

Warning: The following pages contain answers to questions that you may not want YET!

Read only if you are completely stuck.

YOU HAVE BEEN WARNED !!!!!

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***Zork Zero supports on-line hints and mapping, these materials have not been reproduced for this booklet.**

ZORK

Above Ground

Where do I find a machete?

There is none. The game must have some limitations. You can't expect to walk to the nearest airport and fly to London to see the British Museum...

HOW do I cross the mountains?

Play ZORK II

How do I kill the songbird?

What a concept! You need a psychiatrist.

IS the nest useful for anything?

In China you might make bird's nest soup.

This is not China.

In other words, no.

HOW do I open the egg without damaging it?

You don't.

Have you tried saying OPEN EGG?

It takes a great deal of manual dexterity and the proper tools.

Someone else in the game can do it.

Only the Thief can open the egg. Give it to him or leave it underground where he will find it.

HOW do I fix the broken canary?

It is broken beyond repair.

No one can fix it. Really!

Are the leaves useful for anything?

They're grate, but not useful

They can be taken, counted or burned.

HOW do I open the grating?

You must unlock it.

You need the skeleton key.

It can be unlocked only from below.

The grating and key can be found in the Maze.

How do I get off the roof of the house?

How did you get up there?

Someone from Infocom would love to hear how you did it.

This is one of those questions which was put in here for the sole purpose of teaching a lesson - do not use the presence or absence of a question on a certain topic as an indication of what is important, and don't assume that long answers indicated important questions.

Once I have the canary in an undamaged state, What do I do with it?

Something is attracted to it's singing.
It is also a treasure.
Try winding it in the forest.

How do I get the brass bauble?

You must open the egg first.
See the previous question.

How do I open the front door?

It cannot be knocked down.
It cannot be destroyed.
It cannot be opened.

How do I get into the house?

Have you checked all sides?
There's a window in the back which is partly open. Open it and climb through.

Can I eat the lunch?

Try it. Try the water, too. You can't be afraid to try anything in ZORK (but it may make sense to SAVE your place first).

How do I get into the dungeons?

The entrance is in the house.
Trapdoors can be hidden.
Move the rug.

What is a grue?

Ask ZORK

THE CELLAR AREA

Can the trapdoor be opened from below?
No. The only way to keep the trapdoor from closing behind you is to find another exit (other than the chimney, which is very limited).

How do I get up the ramp in the Cellar?

The ramp is too slippery to climb
Is there a way to make it less slippery?
No, you won't ever get up the ramp.

HOW do I negotiate with the Troll?

Trolls tend not to be conversational. They require a much more direct approach.
You won't get past the Troll while he is conscious.
Kill him with the sword.

What can I do with the Axe?

It can be used as a weapon, but isn't really necessary for anything.

Does the paint in the studio mean anything?

The artist was sloppy.

THE MAZE

How do I get through the Maze?

It is essential that you make a map of the Maze.

All ten directions are used: N,S,E,W,NE,NW,SE,SW,UP, and DOWN. Some passages lead back to the same room.

Rooms can be marked by dropping objects. (However, the Thief can be a pain.)

There are 22 rooms west of the Troll Room.

What do I do with the rusty knife?

If you had your sword when you took it, the pulse of blinding light should have served as a warning.

Try throwing the knife if attacking someone with it.

What do I do with the Skeleton?

Let the dead rest in peace.

Can I use the broken lantern?

If you think it's useful, there's this bridge you might be interested in...

How do I get past the Cyclops?

Fighting isn't always the answer.

There are two solutions.

What happens if you hang around too long, or give something to the Cyclops?

He's hungry, isn't he?

Feed him the lunch and water.

Do you remember your mythology?

Take a very close look at the commandment in the black book.

The Cyclops is scared silly of the name of his father's nemesis. ODYSSEUS (first letter of each line in commandment-some computer screens are narrow and make this more difficult to see. The Latin version of the name, ULYSSES, is also accepted.

For fun, try saying ODYSSEUS elsewhere.

THE ROUND ROOM AREA

How do I get the platinum bar?

In some versions of the game there are two solutions.

The solution has something to do with the room's acoustics.

What happens whenever you say something? something?... something?

Type ECHO

SOLUTION 2

What is causing the loud roar?

Is there a way to control the flow of water?

Solve the puzzle of the dam.

Does opening or closing the dam gates affect anything downstream? Open the dam gates. Wait until the reservoir is empty, then close the gates. Take advantage of the silence in the Loud Room while the reservoir refills.

How do I kill the rock?

How silly!

The term "living rock" is metaphorical, and should not be taken literally.

Is there anything special about the mirror?

Breaking it is not a good idea.

Looking into it can be fun.

Did you ever try touching or rubbing it?

There are two Mirror Rooms. Touching the mirror in one transports you to the other.

How do I enter Hades.

You must exorcise the evil spirits.

For a hint, turn the page in the black book.

It requires the bell, book, and candles.

Ring the bell, light the candles, and read the black book.

The order in which you perform the ceremony is very important. Also, you must be holding the candles when you light them. Speed is of the essence, so-don't waste any more time than is necessary between steps.

Can I get anywhere from the Dome Room?

Yes, it is likely that you have seen the necessary equipment.

It is found in the Attic.

Tie the rope to the railing.

Can I go up from the Torch Room?

No.

How do I get out of the Temple area?

You'll never reach the rope.

You can leave from the altar end by going down, but "you haven't a prayer of getting the coffin down that hole"

Or solve the puzzle of the granite walls.

The altar has magical powers. What is usually done at altars?

Try praying.

THE DAM AREA

How do I blow up the dam?

What a concept!

How is the control panel operated?

You can turn the bolt.

You need the wrench.

You must activate the panel. (Green bubble lights up.)

What is the green bubble for?

It indicates that the control panel is activated. Use the buttons in the Maintenance Room.

What do I do with the object which looks like a tube of toothpaste?

Read the tube.

Brushing your teeth with it is not sensible.

It doesn't oil the bolt well.

Goopy gunk like this is good for patching leaks in water pipes or boats.

What is the screwdriver for?

You'll know when the time comes.

What do the buttons in the Maintenance Room do?

Try them all. You should be able to find out.

The blue button causes a water pipe to burst.

The red button turns the lights on and off.

The yellow button activates the control panel at the dam. (The green bubble is now glowing.)

The brown bubble deactivates the control panel.

Can I stop the leak?

Yes, but not with your finger.

Isn't there some sort of glop you could apply?

Use the gunk in the tube.

What is the pile of plastic good for?

What is the valve for?

Did you try blowing into it?

You need the air pump, which is north of the Reservoir.

Solve the dam problem, or figure out the mirror.

Old Man River

Can the river be crossed?

Not without a boat.

What will placate the River God?

What have you tried to throw into the river?

There is no river god. Anything thrown in is lost forever.

How do I get back from across the river?

If you launch the boat from Sandy Beach, you can cross the river to the west to White Cliffs South.

It is also possible to cross the rainbow.

How do I control the boat?

Read the label.

You can say BOARD or GET IN, DISEMBARK or GET OUT, LAUNCH and LAND (or a direction toward a landing area.) You can also let the current carry you.

How do I carry a pointy object onto the boat?

Pointy objects can puncture a plastic boat. You should not carry them on. Put them in the boat before boarding or put them into a container, such as the brown sack, first.

How do I go over the falls?

just stay in the boat and wait.

Well, what did you expect?

I see no intelligence here.

By the way, have you ever taken a close look at the word ARAGAIN?

What is the significance of the rainbow?

You can cross it and get the pot of gold.

You do not click you heels together three times while saying "There's no place like home."

The description of one of the treasures, and the result of manipulating it properly were meant to be subtle hints.

Raise or wave the scepter while standing at the end of the rainbow.

How do I get through the crack in the Damp Cave?

It is too narrow for most insects.

You don't.

How do I turn myself into an insect,

Build a cocoon?

Not bloody likely.

THE COAL MINE AREA

What do I do about the bat?

It's a vampire bat.

Have you never watched an old horror movie?

Use the garlic.

How do I get beyond the Smelly Room?

If your lantern battery is dead, forget it.

How do I find my way through the coal mine?

I would think you were an expert maze-mapper by now

Is the basket on the chain useful?

Anything that complex in ZORK is useful.

How do I get through the narrow passage from the Timber Room?

You cannot fit through the passage with that load

Did you try dropping everything?

What source of light can I bring into the Drafty Room?

Matches.

Well, no one said that would work in a draft, you can't carry a light source in. There is another way.

Why might the room be drafty?

Did you ever wonder where the shaft with the basket led?

Objects, including light sources, can be placed in the basket. The basket can be lowered and raised.

What is the timber for?

It makes the room more interesting and the adventurer more confused.

How do I use the machine?

The switch description should remind you of something.

Try putting something inside and turning the machine on with the screwdriver. Have a dictionary handy.

You can make a diamond from coal.

What is meant by the "Granite Wall" in the Slide Room?

Evidently the ancient Zorkers did not have strong truth-in-advertising laws. Take nothing for granite.

Is the coal good for anything?

It is a source of carbon.

One of the most valuable gems is made of carbon.

Diamonds are pure carbon in crystalline form. They are created under tremendous heat and pressure.

Is the gas of any use?

It's great for blowing up dim-witted adventures who wander into a coal mine with an open flame.

THE LAND BEYOND THE CHASM

How do I cross the chasm?

There's no bridge.

How do I build a bridge?

An interesting idea...

The timber might be useful.

But then again, maybe not.

A valiant attempt, but this is getting you nowhere.

Why doesn't the magic word "Plugh" work in the land beyond the chasm?

A hollow voice says Fool.

Should nonsense words work anywhere in ZORK?

Remember the warning in the introduction. Don't let the presence or absence of questions, or the length of the answers, influence your game.

After the meteor strike activates the long-dormant volcano and destroys the bridge, how do I get back across the chasm?

Whew! (That might actually be an interesting addition to the game.)

GENERAL QUESTIONS

Why does the sword glow?,

Elvish swords are magical, and glow with a blue light when dangers (particularly dangerous beings) are near.

What do I do about the thief?,

Discretion is the better part of valor.

You can almost always avoid a confrontation by walking away. Although you may be robbed, at least you won't be killed.

How many points are there in the game?

350. Any time you QUIT, RESTART, or SCORE, this is pointed out.

How do I get out of the dungeons?

There are six exits.

The chimney will allow you to carry one object at a time in addition to your lamp.

Once you find an exit other than the chimney, the trapdoor will not close behind you.

Probably the easiest exit (conceptually) is by the way of the grating. You will probably come across three exits while solving some of the harder problems. But it is not necessary to find more than one to complete the game.

What is the significance of all the engravings?

The knowledgeable critic, I. Q. Roundhead, wrote a ten volume study of the engravings of the ancient Zorkers. To make a long story short, he concluded that the Zorkers were very strange people.

How do I kill the Thief?

The Thief is a cunning and dangerous opponent, skilled in the martial arts. Novice Zorkers would do well to avoid him.

It is possible to distract him for one move by giving him something of value.

The nasty knife is a marginally more effective weapon to use against him. As you gain in points, you become a better match.

How can I recharge my lamp?

What makes you think you can?

It is always best to conserve resources. You can prolong its life by turning it off whenever you can and using alternate light sources.

What happens when you die in ZORK?

You may appear in the forest with your belongings scattered (valuables below ground, non-valuables above.)

You may wander as a spirit until you find a way to resurrect yourself. ZORK is as fair as baseball. Three strikes and you're out.

You become a spirit if you have visited a certain location before death. The location is the altar in the South Temple.

Try praying at the altar.

Who is "the Other Occupant?"

He of the large bag
The Thief, of course.

How do I go over the falls without killing myself?

Why not ask, "How do I cut off my head without killing myself"

Where is HELLO SAILOR useful?

Are you sure you want to know?

Absolutely certain?

To quote the black book, "Oh ye who go about saying unto each: "Hello Sailor"; Dost thou know the magnitude of thy sin before the gods?.. Surely thou shalt repent of thy cunning.

Nowhere. [You were warned.]

Why do things move and disappear in the dungeon?

The Thief is constantly moving about.

There is a high probability that he will take valuable objects (except the gold coffin) which you have seen. There is a much lower probability that he will take a non-valuable object (again, only if you have seen it), and he may later decide to drop it.

Where are the treasures the Thief took from me?

As he wanders about stealing things, he puts them in his bag. Whenever he stops in his Treasure Room, he drops off the valuables he has collected.

You can get the contents of the bag by defeating him in a fight.

The Treasure Room is guarded by the Cyclops.

What do I do with the Stiletto?

Congratulations! Getting the stiletto is rare. If you keep it away from the Thief, he won't attack you.

It is a weapon, nothing more.

Who is the lean and hungry gentleman?

The Thief.

Where can I use the shovel?

It will dig only into very soft soil.

Try it in the sand.

The sand in the Sandy Cove is most promising.

Is there any significance to all the granite walls?

There are only two true granite walls?

While next to a real granite wall, you can transport yourself to the location of the other by saying the name of the room.

The two granite walls are in the Temple and the Treasure Room.

FOR YOUR AMUSEMENT

(after you finish the game):

HAVE YOU EVER:

opened the grating from beneath while the leaves were still on it? tried swearing at ZORK? waved the scepter while standing on the rainbow? tried anything nasty with the bodies in Hades? burned the black book? damaged the painting? lit the candles with the torch? read the matchbook? tried to take yourself (or the Thief, Troll or Cyclops)? tried cutting things with the knife or sword? poured water on something burning? said WAIT or SCORE while dead (as a spirit)?

WORDS YOU MAY NOT HAVE TRIED:

Hello (to Troll, Thief, Cyclops)

ZORK

OIL

XYZZY

WALK AROUND (in forest, outside house, or in house)

PLUGH

FIND (especially with house, hands, teeth, me)

CHOMP

COUNT (candles, leaves, matches)

WIN

MUMBLE (or SIGH)

LISTEN (especially to the Troll, Thief, or Cyclops)

REPENT

WHAT IS (grue, zorkmid, etc.)

YELL (or SCREAM)

SMELL

ZORK II

THE CAROUSEL AREA

What is the solution to the riddle?

The word "tall" is somewhat misleading from the usual point of view. Something deep, from the bottom, appears tall.

It is a well. Type: ANSWER "A WELL". The key words are "round", "tall", and *draw'.

Is it possible to leave the carousel heading west?

Not until the carousel has been stopped.

I'm getting tired of the carousel; can it be stopped?

Yes. The ZORK Implementors do have some compassion.

When you reach the point where a solution is possible, it should be fairly obvious.

It involves the buttons in the Machine Room.

How can I map the area around the Carousel Room?

If you give a direction to leave the carousel (such as WALK SOUTH), there is a 31% chance that you will actually go that way (low, but certainly better than random).

Once you've left the carousel, find the direction back to it.

What do I do with the clay brick?

Be careful with it.

Burning it will make its use apparent.

It's plastic explosive.

Using a fuse may give you time to leave the area before it explodes.

Try inserting the black string.

How do I open the door in the Tiny Room?

Have you looked through the window?

Are the spheres useful for anything?

Have you looked into the red sphere?

The door is locked from the inside. The key is still in the lock.

You can push the key out of the hole with the letter opener.

Try the old trick of slipping something under the door to catch the key.

Try using the place mat.

Is there a way to get past the ice in the Ice Room?

Yes

Have you tried melting the glacier with anything?

A large, portable source of heat might be useful.

There is one nearby.

You can lure the dragon into the Ice Room, thus solving two puzzles. Have you noticed that if you attack or in some way annoy the dragon and then leave the room, he follows you?

Where do I find an Ice pick?

There is none.

What is going on in the Topiary?

You're not going to let a few hedges scare you, are you?

How do I catch the unicorn and get the golden key?

"The unicorn is a mythical beast."

Only one of royal blood may approach a unicorn.

Rescue the Princess from the dragon and watch what she does.

Follow her.

How do I enter the gazebo?

You will not enter the dragon's lair while he lives.

How do I kill the dragon?

You are too puny to harm him directly.

Even bombs have no effect!

Did you notice when you attack the dragon and leave, he follows you? You can use this technique to lure him to the Ice Room.

Can I kiss the Princess?

Only while she's sleeping. Don't try anything nasty.

How do I open the door in the Guarded Room?

You will need a key to unlock it.

You have probably seen the key.

It is hanging from a red ribbon around the neck of the unicorn.

You will also need to do something about the lizard doorkeeper.

What do I do about the lizard doorkeeper?

It cannot be killed.

It can be satisfied by a particular Measure. When you find it, it should be obvious.

There is a box of rare candied insects at the bottom of a pool of water.

How do I move the menhir?

Blasting will have no effect on it.

You will not be able to get past the large menhir until you have mastered the Wizard's power, which first requires solving most of the other puzzles in the game.

One way to move it is to use the wand to "float" it.

Another way is to ask the demon to move it for you.

What do I do with the grue repellent?

Read the label.

The Oddly Angled Room

Does the club have any use?

Examine it.

It is a baseball bat.

It is a clue to the nature of the maze.

How do I reignite the club?

If you examine it, you'll notice it was never ignited.

What do the glowing diamonds signify?

Progress. The brighter they glow, the closer you are to solving the puzzle.

How do I break the glassy substance?

It cannot be done with the club.

You might try the bomb, but it won't get you anywhere.

The solution to the problem of the Oddly Angled Room has nothing to do with breaking walls.

What is the significance of the convention of wizards?

You've been fantasizing again.

Why does my sword glow when I am at the bottom of the stairs?

You are one room away from a dangerous creature.

What in the world do I do in the Oddly Angled Room?

If you solve this without any help at all, my cap is off to you!

This maze was meant to confound maze mappers.

There are nine rooms. Almost all of the room connections are probabilistic - sometimes they work and sometimes they don't. (If you repeat any direction often enough, you'll travel through all the rooms.)

Have you noticed all of the baseball clues: the Babe Flathead bat, "You'll never get past first base at this rate "?

The glowing diamonds are baseball bases - the brighter they glow, the further you've progressed.

Left-handed pitchers are sometimes called "southpaws."

The solution is to walk in the directions of a standard baseball diamond, starting from home plate (where the bat is): southeast, northeast, northwest, southwest. (It is admittedly a very difficult puzzle - apologies to non-American Zorkers).

THE BANK

What is the curtain of light for?

Have you read the bank brochure?

Have you tried touching it?

Have you tried throwing anything at it?

Have you tried walking through it?

How do I turn off the alarm system?

Are there any switches or electrical devices in the area?

Does the Wizard have any appropriate spells?

Unfortunately, the alarm system remains foolproof. You must find another way to remove treasures.

How do I get out of the Small Room?

You came in through a door, didn't you?

Like most doors, the curtain door has two sides.

The other side of the door may not be apparent.

Try walking through the south wall.

Once the curtain door has closed, the only way out is to give the Gnome something valuable. If you have nothing of value, you will be trapped forever.

HOW does carrying the portrait affect where I will end up?

Any association between items you are carrying and the room to which the curtain door leads is purely coincidental.

How many places can I get to from the Depository?

Seven, including four through the curtain.

How do I get into the vault?

The curtain door leads to four locations.

It is completely deterministic (i.e., non-random).

The location to which it leads is determined by the direction from which you entered the Depository.

If you enter from the east, you will be transported to the East Viewing Room; if you enter from the west, to the West Viewing Room. If you enter from the south (e.g., the Chairman's Office) you will be transported to the Small Room.

You can leave the Small Room by walking through the south wall (thus entering the Depository from the North).

If you enter the Depository from the north, you will be transported to the Vault.

How do I get out of the Vault?

How did you get out of the Small Room?

Try the north wall.

VOLCANO AREA

What are the basket and canvas for?

The canvas is attached to the basket, as is the receptacle.

You can get into the basket.

This is a deflated balloon.

Once I've determined what the basket and canvas are, how do I use them?

Once you inflate the balloon, you will find a card with instructions for use. These hints deal with inflation.

Not all balloons use hydrogen or helium.

Remember that hot air is less dense and therefore rises?

