

## MAN ABOUT THE HOUSE

(See notes at end for details on telephone)

(Ernie starts off in his bedroom having just woken up) - X TABLE (find an alarm clock) - GET CLOCK - X CLOCK (button on top) - PRESS BUTTON (on alarm clock, to shut it up - not needed to complete the game but does score) - E (nursery, nothing here) - SW (landing) - W (Rosie's office) - X DESK (on desk find manuscript - promised to deliver it to Rosie's publishers ages ago!) - GET MANUSCRIPT - X IT - READ MANUSCRIPT - E (landing) - E (bathroom, nothing here) - W (Landing) - D (or S, to hall) - X STAIRS (cupboard under stairs) - X CUPBOARD (in it is a Hoover, which pull out) - GET HOOVER - USE HOOVER (haven't got time to do it yourself) - X TABLE (on table is a telephone) - X TELEPHONE (buttons to DIAL and a REDIAL button) - PRESS REDIAL (phone rings Robin, Robin says he'll come round to help soon... see note:2 at the end) - E (living room) - X TV - X SOFA (down the back of the sofa is some loose change) - GET CHANGE - X CHANGE (under a quid) - W (Hall) - W (kitchen) - X SIDEBOARD (find cookie jar) - GET JAR - X JAR (something drops out onto floor) - GET BOOK (now have check book) - X BOOK - W (back garden) - X GNOME (next to kennel) - X KENNEL (Dog's escaped!) - CLIMB WALL (climb over it into garden) - X TELEPHONE (box, find yellow pages) - GET PAGES - X PAGES - READ PAGES (Not sure what looking for) - N - CLIMB WALL (back over) - W (into shed, nothing here) - E - S (garage) - X BENCH (find a tin and battery charger) - GET TIN - X TIN (full of belongings of brother) - X BELONGINGS (something drops out) - GET LICENCE - X LICENCE (Brother's provisional) - S (drive, car here) - ENTER CAR - DRIVE CAR (won't start) - E - N - N (hall) - READ PAGES (find number of vehicle recovery service (051) 624 5674) - DIAL 624 5674 (Recovery services, but not covered for 'home starts') - S - S - W - PUSH CAR (won't move) - ENTER CAR - X CONTROLS (spy handbrake) - RELEASE HANDBRAKE - LEAVE CAR - PUSH CAR (out into road) - PUSH CAR (down the road away from house) - E - E - E - N - N - N (into house) - DIAL 624 5674 (vehicle recovery, says go and wait with car) - S - S - S - W - W - W (V.recovery comes - can't fix it here, tow it away) - E - E - E - E (bus-stop) - X BOARD (on board is advertisement for driving lessons - (051) 657 3456) - WAIT (for bus) - ENTER BUS (pay driver with change and go down town) - S - W - W - S - S - E - E (in garage, car here) - ENTER CAR (can't, won't be ready until after two) - W - W - W - N - N - N - N - N - N - W - W - W - U - W - N - N (behind dog pound, high wall circles it) - U (can't get over wall yet) - S - S - S (junk-yard) - X JUNK (find a guitar) - GET GUITAR - X GUITAR (Sold and battered acoustic) - PLAY GUITAR (out of tune!) - TUNE GUITAR - PLAY GUITAR (sound OK now) - N - E - E - E - PLAY GUITAR (busk in town centre, get some money but DON'T do it again or will be arrested) - GET CHANGE - N - BUY TICKET (to Cruddleton) - E - E - E - X RUBBLE (find a coin) - GET COIN - X COIN (an old style 10p) - W - S - S - S - S - E - E - S - WAIT (for coach) - ENTER COACH (travel to Cruddleton) - E - N - N - E - E (Into Rosie's publishers where deliver manuscript) - W - N - N - W (Professor's van arrives) - X VAN (is Prof Aine's Van, the Prof appears) - X PROFESSOR (an inventor) - W (into van Kay-Nign attacks you but runs out of power) - GET KAY - X KAY - E - E - N - W - W (into kiosk) - INSERT COIN (into phone) - DIAL 657 3456 (book driving lesson, meet at industrial estate) - E - S - S - S (meet driving car, enter car, go on lesson and get dropped off at home) - N - W - N - X CHARGER - X KAY (to reactivate SAY GO, has power terminals for recharging) - RECHARGE KAY (do so) -



S - E - S - E (bus-stop) - WAIT (for bus) - ENTER BUS (go to town) - S - W - W - N - N - N - N - W - W - S - SE (into Homebase) - BUY LADDER - N - W - W - W - N - N - LEAN LADDER (Against wall, then climb up it and into pound) - SAY GO (Kay-nigh attacks dogs, gains extra time) - GET SPOTTY (own dog) - U (and out of pound) - S - S - E - E - E - E - E - S - S - S - S - S - E - E - WAIT (until after 2 o'clock - use WAIT 30s if needed) - ENTER CAR (will go and pick Rosie up!)

Game completed... Ernie's adventures continue in 'CHILD'S PLAY'

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Notes:-

1: Phone will ring at home from about 9:10 and then every hour until answered. it is the Hospital phoning to tell Ernie when his wife is due home (2:30pm). ANSWER PHONE (gains points).

2: When Robin arrives Ernie will automatically go and let him in if he's in the house at the time. You should then GIVE HOOVER to Robin and he will clean up the house for you, when he's done he will go home. Note cleaning the house will take Robin some time so make sure you don't leave it until last-minute or it may not be done for when Rosie comes home.

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These tips were prepared by the author ... so if there are major cock-ups just direct the abuse and the 'hate-mail' at him ... thanks!!! BALROG