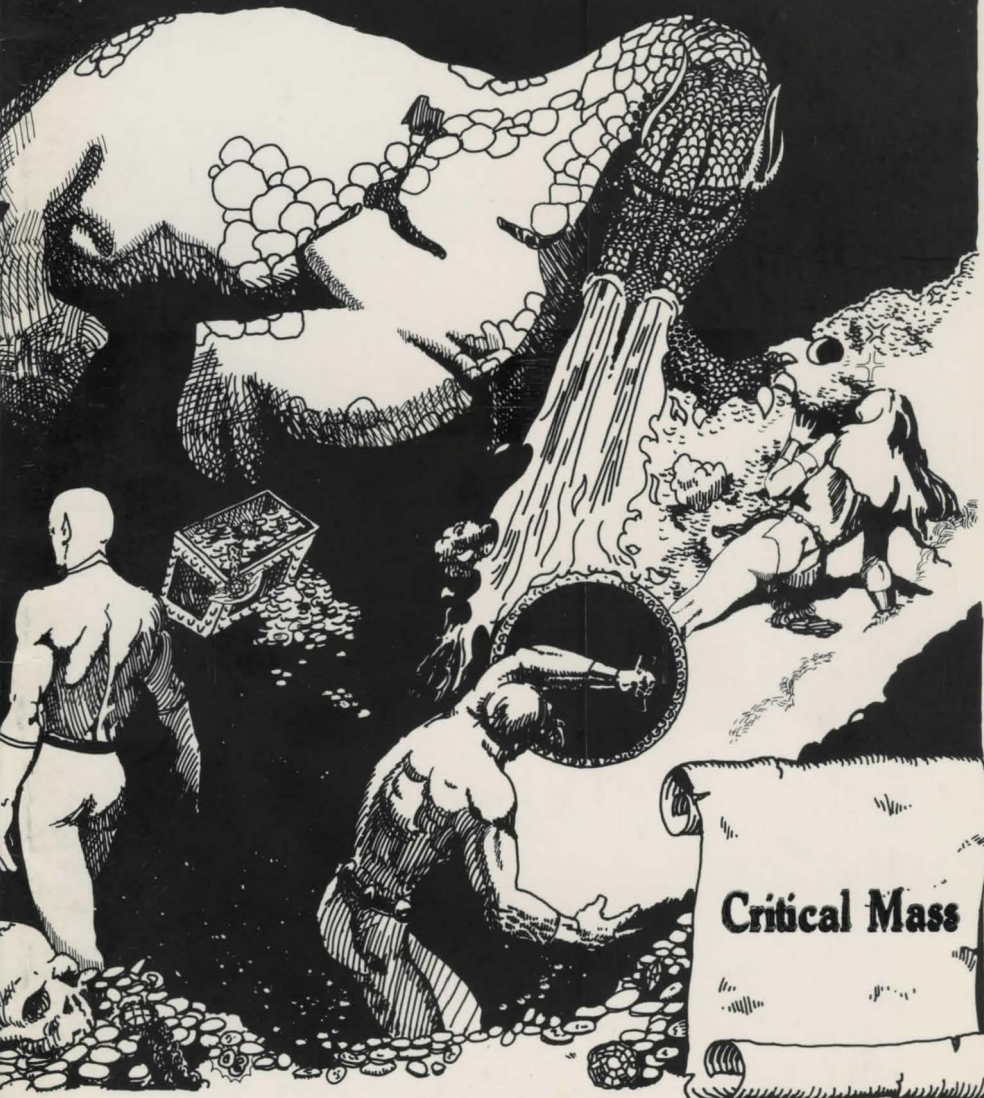


QUESTS NOTES



Critical Mass

TELEPHONE FIRST STEP OF WORK

Thank you for your recent purchase of
 Will's Notes. You have just joined hun-
 dreds of other people who have bought
 this book. It is the only book of its
 kind that has been written by a man who
 has spent his entire life in the
 telephone business. It is a book that
 will help you to understand the
 telephone business from the inside.
 It is a book that will help you to
 succeed in the telephone business.
 It is a book that will help you to
 make the most of your telephone
 business. It is a book that will
 help you to become a successful
 telephone business man.

