

LABOUR PAINS

Part one: *hors-d'oeuvres*

*The first thing to note about this part is, as hinted in the introduction, you will have to find and store **three** items which are necessary for your stay at hospital. These must be put into the suitcase. Without them, you will not be able to progress past the first ten or so locations. The items required are as follows:*

- *hairbrush;*
- *dressing-gown;*
- *'hers' towels.*

Examine dresser (*you find a hairbrush*), south, east, east, examine towel rack (*you find some towels*), south, examine fish bowl (*there's a piranha and a smoke gun in it*) and take it. North, examine sink, put plug in it, pour water into it (*and the piranha, but not the smoke gun*), take smoke gun (*without getting your hand gnawed on*), south, drop fish bowl (*this means that you don't have to carry it around with you for the rest of the game, something which could be disastrous at the bitter end*), north, west, west, examine wardrobe, open it (*someone's holding it shut*), talk to Pete (*I ain't in here, says your husband*), insert smoke gun in keyhole and press trigger (*Pete, who was holding the door shut, runs out; he lights up a cigarette and you chuck him out of the house*). Examine wardrobe (*inside it is a coat and a suitcase*), take all, east, ne, take dressing gown, open suitcase, put hairbrush into suitcase, put dressing gown into suitcase, put towels into suitcase, close suitcase, wear coat, north (*you can't get through the DIY patio door*), sw, examine phone (*it is disconnected*), reconnect phone, pick up receiver (*you hear part of a conversation*), shout down phone (*your neighbour comes round and smashes the patio door in revenge*), ne and north. Examine bloke (*it's your neighbour, Del Fell, stoning the crows*), watch him (*until a stone flies off to the east*), east, take stone and west. West, south (*Matilda is here, launching stones at Chips Ahoy*), examine stone (*it's very sharp*), put stone in cardboard box (*Matilda rips her tights with the stone and chases you off to the north*), west, enter taxi (*its driver won't let you*), talk to driver (*he mentions your chum, Aphrodite Turnip*), east, east, east, south, south (*if Matilda were still launching missiles, the policeman would have prevented you from entering Chips Ahoy*), ask Aphrodite about driver (*she admits she had a fling with him*), north, north, west, west, west, tell driver about Aphrodite (*he gives you a free ride, north*), east, talk to sculptor (*he tells you that he dropped the deeds down a crack, and will help you if you can extract them*), ne, take all, read box (*"Eat me"*) and bottle (*"Drink me"*). West, west, examine artichoke (*this will kill the sculptor if you wish to!*), examine cooker, examine extractor fan (*you find a pair of tweezers*), north, east, east, ne, west (*Dr. Thrust sorts out any important problems and leaves*), east, use photocopier (*the secretary tells you that you can't until you fix his/her shredder*), talk to secretary (*s/he tells you that there's no fuse in its plug*), sw, west, west, south, east, east, sw, extract deeds (*the sculptor takes them, and says that he'll sculpt a person of your choice*), ne, examine Berlin Wall, listen (*you hear a*

*conversation, one of the words being a password), west, west, north, east, east, take butterfly net, west, west, ne, examine yobbos (a right crowd of hooligans!) and smash drinks machine (a 50p coin lands in the butterfly net). Take coin, sw, buy crystal polish, south, east, east, sw, east, talk to mayor (the ex-mayor, now a fortune teller, is missing his crystal ball), east, examine pond, squirt polish into it (you can see the crystal ball at the bottom), take ball, west, give it to him (he takes it and gives you his seal), west, ne, west, west, north, east, east, east, type fuehrer (you receive the planning permission), place seal on planning permission, push planning permission back (you can now build a statue), west, west, west, south, east, east, sw, say to sculptor "Lionel Flare" (he builds a statue of Lionel), ne, west, wait (for Lionel, unless he's already there), ask Lionel for fuse, west, north, east, east, ne, open plug, put fuse into it, close plug, west, examine filing cabinet, search it (you manage to find your medical records), take records, east, photocopy records, west, and replace records. East, sw, west, examine bridge (you notice the keystone and the fairly unstable abutments), take keystone, west (the bridge collapses; luckily, you're safe since you're on terra firma), ne, examine mousehole (tiny!), drink from bottle (you shrink immediately and find yourself surrounded by giants), examine mousehole (it's now big enough to walk through, would you believe!), west, eat biscuit (from the box; it makes you grow bigger), read notice and examine trapdoor. Smash trapdoor with keystone (leaving a hole in the ground), drop all (the game's in-built mechanisms will stop you from dropping the suitcase - **I don't think so, Tim** - and the photocopies - **That would be flippin' irresponsible** - so you don't have to worry about them) and down (eventually, you find yourself wandering the Chips Ahoy Catacombs and in no time meet a grue who gives you the password for Part Two. This is dependent on whether you have the photocopies or not, as the case may be. You feel a sharp blow to the back of your head and . . . load Part Two to see!).*

