48. Give the beggar the focaccia you got in Rome 44.
49. Vettenmyer himself has told you how to get into the tower.
50. Cleopatra isn't interested in your conversational skills.
51. Have you been to Baghdad 1519 yet?
52. Solve each of the ten major puzzles in the game. When you do so, you will be able to go upstairs.
53. Get the conch shell from the rocky shore in Dover 1361, bring it to the Great Wall and blow it.
54. Give him the vial of rhinoceros horn that Cleopatra gave you.
55. Mount the horse and ride into the forest ahead of the courier. Hide behind the big tree in the clearing.
56. You'll have to get Elizabeth to switch bedrooms.
57. Go to Cairo 1215 and you'll be able to walk right into the pyramid.
58. In each session of gameplay, the Interkron will malfunction the first time you try to use it. To fix it, use the Trouble Shooting Guide.

59. Of course, you'll have to get it to the girl's house before she can get in it. Maybe a strong animal can help, if it's not too stubborn.
60. Ask the priest about the portrait.
61. Think back to the conversation between the hostlers at the beginning of the race.
62. You need a key card to make the Interkron go.
63. Hitler and Mussolini are listening to Churchill's broadcast, waiting to hear the code word "Cigar." You need to find some way to make Churchill refer to his cigar during his speech.
64. Shakespeare based many of his stories on Plutarch's Lives. If you give him the original manuscript you get from Leo the Great, he'll be more than happy to give you the helmet.
65. Look at the crown carefully.
66. Offer the Vizier a fig while you're wearing the guilty wife's veil. Then return to her room and hide under the bed. When the Sultan is coming and the Vizier flees the room, he'll leave behind one of his purple slippers. Show the slipper to the Sultan and he'll know that it is the Vizier who has been dishonoring him.
67. The guilty wife is Jamila.
68. While Vettenmyer is on the ground, step on the remote control to open the Doomsday Device. On the next turn, shout out the number that is the riddle answer.
69. You'll need something from the gladiatorium.
70. Some engraving seems to have miraculously appeared on the crown.
71. You need something of value from another timeplace.
72. The book that Leo drops isn't the item that you want, but you can use the book to get the item.
73. The item should be something that Cortez is likely to be carrying or wearing when he invades Mexico in 1519. To get the item, you'll have to solve another puzzle.
74. You can't get the crown back from Napoleon in 1798.
75. Churchill is fairly absent-minded.
76. You need to get something from Peking 1940 in order to get the crown.
77. You need to show the eunuch something imperial.
78. You need to open the gates so the Mongol army can enter.
79. Where else might you meet Cleopatra? Well, she was often seen with Julius Caesar.
80. The Academy will continue to exist as long as someone shows an interest in it.
81. Once you have collected water in the basin, read the tablets again.
82. You'll never be able to stop Vettenmyer and the old man from dying.
83. Wait until Churchill finishes his speech. He'll leave the lighter behind on the table when he leaves. When he walks out, simply take the lighter.
84. The Sultan instructed the eunuch to "Let no man leave the harem."
85. Return to the guilty wife's room and hide under the bed.
86. Show Nelson the pass you got from Napoleon. He'll jump up and leave the tavern. Take the boarding hook he leaves behind.
87. Match the failure message on the screen to the information on the Trouble Shooting Guide. Then type in the correct answer.
88. The Chinese merchant in Baghdad 1215 will tell you the password when you sell him what he wants. To find out what the merchant wants, consult the hint category "The Chinese Merchant."
89. Perhaps, later, a very small person will be around to help you.
90. Sit on the sighting stone before the sun comes up.

