

GORY STORY
(Freeware Public Domain)
Written by Philip Richmond using C.A.T.
Solution by Barbara Gibb on an Amiga

Start on an overgrown path in a forest. I (rucksack), LOOK IN RUCKSACK, E (standing stones - see shaft in ground), TAKE ROPE FROM RUCKSACK, TIE ROPE TO BLOCK, D, TAKE GUN FROM RUCKSACK, FIRE GUN (scares bats away), TAKE ROPE, PUT ROPE IN RUCKSACK (needed again), E, E, U (onto platform), PULL LEVER (platform descends), E (by door), WAIT or EXAMINE DOOR (door rises to reveal Oltec), say YES (Oltec says he will take you to Azzan), E (throne room - see Azzan), TALK TO AZZAN (who asks you to find a special serum to enable he and his people to live above ground - he gives you a staff, which didn't seem to work). You are transported to the outskirts of Little Zorning.

LOOK (should see a dog), TAKE NET FROM RUCKSACK, CATCH DOG, DROP NET, E (road into village - see country bumpkin), TALK TO BUMPKIN (he calls his dog), GIVE DOG TO BUMPKIN (he allows you to go east), E (crossroads), S (into village in - offer free drink), WAIT (repeat until you have overheard all the conversations), OUT, E, IN (newsagent), BUY NEWSPAPER, READ NEWSPAPER, OUT (by village pond), SWIM (retrieve something), LOOK (see hat), TAKE HAT, EXAMINE HAT, W, N (see vicar), TALK TO VICAR, GIVE HAT TO VICAR, TAKE CROSS, S, E, E, S (Bramblefield Farm), TALK TO FARMER, TAKE SANDWICH FROM RUCKSACK, GIVE SANDWICH TO FARMER (he eats it and goes away, leaving his spade), TAKE SPADE, PUT SPADE IN RUCKSACK, N, E, NE, W (see Julia, the missing schoolgirl), EXAMINE GIRL (see bite mark), HOLD CROSS (reduces her to ashes), E, NE (see guard), WAIT (repeat until mail van arrives), HIDE IN VAN, WAIT (van enters grounds of house), CLIMB OUT OF VAN (you are bitten by a rabid rottweiler).

You will eventually die unless you find a cure. In two moves Azzan will appear and tell you what you need for this cure. S, E (pavilion), TAKE GLOVES, E, E (east end of garden), WEAR GLOVES, TAKE THISTLES, EAT THISTLES, REMOVE GLOVES, DROP GLOVES, W, W, W, SW, W (lawn), MOW LAWN (using lawnmower present - see shamrock), TAKE SHAMROCK, EAT SHAMROCK, W, N, N, N, N, E, E, E, E, E (knot garden), TAKE DAFFODIL (which blew off the scarecrow's jacket), EAT DAFFODIL, W, S, TAKE POT, EXAMINE POT, SHAKE POT, DROP POT, TAKE PETALS, EAT PETALS (you are now cured of rabies).

W, N (see shallow grave), TAKE SPADE FROM RUCKSACK, DIG (need spade - uncover a body and brass key - a jackdaw swoops down and flies off with the key), EXAMINE CORPSE, DROP SPADE, S, W (see sundial), TAKE MAGNET, N, W, TAKE GOBLET, W, S (by cattle grid - see jackdaw circling overhead), S, TAKE BOOMERANG, N, THROW BOOMERANG AT JACKDAW (it drops the key which falls through the bars of the cattle grid), DROP MAGNET (which attracts the key), TAKE KEY (now have the key for the front door).

S, S, E, E (gazebo), TAKE BOATHOOK, E, SE, E, E, E (by lake - see boat), E (on island), EXAMINE FONT (contains holy water), FILL GOBLET, TAKE LANTERN (need boathook), DROP BOATHOOK, TAKE LANTERN, EXAMINE LANTERN (half full of oil, but unlit), W, W, W, W, NW, W, W, W, N, N, N (by bonfire), LIGHT LANTERN, E, E, E, E, E, SE (by well - see gardener), EXAMINE GARDENER (has puncture marks), THROW WATER AT GARDENER (that's got rid of him), DROP GOBLET, TAKE ROPE FROM RUCKSACK (hope you picked it up after descending the shaft at the standing stones!), TIE ROPE TO WELL, D (dark unless you are carrying to lit lantern), EXAMINE BONES, TAKE BONES, U, S, W, W, W (near dog), GIVE BONES TO ROTTWEILER (that'll keep him quiet).

W, W, W, S, READ PLAQUE, E, TAKE FEATHERS (see note which had been attached to the dove), TAKE NOTE, READ NOTE, S, E, LOOK IN CUPBOARD (see axe), TAKE AXE FROM CUPBOARD, N (gazebo), CHOP LOG (need axe - to make a wooden stake), DROP AXE, TAKE STAKE, N, E, UNLOCK DOOR (need brass key), DROP KEY, N (baroque hall), N (see clock), EXAMINE CLOCK (nearly midnight), W (library), EXAMINE PORTRAIT, EXAMINE PORTRAIT, EXAMINE TROPHY, PULL ANTLER (portrait moves to reveal an alcove), EXAMINE ALCOVE (see four coloured buttons), PRESS RED BUTTON, PRESS BLUE BUTTON, PRESS GREEN BUTTON, PRESS YELLOW BUTTON (no clue to this sequence - at least none that I could find), W (into priest-hole where you find Annie the maid - you also hear someone enter the library), TALK TO MAID, E (to the library - see butler), EXAMINE BUTLER, E, N (kitchen), TAKE GARLAND, THROW GARLAND AT BUTLER, E (store-room), EXAMINE CRATE, PUSH CRATE (Annie the maid must also be present), OPEN TRAPDOOR, D (dark unless carrying lit lantern), E, E (wine cellar - you see Ogrivil in the sarcophagus), KILL OGRIVIL WITH STAKE.

W, W, U, W, S. The ghost of Alice Trenton appears and motions for you to follow her. FOLLOW GHOST, LOOK (now in baroque hall), LOOK (now on upstairs landing), LOOK (in Alice's bedroom), LOOK (the ghost causes the carpet to fall from the wall), LOOK (see safe), LOOK (repeat until ghost moves again), LOOK (now back in baroque hall), LOOK (goes west), LOOK (now in sitting-room), LOOK (goes north into library), LOOK (ghost causes book to fly from shelf), LOOK (ghost vanishes - see diary), TAKE DIARY, READ DIARY (see a number), S, E, U, S, EXAMINE SAFE, DIAL 58970 (the number from the diary - find flask), EXAMINE FLASK (the serum you have been looking for), TAKE FLASK.

"Blake now possessed the flask of serum. The nightmare was over and Blake's quest was complete and he has achieved the rank of Heroic Adventurer of the first degree."

100/100.

Note: I had trouble getting the ghost the move from the great hall to the bedroom to reveal the safe. I don't know why it persisted in "floating in mid-air" or what triggers it to move. However, it seemed to work if I wasn't too quick with my inputs and *didn't* save my position after I'd gone through the trapdoor into the wine cellar.