

LOOSE ENDS (Part One) STEP BY STEP SOLUTION

SECTION ONE: THE PEREGRINE THEATRE

Inventory (you are carrying a skull, while your apparel consists of ancient garb), examine audience (their applause is almost vociferous), wait (the curtain falls. It is now safe to leave the stage), west, south (you are met by fellow actor Obadiah Hardy and Giles, your agent, who remark that you look "frightfully listless". You tell them that you saw Rosenberg and Plantagenet in a balcony. They leave, thinking nothing of it, and suggest a rest), rest (when you wake up you feel refreshed), open wardrobe, examine it (there's a suit of clothes inside), wear suit, close wardrobe (you cannot leave it open), peer in mirror (you are in need of a shave), examine washbasin (there is a china holder for shaving-cream), look into holder (there is a small shaving-brush within it), take brush, examine tiles (the razor blade sits on a little shelf just below the mirror), take blade, put cream on face, shave, north, east, examine Catchpole, ask him for helm, ne (Hardy tells you that Plantagenet was tidying the under-stage area during the performance), sw, west, south, wear helm and gauntlets, lower visor (on helm, but you cannot remove it unless it is raised), smash mirror (glass flies every which way, but you are adequately protected), take passport, examine it (it belongs to Josiah Grimes and is dated 1879), put passport in pocket (to avoid theft), raise visor, remove helm and gauntlets, north, east, give helm (Catchpole trots off to return them to the stores, leaving you alone), examine promptbox, take book, west, south, examine it (Who's Who of 1879), find Grimes (it turns out he was a Thespian who died in suspicious circumstances following a performance at the Peregrine), north, north, east, ask Hardy about Grimes (he cannot quite recall), show page (this acts as a stimulus for Hardy to recall that the previous owner found some startling - now unknown - evidence linking Rosenberg to the crime. It was believed to have disappeared the very night in 1886 when Hardy was assailed. Catchpole enters and confiscates the book), west, south, south, take skull, examine it (there is a hole in the crown), examine hole (a bullet-hole! Is there anything inside, you wonder?), shake skull (yes! there is a rattle), north, east, give gauntlets (once again, he leaves to replace them in the stores), down (as you can leave the stage with the skull, you frighten the charwoman and prevent her from sweeping up), examine seats (a tomato lies beneath one), south, east, open door, east, examine Francis (he never forgets a face, or a suit!), north, examine doorway (into the under-stage - blocked by cobwebs), south, west, west, west, examine banister (you find a piece of fabric), examine fabric (from somebody's jacket, perhaps), east, east, east, show fabric (he tells you Rosenberg's pseudonym), west, south, examine bookstall (you find a box), open box, put skull in it, close box, nw, north, up, ne, tell Hardy about cobwebs (he rushes to the storage area with you. Amazed, he tells you that Plantagenet couldn't have been under there . . . he was in league with Rosenberg. You both confront Plantagenet, who legs it), take penny, south, west, west, out, hail cab . . .

SECTION TWO: ABOUT AND AROUND SANDBOURNE

The driver asks you where you wish to journey. Castile Street, read plaque ("Giles, Acting Agency"), in, north, talk to Lydia (she is not sure if Giles is in the store, but she looks anyway), put tomato on seat, wait (Lydia returns, apologetically, sits down and rushes off once she realises what she has done), east, examine window sill, west, examine desk (it has one locked drawer), force drawer (with the wood, so you find some more money), take money, close drawer, put money in pocket, wait (Giles returns, quite bemused by your sole presence), ask Giles about Trelawney (he tells you that Trelawney lives in a house in Kingston Street), south, out, hail cab, Kingston Street (you are now outside Trelawney's home), examine plantpot, scrape soil (you find the doorkey), open door, in, west, examine hearth, push symbol (a compartment opens in the wall), examine compartment (you find a scrap of paper), examine paper (it shows a chequered eight-by-eight grid), east, examine Cybil (she is sulking), talk to her (she has lost her wedding ring, her husband being at his usual Esches Avenue chess club), west, west, light wood, east, out, down, light lantern (you automatically extinguish the wood), examine steps (Cybil's ring is down a crack), insert wood (you lift the ring from the crack, but lose the wood), up, in, east, give ring (Cybil marks an "X" in one of the squares on the paper), west, out, hail cab, Esches Avenue, in, examine board (a single chess-man sits on it), move chess man (you place it according to the paper and Trelawney steps forward), open box, take skull (he recognises it as that of Grimes! He takes the skull, also requiring the box, and outlines his belief that it was Rosenberg who shot him, hence Rosenberg's later incursion into the theatre and subsequent attack of Hardy. He agrees to meet you at the harbour later that night, scribbling a note for Giles), out, hail cab, Castile Street, in, north, give note (Giles reads the note and gives you leave), south, out, hail cab, harbour, in, examine Catchpole (Captain Simon Catchpole, an old friend), talk to Catchpole (you pass many an hour reminiscing and, before you know it, it is 8.00pm), out (Trelawney emerges from a cab, followed hot on the heels by Plantagenet and his thugs. Trelawney is taken away in Catchpole's ship), in, wake Catchpole (you both run outside and meet his first mate, who explains the villain's plans to go to Italy. You pursue them in another ship, Catchpole mentioning the necessity of a passport) so take passport and show it to Catchpole.

