

# Step by step Solution

## Part 1

North, take broom (*well, what d'you expect to find here?*), south, east, enter bank, give broom (*Aggie is well chuffed, etc, and gives a guinea*), leave, west, south, examine well (*mentions stones and plaque*), examine plaque (*some writing is on it*), read it (*this tells you about the well sprite who's probably never ill*), drop guinea into well, make wish (*get the bolt of lightning*), again (*and now the blessing*), again (*a bit of help*), north, east, south (*Queen Victoria is here and you shouldn't be where you are, so are arrested by the police*), fire lightning at bars (*so you can make your escape*), east, take plank, north, examine tree (*this is how you get the divining-rod*), east, south (*the river bars your way!*), bridge river with plank (*now you will be able to cross the river and enter Parliament*), south, take slippers (*don't put them on yet cos you'll scare Guy Fawkes*), down (*Guy Fawkes, making his comeback, is here, trying to blow up Parliament!*), south, take bucket, north, extinguish fuse (*well, that's put paid to his nasty plans*), south, west, examine mosaics (*concealed here's a stick of dynamite*), wear slippers (*if you don't, you'll wake up the giant who'll be furious*), south, south, south, examine gollywog (*it's...um...in disrepair*), talk to child (*he asks you to fix it*), fix it (*once the thingy's repaired, the child will reveal a box he could never get open*), take matches, north, north, north, east, north, west, west, drop dynamite (*you can't light it when you're carrying it*), light it (*you automatically run east and the vault door explodes*), west, take note (*more of the folding stuff*), west, examine shelves (*find the silicon mini mechanism*), east, east, east, south, south (*the door was opened by the parliamentarians*), take code2 access card, pull chain (*this unlocks the crate at the wine cellar*), south (*there is a saleswoman here, flogging dresses - and I'm not saying she's got them hung up, beating them to dispose of the dust*), buy dress (*with the one hundred pound note*), north, north, west, south, south, south, remove slippers (*if you keep them on, you'll be creeping up on Matilda and she'll get a fright - typical of her!*), west, use divining-rod (*to bypass the chessboard*), wait (*until Matilda arrives*), give dress (*she runs off to try*

### *Part 1 (continued)*

*it on!), north, north, climb into crate (you end up in a secret room - ignore the pince-nez which is a red herring, though you can give it to the old fogey but he returns it), south, give potion (he accepts it and, before leaving, gives you a pneumatic inverse director which is a component. Ensure that it is the correct potion, cos if you give the old duffer the Evil Liquid, he'll be very old indeed. Remember he is regretful for getting you lost in The Beginning of the End, well he is - honest!), open container, put director into it, close container, south, examine transporter (it's broken), fix it (now it's fixed), push button and again...*

*Now use the password you are given to enter PART 2*

### *Part 2*

*East, search cloth (find the entrance token), east, east, pull brakes (the whole ship grinds to a halt), west, south, west, examine female clone (craves a partner), west, south, examine display (note the colour which surrounds it), press (the colour round the display) button, examine display (a word is now on the display, note it down), east, examine machine (its origin, etc), kick machine (a silicon wafer is found, remember never reckon without your host!), east, insert token (that's what they meant when they said that the entrance token opens doors for you), east, examine dispenser (full of oil), fill flask, west, west, west, north, east, east, north, east, east, south, examine machine (it's a cloning machine), enter it, examine panel (needs a password to clone), drink oil (makes you twenty years older - poor kid! Good thing it's only for one move), type (the word that appeared on the display. If you have not drunk the oil, your character will still be a wee boy and the clone will also be!), leave, say to clone "Follow me", north, west, west, south, west (if you have created an adult clone, the female will elope with him, leaving you a sapphire. Mind you, she'll reject the clone if he's not a facsimile of you made within one move of drinking the oil), east, north, examine robot (see panel which is closed), open panel, examine it (its wafer has been burnt out), insert wafer into it (so the robot will work),*

