

TODDLER TROUBLE

STEP BY STEP SOLUTION (Part one)

Examine mirrors (*you have spiked hair and gold earrings*), examine hair (*there is a rolling-pin concealed in your hair*) and earrings (*they are inscribed with a clue about curing amnesia*), get rolling pin, talk to Aphrodite (*she's lost her memory*), hit Aphrodite with rolling pin (*she regains her memory and recognises you at once*), ask Aphrodite about pulse (*she says she could lie about it, as the bouncer is continuously requesting her to take his pulse*), yes (*Aphrodite lies to him and he rushes off in shock, allowing you to leave the clinic*), examine wall (*there is a loose brick in the wall*), take brick and examine it (*it seems to be constructed from china*). East, north (*Kevin is hiding behind the curtains here*), examine trousers (*a receipt falls out of Kevin's trousers and he runs off again*), take all (*the credit card, which was already here, and the receipt*), examine Geoffrey (*he wears a ceremonial hat*), examine hat (*a RED stone sits on top*), talk to Geoffrey (*he's lost his glove puppets, Bangle and Hippy*), north, examine bushes (*there are oven gloves in the nettles, but you can't take them yet*), examine sods of grass (*they're quite loose*), lift sods (*you find an oyster, curiously*), examine oyster (*it is closed and you cannot open it without a knife*), north, north (*Kevin's here again, but he manages to run off. Teresa is also here and a camera sits amidst a crowd of tourists*), take camera (*not until you tell her the serial number*), read receipt and say number (*she allows you to take the camera*). Take camera, examine Teresa (*another old friend of yours*), talk to her (*she's lost one of the bricks from the Great Wall of China*), give brick (*she offers to do anything for you in return*), north, north (*the launderette in which Teresa once worked*), examine clothes (*they are untidy!*), south, south, tell Teresa about clothes (*she leads you to the launderette and tidies the clothes, locating a lighter case in the process. She leaves*), take lighter, examine it (*it's empty*), west (*Kevin's here again, but this time he squeezes through a gap below the ancient statue*), examine statue (*it is Lo Wing Woo, with a gap, four slots and an inscription*), crawl through gap (*it's too small for you*), examine inscription (*the statue will come alive if the four stones of YEN CHING TILL are placed in their slots*), sw, examine Monsieur Glutamé (*he sports a bowler hat and a goatee*), talk to him (*he was forgotten on his favourite holiday, Easter, and is still rather sad*), nw, examine turnips (*they seem ordinary enough . . . or are they?*), examine tree (*it is a genetically engineered turnip tree and a knife is embedded in it*), take knife, south (*Turnip is here, looking a bit strange*), examine Turnip (*Aphrodite's mum who has a snake's body*), talk to Turnip (*she has turned herself this way by a 'turnipy' genetic experiment and she needs her journal, for which her diary is hidden in the swamp*), take grabarm and north. Se, ne, east, south, south, south, south, south, search swamp (*you discover Turnip's diary, but as you lift it an index falls out and a Marsh Hare snatches it*), north, north, north, north, north, north, west, sw, nw, east, examine

ground (you find a five pence piece), examine shop (it is called Goddards' Clothes Shop and an Alice In Thunderland costume is in the window), hire costume (you lose the credit card in the process), west, se, ne, east, south, south, south, west, talk to Marsh Hare (he recognises you as Alice and offers you a 'cuppa'), drink tea (yeuch! But your index is returned all the same; eventually the costume is reclaimed by the shop), find page (with the index you find it without difficulty), read page (it says that you should go to an underground cave below the moors), east, south, down, find journal (no sweat - you discover it with ease), examine it (shows the row and column of the turnip you require), up, open oyster (using the knife, you find a BLACK stone), take gloves (with the grabarm), south, give gloves (he is so delighted that he rewards you with his hat), take red stone (from hat), north, north, north, north, examine stall (the main item is an Easter Egg, costing five pence), buy egg, north, west, sw, give egg (M. Glutamé is elated and he gives you a contained of lighter fluid in return), fill lighter, examine statue (one's made of cardboard), burn statue (okay, a GREEN stone remains), take green stone, nw, choose turnip (Mrs. Turnip is delighted and she gives you a BLUE stone as a reward for your efforts), se, ne, insert red, green blue and black stones (as a result, the statue becomes alive and wanders away and you can now pass through the archway), south, talk to pensioner (she admits that she's a bit deaf), south (Kevin's here at the local bar, but he runs off again), talk to barman (he suggests that you dance), dance (you're so awful that someone throws their hearing aid at you), get hearing aid, north, give it to pensioner (she thanks you and gives you her redundant ear trumpet), south, south, west (Pete prevents you), shout through ear trumpet (you succeed in scaring Pete away), west (Kevin rushes away again), north (you travel in the cart and there are many lollipops here, and you can only carry one item), examine sign (you need the camera, or you will surely die), drop all but camera and push red lollipop (you do so and you find yourself walking through a dank tunnel, eventually arriving in a dark and dismal cavern. Your mother-in-law appears to you in a dream and when you awaken you are ready to set out and find your son in PART TWO of the game. Congratulations - you're just about half-way there!)

