

Robico Software

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To use this help sheet, read through the list of questions about RICK HANSON 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!

RICK HANSON

How do I kill the man in the railway station? (Answer 10)
How do I escape from the railway station? (Hint 2. Answer 1)
How do I escape from the guard? (Hint 20. Answer 6)
How do I climb the stairs in the tavern? (Hint 1. Answer 3)
Where do I find the Quhut? (Hint 6. Answer 20)
How do I use the fruit machine in the tavern? (Hint 6. Answer 2)
What shall I do with the ale? (Answer 19)
What is the significance of my room number? (Hint 3. Answer 11)
What shall I do in the tavern bathroom? (Hint 18. Answer 18)
What do I do in my bedroom? (Answer 4)
Can I enter the other bedrooms safely? (Answer 5)
How do I read the letter? (Hint 17. Answer 27)
What do I ask for in the bookshop? (Hint 4. Answer 9)
How do I read the book? (Hint 17. Answer 7)
How do I enter the bookshop? (Hint 5. Answer 16)
What is the significance of the title of the book? (Hint 7. Answer 8)
What is the significance of the first set of hymn numbers? (Answer 12)
What about the other set of hymn numbers? (Hint 16. Answer 30)
How do I use the tape recorder? (Hint 8. Answer 21)
How do I prevent the recorder from killing me? (Hint 21. Answer 29)
How do I get the rope? (Hint 9. Answer 25)
How do I get the petrol? (Hint 30. Answer 28)
How do I pass the fallen tree? (Answer 10)
How do I cross the river? (Hint 29. Answer 22)
How do I reach the farm? (Hint 32. Answer 26)
How do I get rid of the mouse? (Hint 10. Answer 24)
Where do I use the trowel? (Hint 28. Answer 13)
How do I climb the cliff? (Hint 22. Answer 23)
What do I do with the skis? (Hint 27. Answer 14)
How do I make the skis slide smoothly? (Hint 11. Answer 35)
How do I dig up my contact? (Answer 10)
What shall I do in the small cave? (Hint 12. Answer 32)
How do I get down the snowy slope? (Hint 15. Answer 15)
How do I stop the jeep? (Hint 26. Answer 31)
How do I make the bomb? (Hint 13. Answer 33)
How do I enter the base? (Hint 25. Answer 38)
How do I map the black rooms? (Hint 14. Answer 34)
How do I open the first sliding door? (Hint 23. Answer 30)
How do I open the second sliding door? (Hint 31. Answer 37)
How do I kill General Garantz? (Hint 24. Answer 36)

1. Book a room.
2. Catch a train!
3. It is the letter code offset.
4. A book!
5. Make yourself presentable!
6. Take a gamble!
7. The figure is the offset to the book code.
8. Examine it for a clue.
9. Cut it.
10. Make it feel ill!
11. Wax them.
12. Read the location description carefully!
13. Use objects you have found earlier.
14. You could drop objects (or see hint 12).
15. Wear the skis.
16. A contact has left them as a clue to a numeric code.
17. Decode it!
18. Shave.
19. The large ox.
20. Kill him!
21. Get rid of it!
22. Use the rope.
23. Remember the church? (See hint 16).
24. Don't use the gun!
25. Say the password. Remember the cave?
26. Blow it up.
27. Wear them.
28. Somewhere soft so it won't break.
29. Go for a dip!
30. Use a container.
31. The door is jammed.
32. Get through the hedge by making the bull angry!

1. Go into the telephone booth, get the tape recorder, play the recorder and note your instructions. Get the pie and spanner, go to the waiting room and get the polish, then make for the bridge. Wait for the train and jump on the guard's van roof.
2. Insert Impl then play bandit.
3. Pay bartender with Quhut.

4. Sleep!
5. Some you can. Some you can't!
6. Kill guard with spanner.
7. See 27. Substitute 12 for the offset.
8. See 7.
9. Ask for The Twelve Apostles.
10. You can't!
11. See 27.
12. They have no significance. Go back to the church the next day.
13. The freshly dug ground at the farm.
14. Use the skis to ski down the snowy slope. Wear them and ensure they have been waxed previously.
15. See 14.
16. Shave with the razor before trying to enter.
17. Fix it with the pipe.
18. Shave with the razor.
19. Drink it, or just empty the bottle.
20. Win it by playing the bandit.
21. Play tape recorder.
22. Swim at the calmest section whilst holding the tyre.
23. Tie hook to rope. Throw rope. Climb rope.
24. Drop the pork pie.
25. Cut rope with razor.
26. When you are by the bull, wave seat cover and dodge bull.
27. Number the alphabet from 1 to 26. Next, write out the alphabet backwards and start numbering from 4 (or 12) until you reach 26. Then start again at 1. With the letter Z=4, Y=5, X=6...D=26, C=1, B=2 etc.
28. Fill bottle with petrol.
29. Throw tape recorder away.
30. They are the code to the first sliding door. Type 18970.
31. Light bomb. Throw bomb. Make sure your timing is right!
32. Read wall.
33. Make bomb when holding the bottle of petrol and the seat cover.
34. The rooms are silent. There is no sound. Go N,O,S,O,U,N,D!
35. Wax skis with polish.
36. Kill General with razor.
37. Open the south door with the screwdriver.
38. The password is galoop.