Bum something (such as the newspaper) in the receptacle.

How do I leave the top of the volcano without being killed?

You don't, but isn't it a glorious death?

Which of the three paths down to the valley is best?

Ask the scarecrow.
Beware of the lions and tigers and bears.
I suppose you'll soon be skipping and singing, "We're off to see the Wizard"
If you haven't guessed by now, this is a nonsense question.

What is the significance of the mines and smelter?

Have you tried processing ore?
Did you dig for the lode of mithril?
I find it amazing that you got this far, since there are no mines or smelters in Zork II.
Keep in mind the warning in the introduction: Do not use the presence or absence of a question on a certain topic as an indication of what is important, and don't assume that long answers indicate important questions.

How do I extend the lava tube?

This is not possible.

What do I do about the gnome?

The volcano gnome appears only if you are stranded on a ledge. He will help you, but only for a fee.

How can I translate the books?

A Zorkish-to- English dictionary would be useful, wouldn't it?
So, of course, there isn't one.
You cannot translate them.

How can I open or remove the rusty old box?

It has an oblong hole chipped into it.
Nothing short of blasting will open it. Someone seems to have done you a favor by creating a hole in which to place the bomb.

Who is M. Agrippa?

Didn't he design the Pantheon in Rome?

The "Alice" Area

can I get up the well, and if so, how?

Yes. What is a well for?

Have you tried putting water in the bucket?
Get in the bucket, then pour water into it.

What does the engraving say?

It is the logo for a Frobozzco subsidiary.

obo		obo		
		r	z	
AGI	becomes	f	MAGIC	z
E L		c	WELL	Y

mpa

o

n

mpa

or "Frobozz Magic Well Company" as can be clearly read at the top of the well.

How do I catch the magic mouse?

Have you tried using the green cheese?

There is no mouse. Sorry.

Can the writing on the cakes be read?

On all but one, it is too small to see with the naked eye.

Not even the robot can read it.

A magnifying glass would be useful.

Try reading it through the flask in the Pool Room.

Can the Mad Hatter be cured?

There is no cure for advanced mercury poisoning.

What Mad Hatter?

How do I get back down from here?

The reverse of the way you got up.

If the bucket has gone back down, you're stuck The water evaporates in 100 moves.

What do the cakes do?

Experiment with them. Try eating them. You can't be afraid to try anything in ZORK II (but you may want to SAVE your state first). Reading them will tell you something.

What can I do with the flask of poison?

Kill yourself or others.

Examine it.

Examine it. Look through it. Use it as a magnifier to read the writing on the cakes.

How can I get the object under the water?

You cannot successfully enter the water.

There is no valve to drain the pool or plug the leak.

There is a way to make the pool evaporate.

Try throwing the red ('evaporate') cake into the pool.

How do I cross the chasm?

There is no way to cross while in your small state.

Once you return to normal size, the chasm will be a small crack again.

How do I control the robot?

Read the instructions.

What is EBCDIC?

It stands for Extended Binary-Coded-Decimal Interchange Code, which IBM equipment often uses instead of ASCII (American Standard Code for Information Interchange).

What is a footpad?

It is not a doormat.

Check the dictionary.

It means 'thief' (i.e. you).

How can I take the red sphere?

Have you noticed that when the cage falls, you don't die immediately? You have time to tell the robot to lift the cage (if he is in the room).

What do the buttons do?

If you push them, you are electrocuted.

You can experiment with them by ordering the robot to push them. The buttons control the electromagnetic field which spins the Carousel Room.

The square button increases the spin to high speed. The round button decreases the spin to low speed. The triangular button flips the field from the Carousel Room to the Low Room, releasing the iron box and causing the carousel to stop spinning. (Note: Increasing the speed and flipping the field up to the Low Room is dangerous.)

The Wizard's Workshop Area

Can I open the Wizard's trophy case?

Not directly.

Treasures you were carrying when you died or which the Wizard has 'filched' from you are kept in his trophy case. If you acquire the Wizard's wand, you can 'filch' them back.

How do I take the Wizard's wands from the wand rack?

You don't. They can't be taken.

What do I do with the yellow sphere?

You've been fantasizing again.

There is no yellow sphere.

How can the owl be released?

The owl and the other memorabilia in the Trophy Room are protected by a powerful spell which cannot be broken.

No kidding.!

What do I do with the black sphere?

Have you tried looking into it?

The creature with the horrible face has freed you to return to your quest after dying.

Can you return the favor?

It has been alleged that demons are conjured up using pentagrams.

Try placing the black sphere in the pentagram.

Can the flying owl be caught?

Don't you have your owl net handy?

The FANTASIZE spell does not include a flying owl. Where did you see it?

If every question in this book were pertinent to the game, the questions themselves would give far too much away. Questions such as this should convince you to ignore questions that are not of immediate use.

How do I detach the stands from the bench?

You don't.

What are the stands for?

Their colors should be revealing.

Rubies are red, sapphires are blue, diamonds are clear.

Try putting the crystal spheres in the appropriate stands.

Does the pentagram have any significance?

It has been alleged that pentagrams are used by wizards to conjure up demons.

What do I do with the palm tree?

Admire its beauty.

How do I kill the serpent?

A fish out of water...

Have you tried breaking the aquarium glass?

As serpents are rather dangerous, you should stand far back and throw something at the glass.

How do I enter the aquarium?

You might try typing: ENTER THE AQUARIUM

There is no way to enter the aquarium and live.

How do I satisfy the demon?

Have you tried following his instructions?

If you have been wondering what to do with all the treasures, you now know.

You must give him the fancy violin, moby ruby, zorkmid coin, Flathead stamp, zorkmid bills, portrait, golden statuette, pearl necklace, gaudy crown, and golden key (minus any you had in your possession when you died or any that were "Filched" from you).

What do I do once I've satisfied the demon?

You should ask the demon to give you something.

It's something you need to finish the game; you've seen it but haven't been able to get it.

It's the Wizard's wand. Type: DEMON, GIVE ME THE WAND or DEMON, KILL THE WIZARD.

GENERAL QUESTIONS

What is the object of this game?

Part of the object of the game is to discover the object of the game.

If you just keep solving puzzles, eventually you will find that you have finished the game.

What should I do with the treasures I've found?

This is one of the puzzles you must solve. It really doesn't matter where you keep them.

You will find out what to do with them later in the game.

What do I do about the Wizard?

You need to discover and master the source of the Wizard's powers in order to complete the game. Until you do, he will create a lot of mischief for you.

How many spells are there in this game?

There are 12 that the Wizard commonly casts on you.

There are seven others that have special purposes.

The 12 are FALL, FLOAT, FREEZE, FENCE, FIERCE, FERMENT, FEAR, FEEBLE, FUMBLE, FILCH, FANTASIZE, AND FIREPROOF. The seven are FRY, FUDGE, FLOURESC, FREE, FROBIZZ, FROBOZZLE, AND FROBNOID.

What does the FANTASIZE spell do?

Sometimes it causes you to see a bizarre object that isn't in the room.

How do I cast a spell?

You'll need a wand.

Read the white book.

Point (or wave) the wand at the object to be ensorcelled. Then incant the spell (e.g. SAY "FLOAT")

Is there anything special about the spells the Wizard mumbles?

No. They are the same ones he says aloud.

Where should I play the violin?

Carnegie Hall?

Where is HELLO SAILOR useful?

How can I get the pearls back from the housekeeper?

What housekeeper?

Are you sure that you are playing Zork II?

How do I get past Cerberus?

The FIERCE spell is not recommended.

The FLOAT and FEEBLE spells are not strong enough.

Even the demon can't overcome him (them?).

Try taming him by putting on his collar.

The collar is found behind the menhir.

Where does saying HELLO AVIATOR cause something to happen?

The same place HELLO SAILOR and HELLO FOOTPAD cause something to happen. Nowhere.

What do I do for light when my lamp runs out?

If you have over 200 points and are in the dark with a burned-out lamp, wait for the Wizard to arrive. He will cast the FLUORESC spell and you won't need a light source (however, there are unfortunate side effects).

Can the demon help me?

He is mightier than the Wizard.

He will help you if you help him.

Once you have satisfied him, he will perform a deed for you.

Ask him to give you the wand or to move the menhir.

Where do I find the white sphere?

Try looking into the blue sphere. It is actually clear, not white.

For any man with half an eye

What stands before him he may spy

But optics sharp it needs and keen

To see what is not to be seen.

--'Sleuth'

Clear glass is invisible under water.

It is in the aquarium.

Are the spheres useful for anything?

What if they were called crystal balls?

Have you tried examining them?

Try looking through them.

When you look into one, you see the view from the next one in the chain

(somewhat like the palantirs in The Lord of the Rings).

How many spheres are there?

Have you ever died in ZORK II?

There are four.

You will create the fourth with the first three.

What do I do with the perfect rose?

Admire its beauty.

Must something so beautiful have any other use?

How do I go down the staircase beyond the landing without being killed?

In later releases (revisions) of the game, the landing is guarded by 'magical runes.'

'Magical wardens,' 'green lines of enormous power,' "close in on you as if searching for something.

You may proceed down the stairs and to the finish if you are carrying the Wizard's wand.

What do I do with the heads on poles?

We suggest that you not disturb the remains.

Let the dead rest in peace.

What is the significance of "Feel Free"?

Both words begin with an "F".

This is an inside joke. It is what one Implementor says to another Implementor offering suggestions for changes in a game. It has no significance.

I have all the points but somehow don't feel finished, What do I do?

Type: SCORE

The grue repellent label is a very subtle hint.

The Crypt is a 'place of death.'

It is too light to see the door to ZORK III.

When the crypt is dark, the door is visible. (Of course, the crypt will never be dark if you are fluorescing.) In release 18 and later, you will need to be carrying the wand also.

I've finished the game but don't have all 400 points. What's going on?

Don't let it bother you. You have really completed the game.

Treasures in the Wizard's trophy case are not required to satisfy the demon. Each treasure not given to the demon will leave you with fewer points.

I haven't finished the game and I don't have all 400 points,

So what else is new?

HOW POINTS ARE EARNED

Treasures: Their Values and Locations

(Use only as a last resort)

Treasure	Value	Where found
pearl necklace	15	in the Pearl Room
gold key	15	hanging on the unicorn
dragon statuette	20	in the chest
red sphere	20	in the Dingy Closet
fancy violin	20	in the iron box
portrait	20	in the bank Chairman's office
moby ruby	15	in the Lava Room
zorkmid bills	25	in the bank vault
blue sphere	20	in the Dreary Room
package of candy	15	under the pool of tears
black sphere	30	you create it
guady crown	20	in the rusty box
clear sphere	20	in the aquarium
Flathead Stamp	10	in the purple book
gigantic dog collar	15	in the Kennel
gold zorkmid coin	20	on the narrow volcano ledge
Wizard's wand	30	the Wizard has it

Other points

Other points are gained by: solving the riddle (5), getting to the top of the well (10), killing the dragon (5), entering the Wizard's Workshop (10), solving the Oddly Angled room maze (5), entering Cerberus's room (10), entering the Crypt Anteroom (3), entering the Crypt (2), and giving treasures to the demon (2 each, maximum 20).

For Your Amusement (after you've finished the game)

Have you tried:

- ...setting off the bomb in the Dusty Room and then waiting in the balloon tied to the ledge?
- ...petting or killing Cerberus after putting on his collar?
- ...removing Cerberus's collar?
- ...attacking the Princess?
- ...taking the serpent?
- ...diagnosing yourself while under certain spells?
- ...waiting around the Topiary?

ZORK III

CENTRAL AREA

How do I climb the endless stair?

If you wish to go back to ZORK II, Just switch diskettes.

How do I get the sword in the stone?

"Who do you think you are? Arthur?"

"The sword is deeply imbedded within the rock. You can't even begin to budge it."
Be patient. You'll get it when the need for it arises.

How can the runes be translated?

A Runish to English dictionary?

Have you examined them?

Beyond that, you'll get nothing more.

How do I climb the channel in the Damp Passage?

"The channel climbs too rapidly and the moss is slippery."

What will increase traction?

Studded snow tires work well on glare ice.

Some purists insist on chains.

If you were thinking of climbing the slippery moss, forget it. You really can't go that way.

How can I clear the rubble in the damp passage?

"The channel opening is blocked by tons of debris."

You can't.

Where do I find the old and wizended man?

The runes are a very subtle hint.

There is a chance he will appear when you enter (and only when you enter) the engravings room.

How do I wake the old and wizended man?

He is sleeping very soundly (listen to that snore).

Nothing short of shaking him will arouse him.

What do I do about the old and wizened man?

Attacking him would not be very sporting, but it might give you a clue. He is described as "weak", "tired", and "frail."

Have you considered helping him? Try giving him something he could use.

Try giving him the waybread.

Can the phosphorescent moss be kept alive for more than 10 moves?

Certainly. It will live through the entire game.

But you will never be able to take it, move it, or use it as a light source anywhere else.

How can I open the Great Iron Door?

You cannot open the door.

However, after the earthquake you will find a cleft in the rock which will allow you to pass.

How do I get out of the chasm?

How did you get down to the chasm?

I'm sure the folks at Infocom will be very interested.

I'm trapped on the aqueduct. What do I do?

If you can't proceed to the north due to a collapsed segment, you're stuck

What might have caused this segment to collapse?

The secret is to traverse this area before it is destroyed by the earthquake.

Can the lake be crossed?

"Go jump in a lake!"

Seriously! Jump in and swim to one of the other shores.

What is required to walk on water?

A messianic complex?

How do I catch the fish?

Just be careful that it doesn't catch you!

What is a Roc?

It is a legendary bird of prey of tremendous size and strength. Your probability of seeing it is low, but if you do, watch out!

What can be done with the swamp gas?

Swamp gas burns...

If you could transport it across the lake, it might make a good light source.

How do I transport the swamp gas?

A bottle would be useful.

Unfortunately, there are no bottles. By the way, where did you find swamp gas?

Remember the Introduction? If every question in this book were pertinent to the game, the questions themselves would give far too much away. Questions such as this should convince you to ignore questions which are not of immediate use.

How can I get the shiny object?

Try to take it until you eventually succeed. (There is a 50% probability that you will get it on any move. Although there is less than a one in one thousand chance that you wouldn't get it in less than 10 tries, it could conceivably take zillions of tries.)

What is the table with the "Scenic Vista" sign for?

Have you ever examined it?

Have you ever touched or rubbed it?

You can look at or go to sections of Zork I, Zork II, Zork III, and the Enchanter.

Is there anything under the manhole cover?

Try raising or moving it.

How do I get a light source to the southern end of the lake?

The light sources cannot be relit once they've gotten wet.

They can't be taken across the lake without getting wet.

There is no way to get a working light source to the south shore of the lake.

There is another way!

Have you seen the grue repellent?

Figure out how to use the viewing table.

Use the grue repellent to get to the Key room and aqueduct. The viewing table is also useful for pre-positioning the light source you will eventually need.

How can I get to the coal in the Dead End?

You can't.

You are limited to three moves in the areas visited with the viewing table. There is no way for you to increase this. Obviously, if you could stay as long as you wanted, there would have to be four games on the diskette.

What light source can I take to the west of the Timber Room?

None.

See question above.

THE LAND OF SHADOW AND THE CLIFF AREA

What do I do about the hooded figure?

Have you noticed anything you do which increases your score?

You must fight the figure.

Have you ever looked at him or looked under it's hood?

When badly injured, the figure is defenseless.

Does killing the figure leave you feeling satisfied?

While the figure is badly injured, try taking its hood.

Why do I see myself?

Very good question.

This is actually a hint.

How do I freeze the quicksand?

A blast of supercold air might do the trick, but The Great Underground Empire is far from polar regions.

The quicksand can't be crossed. It is one of the many borders which keep the Underground Empire small enough to fit on a diskette.

HOW do I get to the ship?

Congratulations. Seeing the ship is rather rare. Have you tried walking on water?

This is a Viking sailor.

You've been waiting three games for this!

Something happens here!

Type: HELLO SAILOR

How do I open the chest?

You can't open it.

The man at the cliff has the only key.

You'll have to wait for him to open it.

Wait on the ledge for him to appear, then follow his directions.

Can the man at the cliff be trusted?

He certainly seems like a practical joker.

But he has the only key to the chest.

You'll have to be patient and take a chance.

What is in the tree house?

This could be the man's living quarters.

The inflatable raft in the back room might be useful elsewhere.

It is amazing that anyone has gotten this far when there is no tree house.

I have the treasure: how do I mend the staff?

It cannot be fixed.

Have you tried protecting the staff (for example, throwing it off the cliff) before taking the treasure?

You'll have to decide which you prefer, the treasure or the staff.

I have the staff; how do I get the treasure?

You might try killing the man before he walks away with it.

You'll have to decide which you prefer, the treasure or the staff.

What is the significance of Smokey the Bear?

'Only people prevent forest fires.'

I bet you thought this was one of the nonsense questions. Try burning the trees.

What is in the vial?

"It feels as though there is something inside, but you can't see anything even though the vial is transparent."

Have you tried drinking it?

Look in the mirror immediately after drinking it.

The invisible liquid is an invisibility potion. It will last only two moves and will not be effective against the more powerful denizens of the Great Underground Empire.

THE ROYAL MUSEUM

When are museum personnel on duty?

Intrepid adventurers do not fear mere warning notes.

They all died years ago. You'll have to risk it on your own.

Is there anything I can do when I'm trapped in the small square room with marble and sandstone walls?

There is a way out.

Sandstone is a very light rock.

Try pushing one of the sandstone walls.

Where do I find the dynamite?

What a concept.

What is the slot for?

Have you tried putting anything in it?

Try the lore book.

This is one (although not the best) way out of the puzzle.

I'm lost in the puzzle. How do I get out?

There are ways out.

Try mapping (movable pieces to represent walls may help). Push as few walls as possible.

You might make use of the slot (not recommended).

Walls can only be pushed, never pulled.

Starting from the Royal Puzzle entrance, the following moves will solve the puzzle (note: innumerable other sequences will reach the same result): D. PUSH EAST WALL. S.S. SE. PUSH SOUTH WALL. N. NE. PUSH SOUTH WALL. TAKE BOOK. PUSH SOUTH WALL. E. NE. PUSH WEST WALL. SW. NW. NE. PUSH SOUTH WALL. SW. PUSH EAST WALL. NE. PUSH SOUTH WALL. NW. N. N. N. PUSH EAST WALL. SW. S. SE. NE. N. PUSH WEST WALL. NW. PUSH SOUTH WALL. AGAIN. W. NW. NW. PUSH SOUTH WALL. SE. SE. SE. NE. PUSH WEST WALL. AGAIN. SW. PUSH NORTH WALL. AGAIN. AGAIN. NW. UP. YELL.

What was the "snap" I heard?

You ran into something with the wall. Movable objects are transported to the slide room when hit by the wall.

What does the grey machine do?

This is a pressurizer.

It is like the machine used in ZORK I to make diamonds.

Unfortunately, it is not a working model.

What does pushing the button on the gold machine do?

Nothing if aren't sitting on the seat when you push it.

Nothing if you haven't changed the setting of the dial before pushing the button.

This is a time machine. Pushing the button transports the person sitting in the chair (and only that person - the machine itself doesn't move) to the same spot in the year indicated on the dial (where you may find the time machine in the same position). The effect is not permanent - in 40 moves you will snap back. The present year is 948.

What does the black machine do?

This is a room spinner.

Presumably it is a model of the machine which spins the carousel room in ZORK II. Fortunately it is not a working model.

How can I read the plaque in the Technology Museum?

It has faded with age and can no longer be read.

How do I unlock the cage?

That cage will protect the royal jewels until the end of time.

It is, however, possible to get your hands on the jewels.

You should learn the use of each machine in the Technology Museum.

How do I take the royal jewels?

The cage is impregnable, but you can't let small details like that stop you. Read the hints to unlocking the cage.

By now you know that the gold machine is a time machine which can be used to go to the jewel room before the cage is installed. (Push the machine to the jewel room in the present and go back to the year 776.) Unfortunately, you can't carry anything with you through time.

