Robico Software

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To use this help sheet, read through the list of questions about MYOREM until you find one which most fits your requirements. For a nudge in the right direction, look up the appropriate hint number. For the complete solution to a puzzle, turn to the relevant number in the answer section; or preferably, ask someone to use the help sheet for you to reduce the risk of you seeing the answer to a problem you have not yet come across in the game.

If you still have difficulty with a problem, write to us enclosing a stamped, self-addressed envelope for a reply. Please do not telephone for help because if we are answering queries over the 'phone, we can't work on our new games!

MYOREM

QUESTIONS:

How do I escape the firing squad? (Hint 10, Answer 10) How do I pick up the oil drum? (Hint 1, Answer 20) How do I reach the creeper? (Hint 13, Answer 4) How do I pick up the abrasive can? (Hint 2, Answer 26) How do I get the bag? (Hint 20, Answer 1) How do I stop the spider scurrying to the rubbish mountain? (Answer 1) How do I get the creeper? (Hint 14, Answer 27) Having cut the creeper, how do I get down? (Hint 3, Answer 3) How do I escape from the ditch? (Hint 6, Answer 30) How do I tie the creeper to the drum? (Hint 25, Answer 14) How do I enter the cabin? (Hint 8, Answer 8) How do I leave the cabin? (Hint 16, Answer 23) How do I leap through the roof and clasp the branch safely? (Hint 25, Answer 5) How do I open the small chest? (Hint 11, Answer 18) How do I open the large chest? (Hint 11, Answer 24) How do I open the cabin door? (Hint 23, Answer 6) How do I carry the mattress? (Hint 25. Answer 29) How do I cross the guicksand? (Hint 4, Answer 11) How do I regain objects lost in the quicksand? (Answer 13) How do I prevent the alligator killing me? (Hint 24, Answer 9) How do I get back across the quicksand? (Hint 21, Answer 25) How do I map the jungle? (Hint 30, Answer 15) How do I pass the puma? (Hint 29, Answer 31) How do I get the catapult? (Hint 5, Answer 34) How do I escape from the cave? (Hint 28, Answer 16) How do I prevent myself from falling off the rope bridge? (Hint 25, Answer 5) How do I get the boulder? (Hint 2, Answer 36) How do I pass through the mountains? (Hint 7. Answer 32) How do I read the small map? (Hint 9, Answer 17) How do I open the ancient door? (Hint 26. Answer 40) How do I avoid being captured? (Answer 13) How do I avoid being killed when leaving the mansion? (Answer 13) What should I do in the closet? (Answer 15) How do I read the book with small print? (Hint 9. Answer 39) What should I do in the storeroom? (Answer 15) What is a Powermatic? (Hint 12, Answer 19) How do I fit the battery in the torch? (Answer 13) What do I use as a light source? (Hint 27, Answer 33) How do I put out the fire? (Hint 15, Answer 38) What should I do once the fire is out? (Hint 22. Answer 41) How do I keep the walls from closing in? (Hint 19, Answer 44) How do I prevent myself tripping in the dark? (Hint 17, Answer 42)

What should I do in the limousine? (Answer 15) Of what use are the buttons? (Hint 31, Answer 43) How do I open the boot? (Answer 47)) When I enter the boot, I am caught. How do I prevent this?

(Answer 46)

HINTS:

40. Go backwards!

1. Make it lighter. 2. Protect yourself! 3. Land somewhere soft. 4. Stand on something. 5. Make one 6. Leap into the culvert - make yourself buoyant! 7. Make sure you know the route through (See Hint 24). 8. At first, don't use the obvious entrance. (Then Hint 18). 9. Enlarge the print! 10. Read the location description carefully. 11. Use the appropriate key. 12. What does it sound like? 13. Make yourself taller. 14. Cut it. 15. Extinguish it! 16. Go back the way you came! 17. Cast some light on the situation! 18. Through the door. 19. Use something sturdy. 20. Stop the spider biting you. 21. You can't! 22. One of the books gave you a clue! 23. Unblock it. 24. Don't hang about! 25. Try not to be clumsy! 26. Use brute force. 27. Don't use the torch! 28. Be daring! 29. Scare it away! 30. Look for a trail. 31. Press them and see. 32. Eat the cheese! 33. Kill the numa with the chisel. 34. Open the small book and read it. 35. Think of something strange! 36. Try harder! 37. Take care with the torch! 38. Look for something soft. 39. Find something interesting.

ANSWERS:

1. Block the hole (See Answer 7) 2. Wear the bag on your hand. 3. Swing the creeper west and jump to the rubbish heap. 4. Stand on the oil drum. 5. Hold only one object. Remove the plank using the hammer. 7. Use the tin can. (See Answer 21) 8. Jump from the short tree or see Answer 28. 9. Avoid the animal. (See Answer 12) 10. Think back, remember, etc. 11. Use the plank. (See Answer 22) 12. It moves in a figure of 8. Predict its movements. 13. You can't! 14. Hold the creeper. Do not hold the oil drum. 15. Search. 16. Jump into the chasm. 17. Make a magnifying glass. (See Answer 37) 18. Use the small key. Try closing the cupboard door! 19. A battery charger. Leave the battery in it for a while. 20. Knock over the oil drum. 21. Use the lid of the oil drum. 22. Drop plank, Go south, then south. 23. Bounce on the mattress on the bed. (See Answer 28) 24. Use the large key. 25. Jump from the cliff. (See Answer 35) 26. Pick up the can with the pointed twig. (See Answer 2) 27. Climb drum, creeper, then cut creeper with can. 28. Use the door. 29. Drop everything except the mattress. 30. Tie creeper to drum, hold them, screw lid to drum and jump into culvert. Do not tie creeper to waist. 31. Fire the stone using the catapult. 32. Read the small map. Use the lighthouse.
Make one from the forked twig and the bandage. 35. Leave mattress at foot of cliff near quicksand. 36. Wear basket on head. 37. Fill jar from pool. Put lid on jar. Read map with jar. 38. Put out fire with extinguisher. Concernence March 1997 39. Use the magnifying glass. 40. At the top of the steps, roll the boulder. 41. Find a secret passage! (See Answer 45) 42. Use the lighthouse, moving only when the beam shines. 43. One of them is the boot release. 44. Throw the fire extinguisher north. 45. Press the lion's tongue to reveal a hidden exit. 46. Make sure all the doors are closed! 47. Press the buttons, (See Answer 43)