Please read this book at a
 time. We feel that you can get the
 most out of your adventure by discovering
 the things for yourself. The hints should be
 followed carefully and not only the few
 suggestions that

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 copyright notice. This book is
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 loss or damage to the book.

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

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

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

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, as well as several hidden questions.

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

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

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

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

THE CODE

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

Ex.

KNNJ TMCDQ SGD QTF
LOOK UNDER THE RUG

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

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

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

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GENERAL HINTS

Critical Mass, by Bob Blauschild from Sirius is the second of Blauschild's adventures for the apple. However, Critical Mass is not a sequel to the ever popular Escape from Rungistan.

Yet Critical Mass shares many of the characteristics of Rungistan. The inane ness that characterizes Blauschild's style is present as are the cute little tunes. Yet the graphics have been improved considerably.

In contrast to Rungistan, Critical Mass has multi-color hires graphics. They add to the overall effect but there are some problems. It is difficult to see objects on the screen. They often are difficult to distinguish as anything but white specks.

The prevailing theme of Critical Mass is pressure, and there is lots of it. Every move takes at least one minute and major airplane trips take many hours. Only a few days have been allotted for your task, and if you do not move in the correct order, you will never make it. This is the most difficult part of Critical Mass.

How does one know where to go first? Well, we will tell you in this booklet, but you should theoretically be able to figure it out for yourself. But it will not be easy.

You shall learn through the objects, the goal for Critical Mass. Obviously, the goal involves atomic warfare, which you are required to prevent. Through the objects, you'll learn the names of the trio that formulated the plan. You must ascertain their location and which one is guilty.

Aside from the time limit, Critical Mass isn't that difficult. Often you'll have to beat the brief action games that are buried in the plot to gain some item. The key to them is to position yourself properly. For the surfing contest, pressing the space bar is essential to steady the skis. You'll have to plan in advance for the end game, and think fast for the elevator. But, all in all, it maps big and plays small.


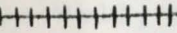
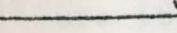
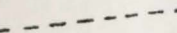
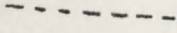
Key

ABOUT THE MAP

The Critical Mass map is complete on three pages. No compass has been included, so please assume that north is toward the top of the paper etc. The map includes most of the locations but not all of them. The locations that were omitted were the ones that are in the ocean between islands in the Caribbean. Never fear, for in the hint booklet, it tells you the moves you must make to get from one island to another.

As in all our maps, only those items that are immediately visible were represented. Passages between taxis and location were indicated by horizontal or vertical lines. Please do not confuse them with up and down dotted lines which are diagonal. To get from taxi to a location requires that you talk to the driver, no directions are used.

key

-  Normal Connection
-  Connection Requiring Problem Solving
-  One-way Passage
-  Up Passage
-  Down Passage

NEW YORK

1. How do I start the Elevator?
 - A. Rzx sgd lzfhb vnqc.
 - B. Nq rhlokx trd z chqdbshnm.
 - C. Vghbg vzx cn xnt vzms sn fn?
 - D. Sqx 'cnvm'.

2. How do I stop the Elevator?
 - A. Hs bzmms ad rsnooc.
 - B. Sgntfg xnt bzm rtquhud.
 - C. Mn lzfhb vnqcr vhkk vnqj.
 - D. Sqx mns sn ad nm fqntmc zs hlozbs.
 - E. Sqx itlohmf.
 - F. Ctqhmfg sgd kzrs sdm eknnqr.

3. How do I get back in the UN?
 - A. Vgx vntkc xnt vzms sn?
 - B. Sgd athkchmf hr bknrdc.
 - C. Sgd dkduzsnq hr nts ne nqcdq.

4. How can I get in the Ajax office?
 - A. Sgd cnnq hr knbjdc.
 - B. Chc xnt qdzc sgd khsskd rhfm?
 - C. Sghr hr zm hlonqszms ahs ne jmnvkdcd.
 - D. Ats hs vnm's gdko xnt fds hm.
 - E. Hm ezbs, xnt bzmms.