You must find a very good hiding place. Lord Dimwit Flathead's men will no doubt launch an extensive search for the missing jewels. They must remain hidden for nearly 200 years.

You might check the machines for a good place (wait for the guards to leave).

Have you looked under the seat in the time machine?

Excessive greed in an adventurer of your status is unbecoming.

Only the ring can be successfully hidden.

If you succeed in getting the ring, Flathead has the other jewels moved. If you botch the burglary, two things can happen: 1) they realize the time machine works and remove it, or 2) they find the jewels displaced and simply put them back (but a different plaque is installed).

What do I do about the robot?

Congratulations! It is a very rare treat to see the robot. Just try again.

BEYOND THE SECRET DOOR

What does the red button do?

Pushing the button alone is not notably helpful.

Pushing the button is helpful if another action precedes it.

Haven't you been curious about the red beam of light?

Block the beam with an object, then push the button. You will find that the mirror is a doorway.

What do I do about the red beam of light?

You can jump over it, but it won't do you much good.

Trying to take it is similarly useless.

Does the fact that it is only an inch above the floor suggest anything?

Have you tried blocking it with your hand?

Try blocking it with an object. You will now find that the button is useful.

What is the wet suit for?

What wet suit?

Is the mirror important?

Presumably you have already tried touching it, looking into it, pushing it, breaking it It is important, but you will have no direct interaction with it.

How do I break the panel?

The panel is not that easily destroyed.

You don't.

THE RECTANGULAR BOX

What is the significance of the different colored walls?

By making them different colors, you can refer to them separately. Pushing on the red or yellow walls can cause the box to rotate on the central pivot pole in the clockwise direction. Pushing the black or white walls can cause the box to rotate counterclockwise.

What is the significance of the pine wall?

If nothing is blocking it on the other side, pushing on it will cause it to swing out so that you can leave the box.

What is the significance of the mahogany wall?

If the box is aligned properly, pushing it will cause the entire box to move.

What is the long pole for?

The long pole is at the center of the box and extends from ceiling to floor. It is a pivot around which the box can be turned.

What is the short pole for?

Doesn't the hand grip suggest anything?

The pole has been dropped into a hole in the stone floor.

Try raising the short pole.

The short pole anchors the box in position and can be used to steady it when it is moved.

What is the T-bar for?

It has an arrow carved on it.

What is the significance of the direction the arrow is pointing?

That is the direction the mahogany wall faces.

Is the wobble significant?

It can be avoided.

If you drop the short pole into the channel, it will steady the movement of the box.

How can I undress the stone?

Pervert.

Look up dressed (as it applies to stone) in the dictionary.

Why am I being killed while inside the box?

Once you have rotated the box from its original position, you may want to leave it to scout the area beyond.

Learn all you can about the Guardians of Zork.

If the Guardians notice the box due to a broken mirror, open door, or a wobble, they will kill you.

THE GUARDIANS OF ZORK

How can I pass the Guardians of Zork?

The Guardians strike anything which they see between them.

The Guardians are described as 'identical' and 'perfectly symmetrical.' If you walk in front of them or throw something in front of them, they will destroy "in perfect unison."

Do you think a Guardian could distinguish between the sight of the other and the sight of himself in a mirror?

You can travel past them inside the mirror box. (it's all done with mirrors.)

An alternate solution is to walk by while invisible.

How is the scuba tank attached to the wet suit?

What scuba and wet suit?

I seem to have gotten past the Guardians, but I'm still being killed.

What should I do?

Rotate the structure so that the door doesn't open into their field of view.

How do I open the large wooden door with the barred panel?

You can't open it.

Have you tried knocking?

What must I do to satisfy the old man at the large door?

"He looks you over with his keen, piercing gaze, then speaks gravely..."

This is the Dungeon Master. He is looking for something. What you think might be valuable may have nothing to do with it.

Most of the puzzles in the game are tests by the Dungeon Master to see whether you are ready.

You have met him before when you have died.

Does nothing about his description strike you as odd?

"He is dressed simply in a hood and cloak, wearing a few simple jewels, carrying something under one arm and leaning on a wooden staff. A single key, as if to a massive prison cell, hangs from his belt."

You can acquire his entire costume by solving the problems in the game. Your goal is to become the Dungeon Master. You will need the hood and cloak, the amulet and ring, the key, the wooden staff, and the lore book.

THE DUNGEON

Why won't the Dungeon Master follow me?

Have you asked him to?

Type: DUNGEON MASTER, FOLLOW ME.

What should be thrown in the flaming pit?

The end had come, and this was it; He dropped her in the flaming pit

-Edward Gorey

Anything dropped into the pit is lost forever.

What are the sundial and button for?

You can set the dial to any of the eight numbers.

Try spinning or setting it and then pushing the button. Did anything change?

You might try putting something in the cell first.

Reading the lore book now might help.

This is a magic dungeon (no doubt a product of Frobozzco.) There are eight cells.

Pushing the button caused the cell selected to appear, and the cell which was there to go back to its usual spot.

How do I unlock the bronze door?

Have you tried the key?

This is the first lock it has fit. Why do you think it won't turn?

You must learn more about how this dungeon works.

It will unlock only if you are in cell 4 and in the cell's normal location. While in cell 4 type: DUNGEON MASTER, TURN THE DIAL TO 8 THEN PRESS THE BUTTON.

The bronze door will now be unlockable with the key.

How do I get out of the cell?

Can't you open the door?

If the dial has been set to a new number and you have had the Dungeon Master push the button while you were in the cell, I'm afraid there is no way back.

GENERAL QUESTIONS

What is my goal? What am I supposed to be doing?

When you come to the entrance to the dungeon and meet the Dungeon Master, your purpose may become clearer.

How does the scoring in this game work?

The scoring is a hint as to what is important.

The points are not 'earned' by solving puzzles or accruing items. You receive a point when you start on a path where you have a potential for progress in the game.

It is possible to have all 7 points without correctly solving any of the puzzles.

How do I re-light the burned out torch?

I see no matches here.

There is no way to re-light the torch. You'll have to find a way to avoid getting it wet.

How can the lamp be repaired?

If it has gotten wet or the battery has run out, the lamp is out for good. It is always best to conserve resources. You can prolong the life of the lamp by keeping it dry and turning it off whenever alternate light sources are available.

Where do I use the timber?

It is as useful here as it was in ZORK I.
In other words, it isn't useful at all.

What do I do with the grue repellent?

Read the label.

Where can I find the amulet?

Have you tried diving to the bottom of the lake?

HOW POINTS ARE EARNED

(Use only as a last resort)

You earn one point when you ...
encounter the Hooded One.
attack the Hooded One.
reach the cliff ledge.
jump in the lake.
touch the viewing table.
push the button on the time machine while the dial is set to 776.
push a sandstone wall in the Royal Puzzle.
But... you can have all seven points and still be far from completing the game.

FOR YOUR AMUSEMENT

(after you've finished the game)

HAVE YOU EVER

said hello to the man at the cliff?
tried to throw anything from the cliff at the man?
been eaten by the roc or swallowed by the fish in the lake?
tried to eat the algae?
tried repeatedly to examine the key?
tried saying 'Hello Sailor' before the Viking boat arrives or after it leaves?
been at the aqueduct view, on the aqueduct, at the great door, or visiting one of the other Zorks when the earthquake took place?
seen a robot tidying the Royal Museum (no doubt closing doors it finds open)? walked into the grue convention in the dark rooms?
gone to the Museum Entrance or Jewel Room in 777?
Listened to the guards or the dedication through the door?
looked into the passageway by the mirror box while next to the Guardians?
looked into the mirror or knocked on the dungeon door while invisible?
tried to walk through the swamp or quicksand?
burned the staff, book, tree, grue repellent can

BEYOND ZORK

GRUBBO-BY-THE-SEA

Why can't I talk to the old sailor?

- A. Perhaps he's a bit hard of hearing.
- B. **YELL AT THE SAILOR.**
- C. Oh, well. You don't need to talk to him anyway.

What's the significance of the sailor's painting?

- A. You'll find out, if you live long enough.

How do I get the driftwood out of the water?

- A. Easy. Just **GET THE DRIFTWOOD OUT OF THE WATER.**

What's a shillelagh?

- A. **EXAMINE THE SHILLELAGH.**
- B. "Shillelagh" is an Irish word for a cudgel.
- C. A cudgel is a club for bashing things.

A leprechaun stole my shillelagh! How do I get it back?

- A. **EXAMINE THE RAINBOW.** It may hold a clue to the thief's whereabouts.
- B. **LOOK UNDER THE POT OF GOLD.**
- C. Rainbow? Pot of gold?
- D. Remember the warning in the introduction! Don't let the presence or absence of questions influence your play, and don't assume that long answers are associated with important questions.

What's the significance of the sign outside the tavern?

- A. Read the room description again, carefully.
- B. Part of the sign is made of a real lantern.
- C. **TAKE THE LANTERN OFF THE HOOK.** You'll be glad you did.

How do I get into the tavern?

Just **GO INTO THE TAVERN.** (Make sure you **OPEN THE FRONT DOOR** first.)

One of the bandits threw a dagger at me! What should I do?

- A. Relax. They're just amusing themselves.
- B. Besides, there may be something in it for you.
- C. **PULL THE DAGGER OUT OF THE WALL.** It might come in handy later.

Why won't the cook let me take the giant onion?

- A. Why should he? It's his onion. He may be willing to trade for it, though.
- B. **ASK THE COOK ABOUT THE GIANT ONION.**
- C. After you retrieve the wine bottle, **GIVE THE BOTTLE TO THE COOK.** Now you can **ROLL THE ONION** in any direction you like.

How do I get into the wine cellar?

- A. There's a door leading downward.
- B. **OPEN THE CELLAR DOOR. GO DOWN THE STAIRS.**

THE WINE CELLAR

The Lore and Legends of Quendor doesn't say anything about rat-ants!

- A. Take heart. The Rat-Ant's Cookbook says plenty about peasants.
- B. Rat-ants, though small, can be quite deadly. Fight back!

What do I do with the crinkly scroll?

- A. **READ THE SCROLL.** It may give you a clue.
- B. If strange, flowing runes are inscribed across the top of the scroll, skip ahead to the next question.
- C. The strange word on the scroll is its Word of Power.
- D. To invoke a scroll's Magick, you must speak its Word of Power. For example, if the scroll's word is "Foo," type **SAY "FOO"** or just **FOO**.

I can't read the runes on a scroll! What's going on?

- A. Your character's intelligence isn't high enough to read this scroll. You must either find a way to improve your character's intelligence, or **RESTART** the story with a smarter character.

I spoke the Word on the crinkly scroll. What happened?

- A. The 'refreshing pink aura' that surrounded you when you spoke the Word also surrounded your possessions.
- B. **EXAMINE** the items you were holding when you read the scroll.
- C. The crinkly scroll is a Scroll of Refreshment. If you're holding the rusty lantern when you read this scroll, the lantern now "looks good as new," and it lasts much longer. The rusty dagger is also renewed and sharpened by the scroll.
- D. Other items can be affected by the Scroll of Refreshment. Experiment!

My scroll disappeared! How do I get it back?

- A. You don't. Ever. So forget it.

How do I see in the dark?

- A. You need a source of light.

- B. Remember the name of the tavern upstairs?
- C. Remember that sign outside the tavern?
- D. Remember the rusty lantern hanging on that sign outside the tavern?
- E. You'll need that lantern to survive in the wine cellar. Next time, remember to read room descriptions carefully, and try to TAKE everything that isn't nailed down.

I just found a wand (stick, rod, stave, cane or staff)! How do I use it?

- A. Just point it at the thing you want to affect.

How do I get the tiny crown from the discipline crab?

- A. He's not likely to give it up without a fight.
- B. ATTACK THE DISCIPLINE CRAB
- C. If you win, he'll drop the crown.

Can I do anything with the pile of seashells?

- A. SEARCH THE PILE. There may be something interesting within.

Why can't I climb the stack of crates?

- A. Not very coordinated, are you?
- B. Coordination is related to dexterity.
- C. Your character's dexterity isn't high enough to climb the stack. You must either find a way to improve your character's dexterity, or RESTART the story with a more dexterous character.
- D. Something in the cellar can help you increase your dexterity.
- E. Read The Lore and Legends of Quendor.
- F. One of the rooms in the wine cellar has moss on the walls.
- G. The "Moss of Marelion" entry in Lore and Legends explains how you can use the moss to improve your dexterity,
- H. Be patient. It takes a few moves for the moss to take effect.

My lantern keeps going out. Where can I recharge it?

- A. Bring it to the nearest hardware store. (Too bad there aren't any hardware stores in this part of Quendor.)
- B. The crinkly scroll can serve the same purpose, though.
- C. Refer to the questions about the crinkly scroll for more clues.

Help! A skeleton is strangling me!

- A. The slightest defense is enough to defeat the skeleton.
- B. KICK THE SKELETON. Preferably before he kills you.

How do I decipher the runes on the amulet?

- A. Something about the runes makes them different from the swirls and flourishes.
- B. It's their color.

- C. Magick can't help you here, but perhaps Science can.
- D. Specifically, the Science of Optics.
- E. A color filter might help you distinguish the green runes from the red swirls and flourishes.
- F. Something in the cellar can be used as a red color filter.
- G. It's the bottle of wine.
- H. **LOOK AT THE AMULET THROUGH THE WINE BOTTLE.** The red, transparent liquid will mask out the red swirls enough for you to read the green runes.

Of what use is the amulet?

- A. It makes a nice necklace. **PUT ON THE AMULET.**
- B. While wearing the amulet, speak the Word of Power inscribed upon it. (See the previous question on how to read the amulet.)
- C. For even more fun, type **STATUS** before you speak the amulet's Word.
- D. Be warned! The extra strength lasts only a few moves. Also, you can only invoke the amulet's Magick three times.

How do I get back upstairs out of the cellar?

- A. If you had a key, maybe you could unlock the door. Unfortunately, there are no keys to be found. Looks as if you'll have to break the door down.
- B. You'd have to be pretty strong to break down that door.
- C. It's unlikely that any character you would create would be strong enough to do the job.
- D. Luckily, there's something magical in the wine cellar that can help.
- E. **PUT ON THE AMULET** and speak the Word of Power inscribed upon it. (See previous two questions.)
- F. This should boost your strength enough to **BREAK DOWN THE CELLAR DOOR** (If your character's strength isn't high enough, you must either find a way to improve it, or **RESTART** the story with a stronger character.)
- G. There are three other magical ways out of the cellar, but you might not yet have the magic items needed.
- H. The Wand of Sayonara will also get you out. You want to teleport yourself, so **POINT THE WAND OF SAYONARA AT MYSELF.**
- I. The scroll of Recall will transport you out, but only if you've said its Word of Power elsewhere. Speaking the Word of Power a second time will return you to where it was first spoken.
- J. The scroll of Gating (the palimpsest) will also save you. Just hold the palimpsest and speak its Word of Power.

I saved my game just before I entered the wine cellar. When I restored and went down again, the geography was different!

What's going on?

- A. The wine cellar is one of several 'regions' in the story which are randomly generated the first time you enter them. The geography Isn't the only thing that varies; the names of magic Items and the locations of treasures and monsters may also differ. Once you enter a region, its attributes remain constant for the remainder of the story.

THE LIGHTHOUSE

What's the meaning of the inscription on the cliff wall?

- A. It's a riddle.
- B. A dictionary might help you find the answer.
- C. Forks have tines. 'Ere' means 'before.' The word "report" has many meanings.
- D. Don't read the next hint unless you're really stumped.
- E. Type the word LIGHTNING and watch what happens.

That giant slug is tough! Anything I can do to improve my odds?

- A. You don't need to defeat the slug to complete the story.
- B. Bloodthirsty, eh? Well, if fighting, Magick or running away doesn't work, there is an alternative.
- C. Chemical warfare.
- D. Slugs are notoriously sensitive to a certain common substance.
- E. That substance is salt.
- F. There's a patch of brine at the Tidal Flats near the lighthouse.
- G. Go to the Tidal Flats and GET SOME SALT. Then return to the lighthouse and HURL THE SALT AT THE GIANT SLUG.

How do I get the dust bunny?

- A. Just PICK UP THE DUST BUNNY.
- B. Prolific, aren't they?
- C. You can't take any of the dust bunnies. But you'll have to get rid of them to complete the story.

These dust bunnies are driving me nuts! What do I do?

- A. Read The Lore and Legends of Quendor.
- B. There are no lemon-scented sprays to be found in this story.
- C. There is an excellent source of static electricity, though. It's in the tavern.
- E. It's the bearskin rug lying on the floor.
- F. See what happens when you WALK ACROSS THE BEARSKIN RUG.
- G. Try touching something after you walk across the rug.

- H. Bring the rug to the room with dust bunnies. **PUT DOWN THE RUG THEN WALK ACROSS IT. TOUCH A DUST BUNNY.** Don't forget to **PICK UP THE RING.** You'll need it later.

Is there any way to get rid of the dornbeast?

- A. You can fight the dornbeast, but you're not likely to survive. Only the most powerful Magick can destroy him. That dorn is tough ... but not invulnerable.
- B. Read The Lore and Legends of Quendor.
- C. Have you studied the illustration of the dornbeast?
- D. The dornbeast has 69 sensitive eyes.
- E. There's an object in the game which can wreak havoc on sensitive eyes.
- F. It's in the tavern.
- G. It's the giant onion in the kitchen.
- H. Roll the giant onion into the Lamphouse. **CUT THE GIANT ONION WITH THE DAGGER** (or any other sharp weapon). This will inconvenience the dornbeast long enough for you to **GET THE SEA CHEST** and scam! (Refer to a previous question if you can't take the giant onion.).
- I. You don't need to kill the dornbeast, but if you want to get maximum experience in the story (for more endurance) you can repeatedly cut the onion and attack the dornbeast while he's disabled by the onion. Alternately, **POINT THE WAND** (or whatever) **OF ANNIHILATION AT THE DORNBEAST.**

Is there anything in the debris besides the chest?

- A. **SEARCH THE DEBRIS.**
- B. The sextant you find is valuable treasure.

How do I open the sea chest?

- A. Easy. Just **OPEN THE CHEST.**
- B. Relax. Pay attention to everything the stallion tells you.
- C. And don't open that chest again!

What on earth can I do with a vague outline?

- A. Nothing ... on earth.
- B. The old woman at the Magick Shoppe may be able to tell you.
- C. Have you brought the outline to another plane of existence?
- D. Have you examined the palimpsest?
- E. Have you discovered the palimpsest's Word of Power?
- F. While holding the vague outline, speak the Word of Power inscribed upon the palimpsest.
- G. Check your inventory. The outline has changed.

What is a palimpsest?

- A. A palimpsest is a writing surface (in this case, a scroll) which has been erased and reused.
- B. The palimpsest is the only scroll in the story which can be re used.

THE ETHEREAL PLANE OF ATRII

Where am I?

- A. Read The Lore and Legends of Quendor. Look under the entry on Implementors.

An outline is blocking my path!

- A. Whack it with something!
- B. Ordinary weapons don't seem to work here.
- C. You need an extraordinary weapon.
- D. It was the vague outline.
- E. The outline isn't so vague on the Plane of Atrii.

What are these curtains doing here?

- A. Just hanging around.
- B. Do they remind you of any other locations in the story?
- C. Each of the shops (in Accardi, Mizniaport and Gurth) has a curtain.
- D. WALK THROUGH THE CURTAIN. Convenient, eh?

Is there anything I can do with the Implementors?

- A. Pay attention.
- B. Follow orders.
- C. Rejoice in your good fortune! Few indeed are those lucky enough to witness an Implementors' Lunch.

ACCARDI-BY-THE-SEA

Why aren't there any price tags in the weapon shop?

- A. This is a very exclusive establishment. Its patrons would probably be offended by such crass commercialism.
- B. Maybe the old woman behind the counter can help you.
- C. You can ASK THE OLD WOMAN ABOUT anything in the display case.

Which weapon should I buy?

