

GETTING STARTED

Having read the intro on loading, you should have a vague idea that you need to read the letter that has just arrived - to do so, X ENVELOPE, OPEN ENVELOPE, GET LETTER and then READ LETTER. So now you will know that a mysterious beast is roaming the moor... you should also, hopefully, have discovered that your editor is keen for you to get a good story, and that this may just be the opportunity that you've been waiting for... To get his approval, SHOW LETTER TO EDITOR and he'll be delighted... not only that, he'll also be rather generous...

Now, X DESK, OPEN DRAWER, GET BILL, GET TIMETABLE, X TIMETABLE to discover when the bus is due to leave, X CHAIR and WEAR what you find to protect you from the cold wind outside then go S and await the arrival of the bus (it's there for about 5 minutes) then either BOARD BUS or GET ON BUS to get yourself transported to the village where the real adventure begins....

THE VILLAGE

There is a lot to do here, so don't be in too much of a hurry to leave for the Moor. Xamine the signpost and noticeboard on the Green, go SE and X POSTER to discover the time of a very important event (return later to take part), SE and S to enter porch of the church and X NOTICEBOARD to find a clue as to how to enter the church.

THE PUB should now have opened, so return to the Green, go N twice, X STOOL to find a very useful item, SHOW PASS TO BARMAN then ASK BARMAN ABOUT BEAST, ASK BARMAN ABOUT MOOR to discover some useful info... you will also be rewarded when you leave! You should also be able to buy a drink, but this isn't required to complete the quest, so it's advisable to only quench your thirst when you're satisfied that you've bought everything else that you need.

QUESTIONS TO ASK the various characters: many will just result in a standard answer, but the same question put to different people may result in various answers, so it is often worthwhile, eg., asking several people about the beast. Specific replies should be given when the following items etc. are asked about: the beast, the moor, the combe, the weather, the vet, the doctor, the farmer, the ranger, Miss Myrtle, the Reverend, the jumble sale, the church, the church key, the quarry plus a few others. Miss Myrtle and the Reverend S. Ermon are a little reluctant to answer your questions, however, without first knowing who you are - to get around this, either knock on their appropriate doors when they are at home or show them the reporter's pass (in your pocket).

THE MOBILE LIBRARY arrives at 11am and closes at 1pm, and is situated to the E of the Green. Miss Myrtle well may be here, if she is, ASK MISS MYRTLE ABOUT BEAST/ LETTER and also about CHURCH to find out when she is going to be there (the Reverend will also tell you, if you ask about the Church or the Key).

TO GET MAP you will first need a ticket: ask the librarian about ticket for a clue, then SHOW BILL (found in desk drawer), now TAKE or BORROW MAP. When on the Moor, you must carry the map with you (having it in a bag etc. isn't sufficient), otherwise you will get lost.

CONTAINERS: There are two, apart from your pocket, that will prove most useful. The first is a carrier bag: this is to be found by X'ing BENCH in the cemetery. The other, a rucksack, is far larger and is inside Ivy Cottage.

TO ENTER IVY COTTAGE: First, you must find it! Examining the map should give you a clue to its whereabouts: from Church Lane, go NE along a path: X HEDGE to find a gate. Before you can enter the cottage, however, you'll need a key: examining the sign in the front garden will reveal that it is For Sale: so go to the Estate Agent and ask him about Ivy Cottage: he'll be only too pleased to give you the details!

INSIDE IVY COTTAGE: There's a lot to do here. First, go south into the kitchen, UNBOLT DOOR to enter the back garden where you'll soon find a ladder and a trowel. Also, those leaves are hiding something, so don't forget to examine them too. Returning to the kitchen, you'll discover that opening a drawer isn't as simple as you may have first thought... to open it, you'll need a hammer... see further down re. the SHACK to get it. Returning to the living room, you'll notice some stairs - however, they're rather rotten and tend to hinder any upward movement. This is where the ladder comes in useful - lean ladder against stairs, then go up to the bedroom.

THE SHACK (AT QUARRY): The chest inside it contains two useful items but the door is firmly locked. Looking through the window you'll see a latch on the inside of the

door - to open it, X SHACK to discover that it has a window - you'll need to break the window (with a brick - in the front garden of Ivy Cottage) then, wearing gloves, type UNDO LATCH, TURN LATCH or OPEN DOOR to get in.

THE CHURCH can only be entered whilst Miss Myrtle is inside, between 11.30 and 12.40 (when she'll turf you out!). Inside, X TABLE in the nave and X SEATS in the chancel to find items that will be of use later.

THE VET'S can be entered only if you are carrying the tortoise (found in back garden of Ivy Cottage) and only once, as the vet will claim the tortoise once inside. He doesn't give anything, but will provide useful info if you ask him about FARMER LAMB (or dead sheep) and THE BEAST, and X THE PICTURE (that's on the wall).

THE STORE is where you'll need to buy some provisions. For fun, try taking something not yet paid for... the parrot should react against this deliberate attempt at shop-lifting!

THE TEA SHOPPE: Examine it to find out when it's open then, once inside, order tea or buy tea to obtain a small item that will come in handy later! You can also buy a scone, but this isn't necessary to complete the quest.

THE CHURCH HALL: Don't forget - the jumble sale is only open between 2 and 3.15. You can X STALLS if you want, but the important thing is to BUY what Miss Myrtle is selling (then find her later, when the sale is over, to claim your prize!).

THE SCOUT HUT: To enter, you'll need the iron key provided by the Reverend, who will be in the Vicarage (knock door) OR in the store OR in the library OR at the Jumble Sale OR on the Green: just talk to him and he'll ask you to do him a favour. Carry out his instructions, examine the box which is in the Hut and get pan from it before returning the box to the Reverend for your reward.