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Part two: *the main course!*

Section One: THE GERIATRIC WARD

First, you must enter the relevant password then open eyes (Dr. Touch is staring at you. He's pinched your coat), examine bed (you find a pillock, er, a pillow), east, talk to patient (he has forgotten what he was hit by), tell patient "water-melon" (he chucks a glass eye through the air), west, catch glass eye with pillow, insert it in socket (now Dr. Touch can see), show records (he'll let you pass), west, talk to matron (a big Diz O'Donner fan), rip pillow (you end up with a feather), north, examine bodies (one has a newspaper clipping clutched firmly in its grasp), examine body (it's that of Del Fell, who was "much afflicted by the tickles"), tickle Del (he releases the newspaper clipping and, once he realizes he isn't really dead, rushes off), take clipping, examine it ("Clerk wanted"), north (Turnip is moping), talk to Turnip (unintelligible), search drawers (you find a blowtorch), examine blowtorch ("O produto de Zikov (Brasil) S.A"), east, examine corner (you find a walking-stick), east, talk to Frank (he's furious with the "kiddies upstairs"), south, search masonry (you find Pete's forgery notebook), west, examine cheese, lift it with stick (you find an enchanting record beneath), examine record (hypnotic!), east, north, north, west, talk to clerk (he hates his job), show clipping (he rushes off with a cry of 'Liberté!', leaving you free to do what you wish), take hanky, east, south, west, west, give hanky (enough is enough - no more tears), talk to Turnip (she says she's being taken to the psychiatric ward and can't get married to Frank), east, east, examine case (it contains numerous items including Brazilian swamp water), examine swamp water (it's gaseous), fill blowtorch with it, examine wallclock (it is not yet 12.00 pm), north, west, open cabinet, examine it (lots of sanity tests are stored alphabetically, by surname, within), find Turnip, forge results (with the aid of the notebook, you do so), close cabinet, east, south, west, west, wait (the men in white coats arrive. The records show she's sane, so they rush off. She asks you to tell Frank), east, east, tell Frank about Turnip (he's delighted, but is still enraged at the kids), take plunger (off his head), west, remove poster with plunger, west, south, south (the matron grabs the poster and runs off), take gramophone (the table collapses), north, north, east, east, play record (Frank is hypnotised), wait (until 12.00 pm. The wedding takes place; however, Matilda objects), fire blowtorch (she rushes off, her rear end on fire. Now Turnip and Frank go off on their "honeymoon"), north, west, west, up . . .