- A. The best you can afford.
- B. The old woman doesn't haggle.
- C. Don't forget to ask the old woman about the scabbard.

I only have one zorkmid! Where can I find more?

- A. You won't find any zorkmids lying around. But those other things you've been picking up might be worth something.

- B. If you think an item may be valuable, **SHOW IT TO THE OLD WOMAN** to find out how much it's worth. You can then **SELL THE ITEM** to beef up your supply of zorkmids.
- C. You can also **TRADE** items you have for items in the display case.

How do I get into the Guild Hall?

- A. That warning nymph sure is a pest, eh?
- B. You can't get past the warning nymph without help.
- C. Stick around for a few moves. Help is on the way.
- D. The monkey grinder will squash the nymph for you soon after he appears. Nothing can stop you now (except the monkey grinder).
- E. You can fight the monkey grinder, but survival is unlikely. Wands and scrolls aren't much good against him, either.
- F. Read The Lore and Legends of Quendor.
- G. Did you notice the statistic regarding the literacy rate of monkey grinders?
- H. There is an object in the story that could be dangerous to some one who can't read.
- I. It's in the lighthouse.
- J. Have you noticed the warning plaque on the sea chest?
- K. **GIVE THE SEA CHEST TO THE MONKEY GRINDER** after he squashes the warning nymph. Now you can **WALK INTO THE GUILD HALL**.

What can I do with the hurdy-gurdy?

- A. **EXAMINE THE HURDY-GURDY** and its various parts before you experiment.
- B. You can turn the crank to the left or right.
- C. Try closing the hurdy-gurdy before turning the crank.
- D. Try pointing the dial at different pictures before turning the crank.
- E. Try putting things into the hurdy-gurdy before you close it and turn the crank.

THE MOORS

Help! An eldritch vapor is stealing my possessions!

- A. The vapor won't steal anything that you wield or wear.
- B. Whack it a few times with a good weapon. It'll go away.
- C. Once you've gotten rid of the vapor, look around. You'll find your stolen possessions in the moors, scattered but intact.

The pterodactyl won't let me near. Should I ignore him?

- A. Not if you want to finish the story.
- B. If you could heal the pterodactyl's wound, maybe he would trust you.
- C. The Lore and Legends of Quendor mentions a cure for wounds.
- D. You'll find what you need near the Hilltop where the story began.

- E. PICK A WEED from the patch around the billboard at Edge of Storms. You can use it to heal the pterodactyl.

How do I treat the pterodactyl? He still won't let me near!

- A. Extracting the arrow is likely to be painful.
- B. You must put the pterodactyl to sleep before you can treat him. There are two ways to do this, both involving Magick.
- C. One way is to obtain a Wand of Anesthesia. This can be tricky, as the wand's location varies from game to game. If you find the wand, POINT IT AT THE PTERODACTYL for immediate results.
- D. The other method involves the hurdy-gurdy.
- E. One of the dial settings on the hurdy-gurdy produces an especially relaxing effect.
- F. Bring the hurdy-gurdy to the pterodactyl's room. POINT THE DIAL AT THE PICTURE OF AN EAR. CLOSE THE HURDY-GURDY. TURN THE CRANK TO THE RIGHT. The soothing music will lull the pterodactyl to sleep. GET THE ARROW (yuck). Now RUB THE WEED AGAINST THE WOUND. When the pterodactyl wakes up, you'll have a valuable new friend.

Why should I want a pterodactyl for a friend?

- A. He can do something you can't do.
- B. He can fly.
- C. GET ON THE PTERODACTYL. After you've cured him, of course.
- D. His skinny back obviously wasn't meant for riders.
- E. There's a device for supporting riders of skinny backs.
- F. You'll find one in Mizniaport, southwest of the moors.
- G. It's inside the stall.
- H. Once you've figured out how to get the saddle, bring it to the pterodactyl and put it on him. RIDE THE PTERODACTYL. Now you can soar all over the place by saying "FLY" (or giving him directions)!

The pterodactyl disappeared! Where did he go?

- A. He flew off when you left him alone.
- B. You can call him back with the whistle. I hope you took it with you.

Is the whistle useful?

- A. Definitely. Try blowing the whistle anywhere outdoors.
- B. Try blowing it when the pterodactyl isn't nearby.
- C. You can use the whistle to summon the pterodactyl up to three times. He won't appear if you're near a monster, or anyplace where it would be difficult or dangerous for him to land.

The winds make navigating a real pain, Is there anything I can do?

- A. It would be nice if you knew which way the wind was blowing.
- B. It would be even nicer if you could control the wind.
- C. Read The Lore and Legends of Quendor.
- D. Have you found a compass rose yet?
- E. There's a compass rose growing in the Fields of Frotzen. Refer to the Fields of Frotzen section of the booklet for clues.
- F. If you EXAMINE THE ROSE, you can see which direction the wind is blowing from.
- G. To change the wind direction, POINT THE STEM TO THE SOUTH (or towards whichever way you want the wind to blow from). Now you can fly anywhere.

THE CASTLE

What's the Magick password that will lower the drawbridge?

- A. Ask the pelican.
- B. Insist.
- C. CUT OFF THE PELICAN'S HEAD. That'll teach him to listen!
- D. Password? Drawbridge? Pelican? This isn't Wishbringer.

Help! I keep getting caught by the Queen!

- A. She's likely to catch anybody she sees.
- B. If she couldn't see you, she might not catch you.
- C. Find a place to hide.
- D. HIDE BEHIND THE BUSH and keep quiet! She'll go away eventually.

Is the morgia bush good for anything?

- A. You can hide in it. Ouch! (See previous question.)
- B. Read The Lore and Legends of Quendor.
- C. Morgia root increases your strength. Try it. You'll like it.

How do I get the jar?

- A. The same way the Queen did.
- B. Wait for the Queen to leave. GET OUT OF THE BUSH. OPEN THE STATUE.

How do I get out of the castle?

- A. The same way you got there.
- B. BLOW THE WHISTLE.

MIZNIAPORT

Haven't I seen this old woman somewhere before?

- A. Perhaps, if you've visited another store previously.
- B. EXAMINE THE OLD WOMAN. How curious.

How do I buy things in the boutique?

- A. The same way you buy things everywhere else.
- B. Refer to the questions about the weapon shop for more help.

Which armor should I buy?

- A. The best you can afford.
- B. One item has an unusual description.
- C. EXAMINE THE CLOAK.
- D. If you can afford it, BUY THE CLOAK and bring it to the Magick Shoppe in Gurth City. ASK THE OLD WOMAN ABOUT THE CLOAK.

Do I need the horseshoe?

- A. Yes.
- B. PICK UP THE HORSESHOE. It'll come in handy later.

How do I shoe the unicorn? I can't find any nails!

- A. There are no nails to be found. Use the red-hot spikes instead.
- B. There aren't any red-hot spikes, either.
- C. You don't need to shoe the unicorn.

I can't reach the saddle!

- A. There are two ways to get the saddle. Both require Magick.
- B. One way is to obtain a Wand of Levitation. If you find the wand, POINT IT AT THE SADDLE. Then PICK UP THE SADDLE.
- C. The other way is more violent (and fun).
- D. It involves the amulet.
- E. PUT ON THE AMULET and speak its Word of Power. Your increased strength will allow you to BREAK DOWN THE STALL. Then you can GO INTO THE STALL and PICK UP THE SADDLE.

That unicorn sure looks sad. Isn't there anything I can do for her?

- A. She probably doesn't enjoy being cooped up like that.
- B. There are three (count 'em, three!) ways to free the unicorn. All require the use of Magick.
- C. The first two solutions are the same ones you can use to obtain the saddle. How boring. Refer to the previous question for clues.
- D. The third solution involves an object found in the lighthouse.
- E. It's the sea chest.
- F. Have you tried to OPEN THE SEA CHEST? (Don't do it more than once.)
- G. The Lore and Legends of Quendor has something to say about unicorns.
- H. SHOW THE SEA CHEST TO THE UNICORN. Note her reaction.

- I. GIVE THE SEA CHEST TO THE UNICORN.

THE FIELDS OF FROTZEN

How do I get past the lightning at Edge of Storms?

- A. Somebody above the clouds doesn't like you.
- B. The Implementors dwell above the clouds. You should pay them a visit.
- C. You need to have read the palimpsest in order to continue.
- D. Listen to what the mild-mannered Implementor says when he offers you the goblet?
- E. You can go west from Edge of Storms (or east from Intersection) as long as you're holding the Implementors' goblet.

How do I catch the butterfly?

- A. You need a lure.
- B. Insects are attracted to sweet things.
- C. You'll find something sweet on the Ethereal Plane of Atrii.
- D. There's a sweet, sticky coating inside the goblet.
- E. Just bring the goblet to the butterfly's vicinity and WAIT. It won't take long for her to find the sweet coating.

Is there any way to get a scarecrow?

- A. No. You don't need to move any scarecrows to complete the story.

What do I do with the scarecrows?

- A. EXAMINE each one of them.
- B. One of the scarecrows is not like the others.
- C. Only one of the scarecrows seems to be doing its job.
- D. Something about the "good" scarecrow is fending off the corbies.
- E. The corbies see something about the "good" scarecrow that you don't.
- F. Read The Lore and Legends of Quendor.
- G. Your color vision is muted while you're in the Fields of Frotzen.
- H. There is an object in the story that enhances colors.
- I. It's the hurdy-gurdy.
- J. Bring the hurdy-gurdy to one of the scarecrows. CLOSE THE HURDY-GURDY. POINT THE DIAL AT THE PICTURE OF AN EYE. TURN THE CRANK TO THE RIGHT. You can now discern the color of the rags on each scarecrow.
- K. The corbies don't like the color of the "good" scarecrow. You can use this information to your advantage later.

How do I get by the corbies blocking off part of the fields?

- A. You can't fight your way through. There are too many.
- B. Have you noticed the scarecrows scattered around the fields?

- C. Have you determined the significance of the scarecrows? If not, refer to the question about the scarecrows before going any further.
- D. If you had something of the correct color, the corbies would let you by.
- E. See the question about the farmhouse and the section about Froon.

Where'd this farmhouse come from?

- A. Wait around outside until a storm starts brewing.
- B. Maybe the answer is inside, safe from the storm.
- C. GO INTO THE FARMHOUSE. WAIT. Happy landings.

FROON

How do I polish the giant boot?

- A. with the giant rag...
- B. that's in the giant bag...
- C. held by the giant hag.
- D. ASK THE GIANT HAG FOR THE GIANT RAG IN THE GIANT BAG.
- E. Rag? Hag? Bag? You don't need to polish the giant boot.

Nothing is happening here in Froon. What do I do?

- A. LOOK UNDER THE HOUSE.
- B. EXAMINE THE FLOWERS.
- C. That's not a flower! That's an inhabitant of Froon.
- D. Wait for the mayor to show up.

Does it matter which key I take?

- A. Only if you want to finish the story.
- B. Do any of the colors look familiar?
- C. The scarecrows in the Fields of Frotzen are dressed in the same colors as the three keys.
- D. Only one of the scarecrows fends off the corbies.
- E. The corbies stay away from it because they don't like that color.
- F. Take the key that corresponds to the color of the "good" scarecrow. Now you can fend off corbies, too!

GURTH

The street hawker dropped something!

- A. Oh, well. She's gone now.
- B. PICK UP THE FISH CAKE. {Quickly}

This old woman looks awfully familiar,

- A. She may indeed, if you've visited another store previously.

Is there anything I need to buy in the Magick Shoppe?

- A. Many of the items are quite useful. One is essential.

- B. Unfortunately, it's the most expensive item, the hourglass.
- C. It's impossible to afford the hourglass unless you find something incredibly valuable to trade for it.
- D. Such a treasure lies in the jungles of Miznia.
- E. Take a ride on the Skyway and pay attention to the conductor.
- F. You must retrieve the Crocodile's Tear. When you do, **SELL THE TEAR TO THE OLD WOMAN**. Now you can afford the hourglass.

Can I do anything at the Shady Wall?

- A. You bet.
- B. But only if you have a gray sphere. Refer to the appropriate question for details.

THE JUNGLES OF MIZNIA

How do I get into the gondola?

- A. Just **GET INTO THE GONDOLA**
- B. It helps if you wait for the conductor to say "All aboard."

Are the support towers good for anything?

- A. Of course. They hold up the gondola. They're also a convenient way to visit the jungle.
- B. Read the room description carefully as you pass one of the towers.
- C. There's a maintenance platform near the top of each tower.
- D. **JUMP ONTO THE PLATFORM** as your gondola passes by one of the towers. Now you can **CLIMB DOWN A LADDER** and visit the Jungle.

What can I do with the mossy rock?

- A. The question is, what will the mossy rock do with you?
- B. It's not really a mossy rock. It's a bloodworm!
- C. It's clobberin' time!

It's completely dark! What happened?

- A. Looks like you've fallen into the idol. Hope you brought your lantern.

Is there any light source besides the lantern?

- A. Yes. One magic item produces a very brief glow of light.
- B. It's the amulet.
- C. **PUT ON THE AMULET** and speak its Word of Power. The glowing star will provide two moves' worth of illumination.

Is there anything to do inside the idol?

- A. Reread the room description.
- B. Read The Lore and Legends of Quendor.
- C. The moss on the walls should look familiar.
- D. It's Moss of Mareilon. Use it to boost your dexterity. It can't hurt.

Why can't I see the secret door in the idol?

- A. It's an awfully good secret.
- B. So secret that it doesn't even exist.
- C. Sorry. There is no secret door.

How do I get back outside of the idol?

- A. There are no less than four ways to escape from the idol. All of them involve Magick.
- B. One of the ways involves a wand.
- C. The Wand of Eversion will do the trick.
- D. "Eversion" means "inside out."
- E. POINT THE WAND OF EVERSION AT THE IDOL. You're free!
- F. The other three ways are the same as getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.

I can see the Crocodile's Tear. but I can't reach it without falling into the idol! This is driving me crazy!

- A. The idol's maw is like a seesaw.
- B. You need something heavier than you to hold down the bottom end.
- C. One of your Jungle friends may be able to help.
- D. How about the mother hungus?
- E. You have to get the mother hungus to follow you.
- F. Read The Lore and Legends of Quendor.
- G. If you threaten the baby hungus, his mother will chase you through the Jungle!
- H. The hungus is slow. Give her time to catch up. If you're wearing the cloak, take it off... it makes it harder for her to follow you. Lead the mother hungus to the idol. GET INTO THE MAW. The mother will climb up onto the bottom edge. Now you can climb up and GET THE JEWEL.
- J. Sort of.

I lost the jewel! How do I get it back?

- A. A great big bottle of laxative might work.
- B. Unfortunately, there's no laxative to be found. Try something else.
- C. There's a wand that can help.
- D. It's the Wand of Eversion.
- E. "Eversion" means 'inside out.'
- F. POINT THE WAND OF EVERSION AT THE MOTHER HUNGUS.

Poor widdle baby hungus! Is there any way to rescue him?

- A. Yes. (Sniff.)

- B. To rescue the baby, you must obtain a Wand of Levitation. This can be tricky, as the wand's location varies from game to game.
- C. When you find the wand, **POINT IT AT THE BABY HUNGUS**.
- D. But don't free the baby before you get the Crocodile's Tear! Otherwise, you won't be able to complete the story.

What can I do at the waterfall?

- A. Nothing. It's Just scenery.

THRIF

How do I stop the hunter from finding the minx?

- A. He might not find her if he didn't know where to look.
- B. He's following her footprints in the snow.
- C. Quick! **RUB OUT THE FOOTPRINTS** before the hunter arrives.

Where do I find chocolate truffles?

- A. Read The Lore and Legends of Quendor.
- B. They're not easy to find without help.
- C. One of the creatures in Lore and Legends can help you.
- D. Bring the minx to an oak tree and put her down. **WAIT**.
- E. **PICK UP THE CHOCOLATE TRUFFLE** before she eats it herself!
- F. And don't leave the truffle anywhere she can get her paws on it.

Those truffles don't last very long, do they?

- A. Nope. The Lore and Legends of Quendor says so.
- B. There is a way to keep truffles fresh.
- C. The clock setting on the hurdy-gurdy will renew the truffles when you turn the crank to the left (if the truffle is inside).
- D. However, they'll start decaying again right away.
- E. There's a way to keep them eternally fresh.
- F. Don't continue unless you've visited the forest north of Gurth.
- G. Have you answered the riddle on the boulder?
- H. Remember what the hollow voice says when you answer the riddle.
- I. **DROP THE CHOCOLATE TRUFFLE INTO THE POOL**. Or, **WALK INTO THE POOL** while holding a truffle. It will now remain fresh forever.

Can I do anything at the Rock Wall?

- A. Definitely. But only if you have a gray sphere. Refer to the appropriate question for details.

Is there anything I can do in the Chapel?

- A. Be quiet and pay attention.
- B. **SIT DOWN ON THE PEW**. Cardinal Toolbox is rather long-winded.
- C. **LOOK UNDER THE PEW**. Surprise!

How do I get the reliquary?

- A. You have to earn it.
- B. Listen to the Cardinal's sermon. There may be an opportunity here.
- C. If you save Thriff from the Christmas tree monsters, "anything you ask will be your reward."
- D. Including the reliquary.
- E. After you thwart the Christmas tree monsters, find the Cardinal. **ASK THE CARDINAL FOR THE RELIQUARY.**

What is the glyph in the snowy clearing?

- A. Listen to Cardinal Toolbox in the chapel.
- B. It's a Glyph of Warding, left by Orkan. It prevents the Christmas tree monsters from entering the village.

The Christmas tree monsters won't let me past!

- A. They wouldn't be very good monsters if they did, would they?
- B. The Lore and Legends of Quendor is full of useful facts.
- C. You need a caterpillar. (See next question.)
- D. Once you've got a caterpillar. show it to the Christmas tree monsters. Then you'll be able to get by them.

Where do I find a caterpillar?

- A. Where do caterpillars come from?
- B. More precisely, what comes from caterpillars?
- C. Butterflies!
- D. You need to first get the butterfly from the Fields of Frotzen.
- E. Now you need to turn back the clock on the butterfly.
- F. The clock on the hurdy-gurdy that is.
- G. Put the goblet (along with the butterfly) in the gurdy. Close the gurdy. Turn the dial to the clock. Turn the crank to the left. Open the gurdy. Abracadabra ... Poof! A caterpillar.

Is the leaflet useful for anything?

- A. Read the leaflet.
- B. Open the parcel.

What do I do with the little black book?

- A. **READ IT.** Some of the information in it will prove useful.

How did that dome get on top of the mountain?

- A. Somebody who knows a lot about Magick left it there.
- B. Read the little black book in the Laboratory.
- C. Did you **LOOK UNDER THE DOME** yet?
- D. Orkan cast a yonked girgol spell on the lava to keep it from erupting.

How do I stop the glyph from melting with the snow?

- A. You can't. You must find some other way to thwart the Christmas tree monsters.

How do I thwart the Christmas tree monsters?

- A. That Glyph of Warding seems to work Just fine. But it's going to melt sooner or later. You must inscribe a more permanent Glyph.
- B. LOOK UNDER THE DOME at the Mountain Peak.
- C. You need to free that lava from Orkan's spell.
- D. There is a Magick item that neutralizes Magick.
- E. It's the Dispel Wand.
- F. POINT THE DISPEL WAND AT THE DOME.
- G. Run! The lava will bury you if you don't get out of its path!

I buried the Christmas trees, but they still trampled the village!

- A. Obviously you didn't destroy all of the trees.
- B. The trees aren't the only things you destroyed in the Snowy Clearing.
- C. You also melted the Glyph of Warding.
- D. You need to inscribe another Glyph before the lava cools and the surviving trees trample the village.

I can't return to the clearing! It's too hot!

- A. If you wait for the lava to cool, then it's too late. You need Magick help to survive that heat.
- B. There is a Magick item that win help you resist heat.
- C. It's found on the third level of the lighthouse.
- D. It's the dust bunny.
- E. When you defeat the dust bunnies, they coalesce into a ring. Take that ring to the Magick Shoppe and SHOW IT TO THE OLD WOMAN.
- F. PUT ON THE RING. Now you can walk onto the hot lava safely.