TO ENTER HOUSES you must either ring bell or knock door: if the owner is in (with one exception) then you'll be invited indoors.

THE RANGER is not a nice fellow, and will be little help. However, if you call on him when he is in his house (SE of Moor Lane East) you can examine and get a leaflet which will provide a clue, whilst examining the posters will give you an idea of what he would do if he finds the beast before you!

THE FARMER: He wanders around between his farmyard, house, barn and fields and will provide you with some info if you ask him about the beast. He will also give you a large key, provided you tell him about the dead sheep (hidden in the long grass of the meadow - whilst here, X FENCE to find some black fur - although this is not essential to completing the quest, it gives you extra points).

THE "TWITCHER" ie the bird watcher is in the ditch west of the rough pasture. Examining him and talking to him will reveal that he's broken his leg and needs a doctor.

THE DOCTOR, as you may have discovered about asking other people about him, is a good sort, but rather deaf! He won't hear you knocking on the door, and he won't be very pleased if you break any glass in your efforts to get his attention... The answer is possibly a little obscure, but how do you get someone to come to a window in the movies? Throw pebbles (found in Quarry Lane) and, although the doctor won't hear them, he will see them and come out to investigate. Now you have to raise your voice to get him to hear ie. YELL TO DOCTOR about man/ Twitcher/ accident and he'll go rushing off. Remember to return to the ditch later though, as something has been left behind which is essential for you to complete the game.

THE MOOR

TO ENTER TORRACK MOOR: The gate in the rough pasture is firmly locked, but don't bother opening it: just climb gate!

OBJECTS REQUIRED ON THE MOOR AND BEYOND

The map, a kagoule, a camera, the pouch, the torch, the candle, the rug, the matches, the film (preferably inserted into the camera), the shoes, the trowel, the newspaper, the can of beans, the tin opener, the large key, the spoon, the pan (although this is not essential).

THE MOOR has lots of places to explore, although some are only there to confuse/ add atmosphere etc. One location has birch trees listed within the text: examine trees to discover something that you'll need later; another (the dangerous path) has a stout branch hidden in the bracken.

~~TO GO DOWN THE STEEP PATH you'll need to be wearing the stout shoes and carrying the~~

stout branch — this is about the only place where the game can end suddenly, but warning is given, so I think it's justified!

CROSSING THE RIVER: At the place where the bridge has been washed away, X SLOPE to learn that the stones and a tree are directly above you — return there and work out how to transport one of these hefty items down to the river's edge...

THE STANDING STONES: I'm afraid you're going to have to be a bit of a vandal here... not something I usually recommend, but essential to cross that river! Examining the tree reveals that it is very close to the edge of the steep slope, as well as being dead, but pushing it won't get you very far (but please try!). Dig a hole with the trowel and try again to be given a cryptic clue (blasted thing!). Still stuck? The pouch contains a very useful item, but you also need a fuse... **BREAK CANDLE** should do the trick (any other adventure around where you need the wick and not the candle itself, I wonder?), tie/ fix wick to pouch, put pouch in hole and light fuse... You will sensibly shelter behind one of the stones — a large hole soon occupies the place where the tree once stood... On going down to the river you will find that the tree and some rocks now lie amongst the torrential waters... to completely cross, go e/cross tree then **JUMP**...

DARK/ SHELTER: You won't be able to finish the game without sheltering for the night, as you'll get too hungry, cold, tired etc. You may also end by falling and breaking a leg if you can't see — after all, it is rather silly to wander around in the dark on a rocky moor! So enter the hut on the east bank of the river using the large key.

INSIDE THE HUT: First, light a fire by putting the bark and newspaper in the fireplace then lighting fire. This also provides you with some light, as it starts to get dark about 6.40pm. (The torch will help for a while, but the batteries won't last forever). Now open can with tin opener, heat beans (either in the can or by putting them into the pan first — both should be accepted) then eat them (using the spoon). Making sure you have the rug with you (ie. either held or present) just type sleep... and you should wake up OK the next morning...

TO END GAME

Explore Eldritch Combe, which is s, se from the hut, to discover a pool (examining the mud here should reveal some pawmarks) then go up to the ledge and wait around. The beast will eventually arrive, take photos of beast and the game will (hopefully!) conclude.

SCORE: You may finish the game without reaching the 150 that it is possible to score. This is because there are certain things that will boost the score without being necessary to finish the game, and include taking photos of the dead sheep (evidence) and discovering the black fur on the barbed wire fence in the meadow (even more evidence). Also, should you have been foolish enough to break the window of the conservatory with the brick in your attempts to get the attentions of the doctor, you will have lost points!

TIMES OF EVENTS

THE BUS: Arrives at 9.45, leaves at 9.50.

THE JUMBLE SALE: Open from 2 to 3.15.

THE CHURCH: Miss Myrtle is here between 11.30 and 12.40. (You're told 'around noon').

STORE, SHOPPE, PUB, ESTATE AGENT, VET: Examine notices etc. outside these premises to discover their opening hours.

LIBRARY: On the Green from 11am to 1pm.

RED HERRINGS

The vase, the pencil, the notepad.

Ash, empty can are just the products of performed events.

The trainers and shirt are there to make things more logical/ realistic.

'THE BEAST' was very loosely based on the true mystery of the Beast Of Exmoor: however, all characters/ places/ animals (!) are completely fictional and come purely from my own imaginative translation of how the real-life mystery may yet be solved!