

Civil Service - Hint Sheet.

Can't cross the quicksand?

Look at weather vane and throw a disc in direction indicated.

Can't find a disc?

There are 3 in the game and they are carried around by an ivigilator.

When you see him then you will find a disc in a location near by.  
Go to quicksand and throw the disc.

Can't find the quicksand?

It can only be reached by going through the building situated east of Lizard Rock.

Can't find the key to unlock the door to the windmill?

Well, it's somewhere in the engineer's house.

Can't find the key for the engineer's front door?

Examine the door!

Can't land safely on top of the glass topped wall?

The answer lies in the church. Try not to get your knees dirty!

Can't get the golden key from the church?

You have to reach it via the dry well.

Can't get the emerald from the alcove?

Lean the ladder in the right direction?

Can't find a ladder?

Well, it's certainly out of sight. It could be behind something!

Can't pass the dog lurking the other side of glass topped wall?

You'll have to bone up on this one.

Can't get the flour that the baker wants?

You can only carry the flour around in the holdall.

Can't find a holdall?

It's sailing around somewhere!

Can't find a silver key for the silver casket?

It's easy if you use your loaf?

Can't find a coin for the power unit?

Cock a leg mate!

Can't do much more - is there any extra help?

In most cases typing help will sometimes offer you an extra clue.



Civil Service. An explanation of some of the puzzles.

In the history class the initial letters of the message NO POINT LETTING YOUR TROUSERS SLIP HALF-WAY refers to the ruling houses of England in chronological order. Thus Norman - Plantagenet - Lancaster - York - Tudor - Stuart - Hanover - Windsor. TYPE ROYAL/RULING HOUSES.

In the maths class. The grandfather's age lies between 50 and 70. The easiest way is by trial and error.

Let number of sons = 7 thus the number of grandsons would be  $6 \times 7$

Combining them  $7 + (7 \times 6) = 7 + 42 = 49$  Wrong answer.

Let number of sons = 8 then number of grandsons would be  $7 \times 8$

Combining them  $8 + (8 \times 7) = 8 + 56 = 64$  Correct answer.

In the geometry class the rhyme

NOW I KNOW A RHYME EXCELLING

IN HIDDEN WORDS AND MAGIC SPELLING

WRANGLERS PERHAPS DEPLORING

FOR ME ITS NONSENSE ISN'T BORING

The number of letters in each word coincides with pi to twenty decimal places.

To open the chest - read the newspaper found on one the windmill sails. Tells of crash of experimental aircraft the SEER 959. Chest has emblem of such aircraft - so TYPE SEER 959 to open it.

Safe on floor. Examine statue and figure found in the long building. This reveals that the statue was commissioned by the L-R-L Safe Co. The figure's measurements are 38-24-40. To open safe TURN DIAL LEFT 38 - TURN DIAL RIGHT 24 - TURN DIAL LEFT 40.

Safe on wall. Remove picture and examine it. Add up the letters of the first word on each of the five lines then TYPE 49352 to open the safe.

Emerald in alcove. LEAN/PLACE LADDER AGAINST NORTH WALL - UP - GET EMERALD.

If player doesn't place ladder against the north wall he will not be able to get the emerald although he can see it.

Last room in long building. The numbers in the first six rooms are 7 - 41 - 12 - 82 - 53 - 24 - ? The sequence is the 7 times table with the number reversed. Thus the seventh number 49 reversed becomes 94 TYPE 94 to open the door.

Door with QWERTY keyboard. The numbers given are 17 - 23 - 5 - 18 - 20 - 25 - they represent the letters on the top row of the keyboard.

Thus 17 is Q W is 23 E is 5 and so on. The next letter after Y is U so TYPE 21 opens the door.

Animal problem.

Take dog to other side. Return alone.

Take lamb to other side. Return with the dog.

Take chicken to other side. Return alone.

Take dog to other side.



The Civil Service - a step by step solution for the Spectrum.

I - READ NOTICE - EXAMINE SAILS - WEST - SE - EXAMINE CHURCHYARD - EXAMINE GRAVE - SE - EXAMINE ROCK - EXAMINE CREVICE - FEEL CREVICE - GET TORCH - EXAMINE IT - WEST - EXAMINE RIVER - ENTER - ROW SOUTH - DROP ALL - ROW SOUTH - GET TORCH - LEAVE - SAY HELLO - WEST - OPEN DOOR - EXAMINE DOOR - GET KEY - UNLOCK DOOR - ENTER - EAST - LIFT BED - GET COIN - EXAM IT - WEST - CLOSE DOOR - EXAMINE DOOR - GET KEY - EXAMINE IT - OPEN DOOR - LEAVE.

EAST - GET DOG - ENTER - DROP ALL - LEAVE - GET DOG - ENTER - DROP ALL - ROW NORTH - GET DOG - LEAVE - DROP DOG - ENTER - GET ALL - LEAVE - WEST - EXAMINE WELL - NE - ENTER - UP - GET DISC - DOWN - PUSH BALE UNDER/NEAR SHELF - UP - GET DISC - EXAMINE IT - DOWN - LEAVE - NE - WEST - ENTER - WEST - SAY HELLO - READ MESSAGE - TYPE ROYAL/RULING HOUSES - EAST - NORTH - SAY HELLO - SAY HELLO - TYPE 64 - SOUTH - EAST - SAY HELLO - TYPE PI - WEST - LEAVE.

