

EARTHSHOCK HINT SHEET

GI GAMES
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1] When you start the game you need to take a lamp when you accidentally knock into it in the dark. Light the lamp and go east and search the rubble. The only way to enter the shaft cradle - and escape from the ledge - is to go south and then down. The skeleton is a clue to this - try examining it.

2] The cradle moves either up or down the shaft by pressing the buttons found by examining the cradle panel, but the plastic strip has to be inserted into the slot to activate the cradle first. To leave the cradle go east, except for the cradle start position - you will have to go up the cradle supports to the ledge from here. Press the green button to descend, the yellow one to ascend. Locations from the cradle go down to the base of the shaft and the grill, up to the surface and down once to the power box where a strange metal card can be found.

3] To get through the grill you will need a pair of metal or wire cutters, (CUT HOLE), but to get these you will first need to undertake one of the three possible quests first. Return to the surface and go north from the base of the vent shaft until you see a cube buried in the dust. Dig it out and you will be ambushed and led away by unfamiliar tribesmen.

4] When captured you have to choose one of the three objects from the Sha-man's table. You can only choose one object per game, and each object takes you on a separate adventure within the main game, each quest affecting events at the end of the game. Note however, that each quest always ends with you receiving a pair of wire cutters, and that the same amount of points is allocated to each mini-adventure.

CHOOSE SWORD (SEE QUEST ONE AT THE END OF THE SHEET)

CHOOSE HOOP (SEE QUEST TWO AT THE END OF THE SHEET)

CHOOSE KEY (SEE QUEST THREE AT THE END OF THE SHEET).

5] When you have cut a hole in the grill descend into the robot domain. The three-headed robot (when viewed from a distance - do not approach!) can be destroyed by firing the arrow at it. INSERT METAL CARD into the door to open it, but first make sure that your lamp is off.

6] Every time you pass through the droid battle field (from either direction), you will need to be wearing the tube-suit to survive the heat, and be carrying the shield to defend yourself.

7] The energy lattice works on a sequence of energy bolts pulsing across a suspended net - the player will be killed if a colour blast Co-ords as the same colour as the junction they are at. The beams fire in a given sequence. (SEE NOTE TWO BELOW FOR GRID SEQUENCE AND CROSSING DIRECTIONS). When you first encounter the grid, and are moving east to west the first junction is blue, so it may be advisable to wait a turn whilst the sequence changes.

8] In the transport tube first press override before operating the tube. Examine the panel for controls. Press 3 to eject or leave the tube. Pressing 2 will deposit you onto the grid!

9] In the equipment room, OPEN CUPBOARD, take objects found and leave quickly!

10] Insert the log disc into the drives in the tube entrance room and return to the equipment room. If you do end up in the padded cell, PULL PADDING and press the silver button. (Make sure your lamp is off first, though!)

11] You will need to wear the collar found on the barge to understand some robot dialects. Give the battery to the robot in the dome and he will open the production plant doors for you. You will find a pilot droid here, who will power up the barge for you. Examine the panel and raise the heat shields on the barge before setting off.

12] When you are in the plant, throw the metal bow at the guardian to get the first cell.

13] The conveyor belt in the dome is a red herring, but MOVE DEBRIS here and you will uncover some steps leading down. The geiger counter measures your radiation level, which can increase. Go to rows of hatches west of the power grid and OPEN HATCH to reveal a radiation shower.

14] On the ramp you cannot pass the guards unless you are in the dumper truck. You can be rid of them by driving the truck onto the ramp and firing the truck lasers at them. Throw the spear at the pesky droid to scare it away.

15] On the Ark bridge, READ WRITING and follow instructions. Insert the green and yellow keys first, then FOUR power cells, one at a time, to destroy the Ark. Cell one can be found to be under guard in the production plant - having obtained it (see above) and inserted it into the Ark destruct console on the bridge, you will find the the second in the power junction first stop up the maintenance shaft. Insert this and you will find the next on the southern tip of the island past the dome. Insert this and you will find the last one (appropriately!) in the padded cell. When you insert the final cell the Ark activates an escape mechanism, teleporting you to safety, and the Ark then self-destructs. Returning to the area in the vicinity of the wreckage of the Ark will expose you to massive doses of radiation, so be careful!

16] You will find now that the earth tremors caused by the destruction of the Ark will have created a small crack in the second shaft on the surface. This crack leads to the site of the doomsday bomb, and depending upon the quest undertaken at the start of the game, a different end game. (See notes on quests below).

17] When you reach the bomb, JUMP onto it and then EXAMINE the PANEL. Press the yellow button to destroy the guards, and the red button for information. Press the blue button before entering the deactivation code. The Code is found on two objects in the game. (The cutters and the cells, hence the Sha-man's gift was more than it actually appeared to be at first glance!). Enter alpha code first, followed by beta code as one word. PRESS 1442 to de-arm the bomb. Now rub the cube to escape destruction, and win the game.

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NOTE ONE: SEPERATE QUESTS.

QUEST ONE: (CHOOSE SWORD).

- A] Look and take sword. Descend into tunnel.
- B] ATTACK MUTANTS with sword to scare them away.
- C] When you reach the bottom of the tunnel, go east and get the rock salt.
- D] If you are attacked by the plant, CUT PLANT, ATTACK PLANT etc. until it frees you. Quickly go east.
- E] Throw the rock salt at the worm, look and take tooth and teleport. Give the tooth to the Sha-man.
END-GAME.

F] When you encounter the worm in the tunnel, do not try to pass it, but throw the lamp at it and then continue on down.

QUEST TWO: (CHOOSE HOOP).

- A] Look and take hoop. Go south.
- B] Throw the hoop at the scorpion and continue until you find the submarine. Enter it and continue on down.
- C] Take the valve, fill it with water and teleport. Give the tooth to the Sha-man.

END-GAME.

D] When you encounter the scorpion, SEARCH ASH to reveal some buttons. Press the gold button and continue on down.

QUEST THREE: (CHOOSE KEY).

- A] Go east and examine the panel. Press button 3. Go and get the circuit board. Search the ship until you are attacked.
Return to the freezer coffins and get the sphere.
- B] Go to the teleport and insert the circuit board to escape. Give the sphere to the Sha-man.

END-GAME.

C] Do not hand over the cube. Throw the cube to escape from him, remembering to pick it up. Continue down to the bomb.

NOTE TWO: POWER GRID LATTICE.

A] You cannot survive on the red junction. The grid sequence is : YELLOW
GREEN
BLUE.

B] Blue junction: East to red junction, north to grid entrance (west), south to yellow junction, west to red junction. All other directions lead to the blue junction.

C] Yellow junction: North to red junction, NW to blue junction, NE to green junction, all other directions lead to yellow junction.

D] Green junction: West to yellow junction, north to blue junction, south to the red junction, SE to the yellow junction, SW to the grid entrance (east), all other directions leading to the green junction.

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