

QUEST FOR THE HOLY SOMETHING SHORT SOLUTION

This is the bare skeletal solution to the adventure. For further information and explanation of the problems, consult the complete game guide which is also enclosed. The actions below are printed in capital letters, with any extra information in lower case.

PART ONE

READ NOTE for info. N,N,N,N,N,W,W,W,N. GET SANDWICHES. N,N,N, EXAM CRACK, GET ROPE, GET SWORD, S,S,S,S, EXAM ROCK, TIE ROPE, D,E, GET CRYSTAL BALL, W, CLIMB ROPE, UNTIE ROPE, E,E,E,E,S,S,S,S,E,E,E,E,S,S, DROP BALL, S.
TALK GRENDULL, HELLO (To discover her request! N, GET BALL, S, WAIT until Grendull has finished the routine, then GET TICKET, N,N,N,E,E,S,S,D, DIG SAND, GET PACKAGE, EXAM PACKAGE, PULL CORD, GET RAFT, U,N,N,E,E,E,E,E, DROP RAFT, CLIMB IN, E, NE. Webs block the way, so PULL WEB, NE, PULL WEB, E, PULL WEB, W, PULL WEB, N, EXAM DOOR, (SAY) FIEND, E, EXAM SKEL, GET DAGGER, W, EXAM DOOR, FIEND/PLEASE, W,W,S, GET SPANNER, N,W,S,E, GET LAMP, GET KEYS, GET BOTTLE, LIGHT LAMP, W,S,S,S, UNLOCK GRATE, D,W, GET CAGE, W, EXAM WORD (XXXX transports you to and from the building), W,W, CATCH BIRD, E,E, GET ROD, W,W,W,D,N, (Try N,E,S), RELEASE BIRD, N, GET BARS, N,Y2, PLUG, PLOVER, W, WAVE (!), E,S,S,W, EXAM VENDING MACHINE, N, GET PENNY, S, INSERT PENNY, GET PIE, E,S,S, GET NUGGET, N,W, (Try WAVE ROD and CROSS BRIDGE as in the original!), HELP, THROW ROPE, SWING ACROSS, GET DIAMONDS, SWING ACROSS, PULL ROPE, E,U,E,E,E,XXXX,D, GET COINS, U. Now to drop the treasures! DROP the following: COINS, NUGGET, BARS, DIAMONDS, DAGGER. Try GETting them again! Now W,N,W,W,W,N,N,W,W,W,N,E,E, (Try E without carrying the ticket) WAIT until the train arrives and CLIMB IN, TALK to the three characters in the carriage, followed by HELLO. When the train pulls into the next station go OUT and answer YES to the question of whether you want to enter Part Two.
NOW SAVE POSITION TO TAPE AND LOAD PART TWO.

