

SOLUTION FOR "CLOUD 99" @ MARLIN GAMES

OBJECT LIST: WHERE FOUND ETC.

* Denotes an object not required to finish the game.

ANDRAK: Examine washing in the bathroom.

BOOTS: Examine straw in the barn.

BREAD*: Buy from the baker.

BUCKET: In the barn.

BULBS: Given by Mother Nature in exchange for fertilizer.

CAKE: Given by baker.

CAN: Under bench in the garage.

CARDS: RAINBOW: on the disc/lift (in 128K version, examine the disc/lift to find it).

MUDDY: in ther muddy lane.

GREY: Examine the desk in the bank.

YELLOW: Wash muddy card with water, or scrape muddy card with penknife to discover it's true colour.

CEMENT: Buy from hardware shop.

CHOKER: Under the cushion in the living-room.

COAL: Appears after fire in Ice Hall is extinguished. Need empty bucket to carry it.

COINS: Exchange dollars at the bank.

COLANDER: In the kitchen cupboard.

CROWBAR*: In the garage (examine the bench in 128K version).

CURRENTS: Remove or pull from cake.

DOLLARS: Given by tourist in exchange for the film.

DUST: GOLD: pan sand/stream at park with the colander.

STAR: Given by angel in exchange for the shiny coker.

DUSTER: Given by Father Time in exchange for springs.

EGGS: Appear in hen-house when the cockerel is happy.

EXTINGUISHER: Inside the theatre.

FERTILIZER: In the bucket.

FILM: Examine the table in the living-room.

FISHING LINE: Make with hook and string.

FRAMES *: What's left when the lenses are removed from the glasses.

GLASSES: In the bathroom cabinet.

GNOME*: Near the pond (examine grass/bushes in 128K version).

GUN: Under the stage in the theatre.

HOOK: Examine planks in the garage then unscrew it.

KETTLE: In the kitchen.

KEY: In the pond.

KNIFE: See penknife.

LEAFLET: In the tourist office - gives clues.

LENSES: Remove from the glasses.

PAPER: Examine the desk in the Weather Man's house.

PEN: Examine the junk in your bedroom.

PENKNIFE: Examine the floor in your bedroom.

POLES: Examine the sculpture in the Art Gallery.

PYJAMAS: Worn; they keep you warm.

REFILLS *: Undo pen.

SOCKS: Examine settee in the living-room.

SOFTENER: Insert token into dispenser.

SPRINGS: Undo pen.

STRING: In the kitchen cupboard.

TICKET: Given by Astronomer when you mend his telescope.

**** TIP ** Examine grille, then pour water (from kettle) into grille.

ANSWERS TO PROBLEMS

To leave house: Wear socks.

To get key: Fish in pond with fishing line.

To open gate: Unlock with key.

To get money: Give film to tourist (he wanders around, so a bit of luck is needed to find him). Then exchange dollars in the bank.

To use disc: Insert the necessary card - see object list to find them.

To shine choker: Rub with gold dust.

To get gold dust: See object list.

To enter theatre: Carry or show ticket.

To get rid of Jack Frost: Spray him with the can of de-icer.

To get eggs: Give paper (doodles) to the cockerel.

To go up the tower: Wear boots.

To get currants/cake: Give eggs to baker, wait around for cake, pull or remove currants from cake.

To stay in Ice/Snow Hall: Wear anorak.

To go north at Muddy Lane: Pour cement.

To end game: Pull levers at Control Centre - after you've sorted out the ten places below.

Ice Hall: Extinguish fire with extinguisher.

Snow Hall: Pour softener into tank.

Thunder Hall: Insert poles into drumstick machines.

Hall of Mists: Close windows then activate smoke gun.

Windy Hall: Clean fans with feather duster.

Rain Hall: Remove corks with penknife.

Lightning Tower: Pour currants into contraption.

Heat Hall: Fill furnace with hot coals.

Sunbeam Hall: Give bulbs to Sunbeam Fairy (she moves around, so you will have to find her).

Rainbow Square: Throw or pour star dust into fountain.