## Part 2 (continued)

close panel and activate robot. Say to it "Follow me", south, say to it "Open cupboard", look into cupboard (*find suit, the robot blows its wafer again - note, always four moves after activation!*), examine suit (*see a scanner around the chest area, also see that it is far too big for a boy, the oil ain't of much use since it only lasts one move*), examine scanner (*by touch you can tailor the suit to fit any size*), touch it (*now it's the correct size*), drop all (*you can carry bog all while carrying or wearing the suit*), take suit and wear it. West, west, south, east, east, east, east (*the suit protects you from the radiation*), kick topaz (*it rolls off to the west - remember you are still wearing the suit!*), west, remove suit, drop it, take topaz, west, west, west, north, east, east, take all, east, open box, look into it (*you find the oxygen pills and the medical supplies*), take all, west, west, west, examine mechanism (*there's a grabarm connected to it*), take grabarm, south, east, east, examine chamber (*inside it is the Power Carrot, and its gems are missing!*), south, south, examine pod (*see the tubing, the door an' a place to attach the grabarm*), attach grabarm (*this is the only way you can manipulate objects in the space outside, GRAB to take objects outside and RELEASE to drop 'em outside*), unscrew tubing (*so the pod will actually be movable*), place medical supplies (*on the grabarm*), open door, enter pod, close door, se (*the pod moves outside into space - the asteroid belt is not dangerous*), south (*the sun recharges your solar cells, need 'em recharged to stop the darn thing breaking down!*), north, nw, sw, south, south, west (*this location is a black hole, you lose any objects released and if you had taken the paintbrush and the tin of overcoat - which are red herrings - and dipped the paintbrush into the overcoat you could paint the black hole white, if it was placed on the grabarm, but you'd be arrested!*), north, north (*a sickly, injured alien is here - he needs some help from you*), release medical supplies (*the alien is cured, and drops an emerald*), grab emerald, east, ne, release it, se, ne, grab ruby, sw, nw, release it, se, south, sw, grab screwdriver, ne, north, nw, release it, open door, leave, take all (*namely the emerald, the ruby and the screwdriver*), north, north, replace gems (*the ship has now its gems replaced*), west, west, north, east, east, north, east, release the

## *Part 2 (continued)*

brakes (*the Admiral appears on the screen and congratulates you. He says that you can take the Power Carrot since they'll be upgrading soon anyway*), west, south, west, west, south, east, east, smash chamber with screwdriver (*behold! The Power Carrot can be got, if you don't wait till the Admiral's message it will be destroyed since then and only then is this location a Green Zone*), take Power Carrot, west, west, north, east, east, north, west, west, push button...

*Now use the password you are given to enter PART 3*

## *Part 3*

South, examine palms (*there's some writing etched on one of 'em*), read writing (*it says that this is a Green Zone*), ask electrician about pills (*he remarks that they form an oxygen bubble round you and only one must be eaten at a time, if you eat more you'll regret it*), eat pill, open container, say to him "Enter container" (*this is how you get him through the water, he's a scaredy-cat, you see!*), close it, north, east, east, south, examine grave (*an epitaph is written on the grave*), read epitaph (*three medallions are needed to allow the Ghost of the Warrior of the Oceans to rise, you must find them*), north, east, take medallion, south, examine illumination and floor (*with this combination you find the tubing and are told that Fiefs love stealing batteries*), take tubing, north, west, south (*the medallion is sucked into its rightful place*), south (*Neptune fires lightning at you, but misses*), south, east, east, take key, examine key (*a medallion is in it*), west, west, west, examine reef and coral (*in the reef is hidden a Fief, amidst the coral is a flute which you take*), west, take red herring, south (*some seahorses are here, complaining about the dark*), give tubing (*the seahorses are thankful and reward you with some batteries*), drop batteries (*or else the Fief will steal it!*), south, east, east (*there's a medallion in the octopus's tentacles*), play flute (*the octopus releases the medallion*), take medallion, east, north, examine staircase (*an energy storage cell is found*), south, east, north (*the historian bars your way*), west, west, west, west, north, north, east, east, north (*Neptune fires but misses*), wait (*he does it again*), wait (*he*