I made it to the Lava Flow! Now what?

- A. The lava underfoot is still soft.
- B. It's an ideal drawing medium.
- C. INSCRIBE A GLYPH ON THE GROUND. When the lava cools, you'll have a Glyph of Warding permanently etched into the rock.

What tool do I need to inscribe a glyph?

- A. Read the black book from the Laboratory.
- B. Did you look inside the mailbox outside the Laboratory?
- C. Did you read the leaflet and open the parcel?
- D. You need the burin to inscribe a glyph. (As in Spellbreaker.)

Where can I study glyphs? I don't know which on to inscribe!

- A. There's one you can study in the Snowy Clearing.
- B. There's another one in the little black book.
- C. Just examining either one is enough.

IS the thing in the reliquary useful?

- A. Not by itself. Does it remind you of something you found some where else?
- B. Something in the Laboratory on the workbench?
- C. The black hemisphere. EXAMINE THE BLACK HEMISPHERE.
- D. EXAMINE THE WHITE HEMISPHERE.
- E. The peg and the hole go together.
- F. PUT THE PEG INTO THE HOLE.

What can I do with the gray sphere?

- A. EXAMINE THE GRAY SPHERE.
- B. PEER INTO THE GRAY SPHERE.
- C. You need something to make the swirls more intelligible.
- D. You need more intelligence.
- E. Unless you started with a super-intelligent character, you must find ways to boost your intelligence.
- F. A fish cake will help, but it's probably not enough.
- G. The Enlightenment potion will help, but it's probably not enough.
- H. There's one more thing you can do that will boost your intelligence.
- I. Did you ever listen to the bandits in the Rusty Lantern?
- J. You need to obtain the item that they are talking about.
- K. It's a helmet. Stop reading these hints until you get it.
- L. PUT ON THE HELMET. Your intelligence goes up!
- M. If you've done all three thing to boost your intelligence, now you can PEER INTO THE GRAY SPHERE.
- N. One of the visions holds an important clue.
- O. While standing at either the Shady Wall (southwest of Gurth) or the Rock Wall (northwest of Thrift), repeat the Word of Power uttered by the warlock you saw in the vision.
- P. PUSH THE OUTLINE, like the warlock did.

THE FOREST

What does the inscription on the boulder mean?

- A. It's a riddle.
- B. Don't read the next hint unless you're really stumped.
- C. Type the word YOUTH and watch what happens.

How do I get across the bridge?

- A. You can't. Ever. Really. You cannot reach the far side of the bridge by walking across.

- B. There is a way to get off the bridge. Five ways, in fact. Four involve Magick.
- C. The non-Magick way involves the item you found on the bridge.
- D. It's the umbrella.
- E. GET THE UMBRELLA THEN OPEN IT. JUMP.
- F. Three more ways are the same as those for getting out of the cellar. Just read the last three clues pertaining to escaping from the Cellar.
- G. The pterodactyl may also be able to help you if you've helped him.
- H. BLOW THE WHISTLE. If you've saddled the pterodactyl and have not used up your three summons, CLIMB ON THE PTERODACTYL and FLY.

THE RUINS

Help! I can't kill the undead warrior!

- A. Of course not. He's not really alive.
- B. If weapons don't work, perhaps Magick will.
- C. There is a Magick item that can deal with undead creatures.
- D. THROW THE VIAL OF HOLY WATER AT THE UNDEAD WARRIOR.

Are the weeds at the Glare good for anything?

- A. Read The Lore and Legends of Quendor.
- B. It's spenseweed.

What is the significance of the arch in the Plaza?

- A. EXAMINE THE ARCH.
- B. There's something with a similar shape elsewhere in the story.
- C. It's in the Magick Shoppe in the display case.
- D. ASK THE OLD WOMAN ABOUT THE HOURGLASS.
- E. Try experimenting with the hourglass near the arch.
- F. Under the arch.
- G. STAND UNDER THE ARCH. TURN OVER THE HOURGLASS.

How do I get the helmet out of the trench?

- A. Just REACH INTO THE TRENCH.
- B. Sorry, there's no way you can move the stallion to get the helmet.
- C. Looks as if you'll have to come back later. Much later.

I don't know exactly where (when?) to dig!

- A. You need to mark the location of the trench.
- B. Some creatures are prized for their ability to dig up things.
- C. Read The Lore and Legends of Quendor.
- D. Minxes aren't known for digging up helmets.
- E. They are able to dig up truffles, though.
- F. Unfortunately, chocolate truffles don't last very long. Refer to the question about truffles to find out how to make them last,
- G. The minx can't dig if the ground is too hard.
- H. Take a truffle to the Pool of Eternal Youth. PUT THE TRUFFLE IN THE POOL. Now take the truffle back in time to the Battleground.

DROP THE TRUFFLE INTO THE TRENCH. Now go forward in time with the minx to Desolation. The minx will do the rest.

UNDERGROUND

How do I see underground? It's dark.

- A. You need a source of light. The lantern, perhaps? Perhaps not.
- B. If you've been to the castle, reflect on the problem for a while. If not, you need to get there before continuing.
- C. Experiment with the jar. And with the mirrors.
- D. Reread the description for the Rock Wall Room carefully.
- E. Blow a bubble mirror just inside the Rock Wall.
- F. The mirrors rotate, as if they were on pivots.
- G. From the secret doorway at Rock Wall: **GO INSIDE. OPEN THE JAR. TAKE THE CIRCLET. BLOW A BUBBLE. TURN THE MIRROR TO THE SOUTH.**
- H. Using a series of mirrors, you can reflect sunlight into any one of the Underground passageways.

Is there any way to stop the lucksuckers?

- A. Read The Lore and Legends of Quendor.
- B. **HIT THE LUCKSUCKER** with the best weapons you've got.
- C. Lucksuckers aren't affected by ordinary weapons.
- D. Good luck charms can forestall their attack.
- E. Try showing one of your good luck charms to a lucksucker.
- F. Throw a good luck charm at a lucksucker.

How do I deal with the lurking presences in the dark?

- A. You can't see them to fight them without Magick
- B. Wearing the helmet will enable you to attack them normally.
- C. The grues are the toughest monsters in the game. You need to be well prepared to fight them.
- D. Protected plate marl and a honed elvish sword are the best weapons against the grues.

What is the shadow in the corner?

- A. It is unwise to speak of such things.
- B. It's an ur-grue. Consult The Lore and Legends of Quendor for all the terrifying details.

How do I deal with the shadow?

- A. Very carefully.
- B. The Lore and Legends of Quendor may shed some light on the matter.
- C. You need to shed some light on the shadow.

- D. Sunlight.
- E. Arrange some mirrors so that a beam of sunlight illuminates the Treasure Chamber. BLOW A BUBBLE in the Chamber. TURN THE MIRROR TO THE EAST.

I don't want to strangle baby grues! How do I survive the ur-grue's attack?

- A. Uh-oh. Looks as if all your compassion was sucked away. Nobody with an ounce of compassion could strangle a baby ... not even a baby grue.
- B. You didn't accumulate enough compassion during the course of the story to survive the ur-grue's attack.
- C. There are three ways to gain compassion.
- D. Rescuing the minx. (Which you've probably already done.)
- E. Releasing the unicorn also gains compassion.
- F. The third way to gain compassion is to rescue the baby hungus by using the levitation wand.

Look at all that plunder! How do I bring it home?

- A. Don't you want to gloat over it first?
- B. Don't you want to SEARCH IT?
- C. Oh, my. What have we here?
- D. PICK UP THE COCONUT. And don't let it go!
- E. Congratulations.

That Which Can be Named

Weapons: Dagger, Shillelagh, Spade, Battle-axe, Longsword, Vague Outline/Phase Blade

Animals: Pterodactyl, Minx, Butterfly/Caterpillar

Variable Magic Items Lists

Wands: Anesthesia, Annihilation, Dispel, Eversion, Levitation, Sayonara

Scrolls: Fireworks, Gating, Honing, Mischief, Protection, Refreshment

Potions: Death, Enlightenment, Forgetfulness, Healing, Might

Treasure Locations and Values

(Note -- Magick items can also be resold for zorkmids.)

Treasure	Location	Value
Silver Ornament	Christmas Trees	2
Truffles (3)	Under Oak Trees	5
Gold Doubloon	Crab's Nest	10
Tiny Crown	On the Crab	20
Bubble Gum Card	2nd Floor Lighthouse	30
Sextant	Lamphouse	30
Ivory Tusk	Jungle	40
Diamond	Snow Wight	50
Crocodile's Tear	Idol	1000

For Your Amusement

Have you tried..

asking the old woman (each one) about almost anything? asking the cook about himself? pointing the Sayonara wand at the snow wight? insulting the cruel puppet? pointing the Levitation wand at the reliquary? touching people after crossing the bear rag? opening the umbrella while flying on the pterodactyl? opening the umbrella indoors? eating a truffle in front of the minx? selling a truffle to the old woman? tasting the sticky coating in the goblet? opening the chest a second time? turning the crank on the hurdy-gurdy (12 possibilities) near the old woman? drinking the potion of forgetfulness? death?

ENCHANTER

STARTING OUT

Why was I chosen for this task?

Otherwise it wouldn't be much of a game.

Apparently, Belboz feels that Krill could easily spot and destroy a powerful Enchanter.

How many times must I go west before I arrive at my destination?

It isn't called the Long Road for nothing.

Have you read the signs along the road?

There's nothing out there. The entire game lies to the east.

Is there anything important in the shack?

There is a jug lying in the corner.

Have you tried examining the oven?

There is a fresh loaf of bread inside the oven.

What can I do about the crone?

She is rather helpful in presenting you with a spell scroll. You can summon her from anywhere in the game if you have the proper spell.

There's nothing else she can do for you.

What is the significance of the Lonely Mountain?

It is arguably the most beautiful spot in the region.

It clearly shows the castle to the east.

How do I signal the monsters approaching by sea?

Have you tried waving at them?

You might fire a signal flare.

What monsters? What signal flare? What a concept!

EATING, DRINKING, and SLEEPING

What do I do when I get thirsty?

Have you tried drinking anything?

The water from the swamp or ocean isn't good for drinking.

The water at the Shady Brook tastes great.

The Jug can be used to carry a good deal of water.

What do I do when I get hungry?

Eat.

There is bread somewhere in the shack

It's in the oven.

What do I do when I get tired?

Guess!

You could simply SLEEP. Be careful, though. Evil things may be lurking outside the castle.

It would be safest to find a bed to sleep on.

There is a bed in the castle.

In the bedroom, of course.

Where did some of my possessions go while I slept?

Perhaps the tooth fairy removed them.

Remember that there is great evil in the castle. Something or someone may have come in the night and removed them.

You can use the BLORB spell to protect something valuable (the spell book is the most important thing to protect). You should use it before going off to sleep.

Where are the magic pajamas?

Have you tried looking under the bed?

Have you met the Prince of Kaldorn?

You don't need pajamas and there is no Prince of Kaldorn.

What is the significance of the dream with the damsel?

The woman is playing with the bedpost. Have you examined it? Examining the post reveals a button. Have you pushed it?

In case you wondered, you can't find the button unless you have experienced the dream.

What is the significance of the dream with the cartoon figure?

The figure is the adventurer. His opening of a door is significant. See the section on the adventurer.

What is the significance of the dream in which something seems to be lost?

It indicates that you no longer have something that you need.

The thing is a spell scroll that you have used in the wrong location. The spell is the KULCAD spell. You can use it successfully in a number of places, but only once correctly.

The climbing aspect of the dream is also significant. Have you been anyplace that implies climbing endlessly?

It is the Winding Stair.

What is the significance of the dream with the dancing penguins?

Have you seen any other penguins in the game?

Did the guidebook to Antarctica help in any way?

Have you asked the walrus?

Are you still reading answers?

Why?

What is the significance of the dream with the glowing face?

Is there any place in the castle which is filled with faces of many types? The place is the portrait gallery. The room in the dream was darkened and one face was glowing. If you go into the gallery without a light, you can see that one of the portraits is lit from behind.

Looking behind the lighted portrait reveals a secret niche, which contains a spell scroll.

INSIDE THE CASTLE

How do I get into the castle?

Have you tried opening the gates?

Do you have a spell that might be helpful?

Try casting the REZROV spell on the gates.

The crone in the hovel will give you the REZROV scroll.

The hovel is in the village. Try entering it.

What do I use for light in the castle?

There is a lantern in the shack.

All right. So it doesn't work. How about a spell?

Casting the FROTZ spell on any object you are carrying will cause it to give off light for the rest of the game. Poetic justice might suggest the battered lantern from the shack, but it's pretty heavy to carry around.

What's going on in the Dungeon?

There is a prison cell next to the dungeon. There is also a path leading down into a series of Translucent Rooms. Have you examined or read the walls or graffiti?

After examining the graffiti, try moving the irregular block.

What can I do with the silver spoon?

Have you tried digging a hole with it?

Have you tried feeding someone with it?

Have you tried gagging someone with it?

If you answered "no" to the previous questions, so much the better.

Besides being "valuable", there is nothing to do with it.

The Hall of Mirrors

Are the mirrors useful for anything?

They make a mess if you break them.

They are windows, from your viewpoint.

Have you noticed anyone wandering through the underground world as depicted in the mirror?

Occasionally, a bedraggled and weary adventurer will wander through the area in the mirror.

You might be able to summon him with the right spell.

The ZIFMIA spell is the one.

Who is the adventurer?

Some ZORK player, most likely.

It doesn't much matter. You can bet on the fact that he is interested in finding treasures, though.

THE LIBRARY

Read any good books lately?

The book of legends contains interesting knowledge. You should read the two legible legends.

The Legend of the Unseen Terror is rather frightening.

It is also significant.

What can be done with the rat tracks?

Have you tried following them?

They lead into a hole in the wall. Any idea of what's in the hole?

Try reaching in. (Don't be scared!)

THE EGG

What is the egg good for?

Breakfast?

It certainly appears valuable, but the more interesting thing is that it has handles, cranks, and the like connected to some machinery inside.

Have you tried turning, pushing, or otherwise manipulating the handles, cranks, knobs, and buttons?

Can the egg be opened?

Sure. Try all of the devices on the outside. After playing with them the egg will open.

There is an easier way to open the egg, which doesn't require any manipulation at all.

Try the REZROV spell on it.

What can I make with the egg?

An omelet, but you will need more than one.

Try finding a chicken.

What do you think this is, "The Joy of Cooking"?

Can I fix what's inside the egg?

The mechanism is working just fine, but the shredded scroll needs some help.

Some magic spell might be of use.

Use the KREBF spell.

The scroll is located in the forest area.

THE TEMPLE

How can I avoid being taken prisoner in the Temple and adjoining areas?

Going into the Temple or Junction will cause you to be taken prisoner unless you are 'protected from evil.'

If you enter the Temple or Junction directly, there is no way to avoid being captured.

In the Banquet Hall or Library, you will get a warning when the guards approach.

Can I stop the guards from taking me away?

The guards are not very friendly.

You can make them friendly with the appropriate magic.

You can also kill or "neutralize" them with the proper magic.

Do the guards become bolder as the game goes on?

They certainly do. The more suspicious Krill becomes about your presence, the bolder they become.

Once I'm taken prisoner, is there any escape?

Have you tried befriending the guards?

No, there is no way to avoid the sacrifice.

Can I survive the sacrifice?

That would require a bit of magic.

There is a magic spell that can protect you from the sacrifice.

It is the OZMOO spell. A clue to finding it can be found in a dream.

Can I get the dagger from the being that sacrifices me?

If you can survive the sacrifice, you can have the dagger.

Really.

Is Krill the being that sacrifices me?

What do you think?

When the statue approaches, should I pray or run?

Have you tried both possibilities?

Did you think to use the spray paint?

When the statue approaches, magic has occurred beyond the wisdom of the implementers.

Will the BOZBAR spell be of use to me?

Only if you can find it. And a horse.

Look behind the cupboard in the basement of the mansion, just to the right of the 85-foot yacht and immediately in front of the microwave tower.

You can use it to eradicate lice infestation in ospreys.

Note: This spell does not work reliably on Thursdays.

THE JEWELLED BOX

What is a Gordian Knot?

Read a mythology text. The rope tied around the jeweled box is a good example of one.

How can I unravel the rope?

You can't do it by hand. It would take forever.

Can I cut the rope?

Perhaps, but then only with a magical blade.

Have you seen any blade that might be magical?

Have you ever been killed by one? If not, don't read the next hints until you have.

The one used to sacrifice you in the Temple might be useful, if only you could get it without getting it. Get it?

See the questions relating to the sacrifice.

Can the adventurer cut the rope?

His sword is useless against the magic in the rope. Perhaps there is a blade with more magic.

If you could dispel the magic in the rope, he could probably cut the rope with his sword.

How can I use magic to open the box?

You can't use REZROV because the magic of the rope is stronger. You might use KULCAD (if you have it) to dispel its magic. Then you could open it easily.

Or maybe that's not such a good idea

THE SEA

How can I swim away from the castle?

The backstroke would be easiest.

You can't swim in the ocean.

Is the turtle significant?

He is significant among turtles, certainly.

Have you tried talking to him?

You can use the NITFOL spell to speak to the turtle.

Once you have cast NITFOL on him, you can ask him to do things for you. Consult your manual for details.

Among the more interesting things he will do for you is follow you around. Try:

TURTLE, FOLLOW ME.

How do I make turtle soup?

Find a good cookbook.

"The Joy of Cooking" is recommended.

You don't make soup in this game. You were probably thinking of Starcross.

THE ENGINE ROOM

Is there any way to shut off the machinery from the Engine Room?

The Control Room happens to be across the way. Unless you can get there you don't have a chance.

Is there any way to shut off the machinery from the Control Room?

NO.

Can I get to the Control Room without becoming a pancake?

Yes, but you're not fast enough.

Do you have any magic that might make you move faster?

The EXEX spell can do this.

The scroll is in the Dungeon area.

Can I get back from the Control Room safely?

Apparently not. Even if you have made yourself move quickly, you get hit by spears and the like.

Perhaps someone or something else in the game could survive those spears.

Turtles have pretty tough shells.

If you could get the turtle into the Control Room, he would probably survive the return trip. If you haven't seen the turtle, don't continue to the next clues.

If you haven't spoken with the turtle, don't continue to the next clues. You can lead the turtle to the Engine Room, and then get him to go into the Control Room for you.

First, you must EXEX the turtle. Then, ask him to go to the southeast and bring you the scroll. You might, for example, type 'TURTLE, GO SE. BRING ME THE SCROLL.'

How can I talk to the turtle when it's too noisy?

You can't talk to him, but you could try getting his attention.

You can either yell or wave at him.

THE FOREST

Where is the forest?

It is north of the castle.

It is beyond the rusty gate.

How do I get into the forest?

Open the rusty gate.

Since the gate is so rusty, you must use special means to open it.

You have to REZROV the rusty gate to open it.

How do I avoid the herd of dragons in the forest?

You might try to VAXUM them.

You might try using the MELBOR spell on yourself.

You might GUNCHO them.

What forest dragons?

IS there anything important in the forest?

Have you noticed the scroll sitting there in plain sight?

The forest borders on the swamp, which is an interesting place.

That's all, folks (except for the dragons).

What is the significance of the frogs?

The frogs know everything about the swamp.

You should listen to them.

You have to NITFOL the frogs before you can understand them.

The frogs will tell you where to find a scroll.

There is a scroll under a lily pad.

How can I turn one of the frogs into the Prince of Kaldorn?

Kiss them.

KREBF them.

KULCAD them.

OK, so they're real frogs

Frogs can dream, can't they?

MAGICAL SPELLS AND OBJECTS

What is Thaumaturgy?

The study of magic.

How, exactly, does one cast a spell?

There are two ways, long and short. Assuming there is a spell named BOZBAR, you can type either "BOZBAR something" or "CAST BOZBAR AT/ON something". You can cast a few spells without any particular object in mind, in which case you can type either "BOZBAR" or "CAST BOZBAR".