91. You need to give Nelson some physical proof of where Napoleon's invasion plans will take him.
92. Show the eunuch the seal that you got from the Emperor in Peking 44. The eunuch will then take you into the Emperor's throne room.
93. Cleopatra began the year 44B.C. in Rome. After Caesar was assassinated, however, she returned to Cairo.
94. Keep opening the boxes until you find a jade bar. Once you have it, look at it carefully.
95. Cleopatra isn't likely to socialize with someone she's never met before.
96. Hide the girl inside the urn of dates. For specific hints about how to do this consult the hint categories entitled "Getting The Mule To Move," "Buying The Dates" and "Making Use of The Dates."
97. You need to travel to another year first.
98. When the outlaws attack the courier, they have no knowledge of the pouch he carries.
99. When you first appeared in the future, Vettenmyer was sprawled out on the floor.
100. Take the cloak.
101. The only person who can get through the crevice is Napoleon. To get him to help you, consult the hint categories for Rome 1798, beginning with "Getting In To See Napoleon."
102. If you go to the Academy in 1361 B.C., you will meet an old man who teaches there.
103. Make sure you visit Cleopatra's palace first.
104. Go back to Rome 800 and put the crown back on the altar. When the priest wakes up, he'll see the engraving on the crown and think that God has performed a miracle.
105. Have you noticed how much noise those chariots make?
106. Step on the backwards time machine.
107. Pass the basin and sit on the bench. Then type "sit still" or "do nothing" or "be quiet." For the truly Zen solution, don't type anything for about 20 seconds.
108. You must use the time travel machines in the tower room in the correct sequence to solve this puzzle.
109. It's OK to be thrown into the cannibal pot, as long as you know something that the Olmec doesn't know.
110. Sit on the sighting stone before dawn and then ask the druid about Stonehenge.
111. When Leo drops the book, take it and then give it back to him. When you do so, he'll give you an indulgence.
112. Visit the Great Wall in Peking 44 first.
113. Take a good look at that support hanging from the ceiling.
114. See the hints on the messages that Vettenmyer has been leaving you throughout the game.
115. You'll never be able to stop that army by yourself. You'd better call for help.
116. There is a hidden corridor behind the panel.
117. You'll need a light source.
118. Wait until Vettenmyer turns his back on you, then kick him.
119. You have to give the Toltec in Mexico 44 something that is reminiscent of Cortez. For the answer, see the hint categories for Mexico 44 beginning with "Meeting The Toltec."
120. Anyone who has left the city is likely to know the password to get back in.
121. First you need to give the madame the ynan you got from the Chinese merchant in Baghdad 1215.

122. Look at the map that King Tut gave you, and then press each of the animal tiles in the order that he has marked on the map.
123. The courier has to ride through the forest to reach Runnymede.
124. You must catch the Vizier in bed with the guilty wife and be able to prove that to the Sultan.
125. Visit Dover 1940 first; but be careful what you do—or don't do—there.
126. Surely all those women are too much for one man. Can't you think of someone who would like to share the wealth?
127. You need to have used the time machines in the tower room before you can solve Vettenmyer's riddle.
128. Once Drake sees the strumpet, he'll think Elizabeth has arranged an evening of pleasure for him and you'll never get him out of there.
129. Perhaps somebody might like to buy it from you.
130. Open the cocktail and see what is inside.
131. You need something from another timeplace.
132. The device can only be disabled with the key you got from the old man in the Academy in Rome 1940.
133. The tablets say that the softest material will overcome the hardest, and that the use of an object often depends upon the void within that object.
134. The only way the device can be opened is by using a remote control device that Vettenmyer has.
135. Sell it to the Chinese merchant in the bazaar in Baghdad 1215.
136. If you recall, just before you first entered the room, you stumbled on the top step.
137. Take the mask stuffed with fireworks from the sanctuary in Peking 800 and set it on fire using Churchill's cigarette lighter.
138. If you don't know what to do now, you've obviously been playing computer games too long.
139. You need to use the plaque from the souvenir vendor in Rome 1519.
140. The tablets say that the wise man gets things done by doing nothing.
141. The sailor is really William Shakespeare. You'll have to give him something that Shakespeare would think was valuable.
142. Wait until the women have left for the baths, then take one of their veils and wear it. The eunuch will then let you leave the harem.
143. One of the outlaws is a cleric who will be able to read the letter that the courier carries.
144. The bracelets are returning through time to Vettenmyer's lair. There is nothing you can do to keep them, so don't worry about it.
145. If you put all the messages in the order of the numbers they contain, the first letter of each sentence spells out the location of Vettenmyer's lair and how to get in.
146. You'll never be able to walk past those guards.
147. Did you notice who the guard downstairs mistook you for?
148. Remove the loose floorboard in the bedroom in Dover 1519. Get the plaque from the souvenir vendor in Rome 1519 and put it in the cache, making sure to replace the floorboard. Then travel to Dover 1588, remove the floorboard once again and take out the plaque. When you show it to Elizabeth, she'll decide she can't stay in that room and she'll throw the strumpet out of the other bedroom.

