

The Miser. The 12 good deeds.

1. Pipe for Bob Cratchit. Remove boots to find a ticket. Take the ticket to the tobacconists and give him the ticket. When he asks you to answer the riddle - SAY SILENCE or SAY PROMISE. You only have one try.

2. Book for Martha. Go to schoolroom. Examine the blackboard then REMEMBER 1826. Get book, go Bob's house and place it under the Christmas tree.

3. Fiddle for Belinda. Go to former dwelling in the past and examine the room to find a paper. Examine the paper to learn that it is a piece of sheet music. Go to the warehouse and REMEMBER SIR ROGER. Get fiddle and bow. Place these under the Christmas tree.

4. Clean church windows. For this you need a ladder, a scuttle full of water and a rag. The rag is found by sweeping out the tavern, the ladder by LOOKING BEHIND THE BARN and the scuttle is in Bob's office. FILL SCUTTLE at site of full water barrel. Now go to the church and CLEAN WINDOWS, the vicar will give you a candle.

5. Coal for old lady. When old lady appears at the cottage if you talk to her you learn that she is waiting for the coalman and hopes that he will be kind enough to give her some coal. If you WAIT after you have talked to her then the coal cart will appear but will not leave any coal. Go west after cart and it hits a bump in the road and a heap of coal is spilt on to the road. FILL SCUTTLE or GET COAL at site of coal and then GIVE SCUTTLE or GIVE COAL to old lady.

6. Job for Peter. Go to house in the past which is similar to others in the district and LISTEN to learn the name of your former sweetheart, Belle. Go to your old house in the past and REMEMBER BELLE. Get the coin and go to the Exchange building where you will find a man collecting for the poor. GIVE COIN then SAY PETER to receive card. Place card under the Christmas tree,

7. Helping drayman unload. Talk to landlord then try to get jug - go outside and WAIT until brewers cart arrives. TALK TO DRAYMAN then HELP DRAYMAN to receive a jug of rum.

8. Feeding the orphans. Carry the jug of rum and go to the orphanage, PULL CHAIN. The gate will be left open and a little dog will run out. He can be found outside the Exchange building.



Enter the orphanage and EXAM SHELVES in the larder then GET FOOD. Go to the kitchen and PREPARE MEAL or PREPARE FOOD. Then go and FEED ORPHANS.

9. Dog for Tiny Tim. Go and find the dog and GET DOG. If he jumps out of your arms just CALL DOG. Go to the Cratchit's house. Tiny Tim will be there and the dog will jumop into his arms.

10 and 11. Shelf for butcher and turkey for wife. Items needed are a saw, a plank of wood, a hammer and some nails. The hammer is found by examining the floor in the orphans dormitory. The nails are found in the barn. Examine the wood then GET NAILS but you must carry the hammer. The saw and plank are in the builder's yard and to get them you must get rid of the guard dog. Dig at churchyard with the spade found by SEARCHING or EXAMINING ROSES at cottage. Take the bone to the builder's yard gate and THROW BONE OVER GATE. You can now open the gate and get the saw and plank. Go to butchers and FIT SHELF to receive a turkey. Go to Cratchit's house and GIVE TURKEY TO WIFE.

12. Curing Tiny Tim. Carry hammer and LEVER SPIKE from railway sleeper. Light candle at fire in your office. Go to the barn and KNOCK SPIKE IN BARREL then LEVER SPIKE - all the water drains away. You can now move the barrel to reveal a trapdoor. Open trapdoor and go down to find an uncommon torch. Examine it. Go back to house and SHAKE TORCH OVER TIM.

When you have performed 12 good deeds the door to your nephew's house will be open to you. Go in to finish the game.

One or two points of interest. If the player attempts to wash the church windows by WETTING RAG at water barrel it will dry out before reaching the church.

If the player gives the coal to the old lady before cleaning the church windows then an empty scuttle will be found outside the cottage after a few moves.

If the bone is thrown over the orphanage gate before releasing the little dog, then the bone will be lost.

If the little dog and the bone are in the same location then the dog will make off with the bone. It can always be recovered by digging in the churchyard.

If the dog jumps out of your arms then just 'CALL DOG'. This will usually cause him to come running up to you.

Kick the dog and you won't see him again.

Dropping items on the main street will result in an urchin picking it up and depositing it in the JUNK YARD which is east of the churchyard.

Drink the rum and you will be arrested.