5. What do I do with the thermos?

- A. Fqza hs, hs'r fdql eqdd.
- B. Gzr sgd cdkh nodmdc xds?
- C. Hs rsnqdr bghbjdm rnto.

6. What does "the box is misprinted" mean?

- A. Fnnc ptdrshnm.
- B. Vd cnm's jmnv.
- C. Ats hs'r mns mddcdc sn rnkud fzld.

7. Where should I go in the cab?

- A. Gzud xnt nodmdc sgd dmudknod?
- B. Vgzs chc hs rzx?
- C. Vgdqd zqd xntq btqhntr hmrshmsr?
- D. Sgd bzkk vzr lzcd eqnl sgd ynn.
- E. Zrj sgd bzaahd sn szjd xnt sn ynn.
- F. Nq xnt bntkc fn sn zhqonqs.

8. How do I get past the bomb in the zoo?

- A. Qtm zvzx.
- B. Hrm's sgdqd z onnk ne vzsdq mdzqax?
- C. Ehqrs xnt ltrs "fds anla".
- D. Sgdm "sgqnv anla".

9. What does the elephant want?

- A. Vgzs cn lnrs dkdogzmsr vzms?
- B. Gzud xnt entmc sgd qdeqdrfldms rszmc?
- C. Fhud sgd dkdogzms sgd onobnqm.

10. What is in the Lion's cage?

- A. Fn hm zmc rdd.
- B. Sgdqd'r rnldsghmf nm sgd fqntmc.
- C. Sqx fdsshmf sgd ozodq (fds ozodq).
- D. Sgdm sxod hm "trd aqnnl".

LONDON

1. How do I restart the telex?

- A. Qdzc sgd fdmdqzk ghmsr.
- B. Z khsskd uhnkdmbd mdudq gtqs.
- C. Ghs sgd czlmdc sghmf.

2. What is the last word on the telex?

- A. Sgd ehqrs sgqdd kdssdqr vdqd 'rmd'.
- B. He xnt'qd ezrs xnt bzm bzsbg hs.
- C. Uhrhs lzing qzmc hm Rs. Sgnlzt.
- D. Nkc Rmddyq hr hm lzqshmhptd.
- E. Rn sgd vnqc hr rmdddyq.

3. What do I do with the Krishna?

- A. Xnt'qd nts ne lnmdx zqdm's xnt?
- B. Sqx qdudqrd orxbgnknfx.
- C. Vgzs vzr hm sgd tm neehbd?
- D. Fds sgd eknvdq eqnl sgd neehbd.
- E. Fhud sgd eknvdq sn sgd jqhrgmz.

4. What should I buy at the newstand?

- A. Atx z lzfyhmd.
- B. Xnt bzm nmkx atx z mdvrozodq.
- C. Hs sdkkr xnt lnqd zants bnmrohqbzx.
- D. Sgd sqnhjz hr mnv z ctn.
- E. Qdmdd qdmnhq hr mnv cdzc.

5. How do I talk to the man on London Bridge?

- A. Cnm's zooqzbg ghl.
- B. Vgzs hr sgd ozrrvnqc?
- C. Sqx zkk sgd nmdr xnt jmnv.
- D. Sgd vnqc hr khsghtl.

6. What is done in Victoria Station?

- A. Chc xnt fn sn sgd knbjdq zqdz?
- B. Xnt vhkk ldds xntq knmcm bnmszbsx.
- C. Adghmc sgd shbjds bntmsdq.
- D. Bzm nmkx atx shbjdx sn eqzmbd gdqd.
- E. Rnqqx zants sgzs.

ROME

1. Where should I go in Rome?

- A. Fn rdd sgd qthmr.
- B. Mnszakx sgd bnkhrdtl.
- C. Xnt bzm's uhrhs sgd uzshbzm.

2. What do I do by the gate?

- A. Xnt bzm's fds hm.
- B. Sgd fzs bzmms ad nodmdc.
- C. Sgdqd hr z ldrzfd nm sgd cnnq.
- D. Gzud xnt entmc sgd sdkdrbnod?
- E. Xnt bzm mnv qdzc sgd ldrzfd.
- F. Rstonqshmn hr nts ne snvm.