How long do spells last?

That depends on the spell. Some last forever. Others last only a short period of time.

Is there a limit to how many times I can cast a spell?

You can cast most spells whenever needed.

You can use some only once. This is most often true with spells of great power.

Do I always need to copy spells into my book?

No, you can cast a spell exactly once from the scroll you find it on. If you do this, the scroll disappears.

It is always a good idea to copy them into your book. when possible. You can then use them many times.

Why can't I copy some spells into my spell book?

They are clearly different in some way from the others.

They are the most powerful spells. You can use them only once, after which they disappear.

What on earth is the FILFRE spell good for?

Effect.

How many spells can I keep memorized?

Initially three, plus the GNUSTO spell, which is yours forever.

Each day it becomes possible to keep one additional spell memorized.

Why do I have trouble with spells when I get tired?

When you get tired, you tend to forget spells that you have memorized. In addition, it becomes harder to memorize new spells.

What happens when I've exceeded the number of spells I can memorize?

You will probably forget one.

Why does Belboz take powerful spells away from me?

He doesn't trust you with them.

This is to prevent you from solving problems by getting yourself killed. You can't get those spells back once Belboz has taken them from you.

How can I use the KULCAD spell?

If you haven't seen the KULCAD scroll, don't read further.

Many objects in the game are magical or have had magical spells cast upon them. The KULCAD spell will dissipate that magic.

Are there any objects in the game that seem to be unreal?

Are there objects that seem impossible or act illogically?

Don't read further unless you are completely stumped. Among other illusions are the banquet setting, the guarded door, and the infinite Winding Stair. Other magical objects include the map, pencil, and rope. There are others too, and each can be changed with the KULCAD spell, some with disastrous results. Have fun finding them!

Of course, you can use the spell only once, so you'll have to figure out which of the objects you can't deal with in another way. Some may be best to ignore.

THE ADVENTURER

How can I meet the adventurer?

If you haven't even seen any adventurer, don't continue.

If you haven't gotten the ZIFMIA spell, don't continue.

When the adventurer appears in the "mirror", you can cast the ZIFMIA spell to summon him to you.

Why doesn't the adventurer seem to like me?

Maybe it's your breath?

Have you found the mouthwash?

More likely, he sees you as an unpredictable wizard, like the ones he's read about. He's probably more frightened than unfriendly.

He will be much more inclined to do as you request if you make him your friend.

There is a spell that makes people/things friendly. If you haven't seen it, don't continue.

Casting the VAXUM spell on the adventurer will make him friendly.

What can the adventurer do for me?

If you haven't summoned him, don't continue.

If you haven't made him your friend, don't continue.

When he is your friend, he will do simple things for you, like giving you items he has or opening doors.

Have you ever dreamed about the cartoonish figure who opens a door and wanders up a flight of stairs? Why do you suppose it was such a frightening dream?

Have you ever noticed that he doesn't find anything interesting about the Guarded Door room?

The monstrous door is a powerful illusion, and as with other forms of magic, it is most effective on magic users.

You can KULCAD the door and dispel the illusion.

However, you then lose the ability to use KULCAD elsewhere.

If you either point at the door with the adventurer present, or ask him to open it for you, the illusion will be broken.

How can I get the adventurer where I need him?

If you aren't sure where you need him, don't continue.

What is the distinguishing property of adventurers?

Greed.

If you are holding a treasure and you have charmed the adventurer (using VAXUM), he will follow you. Also, you might try leaving a treasure at the place you need him. He will see it and enter.

MAPS

Are any of the maps useful?

The ones on the walls are useful for a student of history.

The one on the ground is very useful for a student of thaumaturgy.

You are a student of thaumaturgy.

It is useful to you. Q.E.D.

How can I remove the globe?

Have you tried the SWANZO spell?

There's no SWANZO spell in this game. You can't remove the globe.

What is the map on the ground good for?

Does the configuration of points and lines remind you of anyplace in the game?

The map is a representation of the Translucent Rooms and their connections.

What can I do with the pencil?

Have you tried writing with it?

Have you tried writing with it on the map?

Have you tried connecting points on the map or erasing lines between points?

Connecting and disconnecting the points on the map CHANGES the Translucent Room maze to agree with the map.

Can I sharpen the pencil?

Did you try?

No, this is a magic pencil. You can't sharpen it. For that matter, you can't get any more eraser, either.

THE TRANSLUCENT ROOMS

What is the evil presence I feel in the Translucent Rooms?

If you haven't felt it, don't read any of the following questions and their answers.

Read any good legends lately?

The Legend of the Unseen Terror is strange, but true. The Terror lives in the unconnected room in the Translucent Room maze. If you can feel its presence, you have given it a chance to escape!

Once the evil presence is released, can I stop it?

If you can trap it within the Translucent Room area, you will be safe.

Try erasing lines on the map to disconnect passages. The presence moves once per turn, much as you do.

Why stir up the evil presence anyway?

Re-read the Legend of the Unseen Terror in the legend book.

The Terror was lured by a spell of great power. It might be helpful in defeating Krill.

HOW, exactly, do I get the powerful scroll?

Please don't read these answers unless you have read the preceding ones. The problem will otherwise be ruined. You can use the pencil to make new passages in the Translucent Rooms. Similarly, you can use the eraser to disconnect passages. You can type anything like MAKE A LINE BETWEEN POINT X AND POINT Z and DISCONNECT THE LINE BETWEEN P AND J.

There are a number of solutions to the problem, which can be stated this way: How can I connect passages in such a way as to re-trap the Terror within the maze while allowing access to its lair?

The following sequence will work: Start at room M. CONNECT B AND Z, CONNECT P AND F, wait until the evil presence has left, DISCONNECT J AND V, and DISCONNECT B AND Z. Then, you can simply go into room P and collect the scroll which is lying there.

THE WINDING STAIR

HOW long does the Winding Stair continue?

How far have you gone?

The stair appears to continue infinitely in both directions.

Doesn't that seem a bit peculiar?

The stair cannot be real. It must be magical.

Thus, you can dispel the illusion with the KULCAD spell. Be careful!

KRILL

Who is Krill?

Ask the game.

What is he doing?

He is in the process of subjugating the land by means of a potent spell that he is composing.

If you don't stop him, eternal night will fall over the land.

And that will be that.

Why do things in the castle seem to deteriorate with time?

Perhaps entropy is increasing dramatically in the area.

You may have had a dream that tells you why.

Krill is doing it, by means of some terrible spell, which he is brewing during the course of the game. The effects of the spell are the dissolution of rooms in the castle and the lengthening of night.

How can I find Krill?

Did you try summoning him?

His fortress is protected by a magic spell.

Unless you have the KULCAD spell, don't continue.

There is a dream involving climbing which is a hint.

The endless stair is an illusion. If you KULCAD it, you can enter his hideaway. But watch out!

How do I survive the bottomless pit?

Presumably, you have used KULCAD on the Winding Stair. If not, proceed no further. The banister turns into a useful scroll. (What a coincidence!)

The scroll contains the IZYUK spell, which allows you to fly.

Don't waste time using GNUSTO first, especially since you don't have your spell book. Cast it directly from the scroll.

Krill's hideaway is to the east. Be careful!

How can I defeat Krill?

If you haven't found the KREBF spell, don't continue.

You can undo some of the damage he is causing by casting KREBF in the various rooms that have been damaged by him.

This is only a temporary measure, however, and somewhat of a waste of time.

If you haven't entered the Warlock's Tower, don't continue.

You must fend off the two monsters that he sets after you and then deliver the coup de grace.

If you haven't gotten the GUNCHO scroll, read no further.

You must use the GUNCHO spell on him when you get the chance. Remember that you had best memorize all the spells you'll need before entering Krill's presence.

How do I defeat the dragon?

Did you try throwing the water at him?

Did you try befriend him?

Do you have any spell that might be more appropriate?

Use the GONDAR spell. See the section on the Library.

How do I defeat the shape?

It's pretty mean.

It could certainly be friendlier.

Use the VAXUM spell on it. Alternately, the CLEESH spell will also work.

How do I defeat the mongoose?

If you haven't found the FILFRE spell, don't continue.

Have you read the book "Mongoose on the Loose"?

How about using the YUMZO spell?

There is no mongoose in this game.

By the way, do you know the plural of mongoose?

Just checking.

ODDS AND ENDS

What is happening when my mind is "probed"?

Krill is the one doing the probing.

Whenever you try to write or cast a spell of great power, both Krill and Belboz, being powerful wizards, take notice.

Is Enchanter really Zork IV?

Is the sky green?

Does a bear build laser weapons in the woods?

Will there be a sequel to Enchanter?

Certainly.
Sorcerer

WHEN YOU'RE DONE

Do the spells' names have any meaning?

Some do, some don't.

GONDAR is an anagram of DRAGON.

NITFOL is a backwards, and somewhat modified, rendering of Hugh Lofting's name (he is the author of the Dr. Doolittle stories).

EXEX is an obscure reference to a very slow mainframe computer.

FILFRE is a modification of the expression "Feel Free", which is commonly uttered by game writers.

The others are either obliquely related to the original mainframe version of ZORK, or totally arbitrary. Any relation between the names of spells and persons, living or dead, is a pity for the persons involved.

Do spells work on unintended objects?

Oh yes. Try a bunch of spells on random objects.

HAVE YOU TRIED...?

(When you think you've seen everything)

casting the KULCAD spell on everything remotely magical?

casting the GUNCHO spell on everything that moves?

talking to or befriending the guards in the cell? the dragon?

listening to the guards' conversation while in the cell?

sleeping outside the grounds of the castle?

using BLORB on yourself? the adventurer?

giving something to the adventurer after he says 'Hello, Sailor'?

using ZIFMIA to summon the implementers? Krill? Belboz? Entharion? the Terror?

using CLEESH on Krill? the adventurer? yourself? the guards?

reading all of the signs along the Long Road?

leading the adventurer or turtle onto the Winding Stair?

writing on spell scrolls with the pencil?

SCORING POINTS (as a last resort)

- 20 Opening the iron gate
- 20 Making light
- 25 Finding the GONDAR scroll (in the Library)
- 10 Opening the egg
- 5 Repairing the scroll destroyed by the egg
- 25 Finding the OZMOO scroll (in the gallery)
- 35 Surviving the sacrifice
- 25 Opening the jeweled box
- 20 Finding the VAXUM scroll (in the bedroom)
- 10 Summoning the adventurer
- 35 Getting behind the guarded door
- 50 Getting the GUNCHO scroll and re-trapping the Terror

25	Getting the KULCAD scroll using the turtle
10	Eating food (the first time)
15	Drinking water (the first time)
20	Dispelling the stair illusion
50	Defeating Krill
400	Total points

THE SPELLS AND THEIR LOCATIONS

(use only as a last resort)

GNUSTO	Spell Book
BLORB	Spell Book
NITFOL	Spell Book
FROTZ	Spell Book
REZROV	Hovel (given by the crone)
KREBF	Forest
CLEESH	Swamp (under a lily pad)
GONDAR	Library (in the rat hole)
OZMOO	Gallery (behind the lighted portrait)
VAXUM	Bedroom (in the bedpost)
EXEX	Dungeon Cell (behind a loosened block)
MELBOR	Closet (in the jeweled box)
ZIFMIA	Jewel Room (in the egg)
FILFRE	Map Room
KULCAD	Control Room
IZYUK	Winding Stair / Bottomless Pit
GUNCHO	Translucent Room "P"

SORCERER

THE GUILD HALL

Is there anything useful or necessary I should do in the dream, before I wake up?

-- No

Can the dream be prolonged?

-- No. It can never last more than seven turns.

How do I turn on the lights when I wake up in the dark?

- Remember, you are a magic user.
- You are holding your spell book.
- You can read it, even in the dark
- The SPELLS command tells you which spells you have currently memorized.
- CAST THE FROTZ SPELL on something...
- ...such as yourself or your spell book.

How do I open the heavy wooden door in the hallway?

-- Try typing OPEN THE HEAVY WOODEN DOOR.

How can I make the invisible tenets appear?

- The ZIKKLE spell might be useful.
- Except that there is no ZIKKLE spell.
- Nor are there invisible tenets.
- Remember the warning in the introduction: Do not let the presence or absence of questions, or the lengths of their answers, influence your play of the game.

Can I talk to the parrot?

- Try it
- As with all other characters, the proper format is PARROT, GIVE ME THE SCREWDRIVER (for example).
- No, I guess you can't talk to the parrot.

What can I do with the morgia plant?

- You could cast the MEEF spell on it.
- There's nothing useful you can do with it, though.

What can I do with the wall hanging?

- You can't take it.
- You might try looking behind it, however.

Can I open the desk in Belboz's Quarters?

- Yes.
- How about typing OPEN THE DESK?

What can I do with the infotater?

- You'll have to read it by referring to the one from your game package.
- You need the data on the infotater to solve one of the problems in the game.

What can I do with the journal?

- It makes interesting reading.
- But you need to open it first.
- There's a key hidden somewhere.
- Listen to the parrot for a while.
- Apparently, Belboz was in his quarters while he was looking for a hiding place for the key.
- It's behind the wall hanging.

What can I do with the amulet?

- Read the amulet's box.
- The amulet can tell you how close you are to Belboz.
- EXAMINE THE AMULET when you want to gauge your proximity to Belboz.

Where are the beds in everyone else's quarters?

- Many Enchanters prefer conjuring up their beds only during sleeping periods. This reduces clutter in one's chamber.

How does the GASPARD spell work?

- You should cast it on yourself.
- Preferably after GNUSTOing it first.
- That way, you will be resurrected if you are "killed. "
- You are (almost always) resurrected to the location where you cast the spell on yourself.

Where are the boiled chives?

- According to the cook, boiled chives are Frobar's favorite dish.
- And he usually eats them late at night.
- If you could conjure up Frobar's bed, there might be some boiled chives sitting on it.
- What a silly question this is!

Where is Frobar?

- Ask SORCERER.

Where is Hellstar?

- Ask SORCERER.

Where is Belboz?

- Aye, now there's the rub.

Where are the servants?

- Out doing their daily chores, no doubt.

Where are the apprentices?

- They've accompanied Frobar into town.

Can I leave the Guild Hall?

- According to Guild policy, the Guild Hall should never be left unattended.
- And you are the only one in the Hall at the moment.
- So the warning nymph will not let you leave.
- But this is an emergency.
- However, there's no other exit.
- Well ... there's no other physical exit.
- There is a spell which will allow you to leave.
- Refer to the questions about the AIMFIZ spell.

Where can I find food and water?

- You've probably slept through breakfast, and dinner is a long way off.
- There aren't any provisions around the Guild Hall.
- Magic might come in handy here.
- Go to the Store Room.
- Read the ochre vial.
- Open it and drink the berzio potion.
- The effects of this potion will last for several days; this should be long enough for you to finish the game.

Is the ochre vial useful?

- Read it.
- See the previous question.

IS the calendar interesting?

- Yes.
- ~ But not particularly useful.

Is the depleted matchbook useful?

- Yes. Read it.
- The vilstu potion sounds as if it might come in handy.
- So, send in the matchbook!
- PUT THE MATCHBOOK IN THE RECEPTACLE in the Lobby.
- ~ But you have to do it before the mailman arrives, or the vilstu potion won't arrive until the next day.

Is the encyclopedia useful?

- Indirectly. It contains many, many interesting entries.
- Some entries contain clues about events in the game.

- Try typing READ ABOUT something or LOOK UP something.

How can I get into the Guild Hall attic?

- There is no Guild Hall attic.

How Can I open the window in the Attic?

- The REZROV spell will open the window.
- But then the giant roof owl will swoop in and eat you.
- And you can't cast the IGNATZ spell on the owl until you've counted the rutabagas on the ledge outside the window.
- There is no attic, window, owl, or pile of rutabagas.
- Remember the warning in the introduction: Do not let the presence or absence of questions, or the lengths of their answers, influence your play of the game.

How can I get into the Guild Hall cellar?

- Try going DOWN from the Lobby.

How can I open the trunk in the Cellar?

- The REZROV spell isn't powerful enough.
- You need to push the buttons in the proper order.
- The infotater and journal contain the necessary information.
- Read the journal to find out the current code.
- Then turn to that animal on your infotater.
- Then press the colored buttons in sequence corresponding to the colors listed for that animal.
- For example, if the current code were DRYAD, you would press the black button, then the gray button, then the white button, then the red button, and finally the red button again.

What is the AIMFIZ spell for? How does it work?

- If you CAST AIMFIZ ON FLOYD (for example), you should be transported to Floyd's location.
- Is anyone missing or perhaps in trouble?
- Try casting it on Belboz.
- Since Belboz is quite distant (as you can tell by examining the amulet while still in the Guild Hall), and possibly protected by magical spells, AIMFIZ doesn't transport you to his exact location. However, it does take you to his vicinity (look at the amulet now).

Is there any significance to the doorbell ringing?

- Yes. Something else happens at the same time.
- Where is the front door of the Guild Hall?
- Wait in the Lobby around the time that the doorbell rings.
- It's a member of the Messengers Guild making his daily delivery (and pick-up...?)
- You have to put the matchbook in the receptacle before he comes, or you'll never get the vilstu potion.

THE FOREST-RIVER-CASTLE AREA

Why does this area seem so familiar?

- You 'visited' this area in your dream.
- I guess it was a flash of clairvoyance.

How can I avoid the hellhound?

- Go northeast.
- Once the hellhound slinks away, it is safe to enter the woods.
- However, there's nothing of interest in the woods.

How can I avoid the boa?

- Don't climb the tree.

How can I get past the mine field?

- There doesn't appear to be a way.
- Even flying over it doesn't work.
- Of course, appearances can be deceiving.
- But not in this case.

How can I avoid the locusts?

- Don't dawdle in the Meadow too long.

How Can I survive in the snake pit?

- Don't hang around the pit for more than one or two turns.
- There's nothing useful there anyway.

How can I cross the moat?

- The drawbridge is safe to walk on, at first.
- After the first few times, there's a danger that it may collapse.
- It collapses because of your weight.
- You can always pass over the drawbridge safely if you're flying.

How can I enter the moat?

- Just type DOWN from the Drawbridge.
- Or say ENTER THE MOAT.
- There is no way to enter the moat and live.
- This space intentionally left blank.

How can I survive in the Turret?

- Pretty easily. Just don't jump.
- Nice view from the Turret, eh?

How do I enter the West Wing of the ruined castle?

- Play Planetfall (tm) instead of Sorcerer.

What is the significance of the indigo vial?

- Read the vial.

- Drink the potion.
- That's about it.

What is the significance of the skeleton in the torture chamber?

- ◆ What skeleton?

How can I survive at the River Bank?

- You're safe for a couple of turns.
- After that, there's always a danger of collapse.
- Except if you're flying.
- Or if the river has been PULVERed.

How can I cross the river?

- Trying to fly across it is deadly.
- There's no way to cross the river.
- However, there is something interesting you can do there.
- CAST THE PULVER SPELL ON THE RIVER.

How can I inflate the raft?

- With the hand-held air pump.
- It's located on the north shore of the reservoir.
- The north shore of the reservoir is in Zork (R) I, as are the inflatable raft and the hand-held air pump.

Help! I keep getting smashed by a wall of water!

- Don't go on unless you've been to the River Bed.
- PULVERing the river has only a temporary effect.
- It isn't safe to stick around any of the dried-up river bed locations for very long.

How can I cross the stagnant pool?

- You can't.
- Really!

What is the amber potion for?

- Read the label on the amber vial.
- Try ingesting the potion.
- The blort potion allows you to see in dark places, even if you don't have a light source.
- Unfortunately, grues are afraid of light, not of being seen.
- So the blort potion is pretty useless in SORCERER.

FORT GRIFFSPOTTER

Where is the fort?

- Walk southeast from the River Bank.

Where should I dig to find the cannonball

- What cannonball?

How can I climb the flag pole?

- You can't.

Is there any way to lower the flag?

- Yes.
- Try LOWER THE FLAG.

