

How to solve '39 Steps'.

1. Say hello to dying American. He tells you that 'JULIA' is the key to the code in his little black book. JULIA represents the 5 vowels A E I O U. Replace the letters JULIA with the vowels and start the alphabet after the A.  
U S T V W X Y Z O A B I C D F G H J K L E M N P Q R  
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
When you read the black book the word KWIJWL GIUDK now becomes SECRET PLANS.
2. Climb on cabinet in bedroom to find a torch.
3. Search bed to find your diary. Read it or you will not hear the milkman in the morning.
4. Exam table to find several items. Exam cabinet to find a tobacco jar.
5. Get pipe and box of matches and then SMOKE PIPE. After a short period of time the tobacco will be expended.
6. Examine body to see a knife and clenched hands. Pull out knife and unclench open hands to find a button. SEARCH BODY to find a belt.
7. Clean pipe with knife and then FILL PIPE with tobacco jar present. You will pull out the black book.
8. You must decode all the messages in the black book in order to gain full points.
9. Get body and place it on bed - a key will fall to the floor. This key unlocks the door to Scadder's flat.
10. Search his wardrobe in American's flat to find some money.
11. FEEL UNDER WARDROBE in same room to find a postcard. Read it.
12. You need a sovereign in order to buy a railway ticket. If you have correctly decoded the words NEAR DUMFRIES then the clerk will give you a Dumfries ticket otherwise your ticket will only be valid for Glasgow. If you get mugged then pawn the belt.
13. When train is stopped by sheep on the level crossing open the door and jump out otherwise the train will continue to Dumfries where you will be arrested.
14. When confronted by approaching car the first time after fleeing from the train go down to avoid. However, an aeroplane will fly over and you only have a short time to find a hiding place before you are spotted. The safe route from when you first hear the plane is SW - SE - SW - E - HIDE - WAIT - (Aeroplane moves off). Go back into the heather to find a disused quarry, move the rubble to find a detonator. If another car approaches at the same spot WAIT and take up Jopley's offer of a lift.



15. Say hello to roadmender and then agree to help him. Get tools and just MEND ROAD until the whole stretch is completed. About half way through this exercise a car will stop. Say hello to the driver and help him change damaged wheel. You will find that after he has departed he has left a small chisel in the road.
16. When road mending completed go back to roadmender's hut and wait for the surveyor to appear. Now go to roadmender's cottage and say hello again. Swap you tobacco pouch for a stick of dynamite when he offers you the exchange.
17. To find the long length of fuse that you need you must push the heavy trunk.
18. To enter the Rambler's Rest you must wear rucksack and carry a walking stick. These are giving to you by the pawnbroker in exchange for your pipe. Once inside go straight upstairs and enter the bedroom at far north end of corridor. Examine the cabinet and read the leaflet. Take note of what it says. Have another sleep after your hectic day.
19. Before you knock on the door of '39 Steps' you need to prepare yourself. Make sure that you have the following items, a stick of dynamite, a detonator, a box of matches, a chisel, a torch and a knife. Hide all these items in your socks. Then get everything from your pockets and put them all in the rucksack. Hide the rucksack in the hydrangea bush.
20. In the dark GET ALL FROM SOCKS and then TURN ON TORCH. Don't hang about in here or the men will open the door and kill you.
21. Once you have blown a large part of the wall down go to the old mill and go up. You will tear your coat on a nail. Come down immediately and go to the dovecot. Examine the dovecot and go up. LIE DOWN and PEEP OVER WALL. Once the men leave to search the woods go down and into the house. Get the secret plans and leave. Don't forget to recover the rucksack from its hiding place.
22. Now make your way to fine house and ring the bell. Say hello to distinguish gentleman and then show him the book and the plans in that order.
23. Back at front door of '39 Steps' BREAK DOOR to end the adventure.
24. To obtain maximum points you must drop roadmender's tools by his hut. You must buy a paper at Crewe station. You must also have in your possession at the end of the game, the postcard, the pocket watch and the button.
25. On the train to move things along type WAIT. When train stops at station OPEN DOOR - don't hang about too long or the train will start up again.
26. At first location when you escape from the train dig to find a tobacco pouch.
27. After you have lit the fuse hide beside the large trunk which must be at south end otherwise the explosion will kill you.



