

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).
CURRANTS: 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.