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STEP BY STEP SOLUTION (Part two)

East (it is rather dark in the cavern so you weren't able to do anything in there), read sign (it bears a warning that there are dragonflies further east), south, take rock, examine it (the polystyrene rock looks heavy, but is, of course, rather light), east, examine placard (it is overgrown with thorns), clear thorns, read placard (it tells you that you need an average bracelet, some gold paint and a knob of butter to make a magical bracelet), take book (you can't, thanks to the thorns into which it's fallen), west, west (Kevin rushes off on seeing you), talk to Hands (he's lost the quarry blueprints), south (the flowers here affect your hayfever and you shuffle off to the east), examine butterfly house (you find an Egyptian pass lying on the ground), east (Kevin dashes through the birdhouse this time), search straw (you discover a grappling hook concealed within it), examine duck (he's Dr. Bill Webber - a quack!), talk to duck (he needs to know what your problem is) tell duck about hayfever (he tells you that he'll cure you if you provide your medical card), south, talk to Ophelia (the snake charmer's been cornered by one of her serpents and needs something to bung in its mouth), sw, examine pillar (there's a computerised translator up there), throw grappling hook (it catches on the top of the pillar), up, take translator, examine it (it's broken), down, east, take paint palette (the hermit prevents you from doing so), talk to hermit (he mentions that he loves natural beauty, and that his name is Dougal), examine shack (you find a whistle), examine whistle (it's a butterfly whistle), west, north (Kevin's here and, yes, he's gone again!), west, examine desk (you find an electric lamp on its surface), open cabinet and search it (you find a set of blueprints), take blueprints, sw, south (a magical force holds you back from passing through the gateway), talk to handywoman (she is trying to find her long-lost love, named Dougal), tell her about shack (she says she'll go there once you give her something that needs to be fixed, but as the translator is already there she fixes it), east (Pete's here, contemplating life), talk to Pete (you feel sorry for him, so there's only one way to deal with that scenario), hug Pete (he's so delighted that he proposes to you. You accept and he places a bracelet around your wrist), take pincushion, in (the Egyptian pass allows you to enter), read hieroglyphics (you're no Egyptologist), switch on translator, read hieroglyphics (this time, although the translator implodes, you locate a Petri dish), out, west, ne, east, south, ne, throw pincushion (Ophelia escapes from the snake and rewards you with a power matrix), north, west, west (once again your hayfever acts up, so you flee!), east, north, light lamp, west (you see the inside of the cavern much more clearly now), take all (the piece of quartz and the medical card), drop lamp, east, south, west, south (hayfever syndrome again!), east, give card (the duck pecks you, thus curing the hayfever; maybe he's not a quack after all?), west, west, examine flowers (the orchid is the most captivating, but you must **not** take it as it would be an affront to nature),

take sample (on the Petri dish), east, east, south, sw, north, examine cloning device (it has a tiny compartment and a button mounted on front), insert Petri dish, push button (an orchid appears in your grasp and the Petri dish is caused to explode), south, east, give orchid, take palette (the hermit now allows you to take it), west, ne, north, west, blow whistle (a giant butterfly is summoned and you receive a knob of butter which is placed in the centre of your hand, but it's melting), west, north, east, east, paint bracelet, put butter on bracelet (after these two actions the bracelet is now both gold and glowing), take book (the thorns move back in reaction to the magical bracelet), read book (it's the **"Complex Contraption Guide for Beginners (Beginners of the End)"** and, amongst other things, it illustrates the usage of an ultrasound detector), west, west, give blueprints (Hands is so overcome with pleasure at this saving grace that he rings the bell and summons Fred), talk to Fred (he tells you that he is the new Fire Marshall), FF (Fred follows you), east, north, east (Fred ambles in after you and deals with the dragonflies by spraying an aerosol can on them), take contraption, examine it (the ultrasound detector, lacking a power supply), insert power matrix (the ultrasound detector whirrs to life), east, talk to King (he will give you a cage in return for his quartz), give quartz (he gives you the cage), west, west, west (the ultrasound detector allows you to spot a bat in the cavern), catch bat, east, east, east, south, talk to sorcerer (he has turned the King's daughter into a bat), give cage (he rewards you with a crystal ball), examine crystal ball (it shows an image of itself passing through a crystal gateway), search fountain (you find a Ferris hologram, which has a button), north, west, west, south, west, south, east, east, south, sw, north, west, sw, throw ball through gateway (there is an almost blinding light), south (Kevin's here again, hiding, but you can see his trousers), examine trousers (a flash falls out of his pocket), take flash, insert flash in camera, east, drop rock and lift it (the strongman show-off is so shocked that he collapses). Search strongman (you find a ticket), east, give ticket (the attendant allows you into the cart), search cart (you find a tiny key under the seat), wait (until you are ejected now that the ride has ended), east, push button (no, the machinery is disrupting the hologram), examine machines (ah! There's a keyhole), insert key (the machines cease their activity), push button (you are reunited with Kevin who suggests that a snapshot would be a good idea) and take photograph (moments later you are walking back to Pete's Miniature Mansion with your son, and to your utter surprise Pete has arranged that you get married. The wedding occurs that afternoon, and Pete has asked the vicar and all your friends around in order to conduct the ceremony. Weeks later, you and Pete are out on the town and you bump into Susan Brief, Fred's mum. She reminds you that your rejuvenated marriage is much superior to that of Susan and her ex-husband, Del. A happy family again? But for how long?)