

BRIAN AND THE DISHONEST POLITICIAN

PART ONE - help 10 people so that they'll vote for you.

VOTERS

1. POSTMAN - give him the newspaper bag.
2. LADY PETUNIA - CLIMB drainPIPE then go D through skylight to let her into her house.
3. TOWN CRIER - give him the notice.
4. CLARENCE COOPER (cafe owner) - kill the rats by POURING STEW inside his cafe.
5. FARMER - cut the rope to free the donkey in Larry's Horse Field. From the T-Junction, go W, W, SW, S and E to the other field. Now be careful and SHOW CARROT (do not give it) so donkey will follow you. Input FIND FARMER and, if necessary follow him until he notices you and donkey.
6. RICHARD SHORT (estate agent) - use the broom to SWEEP in each of the 4 room(not the attic).
7. DAVE PRITCHARD (fishmonger) - on the jetty TIE LACE TO HOOK, TIE LACE TO BROOM (now a fishing rod). Now FISH, and providing you have the basket you will fill it with fish. GIVE BASKET to get his vote.
8. PAUL PRATT (landlord of pub) - GIVE BOTTLE (of whisky) TO TRAMP then, providing you have LIFTed WEIGHTS in the gym, you will have the strength to PULL TRAMP out of the pub to get Paul's vote.
9. ASSASSIN - In his house X MAGAZINE for confirmation that he likes violence. FIND ASSASSIN (he tends to wander around) and TALK TO ASSASSIN (wants a weapon) so GIVE MALLETT to get his vote.
10. WALLACE MORGAN (your opponent's campaign manager) - in the Conference Hall SHOW PHOTOGRAPHS.

Notes: a) TALK TO (character) to find out how you can help them.

b) The FIND (character) command is especially useful for finding the farmer and assassin. Most of the other characters are fairly static.

c) The Estate Agent reclaims the key when you leave the cottage so you will have to ensure you have found the magnet and whisky before leaving.

d) The game finishes if you insert your hand into the mousehole while it is still occupied.

e) Do not enter the toy shop from High Street, East otherwise the bell over the door awakens the attendant.

f) Note the password at the end of part one as it is needed to begin part two. (SLIMY RAT)

OBJECTS

Newspaper bag - in shed, X BEHIND BIKE

Notice - in Town Crier's house, X SOFA and X UNDER CUSHIONS

Scissors - in Raynard's house, SIT ON CHAIR

Cooking pot - in Old Mrs. Smith's House, X ITEMS, X STOVE, OPEN STOVE, TAKE POT, X POT (full of horrid green stew)

Carrot - in Market Place, X STALL

Broom - in school caretaker's shed

Lace - in Entrance Hall to gym, TAKE training SHOE, REMOVE LACE FROM SHOE

Clockwork mouse - in the toy shop, In the alley-way behind the toy shop MOVE DUSTBINS, CLIMB ON DUSTBINS and CLIMB THROUGH WINDOW to enter the shop without awaken the attendant.

Key to cottage - given when you enter the estate agents

Hook - in ironmonger's, X ANVIL

Magnet - in mousehole in dining-room in cottage, X WALLS, X HOLE (see little eyes), WIND clockwork MOUSE, DROP MOUSE (real mouse follows it). Now safe to INSERT HAND to find magnet

Whisky - in trunk in attic of cottage. Access attic by STANDING ON DESK in living-room and then go U and X TRUNK

Cellar key - in Cottage Garden - South, X GRASS (if you have the magnet you will find the key).

Basket - in the cellar under trapdoor in Cottage Garden - North. You need the cellar key in order to go D into cellar

Mallet - in carpenter's shop, X WORKBENCH

Photographs - in the hotel lobby, X BEHIND DESK to find an envelope. OPEN ENVELOPE to find the photographs.

PART TWO - find and escape with two items of proof of corruption (suitcase of money and contract)

Branch - in oak tree, BREAK BRANCH, see pencil sharpener

Stone - lawn, see swimming pool

Screwdriver - beside shed, UNSCREW shed DOOR with it

Trowel - in shed, LIFT POT, see rock

Rock - in flowerbed, DIG with trowel

Hammer - in driveway, X GRAVEL, see front of manor

Porch - X PORCH, X ROSES, RING DOORBELL (guard runs up and says everyone is out for the day and he won't let you in)

Front of manor - SMASH WINDOW with hammer then CLIMB THROUGH WINDOW to gain access to manor

Sponge - in bathroom, see changing room

Goggles - in bedroom, X MATTRESS

String - on top shelf in larder, CLIMB SHELF, OPEN tea CADDY, see swimming pool

Changing room - DROP SPONGE to soak up water so you can safely go W (into sauna) and N (to swimming pool)

Towel - in sauna, see swimming pool

Swimming pool - TIE STONE TO FOOT (needs toen and string), WEAR GOGGLES and then SWIM (in pool), TAKE store-room KEY and UNTIE STRING (so you can exit pool). Note you drop all other items when input "swim", now pick them up and DRY SELF(*** see sewer for note to J.W.)

Store-room key - in swimming pool

Toilet - X TOILET to see a key, FLUSH TOILET (key flushed to another location (see Dead End in sewer)

Wine Cellar - PUSH BARREL to see way into sewer

Cork - X BARREL in wine cellar

Dead End in sewer - this is where wardrobe key finished after you FLUSHed TOILET

Sewer (down from garage) - DRY SELF (need towel) (*** J.W. not sure if it is necessary to do it here or whether drying off at the swimming pool is adequate)

Garage - just ENTER ROLLS Royce

Glove - in glove compartment in Rolls Royce, X GLOVE COMPARTMENT

Pin - in compost heap, WEAR GLOVE then INSERT HAND, see contract

Boat - beside lake, X BOAT (see small hole), INSERT CORK then BOARD BOAT to go to island

Crowbar - on island, X BUSH, see Butler's room

Butler's room - LIFT RUG, PRISE FLOORBOARDS (need crowbar), X FLOOR, X HOLE, INSERT HAND (find lantern)

Lantern - in butler's room, light source when in attic, need match to light it

Match - in lounge, STRIKE MATCH then LIGHT LANTERN before going
U into attic

Wardrobe key - see toilet and suitcase of money

Suitcase of money - in attic north, UNLOCK WARDROBE (need key)

Music room - X INSTRUMENTS, TAKE TRUMPET, BALANCE ROCK ON DOOR
then BLOW TRUMPET (guard rushes in and is knocked
unconscious (not a necessary action?))

Trumpet - see music room

Art gallery - X STATUE, PUSH STATUE (find huge chest), PICK LOCK
(need pin), X CHEST (find contract)

Contract - in chest under statue, see art gallery

Statue - see art gallery

Chest - see art gallery

Pencil sharpener - on table in library, INSERT BRANCH, see guard
at main gate

Guard at main gate - POKE with sharpened BRANCH