The three of you travel to Italy and reclaim the "Inferno". You travel into the Apennines where you hope to find Rosenberg, Plantagenet and the captive Trelawney. To do so, it is necessary to purchase a waggon and this leads you to a forest near to the monastery now used by Rosenberg as his base.

Note the password you are given then load PART TWO!

LOOSE ENDS (Part Two) STEP BY STEP SOLUTION

THE FOREST

Examine clock (*blocked by a glass face*), read inscription (*it gives a clue as to what you should do*), smash face, turn big hand, wait (*a recess opens in the clock's body*), reach in recess (*you find a piece of cloth*), again (*this time a dagger is found*), wait (*until Catchpole returns the map*), cf (*he follows you*), west, examine waggon (*irreparable*), examine ruts (*you find your compass; now you can navigate through the unfamiliar area*), examine cloth, unfold it (*you find some heavy weights*), south, east, examine trees (*one is particularly notable*), examine tree (*the bark is rotten*), hit bark (*using the dagger, you make a hollow*), east, cut rope (*this enables you to enter the caravan*), in, talk to Helene (*she is transfixed*), put cloth over ball (*she is released from her trance, and gives you a tarot card as a reward*), examine tarot (*The Lovers!*), out, take rope, west, west, repair bridge, south (*Plantagenet sends his thugs after you, so you must scam!*), north, east, enter hollow (*the thugs pass by, but return!*), west, south, south, cut bridge (*the thugs fall to their deaths and Planty, to the east, rides off on horseback*), take rope, east, examine ketch, examine rudder (*you find a net*), examine net (*it could be weighted down*), connect weights to net, south, in, take bucket, examine bucket (*full of pitch*), out, examine chopping block (*an axe is embedded in it*), take axe, examine woodpile and search it (*you find a box of matches*), light woodpile (*it catches fire*), heat pitch, chop tree, roll log east, roll log down (*you are now at a cove*), chop log, tie logs (*you now have a raft, which is not quite water-ready*), put pitch on raft, up, west, take ashes (*all that is left of the woodpile*), east, down and sail raft (*you are now on the shore of the island near the monastery, your destination*).

THE SHORE

Examine sand (*you find a piece of Trelawney's notepaper*), read notepaper (*directs you to the cliff*), se, look under wavecut notch (*there is a cavern above*), east (*an old seadog prevents you*), give tarot (*he runs off to find his "Lover"!*), east, take lichen, west, north, north, read notice (*you need a chemical reaction here to pass the wall*), south, west, wash bucket, east, east, north, examine blowhole (*thin and weak ground surrounds it*), jump (*the ground subsides and Plantagenet appears below, wielding a shotgun*), drop net (*he stumbles, dropping his gun; now he gropes for his gun*), drop ashes (*they blind him and he falls, knocking himself unconscious*), climb down, south (*Trelawney is locked in a cage here*), open cage (*he will now follow you*), north, up, south, west, north, show notice (*he says he will produce the necessary solution*), south, east, north, climb down, south (*he mixes the solution*), fill bucket, north, up, south, west, north and throw solution (*the acid reacts with the limestone of the wall, corroding it. You crawl through the gap, as Catchpole takes Trelawney back to "base"*).

THE MONASTERY . . . ALMOST!

Examine headstones (*one is Rosenberg's brother!*), north, open cupboard, examine it, take spade, south, dig (*you dig up a coffin*), force coffin, examine remains (*they are indeed Rosenberg's brother's remains!*), east, east, east (*a monk blocks any further progress*), attack monk (*he falls into the bog*), east, take habit and wear it, north (*there's no way to climb over the gate*), dig and climb under gate (*you gain access to the monastery and hear something about a meeting*).

THE MONASTERY

East, south, examine barrel (*gunpowder!*), push barrel west, push barrel north (*it cascades down the passage into another store*), east, north, north, west, push barrel east, again, push it south, examine altar, open compartment, examine it (*a barrel-shaped gap!*), put barrel in compartment, take fuse, close compartment, wait (*the chapel fills with monks*), north, light fuse (*the altar is blown to smithereens*), south, east, north, examine priest (*prostrate in prayer*), take cross, examine it (*it has the properties of a kylie! And no, it does not do raunchy things in a spaceship*), throw cross (*it does an arc and whacks the priest on the head. You discover that the priest is actually Rosenberg! Plantagenet now stands in the entrance, wielding his shotgun*), carry Rosenberg (*so Planty does not shoot you*), west (*Planty hesitates*), north (*you dodge into the ambry, but Plantagenet promises he'll enter*), west, south, east (*you sneak up on the unsuspecting Planty*) and attack Plantagenet.

That is, as they say, the end. You defeat Plantagenet and now that you have both he and his "boss" you simply have to wait for Catchpole's promised return. When he eventually arrives, you take your prisoners back to Reggio di Calabria and from there to England where they will be behind bars for a very long time . . .

AND YOU'RE BACK IN THE LIMELIGHT WHICH IS WHERE YOU SHOULD FIRMLY STAY FOR MANY YEARS