Section Two:
THE CHILDREN'S WARD

Up (you can't, as the staircase has been demolished further up), south, ask boys about Fred (they tell you that he's off to see his sister), examine dolls house (it has a door, windows and a welcome mat), look under mat (you find your favourite women's magazine), read magazine (there's an interesting article on defusing nuclear warheads), look in window (you see a polaroid camera in the doll's house), talk to girl (she wants her picture returned), south, south, east, take spade, west, north, east, take picture (it's too high for you to reach), talk to nurse (she is afraid that the kiddies will jag her in the derrière), ne, north, dig (you find a key), west, take case, examine it (it is locked - it's a good thing you have the key, then, isn't it?), east, south, west (Turnip and Frank have stopped here for a quick snog), open handbag (she doesn't notice), search it, take nailfile, east, examine maypole (it's covered in tacks), remove tack with nailfile, south (the teacher has been tied to a nuclear warhead by the kiddies, while studying fission), north, sw, jag nurse (the nurse jumps up, pulls the picture down and storms off in a huff), take picture, west, north, give picture (the little girl opens the doll's house for you), take camera, south, south, take photograph of sister (she is now dazed, but act quickly since this will not last for ever - only for 15 moves, in fact!), take chain, north, east, ne, stick photograph on door (of the playroom, using the tack, so the kids don't enter and catch Frank and Turnip canoodling), south, unlock case (the kiddies, on seeing the lollies, come up to you and cry, "Pretty please," etc), north (the kiddies follow you from now on), sw, west, south (as the sister is still entranced, she will not chase the innocent little kiddies away - you feel a bit like the Pied Piper by this stage, I'm sure), east (the kiddies pull the elastic, which supports the lift doors, and the doors shoot open), east (not with the kiddies you won't!), drop case (to satiate the kiddies), east, examine pulley (it could do with something **connected**), connect chain to pulley, pull chain (the lift rises and, when it has stopped, something drops to the floor - a spider!).

Section Three: THE MATERNITY WARD

Examine spider (*you're scared of it*), west, north, examine Fred, talk to him (*he's looking for his sister*), ask Fred about sister, east (*it's dark, but there's something about the ceiling*), examine ceiling (*you can just about make out a light fitting*), north, north, examine bollards (*"Arachnophobia will cause people to freeze"*), west, examine mascara (*the colour of the mascara, red, green or blue, corresponds to the colour of bulb you should choose from Georgie*), west, south, talk to Vicky (*someone has swiped the tickets she had printed for a certain Convention*), east (*Georgie offers you a bulb, thinking you are a nurse*), take <colour of mascara> bulb (*he quickly secretes the other bulbs*), west, north, wait (*for Nora McNamara, your mother*), talk to Nora (*she tells you that she's lost Georgie*), ask her about Georgie (*she says that he has arachnophobia*), east, east, south, south, insert bulb (*the room is illumined now. The consultant runs away, sulking*), west, south, talk to consultant (*she murmurs something about Theseus having dumped her*), north, east, north, examine Theseus (*he's dressed as a Yodler, and has a flower in his hat*), examine outfit (*he's adopting a Swiss rolé!*), ask him about consultant (*he claims she stole some tickets (which he'd earlier stolen) while they were snogging*), take flower (*from his hat - he says that she's got hayfever too, and leaves*), south, west, south, give flower (*the consultant absent-mindedly inhales the flower's pollen and runs off in a fit of sneezing, the tickets flying from her cleavage - perhaps they accidentally fell in there?*), take tickets, north, east, north, north, west, west, south (*Vicky takes the tickets and identifies Fred's sister. You're now at the nursery, and Fred is engaged in a burst of affection for his new-born sister*), wait (*until Fred eventually stops his 'coochie-coochie-cooing'. He decides to tag along with you*), south (*Fred follows you*), east, say to Fred "take spider" (*or, alternatively, just Fred spider*), west, north, east, north, north, west, west, south, east (*Georgie is shocked at the sight of the spider and runs west*), west (*he runs north*), north (*he cowers in a corner, blocked by the menacing spider*), wait (*until Nora arrives. She treads on the spider and drags Georgie away by the earlobe. Fred is saddened*), south (*Fred doesn't follow you*), east, sw (*the waiting room. Pete is here*), talk to Pete (*he's too doped up in true dad-to-be fashion*), examine him (*you remember one way*), scream (*he looks up and, realizing it's you, tries to fob you off with excuses for not noticing you . . . needless to say, they are pathetic excuses . . . and, after a brief row (basically) with Pete, you head into the delivery-room. A healthy baby boy is born and, well, that's the end of the game. However, Julia contemplates that she will need your help in the future, when no doubt she will be having a bit of toddler trouble*).