

BEHIND CLOSED DOORS

Look around at the start to learn about your surroundings

EXAMINE DOOR	To learn about the keyhole
LOOK KEYHOLE	To learn about the key
EXAMINE RIGHT	To learn about the nail
TAKE NAIL	
EXAMINE GAZZETTE	To learn that it is 'folded'.
EXAM NAIL	
INSERT NAIL (into keyhole)	To learn it is 'twisted'
STRAIGHTEN NAIL	
SLIDE GAZZETTE (under door)	After you have unfolded it.
INSERT NAIL (into keyhole)	To knock out the key onto the waiting gazette
PULL GAZZETTE	To retrieve the key
STAND	
PULL UP PANTS	
UNLOCK DOOR	

BEHIND CLOSED DOORS (The Sequel)

Look around at start to learn about your surroundings

EXAMINE DOOR	To learn about the note
EXAMINE NOTE	To learn about the dagger
READ NOTE	To learn about the arrow
EXAMINE ARROW	To learn where to look
LOOK UP	To learn about the string
EXAMINE STRING	To learn about the key
PULL DAGGER	To remove it from the door (may need to do more than once!)
EXAMINE RHUBARB	To learn about the size of the stalks
INVENTORY	To learn what Balrog is carrying
WORN	To learn what Balrog is wearing
EXAMINE BALL	To learn what it really is
EXAMINE BOOTS	To learn about laces
or	
EXAMINE DOC	
CUT RHUBARB	To reveal the broom-handle
EXAMINE BROOM	To learn where it came from
TIE DAGGER (to broom)	To be able to reach the string
CUT STRING	With dagger attached to broom-handle with laces
DROP BALL	If you insert the key into the door BEFORE you do this, the ANTS will push the key back out of the lock, so drop the ball/eye and they will hear it land and rush out, pick it up and run away with it. This will leave the keyhole unguarded.
UNLOCK DOOR	

BEHIND CLOSED DOORS 3 The 'TIPS'.

START

At the start of the game just LOOK AROUND in order to familiarise yourself with the layout of the hut and then EXAMINE RIGHT WALL to learn of the nail and EXAMINE DOOR to learn of the shelf.

HAMMER

Just EXAMINE SHELF to locate the hammer and then UNFOLD GAZZETTE followed by ROLL GAZZETTE in order to construct the means to move the hammer from its resting place. Once you have the large rolled-up copy of the Gazette, simply PUSH HAMMER and when asked 'WITH WHAT?' just reply WITH GAZZETTE.

MATCH

LOOK UP to locate the small bird that is peering through the hole in the roof and then throw the nail at it in order to obtain the match that it is carrying.

NAIL

Once you have learnt of its whereabouts, simply PULL NAIL to obtain it. Now in order to get the match from the bird just THROW NAIL and when asked 'AT WHAT?' reply AT BIRD. When the bird drops the match just pick it up ... though be warned you only have a limited amount of moves BEFORE the bird returns and re-claims its property.

TOILET (1)

Once you have obtained the hammer you may try to smash the toilet, if so you will be asked how you propose to do that. You could always try HIT BOWL but as you will see, Balrog tends to have a very bad aim and always ends up hitting a totally different part of the bowl, so before you do anything drastic just use the felt-tip pen to draw a cross on the side of the bowl and then get Balrog to HIT CROSS with the the hammer and continue to ask him to do so until a small crack appears in the centre of the cross.

GAS

Now comes the 'rude' bit ... it is necessary to fill the toilet bowl with a large cloud of 'green gas', so simply FART and then if you care to look into the bowl you will notice a large cloud of green gas hovering just above the surface of the water.

TOILET (2)

Continue to HIT CROSS or HIT CRACK with the hammer until some tendrils of green gas start to seep out of the crack and then LIGHT MATCH, LIGHT GAS (provided a cloud of green gas has gathered around Balrog's feet) and there will then be a large explosion which will destroy the porcelain bowl, leaving the actual seat still stuck to Balrog's bum.

CISTERN

When Balrog is eventually standing up, get him to EXAMINE CISTERN and then to SEARCH DUST in order to locate the small 'rusty' screwdriver.

SCREWDRIVER

It is necessary to remove the rust from this in order to convert it to the 'yellow' screwdriver that is necessary to unscrew the screws that attach the hinges of the door, so simply DIP SCREWDRIVER into the small blue puddle left behind by the cat.

NIGHTSHIRT

Once Balrog is standing up, you will notice that his nightshirt is STILL tucked neatly up to his waist (type WORN to reveal this fact), so before he emerges

NIGHTSHIRT (Cont.)

from the small wooden hut, make sure that he either PULLS DOWN NIGHTSHIRT or LOWERS NIGHTSHIRT failure to do this will result in a quick visit to the local Police-station.

DOOR (2)

If you examine the door you will learn of the HINGES and the KNOB, as well as the SHELF and the KEYHOLE, though the hinges are the important things at this point. So EXAMINE HINGES to learn of the screws that hold them in place and then UNSCREW SCREWS with the 'yellow' screwdriver any attempts at doing this with the 'rusty' screwdriver will be pointless, as you will be soon be told if you try.

SCREWDRIVER (2)

There are TWO ways of losing the 'yellow' screwdriver and both of them will result in a small mouse attempting a rescue act, so if the mouse and the screwdriver vanish over the edge of the 'dark hole' just WAIT until he re-appears again and gives back the screwdriver.

'RED-HERRINGS'

There are a fair number of these in the game ... namely SPANNER, SPADE, LASER and CHEESE SANDWICH so don't waste your time trying to locate them. Mind you, if you manage to blow the porcelain bowl up you can then LOOK THROUGH CATFLAP to see the spanner lying on the garden path.

WARNING

There are also a number of 'RANDOM' elements in the game and some of them are very important.

- 1.. If you use the input HIT BOWL or HIT TOILET after you have drawn the cross on the side of the bowl, it is quite possible that even though some tendrils of green gas escape through the crack that not enough them will escape to form a cloud of gas that gathers at your feet, so make sure that you always input HIT CROSS or HIT CRACK after you have marked the spot.
- 2.. The cat may refuse to make an entrance and to leave his 'calling-card', so if this does happen then I am afraid that you will be unable to complete this particular game so it will be necessary to re-start and try again.
- 3.. When you try to get Balrog to lower his nightshirt, he will sometimes be unable to get it to pass over the seat (which will still be stuck to his bum), so keep trying until he succeeds.

GENERAL

Apart from the obvious things to be done, there are a number of others that can result in the odd moment of hilarity and one that will need to be done in order to obtain the maximum score, so do not be afraid to try whatever takes your fancy and do not forget ... not even a Balrog can walk about with his boots stuck to the floor, so make sure he removes his boots BEFORE he tries walking about.

The 'timing' of the events leading up to the explosion is VERY crucial as there is a limited amount of time BEFORE ...

- a) The gas is dispersed by a sudden breeze
- b) The match burns out
- c) The bird returns for the 'unused' match; he will not bother about the match once it has been lit though.

SO MAKE SURE YOU PLAN ALL THE MOVES WELL AND THAT YOU DO NOT INPUT ANY POINTLESS COMMANDS It can be done and with time to spare, so if you do not succeed just try again.