

Part one - solution

Examine vat (in it you find a pot of jam, it must be taken quickly or it will plop into the vat), take jam, west, examine Matilda (she has the following ingredients: pepper, salt, mud, soap/stew mix and flea dung), south, south, examine board (a cookery book is pinned to it), look through cookery book (you find a page which corresponds to the ingredients that Matilda has), tear out page, read page (it says that, as well as the other ingredients, you'll need the following: car radio, mouldy turnip, **Chips Ahoy** chip, cucumber sandwich), north, north (she snatches the page), south, east (the manager of the toy department tells you that someone has nicked a roller-skate), down (the roller-skate can't be taken since the spoilt brat prevents you), down, examine wall (you notice that there's a hole in it), squeeze through hole (the salesman enters and looks at his new delivery, the washing machine), wait (he utters a cry and runs off), examine washing machine (it has no plug and a manual is sitting on top) and examine manual (it is written in Greek!). West, south, south, take klim, south, west, west, north, north, propose to magician (he will follow you and do what you ask until you dump him), south, south, east, east, north, east (he asks you what you want as an engagement present), choose watch (you could choose the ring or the bracelet, but they don't tell the time. Whatever you choose, it will be worn automatically), west, north, north, east, squeeze through hole, say to magician "Levitate brat", up, take skate, up (the manager takes the skate, thanks you and rewards you with a teddy), down, down, dump magician (heartbroken, he runs off, the brat comes down), squeeze through hole, west, south, south, south, west, west, north, north, examine nightclub (there is a huge, metal blast door and timelocks), examine door (a **Zikov** product) and timelocks (they open the doors at 10.00pm and close 'em at 2.00am!), examine watch, again (until 10.00pm when the doors open), north, stick jam on doors (they won't close now) and sleep (and you wake up at around 7.30am, there will be some differences now...for example, various shops will be open, the man will be on the park bench, the salesman's body will be at South Street, etc). East (you trip up, fall to the ground and notice the slab...this will always happen the first time you arrive here), examine

slab and lift it (*underneath is a message*), read message (*tells you "Hurricane Howard" which you should say to the man on the park bench*), south, south, west, west, examine shelf (*on it is a copy of the Daily Expatiator*), read newspaper (*it tells you about the Iraqi diplomat's concern about a certain mole*), east (*the body of the referee has appeared, a football game is going on and they need a new one*), south, talk to man (*he says, "Green ducks fly on wild winds"*), say to him "Hurricane Howard" (*he tells you that the mole in the Iraqi embassy is George Smellie*), north, examine referee (*he is wearing a tracksuit*), search tracksuit (*you find a red card in one of the pockets*), hold up red card (*declaring a foul, well done! You're given the job and a whistle*), north (*now don't return to the stadium unless you want the whistle snatched back*), west, examine counter (*you find a flyer for the funeral directors*), east, north, north, north, north, north, west, give teddy (*this chap rewards you with a prison pass*), east, south, south, east, north (*the warden leads you into a visiting room*), talk to Pete (*he tells you about a certain actor who recites poetry*), north (*out through the back to North Street*), examine bombsite (*you find a jemmy*), south, west, north, give whistle, tell diplomat about George Smellie (*on hearing this, he thanks you and asks if he can be of assistance*) and say to him "Blow whistle". Sw (*the policeman, summoned by the whistle, wanders off to the northeast to investigate*), drop flyer (*he returns, the whistle acted as a decoy. He sees the flyer, takes a heart attack and dies*), examine panda (*you see its radio*), force radio out with jemmy, ne, wait (*until his body is found and an ambulance driver appears to the southwest*), sw, talk to driver (*he asks for directions to the morgue*), east, south, south, south, east, examine horse (*on it is a sign*), read sign (*it reads, "The End is Neigh"*), again (*until it reads, "Come to Stationer's now"*), west, north, west (*you are their 1000th customer and they give you a business card*), examine card (*for the morgue*), east, north, north, west, give business card (*the ambulance drivers take the body away, one of them remarks: "I bet that prisoner will be released!" Also, the copper's wife arrives and asks you to arrange the funeral*), east, east (*Pete is released and he greets you*), say to Pete "Hello" (*he will then follow; if you don't say hello, he'll go off in a huff*), west,

north, west, examine stand (*it's fallen over*), say to him "Lift stand", east, north (*the vicar tells Pete off for the state of the marriage and he goes off in a huff...typical!*) and tell vicar about funeral (*he'll be there*). South, south, south, south, east, south, south, examine drain (*the grating is closed, there's a script down it*), open grating, take script, north, west, north, north, give script (*he'll read a poem in honour of the policeman*), south, south, east, south, south (*the body of the salesman has...um...cropped up*), search body (*there's a key*), north, north, west, west (*the butcher cannot open his icebox*), give key (*now he can, he takes the coffin to the cathedral*), east, north, north, north, east, north, examine people (*they are talking, you notice a lottery ticket in their midst*), listen to them (*you hear of their fear of the lion*), south, examine loudspeaker system, announce about lion (*the people clear*), north, take lottery ticket, west, south, south, east, south, south, south, east, north, examine stand (*an address is written on it*), read address (*it is that of Millie O'Phnaer*), north, east, squeeze through hole, up, up, west, give lottery ticket (*that's the ticket! she says that her sister would be pleased to give you free flowers...or whatever*), east, down, down, climb through hole, west, south, south, south, west, north, north, west, north, north, west, take wreath, east, north, north, west, place wreath on coffin (*since you've done everything, the funeral takes place...the copper's brother turns up, he's a toreador*) and say to toreador "Follow me". East, south, south, south, south, east, south, south, east, north, north, north, say to toreador "Fight bull" (*he ends up on the bull's back, the bull being furious. The both of them disappear*), take turnip, south, south, south, west, west, west, hire Millie, wait (*Millie arrives, ready to follow, she does singing telegrams*), east, east, east, east, ask assistant about Margery (*she tells you about Margery's family life and it gives Millie an idea for a singing telegram*), pour klim into glass (*the assistant disappears, leaving a Chips Ahoy chip*), west, north, north, east, say to Millie "Sing" (*Margery runs off home, dragging Millie with her! She will return in fifteen moves and if you have the sandwich, you'll be arrested*), take sandwich, west, north, east, squeeze through hole, up, up, west and north (*Matilda takes each of the ingredients and you are given the password for the next part*)...