149. The Vizier is the little boy whose sister is imperiled in Baghdad 1519. If you solve that puzzle, he will remember you and in gratitude give you a badge that will allow you to remain in the city.
150. According to your briefing papers, your mission here is to dissuade Napoleon from invading England. The best way to do that is to persuade him to invade somewhere else instead.
151. When the Olmec throws you into the pot, tell him about the eclipse or simply point to the sun. When the eclipse occurs, jump out of the pot, take all, and go into the Interkron.
152. Step on the forward time machine.
153. The mule belongs to the girl and her mother.
154. When you first enter the room, pay attention to what the other version of you is trying to indicate.
155. Offer the figs to the Vizier. To get out to see the Vizier, consult the section entitled, "Leaving The Harem."
156. You'll never get enough light into the maze to be able to see.
157. There aren't any florins in the game.
158. You need to press the animal tiles in a specific sequence to stop the blades.
159. First you'll need to get the cradle from the river.
160. Nod your head when the Sultan offers you the deal.
161. Travel back to Mexico in 452 when the pyramid is under construction. Follow the footprints through the maze and write down the path.
162. You should visit Stonehenge first.
163. The bracelets are small time transponders.
164. You need to solve the Sultan's Wives and the Admiral Nelson puzzles before you can get across the chasm in I 798.
165. Tut, being a king, wants something that belongs to a king.
166. Get the chalk from the cliff in Dover44 and give it to the deaf man. Then read the message he writes on his slate.
167. Take the ruby pin out of the turban. It will unwind so that you can tie it to the boarding hook. Throw the hook over the support, and then swing across the chasm. Napoleon will follow you.
168. One character in the game is famous for being short.
169. Tut's sister looks awfully eager to get her hands on that baby.
170. Get the helmet from the sailor in Dover 1588 and put it on the cushion that the Toltec holds up when you are wearing the feathered serpent costume. When you return to Mexico in 1519, it will be incorporated into the new version of the Quetzlcoatl myth you've created. As a result, the Aztecs will lay down their arms before Cortez.
171. Listen carefully to the old man's dying words.
172. The key to getting Elizabeth out of the bedroom lies in her religious beliefs.
173. Well, you could try trifling with the Emperor.
174. Make sure you are wearing the transponder.
175. You'll need to visit Mexico 800 to solve this puzzle.
176. She's used to people showing her some sign of respect.
177. Give the priest the emerald from the burial cave in Peking 1361.

178. You must use the time travel machines in the correct sequence to solve this puzzle.
179. You must find a way to hide the girl from the soldiers.
180. Open the drawer in Vettenmyer's desk, take the card, enter the Interkron, and put the card in the slot. Then type the word 'timeset' followed by the city and the date. If you have a mouse, click on the desired time and place, and then click on the "GO" button.
181. You'll have to get an indulgence from somewhere.
182. Take the rock that's lying in the street and throw it through the window.
183. Give the date vendor the drachma you got from the Chinese merchant in Baghdad 1215.
184. Go to Peking 452 and give the begging priest something that is valuable enough for you to be considered the founder of the temple. Then return to Peking 800 and take another look at the portrait. For hints about what to give the mendicant priest, see the section on Peking 452.
185. Someone in the game has indicated that he likes to eat figs.
186. After you pass the basin, sit on the bench and read the tablets. Think about the philosophy they teach.
187. Kiss her, you fool!
188. Tell the women at the House of 1000 Pleasures to follow you. Lead them to the soldiers and when the madame asks if you want the girls to entertain the soldiers, say "Yes." While they are otherwise engaged, open the gate.
189. He clearly wants to tell you something, but he can't.
190. Get the jar of oil from the gladitorium and pour it on the axle. The extra lubrication will give you the edge you need to win the race. Remember that the early races don't count. It's the last race you need to win.
191. If you save Caesar's life in Rome and then go to Cairo in 44 B.C., Cleopatra will be very glad to see you.
192. You will never be able to open the door to the tower room by yourself.
193. Go east into the river to get the cradle, then give it to Tut's sister.
194. He's interested in rare potions and powders.
195. You can't get the crown back from Napoleon.
196. The version of you that was strapped in the chair when you turned off the time machine must already have known the answer to the riddle to have survived that long.
197. You need to get the password from somebody who is in the year 1215, but who is no longer in China.
198. Pour the water into the statue's mouth.
199. The eunuch won't let anyone in without the Sultan's permission.
200. You'll never be able to open the gates while all those soldiers are watching you. Perhaps there is some way to distract them.
201. He appears to be hungry.
202. You have to re-establish the Quetzlcoatl myth in its original form.
203. Wait until the opportunity presents itself, then step on the remote control device.
204. The two machines in the tower room are time machines.
205. Napoleon gave you something in Rome that might be useful in this situation.
206. The Vizier likes figs.