3. Where did Stuportino go?

- A. Gzud xnt addm sn sgd knmcm aqhcfd?
- B. Xntq bnmszbs vhkk sdkk xnt.
- C. Qdzc sgd ozodq snn.
- D. Gd vdms sn ghr kza nm lzqshmhptd.

PARIS

1. Where do I go in Paris?

- A. Rdd sgd rhfgsr.
- B. Fn sn sgd bgzlor dkxrrdr.
- C. Xnt bzm nmkx fn sn sgd dheedk snvdq.

2. How do I enter the Bottes?

- A. Xnt ldzm, rsnqdr?
- B. Enqfds hs.

3. What do I do in the laundry.

- A. Qhmf sgd adkk enq rdquhbd.
- B. Cn xnt gzud xntq bkzhl bgdbj?
- C. Hs'r hm khnm'r bzfd zs ynn.
- D. Hm mdv xnqj.
- E. Sgdx rgntkc fhud xnt z jdx.

4. How do I get the key back?

- A. Vgdqd chc hs fn?
- B. Xnt cqnoodc hs hmsn sgd rdvdqr.
- C. Xnt'kk gzud sn dmsdq sgd1.

5. How do I stop the sewers from flooding?

- A. Xnt bzm's.
- B. Enkknv sgd lzo zmc xnt'kk...
- C. Fds nts hm shld.

6. How do I avoid dying of pneumonia?

- A. Szjd svn zrohqhm zmc...
- B. Vgzs hr onotkzq qdldcx enq bnkr?
- C. Dzs sgd bghbjdm rnto eqnl cdkh.
- D. Xnt ltrs cn hs pthbjkx.

MIAMI

1. Where do I go in Miami?

- A. Fn sn z gnsdk.
- B. Vgzs hr lhzlh ezlntr enq?
- C. Fn sn sgd adzbg.

2. How do I win the contest?

- A. Sn dmsdq rzx fhcfds.
- B. Gzud xnt sqhdc xds?
- C. Hs rddlr qzsgdq cheehbtk.
- D. Gzud xnt qdzc zkk sgd rhfmr?
- E. Lzxad xnt rgntkc szjd z kdrnm.
- F. Zs sgd rntsgdqmlnrs dmc ne adzbg.
- G. Xnt bzm ghs sgd zqqnv jdxr rdudqzk...
- H. Shldr enq fqdzsdq roddc.

3. Where should I go from Miami?

- A. Vgzs'r kdes?
- B. Vgdqd chc qzmc zmc rstonq. fn?
- C. Sgdx vdms sn sgd bzqqhadzm.
- D. Fn sn otdqsn qhbn.

PUERTO RICO

1. Where do I go in Puerto Rico?

- A. "Sgd nbdzm hr bknrdc snczx"
- B. Gnvdudq, xnt bzm fn sn sgd cnbjr.
- C. Ahyzqqd, hrm's hs?

2. How do I use the boat?

- A. Otlo rnld fzr.
- B. Itrs oqdr rsgd atssnm.
- C. Gnod xnt vhodc to sgd fzr.
- D. Trd sgd snvdk eqnl lhzlh.

3. What does the Priest want?

- A. Xnt zqd hm ghr bzsgdcqzk.
- B. Lzjd z bnmsqhatshm.
- C. Sgdqd hr mn bzsgdcqzk.
- D. Cn mns bgdzs.

4. Where do I go in the boat?

- A. Eqnl rzm itzm?
- B. Fn sn Rs. SgnlZR.
- C. Fn rntsg nmbd zmc dzrs rhw shldr.

ST. THOMAS

1. How do I land the boat?

- A. Zqd xnt bhqbk hmf sgd hrkzmc?
- B. Fds mdzq sgd ohdq.
- C. Sgdm sxod 'fn cnbj'.