The 39 Steps - A step by step solution.

I - Examine clothes - Examine pockets - Examine socks - Get all from pockets - Examine watch - Examine keys - Lock door - Drop keys - Examine man - Help man - Pull out knife - Say hello - Get man - Put watch in pocket - Get man - North - Place/Drop man on bed - Get key - Examine key - Feel/Search man - Examine belt - Wear belt - Search bed - Read diary - Drop diary - Pull out knife - Open fingers - Get button - Examine button - Climb on cabinet - Get torch - Down - Examine torch.

Examine cabinet - Examine jar - South - Examine table - Read paper - Get pipe - Get box - Examine box - Smoke pipe - Put all in pocket - Open door - Leave - Up - Get key - Unlock door - Enter - Drop key - North - Feel under wardrobe - Read card - Search wardrobe - Get all - Put all in pocket - South - Open door - Leave - Down - Open door - Enter - North - Fill pipe - Clean pipe - Get knife - Clean pipe - Fill pipe - Read book - Type house - Type near Dumfries - Type 39 Steps - Type Secret plans - Type Ropier - Type in danger - Read book - Put all in pocket - Sleep.

South - Open door - Leave - Say hello - A - Get all - Down - Leave - East - South - South - Enter - Say hello - A - East - Enter - Say hello - Get pipe - Remove belt - Show belt - A - Show pipe - A - Leave - Wear rucksack - North - Say hello - A - NW - North - Open door - Wait ( Repeat until train stops ) - Open door - East - Buy paper - Read paper - West - Open door - Wait ( Repeat until train stops ) - Open door - Up - East - Down - West - Get ticket - West - Open door - Wait ( Repeat until train stops ) - Open door - Wait - Examine ground - Dig - Get pouch - Examine pouch - Up - East - NE - East - Down.

West - SW - SE - SW - East - Hide - Wait - Up - West - South - Move rubble - Get detonator - Put all in rucksack - North - East - NE - NE - SE - Knock on door - Say hello - Up - North - North - Open door - Enter - Examine cabinet - Read leaflet - Sleep - Wait - Wait - B - Drop stick - North - North - NW - Wait - A - Examine car - West - West - West - West - West - NW - Say hello - B - Examine tools - Get tools - Mend road - Mend road - Mend road - Mend road - Say hello - A - Get chisel - Mend road - Mend road - West - West - West - West - West - NW - Drop tools - Wait - North.

East - Enter - Say hello - Get pouch - A - Leave - West - South - SE - East - East - East - East - East - South - SW - South - SE - East - East - Up - Examine house - Examine bush - Hide all in socks - Get all from pockets - Put all in rucksack - Get torch - Get box - Get knife - Get det - Hide all in socks - Remove rucksack - Hide rucksack in bush - Knock on door - Say hello - Get all from socks - Turn on torch - Push trunk - South - Make hole in dynamite - Drop knife - Get fuse - North - Push trunk - North - Examine wall - Remove loose brick - Insert det in dynamite - Insert dynamite in hole - Attach fuse - Examine ground - Dig - Get clay - Ram clay in hole - Light fuse - South - Hide - Wait - Wait - Up - North - North - Enter - Up - Down - Leave - North - Examine dovecot - Up - Lie down - Peep over wall - Down - South - SE - South - Get plans - Open door - Leave - Get rucksack - Wear rucksack - Down - East - NE - SE - East - SE - North - East - Ring bell - Say hello - Get book - Show book - Show plans - Break door - Game over 100% in 360 turns.