

## URBAN

VIZ COMICS - exchange for voucher for free bottle of vodka.

WALKMAN - needs batteries and cassette. Used to drown Bella's singing.

SOAP - used to open doors smoothly.

CUSHION - breaks the fall of something thrown.

LIGHTER - buy it, use it, then return it for a refund.

BATTERIES - buy them to power Walkman. Careful, they corrode very quickly.

MONEY - your reward for collecting empties.

EMPTYIES - 5 different flavours; try bathroom, urchin boy, rubbish bins and nightclub.

KEYS - in freezer and on Dave the barman.

BOUNCERS - they would like you to wear a tie.

BOWL - from Hurn the Hunter.

CASSETTE TAPE - beyond air vent in cubicle.

LOCKED DOOR IN SMALL ROOM - put a 1p in the slot.

TIM the TECHNICIAN - needs something, in return he will operate the flap.

CHICKEN BURGER - don't eat it, give it to someone.

HOVER BIKE - fill with high "octane" fuel, then go for a ride.

GATE TO CASTLE - only opens for dwarves, wizards, witches, etc.

STOWN - gives you ashes in exchange for food; you must have something to catch them in.

DIAMOND MAKING MACHINE - read leaflet, insert ashes, and press buttons in correct order.

FIREWORK - you need the lighter again.

CASH FOR LIGHTER - hope you remembered to remove the cassette tape from the Walkman!

## The Solution.

Get the pile of Viz's from the room down from the start location. Examine the table in the start room and read the booklet for some clues. Get the Walkman™. In the bathroom, examine the cabinet and get the soap and the bottle. From the empty bedroom, get the cushion. Leave the house. Find Hurn, examine him and take the bowl. Do this as soon as you see him, otherwise Hurn will disappear. Find the pile of crates and wait. Pete Popman will appear and explain what he wants. Pete needs 5 empty pop bottles before he'll give you some money. You should already have one bottle from the bathroom cabinet. The others are to be found by examining and searching the bus stop, and the bins in the alleyway. The final two can be obtained as follows:

When you're in the location with the small boy, drop the cushion. The boy will throw a bottle which will land on the cushion and not break. You can now leave the cushion here, as it serves no further purpose.

The other bottle is inside "Steve's" nightclub, which can be entered in the following way:

Go to the alley to the east of "Steve's" and examine and search the alley. Once you've found the piece of sheeting, move it and you'll find a door. Open this door and when it sticks, rub it with the soap to fully open it. Through this door you should discover some rooms where you should find, amongst other things, a bow tie. Wear this and then go to "Steve's." Answer the bouncer's question correctly and they should let you in. Once inside, go to the bar and get the final bottle. Return to the crates with all five bottles and wait. Your work should hopefully be rewarded. It's a good idea to return to the crates and drop a bottle off every time you find one, otherwise you'll soon find yourself unable to carry any more.....

Now go to the Shopping centre and read the sign to find Barney's swapshop. Go inside and talk to him to find out what he wants. If you have the required "goodies," Barney will give you a voucher to use at "Steve's" - put this somewhere safe for later use.

Now go to the hardware shop and buy the lighter (don't forget your change!) Examine the lighter for a clue about what to do with it later. Return to the rooms in the alley by "Steve's" and open the freezer. Melt the ice with the lighter and get the bunch of keys. Return the lighter and the change to Dick at the hardware shop, and he should give you your money back. Use this to buy the batteries (again, don't forget your change!) and return to "Steve's" together with the voucher and the Walkman™.

Once back inside "Steve's," go to Dave at the bar, give him the voucher - he'll give you a bottle of vodka in return - and examine him. Now give him the bunch of keys and you should receive a key in return. Use this key to unlock and open the air vent in the toilet. Go into the tunnel and retrieve the cassette. You can leave the key to the air vent behind in the tunnel if you wish. Now insert the batteries and the tape into the Walkman™. If you have got the Walkman™, then you'll automatically be wearing the earphones, so don't worry about that. Now go to the location to the south-west of the empty table and play the tape. You can now go to the empty table to the north-east without fear of enchantment by Belladonna. Examine and talk to her to pass the time until she casts a transportation spell.

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## The Solution.

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Once you appear in the new location, stop the tape immediately, otherwise the batteries will run out and the Walkman™ will dissolve. Now examine and search the corridor until you discover the slot. Insert the penny change into this slot, and then rub the door with the soap to fully open it. You can now discard the soap, should you so desire. Find the room with the shelf in and examine it. Once you've done this, read the pamphlet for further clues. Go downstairs to the room with the flap in it and examine it. Tim the technician should appear. Talk to him and, if you feel the need, examine him. Then give him the Walkman™ and hopefully he'll provide you with a chicken burger; take it, but don't eat it! Proceed to the vehicle pound and examine the hover bike. Refuel the hover bike using the vodka and then, after ensuring that you have the bowl with you, ride the hover bike.

Once your hover bike journey is over, find Stown the Crone, and talk to her. Give her the chicken burger and if you've got the bowl, the ashes she gives you won't just slip away through your fingers. Examine the ashes. Now find and retrieve the ID card which should be by the pool, which can be examined if you want. Return to the base by heading northwards with the ID card and the dust in the bowl.

Upon returning to the base, go downstairs again to the room with the machinery in it. Examine the machinery, funnel, and control panel. Now pour the dust down the funnel and press the two buttons. Pick the diamond up and return upstairs to the room with the closed Crystallex™ door. Insert the ID card into the requisite slot and go inside. Now examine the booth. Insert the diamond into the hole in the booth. Get into the booth, and with luck, and a prevailing wind, you should have completed the game with 100%.