EAST - ENTER - WEST - KNEEL - GET MAT - EXAMINE IT - EAST - NORTH - EXAMINE ALTAR - GET CASKET - EXAMINE IT - SOUTH - EAST - EXAMINE GRILLE - LOOK IN GRILLE - GET GOLDEN KEY - WEST - LEAVE - EAST - UNLOCK DOOR - DROP KEY - ENTER - READ NOTICE - EXAMINE UNIT - TURN ON POWER - INSERT COIN - TURN ON POWER - LEAVE - EXAM SAIL - GET NEWSPAPER - READ IT - DROP IT - ENTER - TURN OFF POWER - TURN ON POWER - LEAVE - EXAMINE SAIL - GET MAGAZINE - READ IT - DROP IT.

ENTER - TURN OFF POWER - TURN ON POWER - LEAVE - EXAMINE SAIL - GET HOLDALL - EXAMINE IT - ENTER - PULL LEVER - GET FLOUR - LEAVE - WEST - SE - SE - EAST - SOUTH - WEST - ENTER - GIVE FLOUR/HOLDALL - LEAVE - WEAR HOLDALL - PUT ALL IN HOLDALL - EAST - SE - LISTEN - UP - EXAMINE WALL - GET MAT - THROW/DROP MAT ON WALL - EXAMINE WALL - DOWN - NW - NORTH - READ NOTICE - ENTER.

EXAMINE DOOR - TYPE MW - NORTH - EXAMINE DOOR - TYPE AI - NE - EXAMINE DOOR - TYPE RN - NW - EXAMINE DOOR - TYPE CD - NW - EXAMINE DOOR - TYPE HS - NE - EXAMINE DOOR - TYPE MARCH WINDS - NORTH - NORTH - LOOK AT VANE (UNTIL IT POINTS NORTH) - THROW DISC NORTH - SOUTH - FIZZ - WEST - NW - DOWN - GET SHOVEL/SPADE - DIG - DIG - GET BONE - EXAMINE IT - UP - SE - WEST - WEST - THROW/DROP SPADE IN WELL - CLIMB ROPE - GET SHOVEL - EXAMINE WELL - DIG BY NORTH WALL - GET TORCH - TURN ON TORCH - NORTH.

UP - DIG - DIG - DIG - GET GARNET - EXAMINE IT - PUT IT IN HOLDALL - UP - UP - UP - GET GOLDEN KEY - PUT IT IN HOLDALL - DOWN - DOWN - DOWN - DOWN - SOUTH - DROP ALL - CLIMB ROPE - EAST - ENTER - ROW SOUTH - LEAVE - GET CHICKEN - ENTER - DROP ALL - ROW NORTH - GET ALL - LEAVE - DROP CHICKEN - GET DOG - ENTER - DROP ALL - ROW SOUTH - GET ALL - LEAVE - DROP DOG - GET LAMB - ENTER - DROP ALL - ROW NORTH - GET LAMB - LEAVE - DROP LAMB - ENTER - ROW SOUTH - LEAVE - GET DOG - ENTER - DROP DOG - ROW NORTH - GET DOG - LEAVE - DROP DOG - CALL INVIGILATOR - WEST - WEST - SOUTH - EAST - EAST - WEST - SAY HELLO - ENTER.



WEST - WEST - WEST - WEST - WEST - WEST - TYPE 94 - NORTH -  
GET DISC - EXAMINE STATUE - EXAMINE FIGURE - SOUTH - EAST -  
EAST - EAST - EAST - EAST - LEAVE - EAST - EAST - ENTER - GET  
LOAF - LEAVE - EAST - NORTH - FIZZ - NORTH - NORTH - LOOK AT  
VANE (UNTIL IT POINTS EAST) - THROW DISC EAST - SOUTH - SOUTH  
- FIZZ - PUT LOAF IN HOLDALL - SOUTH - WEST - EAST - SE - GET  
BONE - THROW BONE OVER WALL - LISTEN - UP - JUMP ACROSS -  
JUMP DOWN - WEST - EXAMINE DOOR.

TYPE 21 - LOOK BEHIND BUILDING - GET LADDER - ENTER - NORTH -  
WEST - EXAMINE SAFE - TURN DIAL LEFT 38 - TURN DIAL RIGHT 24  
- TURN DIAL LEFT 40 - EXAMINE SAFE - GET BERYL - PUT IT IN  
HOLDALL - EAST - EAST - LEAN/PLACE LADDER AGAINST WALL - GET  
EMERALD - GET LADDER - LEAN/PLACE AGAINST NORTH WALL - UP -  
GET EMERALD - PUT IT IN HOLDALL - GET LADDER - WEST - NORTH -  
WEST - EXAMINE CHEST - TYPE SEER 959 - EXAMINE CHEST - GET  
TIARA - PUT IT IN HOLDALL - EAST - EAST - EXAMINE PICTURE -  
GET PICTURE - EXAMINE IT - TYPE 49352 - EXAMINE SAFE.

GET AGATE - PUT IT IN HOLDALL - CLOSE SAFE - HANG PICTURE -  
WEST - SOUTH - SOUTH - LEAVE - EAST - LEAN/PLACE LADDERB  
AGAINST WALL - UP - JUMP ACROSS - DOWN - GET DISC - NW - WEST  
- NORTH - FIZZ - NORTH - NORTH - EAST - LOOK AT VANE (UNTIL  
IT POINTS NORTH) - THROW DISC NORTH - NORTH - NORTH - EXAMINE  
BIRDS - GET BREAD - FEED BIRDS - GET KEY - GET CASKET -  
UNLOCK CASKET - EXAMINE IT - GET AMETHYST - PUT IT IN HOLDALL  
- NORTH - EXAMINE DOOR - GET GOLDEN KEY - UNLOCK DOOR -  
ENTER.

GAME OVER 100% IN 452 TURNS.