Can I sleep in the Barracks?

- Sure, why not!

Are there any useful armaments in the Armory?

- No.

How can I get the glowing scroll out of the Watchtower?

- Hide it inside the floor waxer.
- Don't talk to the rockworm chief.
- Cast the YIKKLE spell on it.
- Stop reading nonsense questions.

Is there any significance to the cannon?

- Yes. REACH INTO THE CANNON.
- LOOK INSIDE IT.
- Hmmm. A pile of identical scrolls that bite.
- Perhaps appearances are deceiving in this case.
- Look at your infotater again.
- The pile of scrolls is actually a group of yipples.
- But there must be a real scroll for them to be imitating.
- Yipples are allergic to certain animal wastes.
- Such as the bat guano in the Hidden Cave near the river.
- PUT THE BAT GUANO IN THE CANNON.

How Can I fire the cannon?

- You'll have to find the buried cannonball, first.
- But there is no buried cannonball.

Can I catch the objects which sprout feet?

- Don't go on until you've found the ordinary scroll.
- You can only catch the scrolls that sprout feet if you have the QUELBO spell.
- In other words, no.

THE CRATER-TOLL GATE AREA

What caused the crater?

- It's difficult to say for certain.
- Perhaps an ancient battle between two powerful wizards?
- Perhaps a cannonball?
- Perhaps not.

Is there any significance to the moss and lichens in the Slimy Room?

- Lichens are usually an indication of moisture.
- Some species of moss are phosphorescent.
- However, these moss and lichens are completely insignificant.

Can I cross the chasm to the west of the crater?

- You can JUMP ACROSS THE CHASM. This will work 20% of the time.
- A safer way is to cross the chasm while flying.
- Cast the IZYUK spell on yourself, and then go WEST.

How Can I climb the zorkmid tree?

- You can't.

Can I pick the zorkmid coins from the zorkmid tree?

- Try it.
- Type PICK A COIN or PICK ALL THE COINS.
- You can get only one coin in the Tree Room.

Is there any significance to the Hall of Carvings?

- Yes. Especially the carving of the dragon.
- There's a way to make the dragon come alive.
- You'll need the MALYON spell. If you don't have it yet, visit the amusement park.
- Try casting MALYON on the dragon carving.
- It doesn't seem to be powerful enough.
- You'll also need the YONK spell. If you don't have it yet, visit Fort Griffspotter.
- Cast the YONK spell on the MALYON spell. Then cast the MALYON spell on the dragon.

How can I make the invisible carvings appear?

- The ZIKKLE spell works well on the invisible tenets in the Guild Hall...
- ...but you probably had to give up the ZIKKLE spell to the rockworm tribe.
- Invisible carvings? ZIKKLE spell? Rockworm tribe?

Who built the underground highway?

- Probably one of the Construction Guilds.
- It seems to be a relic of the Great Underground Empire.
- It was probably built during the reign of King Duncanthrax, or one of the Flatheads.

How Can I get past the toll gate?

- Have you tried typing OPEN THE GATE?
- Have you tried REZROVing the gate?

- Have you tried typing GNOME, OPEN THE GATE.
- Of course, you'll have to wake the gnome before you can talk to him.
- He won't open the gate until you give him a zorkmid.
- You can get one from beyond the chasm, near the crater.
- If you've already given that zorkmid to the amusement park gnome, you'll have to use the machine in the Casino.

What is the floor waxer used for?

- Use your imagination.
- Try turning it on.
- Have you seen any floors that need waxing?
- Don't go on until you've been to the Dance Hall.
- Since there's no Dance Hall, you're obviously ignoring directions.
- The floor waxer is of no use at all.
- It's just as well. This model tends to produce waxy yellow build-up.

Is there any significance to the Stone Hut?

- Yes. You'll find out more later.

THE GLASS MAZE AREA

Is there any significance to the statue?

- Read the inscription.
- It's a statue of Duncanthrax.
- In addition to being a King of Quendor, he built the Glass Maze.

Can I make a map of the maze?

- Yes.

How big is the maze?

- It has 7 rooms.
- They are arranged in a 3 by 3 by 3 array.

Can I survive in maze rooms that don't have a floor?

- Yes.
- By flying.
- Unfortunately, IZYUK doesn't last long enough to get you through the maze, even if you keep learning it and re-casting It.
- There Is another flying spell.
- Try the FWEEP spell found in the Hidden Cave near the river.
- It also has the beneficial side-effect of sonar-like sensing.

Is there anything beyond the maze?

- Yes.
- Make a map of the maze.

- Read the previous question.
- If you still haven't made it, type FWEEP ME at Outside the Glass Arch, then go E.N.E.W.D.E.E.N.N.U.U.E.

How do I get back from the Hollow?

- The only way back is through the glass maze.
- You'll need the FWEEP spell to get back through it.
- So you'd better memorize it more than once before you enter the maze from Outside the Glass Arch.
- In fact, once the maze has re-arranged itself, you'll need a total of three FWEEPs to make the round trip.
- There's a much easier and quicker way, although some players may find it inelegant. GASPARE yourself at Outside the Glass Arch. Then, get "killed" in the Hollow or the maze.

How can I get the parchment scroll back from the Hollow?

- You can't carry it while FWEEPed.
- And you have to FWEEP yourself to get back.
- Did you ever wonder what the brick structure is?
- EXAMINE it.
- It's the top of a chimney.
- Chimneys are usually located above fireplaces.
- If you drop the scroll into the chimney, it will end up in the fireplace in the Stone Hut.

What causes the maze to re-arrange itself?

- Picking up the parchment scroll.
- It is unavoidable.

What rouses the dorn beast?

- Don't go on until you've been threatened by the dorn beast.
- Dropping the parchment scroll in the chimney causes the attack.
- Since this is the only way to get that scroll out of the Hollow, there's no way to avoid rousing the dorn beast.

How can I kill the dorn beast?

- There's only one way.
- It involves entering the maze.
- It involves flying.
- Enter a maze room without a floor, while flying. The dorn beast will pursue you, and plummet.
- Flying from the Hollow, go W.W.E.

Is the brick structure of any significance?

- Yes.

THE AMUSEMENT PARK

How can I enter the park?

- You must first summon the park gnome by attempting to go west from the Park Entrance.
- He won't let you enter until you pay the admission price of one zorkmid.
- You can get a zorkmid coin from the area beyond the chasm near the crater.
- If you already gave that coin to the toll gnome, you'll have to do a little thinking.
- What did the toll gnome do with the coin you gave him?
- SEARCH THE GNOME after he falls asleep again.

What is the significance of the Haunted House?

- It's just an interesting place to visit.

What is the significance of the Flume?

- Have you tried riding the Flume?
- To do so, Just type GET IN THE LOG BOAT.
- Wasn't that a fun ride?
- There's nothing important about the Flume.

What is the significance of the Roller Coaster?

- Have you tried riding the Roller Coaster?
- To do so, Just type GET IN THE CAR.
- Wasn't that a fun ride?
- There's nothing important about the Roller Coaster.

What is the significance of the Arcade?

- There aren't any video games there, of course.
- But the hawker and his game booth are important.

What should I do with the hawker?

- Play his game.
- TAKE THE BALL and then THROW THE BALL AT THE BUNNIES.

How Can I win the hawker's game?

- Have you tried throwing the ball at the bunnies?
- It's a difficult game. You could use some help.
- There's a magic potion that's useful here.
- It's located in the fort.
- LOWER THE FLAG and then EXAMINE IT.
- DRINK THE FOOBLE POTION before throwing the ball.

What is the significance of the Casino?

- It seems pretty run down.
- The odd machine with the lever is still working, though.

How does the odd machine work?

- Pull the lever. ~ It is a slot machine.
- If three identical symbols appear in the windows, you will get a payoff. This happens (on the average) one out of every sixteen tries.
- If the three matching symbols are pots of gold, you hit the Jackpot. Unfortunately, this is fatal. This happens (on the average) one out of every sixty-four tries.
- Otherwise, the payoff is one zorkmid coin. This happens (on the average) three out of every sixty-four tries. If you paid off the park gnome before paying the toll gnome, this is the only way to get a coin for the toll.
- For a better way to pay both gnomes, read the first question in this section.

THE COAL MINE

HOW can I keep the ceiling from caving in?

- You can't. It will always cave in when you enter the mine.

How can I breathe in the coal mine?

- You can survive only three turns without the aid of magic.
- You need a potion.
- It's the vilstu potion, which you must acquire before you leave the Guild Hall.
- See the matchbook question in the Guild Hall chapter.

How Can I get past the door in the Dial Room?

- READ THE SIGN.
- EXAMINE THE DIAL.
- You'll have to find out the combination.
- Unfortunately, Ernie Flathead is probably long gone.
- Only someone who has already been through it can tell you.
- Take the vilstu potion, and then wait in the Coal Bin Room.

Who is the person who looks just like my twin?

- The person looks just like you, only more dishevelled.
- It is your own older self.
- There must be some time travel going on here.

Should I give my spell book to my "twin"?

- It makes sense to trust your older self, since your Interests are almost certainly mutual. After all, where would your older self be if you went and got yourself "killed"?

Can I make a map of the coal mine?

- Yes, but you don't have much time until vilstu wears off.
- Dropping an object in each room of the coal mine will individualize it, and thus making a map of the area will be easier.

- There are only three rooms called Coal Mine, but sometimes a passage returns to the same room which it left from.

Can I go down the coal chute at Top of Chute?

- Sure. DOWN or ENTER THE CHUTE will do it.

What was that flash of orange light?

- VEZZA might be helpful here.
- There is a room off the middle of the coal chute.
- You can get to it if you've found the timber in the coal mine.
- Tie the rope to the timber, drop the timber at Top of Chute, and then throw the rope down the chute.
- If you are tired, or holding anything, you will lose your grip on the rope.

What is the purpose of the GOLMAC spell?

- READ it.
- Temporal travel means traveling in time.
- This is obviously how your older self was able to meet you earlier, in the Coal Bin Room.
- CAST GOLMAC ON ME, then go DOWN to the Coal Bin Room.

What is the purpose of the kerosene lamp?

- It lights the Slanted Room.
- Something unusual happens when you GOLMAC in the Slanted Room.
- After casting GOLMAC on yourself, OPEN THE LAMP.
- The smelly scroll wasn't there when you arrived, because you yourself removed it the 'last time through' the cycle.

What happened to the objects I dropped into the coal chute at Top of Chute?

- When you drop objects into the upper coal chute, they land in the Coal Bin Room, where they get buried in the coal (except for a few large objects, such as the timber or the floor waxer).

What should I do when I meet my younger self?

- What happened the last time this meeting occurred?
- If you gave your older self the spell book before, then your younger self should now give you the spell book.
- You'd better give your younger self the combination to the door In the Dial Room.
- Otherwise your younger self will never be able to get to the Slanted Room and find GOLMAC and become your older self...
...or more simply, you will cease to exist!

How can I get my younger self to give me my spell book?

- Remember, YOU were the younger self 0 or 30 turns ago.

- Your younger self will do whatever YOU did when YOU were the younger self.
- If you gave your spell book to your older self, then your younger self will give it to you.

Aargh! This coal mine puzzle has me totally befuddled! Help!

- Don't go on until you're completely stumped by the coal mine.
- The entire goal of the coal mine puzzle is to obtain the smelly (VARDIK) scroll.
- Time is of the essence, since vilstu will eventually run out.
- One sequence that will work (starting from the Sooty Room): FROTZ ME. OPEN THE ORANGE VIAL. E. DRINK THE ORANGE POTION. S. GIVE BOOK TO OLDER SELF, E. TURN DIAL TO (combination). OPEN DOOR. E. TAKE ROPE. U. SW. TAKE TIMBER. NW. W. TIE ROPE TO TIMBER. THROW ROPE DOWN CHUTE. DROP ALL. D. TAKE SCROLL. GOLMAC ME. OPEN LAMP. TAKE SCROLL. D. YOUNGER SELF, THE COMBINATION IS (combination). D.

THE LAGOON AREA

Why did some of my possessions vanish as I entered the lower chute?

- You changed time in such a way that it became impossible for you to have those possessions.
- For example, you never told your younger self the combination, thus you yourself could never have been told it by your older self, thus you couldn't have objects from beyond the dial door.

Where are the objects I dropped into the lower chute in the Coal Bin Room?

- Objects that you drop into the lower chute end up at the bottom of the lagoon.

Can I get back up the lower coal chute?

- No.

Can I enter the lagoon?

- Try going east from the Lagoon Shore.
- "If you want to enter the lagoon, say so."
- Try ENTER THE LAGOON.

Is there anything significant about the lagoon?

- Yes.
- Have you gone DOWN to the floor of the lagoon.
- Lovely clump of spenseweeds, eh? (It would be a shame if anything happened to them.)
- MEEF THE SPENSEWEEDS.

How can I breathe underwater?

- You can survive only a few turns underwater.
- Naturally, the vilstu potion will allow you to stay underwater as long as it lasts.
- But if you've solved the coal mine problem, you've already used up the vilstu potion.
- Fortunately, you need to be underwater only for a few turns.
- And, you can always go up for air and dive back down.

How can I take the wooden crate?

- It's pretty heavy.
- You'll probably have to drop everything else before you try to move it.
- You probably can't move it if you're tired.

How can I climb the cliffs?

- The cliffs are unclimbable.
- The cliffs are too tall to fly over.
- The cliffs are bigger than a breadbox.
- The cliffs are not made of marzipan.
- The cliffs are a good subject for a long, useless question.

How can I enter the ocean?

- Have you tried going east from the ocean shore?
- "Entering the ocean is certain death."
- Have you tried ENTER THE OCEAN?
- As advertised, "Certain death."

How can I cross the river at its mouth?

- It has a big mouth.
- In other words, there's no way.

How Can I enter the cave with the vines?

- The vines are deadly.
- Fortunately, they are susceptible to magic.
- Try the MEEF spell.

Omigosh! A pack of grues! What should I do?

- Light usually takes care of grues, but these are mutated.
- Have you found the Frobozz Magic Grue Protection Kit?
- It's on the Lagoon Floor. See the lagoon question.
- What you need is inside the crate.
- The lamp is useless, of course, because of the mutation.
- Either the grue suit or the repellent will suffice.
- SPRAY ME WITH REPELLENT or WEAR THE GRUE SUIT.
(Warning: the repellent wears off after several turns!)

How can I destroy the machinery in the Mammoth Cavern?

- Have you tried DESTROY THE MACHINERY?

- You can't destroy the machinery.
- Instead, you should destroy the machinery operator: Jeearr.

Which door should I open?

- You could try all three...
- But a true Sorcerer in this situation probably wouldn't be able to SAVE and RESTORE.
- The VEZZA spell would be helpful here.
- Open the white wooden door.

How can I get out of the Hall of Eternal Pain?

- You can't.
- Really.

How can I get out of the Chamber of Living Death?

- You can't.
- Really.

How can I rouse Belboz?

- Don't continue until you've seen Belboz.
- If you just wait for a little while, he will wake up.
- But obviously, this isn't the right thing to do.
- You want to exercise Belboz.

How Can I exorcise Belboz?

- Take him for a walk around the block.
- A regimen of push-ups and squat thrusts would also help.

How can I exorcise Belboz?

- Don't continue until you've seen Belboz.
- Don't continue until you've obtained the SWANZO spell.
- CAST SWANZO ON BELBOZ.
- Oops. Perhaps you'd better protect yourself first.
- Don't continue until you've obtained the VARDIK spell.
- CAST VARDIK ON ME then CAST SWANZO ON BELBOZ. Voila.

How can I kill Belboz?

- Kill your friend and mentor'???
- The diamond-studded knife looks promising.
- Try KILL BELBOZ WITH THE KNIFE.
- Well, perhaps if you protected your own mind first...
- Don't continue until you've obtained the VARDIK spell.
- CAST VARDIK ON ME then KILL BELBOZ WITH THE KNIFE.
- Still not the optimum ending, right?
- You want to exorcise Belboz.

GENERAL QUESTIONS

Are potions liquids or powders?

- Yes.

What is a nymph?

- Look it up in the encyclopedia in the Library.

Is it okay to rifle through the belongings of fellow Enchanters?

- In general, that would not be proper behavior.
- But this is an emergency.

Where is it safe to sleep?

- The Guild Hall isn't safe until you've rescued Belboz.
- It's safe to sleep almost everywhere else.
- Some obvious exceptions: the river bed locations, inside the coal mine, Twisted Forest, Tree Branch, Snake Pit, Mine Field, Meadow, Drawbridge, River Bank, Hollow, Surface of Lagoon, Lagoon Floor, and Belboz's Hideout.
- You might want to try sleeping in those locations, Just to see what happens ... but do a SAVE first.

Are the dreams meaningful

- No, none of the dreams contains any useful information.
- In fact, these dreams all appeared in Enchanter, also.
- Perhaps your character suffers from recurring dreams.

Is the YOMIN spell useful?

- Not really.
- It is sort of interesting to use, though.

What is guano?

- GUANO - n. (gwan-o) A substance composed chiefly of excrement and used as fertilizer.

Where is the scroll with the ZIKKLE spell?

- The leader of the rockworm tribe can tell you.
- But first you need to learn rockworm speech.
- You can do that by reading the invisible carvings in the Hall of Carvings.
- You can make them visible using the ZIKKLE spell.

How can I dry out wet spell books and wet scrolls?

- You can't. Once your spell book or a scroll has gotten wet, it's useless.

Is the VEZZA spell important?

- It provides a few hints.
- But you could finish the game without ever using it.

Why do I sometimes suddenly cease to exist?

- Don't continue unless you've used the GOLMAC spell.
- A time travel paradox is involved.

- One way to 'pop out of existence is to enter the lower chute after casting GOLMAC without informing your younger self of the combination. This sets up a paradox.
- Another way to 'pop is to cast GOLMAC on yourself a second time (the scroll re-appears on the ground of the Slanted Room when you GOLMAC). A second dose of this spell sends you too far back in time to meet your younger self, thus creating another paradox.
- Two other ways to 'pop are to leave the Slanted Room before casting GOLMAC, or to carry the shimmering scroll out of the Slanted Room.

How were the spells and potions named?

- GNUSTO, FROTZ, REZROV, and IZYUK are taken from En chanter.
- FWEEP is the sound that the deranged bat in Zork (R) I makes. Perhaps he is repeating the last word he ever heard as a human.
- AIMFIZ is ZIFMIA backwards. ZIFMIA, in Enchanter, causes someone to be transported to YOUR location.
- GOLMAC is short for gold machine, the time travel device in Zork (R) III. The gold machine was probably imbued with this spell.
- YOMIN is an anagram of the name of an actor who played a famous mind-prober on a sci-fi TV show.
- MALYON is a corruption of Pygmalion, a sculptor who (according to ancient Greek legend) brought his creation to life.
- FOOBLE is one of the potential reset codes in Suspended.
- YONK is a reference to the author's birthplace.
- Some others are the names of Infocom employees.

HOW ALL THE POINTS ARE SCORED

(use only as a last resort)

05 points	for	waking up from the opening dream
15 points	for	finding the key to Belboz's journal
10 points	for	drinking the berzio potion
10 points	for	picking up the dusty scroll
10 points	for	taking the vilstu vial from the mailbox
25 points	for	taking the moldy scroll from the trunk
20 points	for	casting AIMFIZ on Belboz [or Jeearr)
20 points	for	entering the Hidden Cave
10 points	for	taking the ordinary scroll from the cannon
15 points	for	taking the coin from the zorkmid tree
20 points	for	getting the gnome to open the toll gate
10 points	for	getting the glittering scroll from the hawker
20 points	for	entering the Hollow
25 points	for	taking the parchment scroll from the fireplace
20 points	for	entering the Sooty Room
20 points	for	opening the door in the Dial Room
20 points	for	entering the Slanted Room
25 points	for	taking the smelly scroll from the kerosene lamp
20 points	for	entering the Lagoon Shore
15 points	for	opening the wooden crate
20 points	for	entering the Mammoth Cavern

20 points	for	entering Belboz's Hideout
25 points	for	exorcising Belboz while VARDIKed.

