

“Why Is the World Round Anyway?”

Don't Jump the Gun - How to Complete Part One!

Can of “Monad” Cream and the Specs

Found by examining the dishwasher in the Kitchen of the Future. Use the tin protoniser and opener (found by examining the nests in the chicken coop) to open the can by applying the cream to the specs for a lens. The pince-nez specs are located in the optician's, by the way.

The News-stand

Give Arnie the wad of banknotes (examine the floor in the Transport Light-Beam Room for these) and he rewards you with a magazine and Tipple's deeds.

Mr. Roll's Oven

Open the panel of the fountain in the park and take the circuit board from within. Insert the circuit board in the oven in the bakery kitchen and go west for Roll to give you some yeast.

The Can Bank, the Cheque Maker and the Bottle Bank

You should put the empty tin in this for an embedded cheque. At the sleazy place, plug in the cheque maker, and insert the blank cheque in it and finally type the password “sleazy”. Insert the cheque into the bottle bank for an empty bottle!

The Keys

Simply activate the electromagnet from the deserted lab to pull the keys from the grating in the street.

The Farmer, the Crows and the Grain

To disperse the crows annoying Richards' grain, first examine the vat in the photo-lab for some film, then get the holographic projector from the technical workroom. Insert the film into the projector and play it in the field. Using the combine harvester, harvest the grain (with the aid of the keys) and take the grain.

Mr. Kingdom, Mr. Tipple & the Moonshine

Give Mr. Tipple the deeds for his brewery (provided when you buy the mag) and he'll offer to transport a vat somewhere for you - you need to type **shed**, i.e the moonshine-making shed. Go there and add the instant alcohol mix (search the corn field for this), the grain and the yeast. Fill the bottle with moonshine and give this to Mr. Kingdom for a molecu-liser.

The Car

Fire the molecu-liser at the bus stop sign and hold the sign up to stop the car. Open its panel and siphon out the uranium into the canister (found in the garden shed) using the plutonium pump (got by searching the straw in the pigsty).

The Department Shack

Swap the molecu-liser with the light-beam solidifier (once you've used the molecu-liser for its ordained purpose).

Matilda

You can only open the ottoman on which she temporarily sits by waiting until she jumps into the vat (as you pour the moonshine into the bottle). Inside, you'll find a blue failsafe.

The Trans Light-Beam Room

First of all, put the lens in the uranium-powered light-beam generator to strengthen its rays. Then insert the uranium canister (must be full, however!) into the relevant compartment, and drop the generator before switching it on. Switch on the solidifier, it will float into the beam and solidify it. And, finally, ensuring you have the failsafe, go up for the correct password.

“Why Is the World Round Anyway?”

What to Do In Part Two!

Fire Alarm

Look behind the television in the viewing room for a disarmer book. Stand on the box in the entrance hall then smash the glass and flip the switch. Before you can possibly do this, however, open the cabinet in the alarm station and cut the wires, using the book as a reference. To cut the wires, you need to look under the bed in the bedroom, open the panel and take the secateurs. This whole process, when complete, allows you to switch on the Sulphur Factory.

Sealed Compartment

Search the rubbish in the garage for a remote control. Press the button to open the compartment for the yellow failsafe.

Green Failsafe

You need to push the forcefield degenerator north from its original location (the store-room). First it is necessary to release flies into its matter-stream, so enter the Sulphur Factory and find Rene; close a door, blocking his progress, then, when he meets Grizelda, you can enter the Science Lab. Examine the desk and swipe the pooter and tongs. Collect the flies which hover about the food in the dining-room and release them. Hey presto!

Scientist's Guide

You can't do this, and several other actions, till you know *how*. Therefore, some research is essential. In the Science Lab, open the Specimen Drawer to find a frozen Mrs. Pickerty. Take the bracelet off her wrist. Wear it and you're teleported to an office, having seven moves to either:

- ① Open bookcase, take scientists guide, east, examine column, push symbol, flip switch, take pellets;
- ② Open bookcase, take scientists guide, north, take aerosol, south, east and insert blue failsafe.

The correct choice is ② and this is because: a) The guide is essential to completing several key tasks, b) The aerosol allows you to enter the attic, and c) If you do not insert the blue failsafe you can't get in again.

The Scientist's Guide (usage)

Simply FIND <topic>.

Heavy Book

Spray the aerosol on the ladder, ascend it then examine the pipes for a Pipe of Peace. Give this to Big Chief Rubber Duck, then **CF**. Ask him to open the book. When you want rid of him, just **CS**, but not until you have got all the use out of him that you can!

The Tap

Give the monkey the peanuts, **PF** then ask him to repair the pipes in the attic. Examine sink for a beaker.

The Key

If you take it and go south, even west, it's okay. But to the southeast or southwest from there you will be pulled back. Simply ask the muscle-bound Chief to take it and go where it can no longer stretch - and you have the key.

Maggie, the Magpie

Insert the green failsafe into the slot beside the blast door at the passage and enter the shaft, but go north. Go through the procedure of releasing Maggie and collecting her pellets. Now you may unlock the safe and slide down the rainbow!

The Epsom Salts

Collect the umbrella from under the rainbow. Fill the beaker with water at the washroom, evaporate it with the flame outside the Sulphur Factory, open the umbrella and go to the weather station where you should place the beaker in the rain gauge. Wait until it fills, take it and add the pellets for Epsom salts.

Mother and Child

Give Julia the Epsom salts, causing her to run to the loo. She is seen leaving, dragging her mischievous toddler after her.

The Repository

Having taken the tablets from the medicine cabinet, you should now eat them and open the box - lo and behold! The final failsafe, a red one, is discovered.

The Failsafes

Insert the yellow failsafe in its rightful position, but what to do? You can't go through here because there are no other blast doors open - remember the failsafe can only be inserted in the outside of the blast door. The answer is that you should go beneath the rainbow and **holler!** Maggie carries you into the safe. Insert the red failsafe and everything goes haywire. That is the end of the game and you find out **why** the world is round (anyway)!