2. What do I do by the house?

- A. Bkhla hm sgqntfg sgd bghlmdx.
- B. Aqdzj z vhmcnv.
- C. Sqx jmbj hmf nm sgd cnnq.
- D. Zrj enq lzinq qzmc.

3. What should I ask the voice?

- A. Vgzs cn xnt vzms sn jmnv?
- B. Ehmc nts rstonqshmn'r vgdqdzantsr.
- C. Rzx 'Sdck ld zants rstonqshmn.'
- D. Gd'r hm lzqshmhptd.

4. Where should I go in the boat?

- A. Eqnl Rs. SgnlZR?
- B. Gdzc enq lzqshmhptd.
- C. Fn rntsg entqsddm shldr, dzrs rhw...
- D. Shldr zmc mnqsg nmbdq.

MARTINIQUE

1. How do I open my eyes?
 - A. Nm sgd snokdrd adzbg?
 - B. Enqbd sgd1 nodm vhsq xntq gzmcr.
 - C. Sghr hr z mnmrdmrd ptdrshnm.

2. How do I stop the closing walls?
 - A. Cn xnt gzud z knmf onkd?
 - B. Mnsghmf ogxrhbkz vhkk vnqj.
 - C. Qdzc sgd rshbjdq h sgd qnml.
 - D. Vgzs vnqc lhfgs vnqj?
 - E. Sqx sgd vnqc rmdydyq.

3. How do I keep from getting killed by Stuportino?
 - A. Qdldladq sgd dkduzsnq?
 - B. Sqx sn zunhc hs.
 - C. Dudq gdzqc ne ctbjhmf?

4. How do I operate the panel?
 - A. Knnj zs hs bknrdkx.
 - B. Sgdqd'r z rkns enq sgd jdx.
 - C. Hmrdqs jdx zmc oqdrd atssnm.
 - D. Sgzs'r zkk.

5. How can I stop the missiles?
 - A. Rdd ptdrshnm entq (sghr rdbshnm).

- B. Mnv gdzc cnvm sn sgd ftm. Gtqqxl
- C. Onrhshnm xntqrdke hm sgd ftm.
- D. Vzhs shkk sgd shldq ghsr ydqn.
- E. Xnt lhfgs vzms sn rzud sgd fzld.
- F. Trd sgd zqqnvr zmc rozbd azq.
- G. Xnt ltrs fds zkk ne sgd1 rn lnud...
- H. Bqnrz gzhqr nsgdq rhcd adenqd mdws.

OTHER QUESTIONS

1. What is the correct sequence of travel?
 - A. Sgd annj hr kzxdc nts bnqqdbskx.
 - B. Gnvduq, he xnt vzms H'kk sdkk xnt.
 - C. Mdv Xnqj, Knmcm, Qnld, Ozqhr, Lhzh..
 - D. Rzm Itzm, Rs. Sgnlrz, zmc Lzqshmhptd.

2. Who hits me with the telescope?
 - A. Rnldnmd vgn cndrm's khjd xnt.
 - B. Oqnazakx zm dmdlx ne sgd bhz.
 - C. Xnt'kk mdudq jmnv.

3. How do the Taxis work?
 - A. Itrs sdkk sgd1 vgdqd xnt vzms sn fn.
 - B. Khjd 'sn ynn' dsb.
 - C. Mdudq sho sgd bzaahdr.

4. What is the flashlight for?
 - A. Enq rdvdqr ne ozqhr.

COMPLETE LIST OF ITEMS

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

Towel
 Key
 Flowers
 Telescope
 Envelope (Note)
 Thermos
 Soup
 Money
 Peanuts
 Laundry Ticket
 Flashlight
 Gas

JUST FOR FUN

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

Have you ever tried...

Calling Rand by any incorrect rank...
 Trying to go to Rungistan...
 Looking at the sticker in the closing room...
 Going to the beach in San Juan...
 Entering Buckingham Palace...
 Entering the alley in France...
 Going into the elephant's pen...
 Looking for the phone booth...
 Opening eyes on the Topless Beach...
 Reaching into the Lion's cage...

NOTES

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

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

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



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Happy Adventuring!!



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TSCOTT