

# Part two...solution

Flirt with waiter (*he shows you the plants*), examine plants and search them (*you find some flint*), se, move rock (*some wellies are underneath, embedded in stew*), wear wellies (*you can't take them and the only way to acquire them is by first donning them!*), nw, remove wellies, west, examine placards (*they read, "Equal rights for Wellies" and so on*), give wellies (*they are so glad that you've liberated a pair of wellies that they give you a flamethrower, which they believe is useless*), east, east, talk to chef (*his kitchen table has one uneven leg*), east, take book, west, place book under leg (*since you helped him, he offers his services*), turn off cooker (*so the gas doesn't explode or something*), remove cylinder, say to him "Take cylinder", east, say to him "Drop it", examine flamethrower (*there's a place to connect the cylinder*), connect cylinder to it, strike flint (*the flamethrower erupts in a fiery abyss! As a result the east wall deteriorates and you get a slightly singed thumb...this must be what they call **Flint Strikes Back***), east, examine tree (*wow! It has a branch*), examine branch (*a rope dangles from it*), examine rope and climb it. Wait (*until the biker rides in*), swing (*you knock him off his bike; as a result it skids and stops...now get out of here, i.e. get on your bike!*), climb on bike, ride north (*it gets stuck in the mud*), west, talk to necromancer (*he deals in cacti and is looking for a particularly rare one*), west, examine gatehouse (*there's a window*), examine window, smash it (*you just happen to notice a sunbed inside*), examine sunbed (*it's quite near the window, can be got at*), pull it out, east, east, switch on sunbed and push it towards pit. Wait (*the mud starts to harden*), wait (*the mud is now hard enough to walk over*), take cactus, west, sell cactus (*he'll pay you later on*), west, west, say to necromancer "Raise dead" (*they move the slab and scare the necromancer off...looks like you won't get paid*), enter tomb (*the slab has been closed behind you*), examine slab, floor (*a skull is embedded in it*) and coffin (*it's closed, dear me!*), examine skull, push it (*the coffin then jolly well opens*), climb into coffin, close lid (*you fall through into a secret room...looks like your plans have fallen through*), examine ceiling (*see a hole in it*), examine hole, say to gatekeeper

"Climb on my shoulders" and grab hand (you escape from the cell and from the walls which were closing in. The gatekeeper disappears). Follow gatekeeper (you end up in the grounds of Matilda's manor. You see the gardener up to something to the west), examine gardener (the chap is burying something), west, search roses (some rosary beads are found amongst them), west, up, examine crack (you find a trowel), north, search bins (in one of the bins is an aerosol can), examine aerosol (there is a label on it), read label (reads: "Polarized Light Detection Fluid"), up, south, east, dig with trowel (find a home pregnancy test that the gardener buried, the trowel is then lost), east, east, east, examine boat (there is a watering can sitting beside it that you take), examine watering can (it has a spout), west, west, west, west, drop watering can, wait (it fills up with run-off from the trees of the orchard), take it, east, pick flower, put it into spout (to prevent it from dying), east, north, and read notice (it says that there are invisible laser beams to the north). North, spray can (you can then actually see the laser beams), climb through beams, search album (a photograph is hidden in there somewhere), examine photograph (it shows a certain flashdancer you know in a seedy nightclub with someone who isn't his wife), east, north, wait (for the priest), give rosary beads (he gives you a candle which he hopes will serve you well), examine fire (very weak), blow out fire (the priest lights it again, complaining about the cold, and leaves his gaslighter on the mantel), take gaslighter, west, examine table (on it you find a silver spoon), west, west, open cupboard (inside is a poster, "Noses of the Rich and Famous"), take poster, south, take wig, flip switch (this turns off the laser beams), north, north, take record, north, north, search rubble (you find some suppositories), again (you find some butter), south, east, talk to Mrs Tuck (she needs something to demonstrate all the nose jobs she can do), stick poster on wall (she gives you some plastic explosives), examine list and read it (there are some names on it: Albert Richards, flashdancer, Mr Pickerty, Del Fell), ask her about Albert, ask her about flashdancer, ask her about Mr Pickerty and ask her about Del (she gives you some important details about all these people). East, east (the vicar's wife enters, she has a bucket stuck to her head), remove bucket with butter

(you hear some gossip about her...um...having a bun in the oven), west, west, west, south, south, east, east, east, south, examine DJ Fatz (until he looks the other way), put record on pile (he will eventually play this), north, west, west, west, north, north, east, east, south and open door. Examine it (you see Del, since the funky music is playing he throws off his shoes...and inhibitions...and dances away), take shoes, examine door (you see the vicar), show home pregnancy test (he snatches it and runs off to see if his wife is in the family way, his trousers dropping in the process), take trousers, examine door (you see the flashdancer), show photo (he says, "I'd give the shirt off my back to have that photo!" You say, "All right then" and he leaves his shirt before running off to burn the photo), take shirt, examine door (you see Albert), show wig (he realizes that you know that he occasionally dresses up as his wife, Aggie, and tries to strangle you with the tie...and fails!), take tie, north, west, west, south, south, south, west, turn up thermostat (Mr Pickerty will now leave the room), east, north, north, north, take item, east, east, south (somewhere along the line you'll meet Mr Pickerty who has dropped his jacket outside the room) and take jacket. Wear trousers, shirt, tie, jacket and shoes, take flower, insert it into buttonhole (you are then dragged into the room!), sing (Matilda's glasses shatter, she's as blind as a bat and blames Arnie who she chucks out), dance with Matilda (if you haven't shattered her glasses, she will put you out), grab key, wait, leave, north, east, open door (with the key that you grabbed), examine it (you notice that it is a room with no floor), jump, grab handle, stick explosives to pot, melt candle (the fuse is inside) and take fuse. Connect fuse to explosives, hold end, jump through door (still holding the fuse), light fuse, wait (the explosives detonate and the roof falls in on the room), south, examine safe (full of debris!), dig debris with spoon (takes a while, but does the job), take briefcase, north, west, throw item (whatever it was, it gets you past Matilda), west, examine piano (there's a stool), sit on stool (you end up on the doorstep), south, east, throw briefcase into pool (best way to destroy it), east, give gaslighter, say to Mr Rash "Light gas", west, west and south (the whole manor explodes, but Matilda and co survived; her recipes are destroyed and you've won, basically)...