### Part 3 (continued)

fires again, but the lightning does hit you. It is stored in the cell, but if you weren't carrying this, you'd be tomorrow's fried meal!), south and squeeze cell (this releases the crowbar from the seabed where it was embedded). North (Neptune is in a huff, his staff has run out of lightning and he mumbles something quietly), listen (he mentions that his pet starfish is lost), north (the medallion from the octopus is pulled into place, while an attempt is made to pull that in the key out but is futile), north, west, south, open chest (the key then disappears, leaving the final medallion), examine it (inside you find a gold bracelet), north, east, south (the final medallion is dragged into place, then the Ghost appears and asks how he can help), tell Ghost about starfish (he takes the starfish to Neptune, you get Level 1 friendship with him), south (Neptune is eternally grateful and his ex-girlfriend, a mermaid who he was holding captive, is released. She swims off), follow mermaid (well, it's quicker!), say to mermaid "Follow me", west, north (she swims on through), take batteries, north, say to her "Take batteries", east (the Fief doesn't swipe them since she hid them in a certain place!), east, take batteries and north (the mermaid enters and Neptune tells her to shove off. She does so). Give batteries (receive Level 2 friendship), say to Neptune "Move anchor to historian" (now the historian will let you past, plus he'll have a little gift for you), south, west, west, south, south, east, east, east, east (the historian gives you a soldering iron), north, prise clam and swop pearl with red herring. South, west, west, west, west, north, north, east, east, north, give pearl (this gets you Level 3 friendship which means the component, and this is now a Green Zone), open container, put insulator into it, close container, south, west, west, south, south, east, say to mermaid "Follow me", east (the mermaid swims on through), east, north, up (the mermaid stays down below), drop bracelet (the Guardian's apparition appears and tells you of a secret exit to the west, to a Green Zone), west, take package, examine it (it contains solder and only electricians can open it!), open container (the electrician pops out, and says, "I'm scunnered!") and close it. Examine teleport (it needs a micro-opening switch and the electrician happens to have one) and say to electrician "Connect switch" (he uses

### *Part 3 (continued)*

*the soldering iron, with the solder, to connect the micro-opening switch via the wire to the teleport). Open panel (with the screwdriver), insert code1 and code2 access cards, flip switch (it opens, inside is a button), give pills (so he can return to his good ol' desert island), east, down, say to mermaid "Guide electrician" (he no ken the way), up, west and press button...*

*Burst bubble with screwdriver (it's then safe to leave this location), south, examine oracle (he asks for the answer to a riddle, "Take away an initial learner from this piece of evidence to snooker people") and drinks cabinet (it is locked), touch red protector (it follows you), south (it enters its chamber), examine bookcase (in it is a book), move book*

#### **Errata to Step by step solution**

On page 3, after "take suit", omit "and wear it".

Still on page 3, add "wear suit" after "east, " and before ", east (the suit protects...".

The final paragraph on page 6, from "Burst bubble" to "Machine..." is not relevant to the Spectrum version. This is due to lack of memory. It will, however, be on the Amstrad, Amiga, IBM PC etc versions.

Anywhere it says, "Now use the password you are given to enter Part..." should actually read: "Now save your position to allow you to enter Part...". Oops!

Next time we'll be a bit more careful!

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*follow you, tells you when sending a beacon of power and knowledge to the surface the machine forgot to mention the major component), south, west, north (Basil's lying here, drunk), say to oracle "Cue" (the piece of evidence was a clue, the initial learner was the first letter of the word 'learner' i.e. an L, so an L from clue is cue which is used in the game of snooker. Phew! He gets the major component), south, east, north, say to guardian "Assemble Machine"...*