PART TWO

LOAD IN THE SAVED DATA. From Platform One of Leatherhead Station: (* FIRST 'SAVED GAME' AFTER PART 2 PUTS YOU HERE)
S,S, (E & W are dead ends), S,E,E,S, OPEN SAFE, GET JOYSTICK, N, GET TRAY, W,W,N,N,N. Now usually you would have to go into the train and return to Part One. However type CHEAT to go to the first location in Part Two (see the long solution for more details).
So after CHEAT go N,N,N,N,N,W,NW, READ SIGN, RING BELL, GET EXCALIBUR (You must be carrying the short strong sword! Try RING BELL again. Then head SE, E,N,N,W,NW, NE, E, NE, READ NOTICE, N,N, Try ENTER, E, PRESS. This leads to a room from which you have a limited number of moves to escape. HELP tells you exactly what to do, so THROW ROPE, D, TALK GUARD, KILL GUARD. So! U,E, EXAM COFFIN, OPEN COFFIN, MOVE/PUSH COFFIN, GET GRAIL, W,U,U,U, (This leads to a spoof of Fairy Tales), KISS PRINCESS, TALK/KILL FROG, KISS FROG, EXAM SPINDLE. When you awake, EXAM SPINDLE again, D,D,D,D.
(The guard is now dead!) D,E, TALK BURKE and BONEY, HELLO, D (the trapdoor). Burke requires something "exotic". Try D again. Time to escape! E, WAIT a few moves, D,S,S. Try N from here. Then E,E,E,S,S, EXAM SUITCASE (Open it to be blown to pieces). You MUST carry out the fiendish mission. Try N,N,W - this limits your moves when carrying the suitcase. From the airport lounge go E,E,E,U (Onto aeroplane). Two moves later - BOOM! You will fall into the ocean. Try E and SWIM. Then SWIM, E! N, DIG, GET MAP, GET NOTE, READ NOTE, S,E,E (To get a Parrot, EXAM PARROT...). S, DIG, GET CHEST. To escape island PUT NOTE (into bottle), THROW ROPE. Instant rescue! From the airport lounge, N,N,W,W, W,W,W,NW, NE, E, NE, N,N,E, PRESS, THROW ROPE, D,E. The Parrot will be grabbed and Burke will allow you to go down the trapdoor. So D (into a convenient barrel). Three moves later the barrel runs aground so CLIMB OUT, E,E to meet Bard then GET BOW, GET ARROW, W,N,U,N. Once the Dragon has gone, N,N. You only have one move before the Dragon acts. Try SHOOT DRAGON or EXAM DRAGON! If you are carrying Excalibur the Dragon flees - you die otherwise. GET TREASURE (and the arrow if you shot the Dragon) then proceed S,S. The Dragon will now return in his helicopter! Try entering the mountain or swimming in the river. The solution is to THROW SPANNER but it must only be thrown when the "DO SOMETHING!" message is printed, since this is the last move possible before you are killed. Throwing the spanner before this fails. So THROW SPANNER and return to the lake. Proceed S at the lake to the waterfall (as in the Hobbit). Then S,S,W,W,W,W,S,S,S,S,S,S,S. Type YES to go into Part One.
SAVE POSITION TO TAPE AND LOAD PART ONE.

PART ONE

TYPE LOAD AND LOAD IN THE SAVED DATA. (*'SAVED GAME' AFTER PART ONE PUTS YOU HERE)

S,S,S,E,E,E,S,S,E,E,E,S,S,E. Time to drop the remaining treasures: GRAIL, CHEST OF PEARLS, JOYSTICK, TRAY, TREASURE, BOW and finally the ARROW. All the treasures have now been dropped and you will be given a security card to enable you to enter the final part of the adventure. Check your inventory (I) and EXAM CARD. Now to find the bus! Proceed W,N,W,W,W,W,W,W,W,N,N,N to the bus stop. WAIT until the bus arrives and CLIMB IN. You will now arrive at a misty path. From the path go N to become lost in the fog. WAIT ten moves until the Witch arrives. Type YES to her offer. You are now on a levitating rock. Go N and ENTER the shop. The shopkeeper appears and directs you into the cubicle, which doubles as a Time Machine. When it stops, you can EXAM BUTTON and MIRROR. PRESS BUTTON enables transport between the shop and the gateway to Part Two. LEAVE or WEST to appear on a pillar. EXAM SCREEN and INSERT CARD, answering YES to enter Part Two.

PART TWO

LOAD IN THE SAVED DATA. (*SECOND 'SAVED GAME' AFTER PART 2 PUTS YOU AT THIS STAGE)

Before you enter the adventure proper a joke is played at your expense. The screen will go black and soon after, a routine is called which fills the screen with a mass of swirling pixels. The adventure will appear to have crashed, but the screen soon clears (using the fade effect) and two messages follow, explaining that the adventure encountered a technical fault! This is done by calling a short piece of machine code external from the game. When (ab)normality is restored you find yourself in a library. The cliched library puzzle with the mysterious book that opens a secret passage is used, so EXAM BOOK. This leads to a rock passage and a monster appears to block the way! A message is printed which contains a heavy hint! You must THROW SANDWICHES for the monster to be killed, otherwise you are eaten. Now proceed N to the final location. The Holy Something stands in a crystal pillar here. READ SIGN tells you to simply BREAK PILLAR. This fails - you require an object to do the job! Remember the vending machine? The BR pork pie is of legendary strength! The final command is THROW PIE! You are given two screens of amusing text before your final score of 250/250 and turns. The ending has a distinct flavour of "Hitch Hiker's Guide!".