207. You're never going to be able to get into the crevice yourself.
208. Perhaps a visit to another era might help.
209. You need to solve the King Tut puzzle and get something from inside the pyramid before you can solve this puzzle.
210. Get the peg from the shelf in the gladitorium. Then put the wheel on the axle and put the peg in the hole. The peg will act as a cotter pin to hold the wheel on the axle. Get in the chariot, and when each race begins, you will be provided with horses.
211. Go to Rome 1940, and the crown will appear in the display case.
212. You need to solve the Napoleon in Rome puzzle before you can get into the pyramid.
213. Be careful, it's pretty powerful stuff.
214. You have to solve the Attila the Hun puzzle first.
215. Go to Babylon 1361 and, "say east."
216. You have to visit Mexico 44 to re-establish the Quetzlcoatl myth.
217. You must determine which of the wives is guilty. For additional hints, consult the section, "Discovering the Unfaithful Wife."
218. This is an instance where talking to the characters in the game will really pay off.
219. Step on the forward time machine when you hear someone stumble outside the room. When you appear in the future, put the key in the device and it will be disabled. Then step on the backwards machine again before Vettenmyer shoots you.
220. You need to solve the burial cave puzzle in Peking 1361 before you can solve this puzzle.
221. Press the button on the transponder, type "IN" or click on the "IN" button with your mouse.
222. Wait until Hitler reminds Mussolini of the code word. Then visit Dover 1940 and make Churchill say the code word during his broadcast.
223. Once you have determined which of the wives is guilty, put on her veil, take the fig bowl, leave the harem, and offer the Vizier a fig.
224. She is, after all, a queen.
225. You need to make sure Hitler hears the word "Cigar," but does not hear the insults that follow.
226. Vettenmyer has given each of the major characters a bracelet as a way of tracking whether or not his schemes are working.
227. Grab the mule's tether, whisper sweet nothings in the mule's ear, and walk in the direction you would like to go.
228. Subconsciously, Vettenmyer wants to be caught.
229. You'll never get Drake to go to the East Bedroom.
230. The forest is full of outlaws.
231. You should make King Tut happy before you go any further into the pyramid.
232. Hitler thinks you're part of the cleaning crew.
233. You can use the conch shell in another timeplace.
234. The Sultan isn't going to let in anyone who won't make a deal with him.
235. The lion has been conditioned to attack anyone wearing a laurel wreath.
236. If you draw attention to the lighter, he'll just take it away with him when he leaves.
237. The courier in the tavern carries a letter of credit for King John from Otto of Bismark.
238. If the crevice is just a little too narrow for you to slip through, you'll have to find someone else in the game who is smaller than you to go in there for you.

239. To discover the location of Vettenmyer's hideout, consult the section, "The Meaning Behind Vettenmyer's Messages. "
240. The courier is carrying a letter of credit. If you simply steal it, he'll tell John about it. Instead, you must somehow make sure that the wording in the letter gets changed. For hints about how to do that, consult the sections entitled "Following the Courier" and "The Courier's Pouch."
241. You can hear the ocean in the conch shell.
242. The other place Napoleon is interested in invading is Egypt.
243. Get the feathered serpent costume from Mexico 800. When you wear it, the Toltec will think you are the god himself returning to show his displeasure.
244. If you put the messages in the right order, they spell out another message.
245. You can get some food from another timeplace.
246. First, save Julius Caesar from the lion in Rome. Then go to the Avenue of the Dead in Cairo 44. Cleopatra will stop her sedan chair and invite you to join her.
247. The only time you will be able to see Cleopatra in Rome is when she is in the Imperial Box with Caesar.
248. Bow to her and she'll be satisfied.
249. Gee. I wonder what's inside that box he gave you.
250. You need an item from another timeplace.
251. Show the pouch to the friar. He will make a few changes to the letter and return the pouch to the unconscious courier. After the outlaws leave, ride on to Runnymede ahead of the courier.
252. When Hitler says, "Hop to it!," type "clean."
253. Once you've appeared in the feathered serpent costume, you need to place an item on the cushion that the Toltec is holding.
254. Take a good look at the axle.
255. You need to show Napoleon something that will persuade him to invade Egypt.
256. When you offer the Vizier a fig while wearing the guilty wife's veil, he will tell you that he will visit her room later that evening. You must arrange to get proof of that visit.
257. Take a good look at the panel.
258. Show the pass you got from Napoleon to the guards. When Napoleon appears, simply go into the pyramid and he will follow you.
259. You need the Molotov Cocktail from Peking 1940.
260. Think of the story of Ali Baba and the Forty Thieves.
261. Throughout the game, the presence of the Interkron is indicated by a shimmering in the air.