SPELLS, POTIONS, AND THEIR LOCATIONS (use only as a last resort)

GNUSTO	your spell book
FROTZ	your spell book
REZROV	your spell book
IZYUK	your spell book
PULVER	your spell book
YOMIN	your spell book
VEZZA	your spell book
GASPAR	Helistar's Quarters
MEEF	Library
AIMFIZ	Cellar (in the trunk)
FWEEP	Hidden Cave
YONK	Gun Emplacement (in the cannon)
MALYON	Arcade (from the hawker)
SWANZO	Hollow
GOLMAC	Slanted Room
VARDIK	Slanted Room (in the lamp, after casting GOLMAC)
ochre (berzio) potion	Store Room
orange (vilstu) potion	Lobby (in the receptacle, if you send for it)
indigo (flaxo) potion	Torture Chamber
amber (blort) potion	Hidden Cave
aqua (fooble) potion	Parade Ground (inside the flag)

FOR YOUR AMUSEMENT (after you finished the game)

Have you tried:

- typing WAKE ME during the opening dream?
- casting AIMFIZ on yourself, Duncanthrax, Krill, the Wizard of Frobozz, the servants, the mailman, the hawker, the author?
- casting AIMFIZ on Helistar or Frobar? (Try these two several times.)
- sitting on the table in the Chamber of the Circle?
- sitting on the parrot's perch?
- reading the tenets in the Chamber of the Circle?
- taking the encyclopedia?
- casting YOMIN on yourself, your older self, your younger self, the hawker, the park gnome, and the toll gnome (while he sleeps)?
- examining yourself while FROTZed or FWEEPed?
- examining the boa?
- FROTZing a gnome?
- FROTZing a grue in the dark?
- doing an inventory while FWEEPed?
- going to sleep while flying?
- casting MALYON on the bunnies or the statue?
- casting MALYON on the dragon a second time?
- PULVERing the moat or the flume?
- filling a vial with water?

--climbing the flagpole?
--waving or wearing the flag?
--REZROVing the door in the dial room, or the toll gate?
--giving a FROTZed coin to a gnome?
--biting a coin?
--leaving the Arcade with the ball?
--casting IZYUK or FWEEP while underwater?
--turning on the floor waxer while underwater?
--opening a (full) potion vial while underwater?
--taking the fooble, vilstu, or blort potion while under the effect of one of the others? (Try this several times.)
--dying with your GASPAS location in the glass maze, in a river bed room, or in the Guild Hall?
--doing crazy things as the younger self, and then seeing how your actions are described when you become the older self?
--MEEFing the morgia plant, and then looking at the very last line of the game (assuming a 400 point finish)?

Things you can read about in the encyclopedia:

ACCARDI-BY-THE-SEA
AMATHRADONIS
AMULET OF AGGTHORA
ANTHARIA
ARAGAIN FALLS
AUTHOR
BARBEL
BELBOZ
BORPHEE
BOZBARLAND
CHEVAUX
DIMWIT FLATHEAD
DOUBLE FANNUCCI
DUNCANTHRAX
EGRETH CASTLE
ENCHANTERS GUILD
ENTHARION
FIBBSBOZZA
FLATHEAD OCEAN
FLOOD CONTROL DAM
FLUMES
FORT GRIFFSPOTTER
FRIGID RIVER
GABBER TUMPER
GALEPATH
GLASS
GNOMES
GREAT SEA
GREAT UNDERGROUND EMPIRE
GUE TECH
GURTH
INFOCOM

INFOTATERS
JEEARR
KOVALLI DESERT
KRILL
LARGONETH CASTLE
LONELY MOUNTAIN
MAGICLAND
MAREILON
ME
MESSENGERS GUILD
MITHICUS
MIZNIA
MORGIA PLANTS
NYMPHS
ORKAN
QUENDOR
RAZOR GORGE
ROYAL MUSEUM
SERVANTS GUILD
SOFTSPEL
SORCERER
TEMPORAL TRAVEL
THRIFF
TROLLS
TROGLODYTE
WIZARD OF FROBOZZ

ZORK

ZORKMIDS

plus spells, potions, and the infotater animals.

SPELLBREAKER

THE COUNCIL CHAMBER

Why are the guildmasters so angry at me?

Listen and find out.

They seem to think you and your fellow mages are responsible for the deterioration of magic.

Who is this "shadowy figure" who turned all of the other guildmasters into amphibians?

The 'shadowy figure' left the cloud in Belwit Square when it teleported away.

The word 'shadowy' is an indication of the figure's persona.

You'll find out more about this 'shadowy figure' as the story progresses...

Belwit Square is tilled with orange smoke. How do I get rid of it?

There are two ways you can do it.

You can use a spell in your spell book that will do the trick.

Try LESOCH.

Or you can wait for the smoke to dissipate.

How do I get into the storied Manse?

The guard at the door seems remarkably surly, no?

Actually, you can't get into the Manse.

What's this cube I found?

The story tells you that it's just a white featureless cube.

Actually, it is completely featureless, but you can do more than use your normal senses.

JINDAK before you pick up the cube and you'll see one feature of the cube.

Then see the next question.

How do I get out of Belwit Square to get to the rest of the story?

Have you examined all of the items you're carrying?

Your spell book in particular.

Did you notice anything that wasn't there before?

The BLORPLE spell will 'explore an object's mystic connections.'

If you haven't gotten the orange smoke in Belwit Square to dissipate then don't continue reading this question.

JINDAK may indicate an object of interest.

CAST BLORPLE on some of your items and see what happens.

One item in particular has lots of "mystic connections" that need to be explored.

That item is the featureless cube that remains after the orange smoke dissipates.

BLORPLE THE FEATURELESS CUBE.

THE PACKED EARTH ROOM

I just arrived in Packed Earth, and it's pitch black! What do I do?

If you can't get light somehow, you're in big trouble!

FROTZ any item you're carrying, or yourself.
I just arrived in Packed Earth; where did the cube go?
Actually, the cube didn't go anywhere.
You are, in a magical sense, within the cube.
Don't worry, you'll get it back when you leave the room.

Why can't I force my way through the north exit?

Because it is a magic exit.
It's very strong magic, so you need very special conditions to be able to get through this exit.
More on this later...

I went west from Packed Earth to get to Cave Entrance, but going east from Cave Entrance doesn't get me back to Packed Earth.

What happened? How do I get back to Packed Earth?

Packed Earth is a "magic" room. It is not connected to other rooms in a physical way.
To get back to Packed Earth, go there the same way you got there in the first place.
BLORPLE THE CUBE.

I've gotten past the ogre, but I can't take anything from his lair.

You must have used GIRGOL to pass the ogre.
Bad idea. Everything is frozen in place and the ogre kills you as soon as the time stop wears off. There's another solution to the puzzle. See the next question.

How do I get past the ogre?

Have you listened to the sounds the ogre makes?
Have you YOMINED the ogre?
The ogre has a bad case of hay fever.
If there was a drugstore nearby you could help the ogre out.
But since there's no such thing in this story, you'll have to take advantage of this weakness.
Do you have anything that could aggravate his allergy?
If not, then you'll have to solve another puzzle first.
What about the weed in the Meadow (south from the Soft Room)? What? Shaking the weed at the ogre didn't affect the ogre very much? Perhaps if the weed was bigger.
Must this one be spelled out for you?
THROCK the weed.
Make sure to plant the weed first, though.
PLANT THE WEED THEN THROCK IT (in Ogre Cave or at Cave Entrance).

What is the significance of the box?

JINDAK before you pick it up. It's magic.
You can identify any cube by putting it into the box and looking at the design that appears on the box.
The box has another feature. More on this later if you can't figure it out by then.

Help! I have all these featureless white cubes and I'm having trouble keeping them straight. What can I do?

You can use the box to identify the cubes. See above.

You probably could find a way to label the cubes.

If you have the burin, you can WRITE "WORD" ON THE CUBE. From then on you can refer to the "word" cube.

What is the significance of the avalanche?

It keeps people like you from reaching the hut at the top of the mountain.

It kills people not smart enough to get out of its way.

How do I get to the small building at the top of the mountain?

You can't go up without starting an avalanche...

...but you don't have to die if the rocks are frozen in place.

If you haven't found the GIRGOL scroll, don't continue reading clues in this question.

If you've already used up the GIRGOL scroll in another place, you won't be able to get up the mountain. Bad move.

CAST GIRGOL.

If you still can't go up, try casting GIRGOL when the rocks are more spread out.

Try starting an avalanche before casting GIRGOL.

Start the avalanche, then GIRGOL when the rocks form almost a continuous curtain.

Then go up.

Where can I find some mountaineering equipment?

If you haven't GIRGOled the cliff, don't continue.

There is no mountaineering equipment. There's a way to freeze the rocks in place when they're not so jumbled. See the previous question.

How do I start an avalanche at Cliff Top?

You must be crazy!! Why would you want to do a thing like that???

Well, if you really want to, type MOVE A ROCK or PUSH A ROCK.

Why won't the hermit let me take his cube?

ASK THE HERMIT ABOUT THE CUBE.

How do I get the hermit to give me the cube?

You can't bribe the hermit with food or buy the cube from him with the coin, so you'll have to find another way to get the hermit to let you have the cube.

Have you noticed how poorly built the hut is? It needs the cube as a keystone to hold it up.

You could fix up the hut a little.

A spell could help here.

If you haven't been to the roc's nest, you don't have that spell.

If you've found the CASKLY spell, now is the time to use it.

CASKLY THE HUT THEN TAKE THE CUBE.

What can I do to get by the serpent?

The serpent is huge, and makes a complete loop (having swallowed its own taft). It fills the corridor. You probably can't force or sneak your way by it.

If you haven't gotten past the ogre, don't go any further.

You'll have to find a way to shrink the serpent.

Have you found the LISKON spell yet?

LISKON THE SERPENT.

What is the zipper?

Have you tried opening and closing it?

Or JINDAKIng it?

The zipper is really a huge container...

...which safely stores anything in a different dimension.

It's bigger on the inside than on the outside.

Is there anything else interesting about the zipper?

It's hard to tell. It's dark inside the zipper.

There are three ways to find out if anything's in there.

Try putting a FROTZed item into the zipper for light, then looking.

Or REACH INTO THE ZIPPER.

Or CLIMB INTO THE ZIPPER THEN LOOK. You can fit.

Why can't I go down through the muddy hole?

Well, the story tells you that 'you pull back' when you realize that there isn't solid ground down there.

But, if you're persistent (or foolhardy)...

...why not try going down again?

How do I get down off a roc?

You can't. You get down off a goose.

You can't. Relax and enjoy the ride.

How do I get the cube from In Roc Nest?

The mother roc is very protective of her egg. You won't be able to get near the cube while she's in the nest.

There is a way to get to the roc's nest without being taken there by the mother roc.

If you haven't been to the Air Room, leave the nest and work on another puzzle for now. Don't forget to take the stained scroll while you are here; it's useful.

Have you managed to get the magic carpet in the bazaar? If not, get it. You can fly to the roc's nest on the magic carpet.

Is the mother roc still there? There's a time when you can get to the roc's nest without the mother roc being home.

Have you been to the Guard Tower above the Dungeon? If not, don't continue.

The speck on the horizon is the mother roc.

If you fly on the magic carpet to the roc's nest (four turns to the west from the tower) the mother roc will be away from the nest, searching for food. Now's your chance to get the cube.

Holy farmer's breakfast! The roc's egg hatched! What do I do???

This time, you're really outmatched. Don't fight the baby roc.

All you can do is run away.

You have one turn to get away, so if you don't have any means of immediate escape, you might as well type KILL ME.

How do I get out of the roc's nest?

It's a long way down.

You can BLORPLE out.

You can fly back on your magic carpet, but only if you know the location of the Guard Tower.

THE TEMPLE

What do I do with the idol?

Have you examined it?

It's kind of difficult from down here.

Try climbing the idol.

Then try examining its features...

...such as its eye or mouth.

How do I get the eye?

Why not use a tool to help you out?

Try PRY THE OPAL WITH THE BURIN or PRY THE EYE WITH THE KNIFE.

I've found a cube here, but I can't take it.

It's because your hand is too big or, if you LISKONed yourself, your arm is too short to fit between the fangs and reach the cube.

The idol is solid basalt, so you can't break into its mouth or REZROV it open.

Maybe you can get the rodent idol to open its mouth.

You'll probably have to MALYON THE IDOL.

At what time is your mouth open widest?

Right. When you're yawning.

Try to CAST ESPNIS ON THE IDOL to make it yawn.

Basalt idols can't yawn, so you'll need to MALYON THE IDOL before you CAST ESPNIS ON IT. This will get it to yawn.

I've gotten the idol to "open up" to me, but it "closed" again, What do I do?

He who hesitates isn't always lost.

Wait for one turn after casting MALYON before casting ESPNIS. This will catch the idol in a full cheek-stretching yawn.

THE SOFT ROOM

How can I get through the west exit?

See the north exit question for Packed Earth.

What is the significance of the rabbit?

The author of the story is fond of rabbits, so he put one in the meadow. He is fond of various other creatures as well.

I followed the rabbit down into the rabbit hole. What do I do with the cakes I found?

Wait a minute. This isn't Alice in Wonderland...

...or even Zork II.

Phony questions deserve phony answers!

How do I get the weed out of the ground? It's stuck.

You can cut it with the shears.

If you do that you won't be able to use the weed later. The shears are a trap. There is another way to get the weed.

Just **PULL THE WEED** again. It will come out the second time with its roots intact.

Why doesn't the weed grow?

Perhaps conditions in the vicinity aren't optimal, even when a **THROCK** is cast.

Plants need water, light, and nutrients to grow.

Have you tried planting the weed?

THE WATER ROOM

Oh no!! Some of my possessions got damaged when I went south!

What can I do??

There are two ways to prevent your spell book and scrolls from being ruined by water and one way to fix them after the fact.

If you have **CASKLY** and **BLORPLE** memorized, you can **BLORPLE** out of the wet area, then **CASKLY** your book or scroll back to perfection. If you don't have them learned, you have to **RESTORE**.

You can leave your items behind and come back to pick them up later. Don't forget to learn **BLORPLE** so you can come back to them.

Or you can put your spell book and any scrolls into the zipper, then close it before you enter the water. You still need to learn **BLORPLE** because you can't get your spell book in order to learn spells without ruining your spell book.

How can I stop the grouper from eating my cube?

You could **TAKE THE CUBE** before the grouper can eat it...

...but then the grouper eats the bottle...

...and you need the bottle to finish the story.

Can you think of anything of yours that it might rather eat?

Did you pick up the fish or bread when you were in the Guild Hall? If so, skip the next clue.

You can get back there if you die and then go north from the Boneyard. Type **KILL ME**.

If you have fish or bread, drop it when you first arrive in mid-ocean...

So.. then you can get the bottle and the cube.

Take the cube first. It's sinking while the bottle is floating.

What's so special about the bottle, anyhow?

Ever heard of a message in a bottle?

Well, that phrase applies here. **OPEN THE BOTTLE**.

But make sure you're on dry land! Otherwise you'll ruin the contents!

Can I do anything useful with the grouper?

Yes.

Unless you haven't found the Dungeon Cell.

Have you found the moldy book? If so, you might have a spell to cast on the grouper.

SNAVIG THE GROUPER and go **DOWN**.

I found another cube! But I can't get it. What should I do?

wait until you "become yourself again..."

...then get the cube and swim upward. Don't forget the stuff you dropped when you turned into a grouper.

But don't hesitate or you'll drown!

How do I get up through the trap door in the Oubliette?

You can REZROV it open. But you still can't reach it.

Maybe you could reach it if the water level were higher?

Then again, the pipes are too big to block with anything. You need magic to reach the top.

Unless you've been to the Air Room, don't continue.

There is an item off the Air Room that will help you go up.

It's a spell, not the carpet.

You should protect your spell book since you're going to be swimming in water again.

This is becoming a habit.

TINSOT WATER to freeze the channel to raise the water level.

AGAIN. The first time didn't completely freeze it since the water is running so quickly.

You can't quite reach the top. If you only had a platform to float on?

All your items sink, but ice doesn't. TINSOT THE WATER to create an ice floe.

Now climb on the ice floe, then go up through the trap door.

Is there anything to do with the narrow channel?

You can do something with it to reach the trap door. See the previous question.

Have you tried to reach into either pipe?

If so, you'll know that the pipes extend quite a ways in.

It would be nice to be able to find out what goes on in there.

A spell will help.

If you haven't gotten the bottle from mid-ocean, don't go on.

LISKON ME. ENTER OUTFLOW PIPE.

Did you remember to keep your spell book protected again?

I've found a moss-covered cube. How do I get it?

Type GET CUBE.

THE AIR ROOM

How can I get off the Glacier without dying?

There is no direction that is safe.

But you can BLORPLE off.

Can I get a carpet from the merchant?

What do you think?

Yes.

How do I get a carpet?

There's no such thing as a free carpet.

Perhaps you can get an idea of the going price for a carpet by consulting your Frobozz Magic Magic Equipment Company catalog.

You can bargain by offering increasing numbers of zorkmids until he agrees on a price.

If you don't start at 100 zorkmids or more and increase by at least 50 zorkmids per offer, the merchant will think you're trying to cheat him.

If you agree on a price above 500 zorkmids, you will have to offer him the opal instead of the coin, as the coin is only worth 500 zorkmids.

If you agree on a price of 500 zorkmids, you can give him the coin.

Hey! I didn't get the carpet I wanted!

Did you indicate your interest in the blue carpet before he sold it to you, by ASKING MERCHANT ABOUT BLUE CARPET, or offering something to the merchant for the blue carpet?

If you didn't, go back and try that.

Even so, you can see that the merchant is a very slippery fellow.

If you GET BLUE CARPET or ASK MERCHANT FOR BLUE CARPET or GIVE RED CARPET TO MERCHANT after he gives the wrong one to you, he'll give you the right one.

What does the red carpet do?

Nothing, it's shabby and nonmagical.

What does the blue carpet do?

Have you looked under it?

Have you JINDAKed it?

If so, you'll know that it's a magic carpet.

If you SIT ON THE BLUE CARPET and then FLY UP, you'll see how it works.

THE DUNGEON

How do I open the cabinet?

You could try unlocking it, if you have a key.

No luck, eh? You could try smashing it.

You're a thinker, not a brute-force, smelly-armored adventurer.

Try a spell.

REZROV THE CABINET.

What use is a moldy book?

You could try to sell it to a used book dealer.

You could wait a while and hope it dries out.

Perhaps there's a spell to improve its imperfect condition.

CASKLY THE MOLDY BOOK.

What is the speck on the horizon?

What speck? Perhaps your glasses are dirty.

No glasses, huh?

Just wait, you'll find out.

It won't even hurt.

Much.

I'm in the Boneyard and I didn't die, What happened?

Maybe you died and didn't notice.

No, you BLORPLEd the cube that leads to the Boneyard. There's more than one way to skin a cat.

THE LIGHT ROOM

I don't see anything of value here. Is there?

There's a volcano erupting. The scientific interest alone should keep you excited.
Oops! What was that?

Yipes! That lava fragment almost hit me. How do I keep from getting hit by another flying fragment?

Don't worry, there'll only be one.

How do I get the fragment?

You could take it.

Didn't work? Too hot? Maybe it'll cool in time.

Didn't cool? You could try cooling it.

There are two ways to do that. One is mundane, the other magical.

The mundane way is to pour some water on the fragment. Of course, you should have a bottle full of water if you expect to do that.

The magical way is to TINSOT THE FRAGMENT. Of course, you must have the TINSOT spell first.

THE STRING ROOM

Who is Belboz?

Type WHO IS BELBOZ.

I don't see anything of value at the Enchanter's Retreat. Is there?

Perhaps you can get answers to some of your questions.

Perhaps Belboz will be willing to help you if you can convince him you are in need.

How do I know the answer to the question?

Look it up on your Enchanters Cards that came with your package.

If you don't have them, you can order a new set from Infocom with your proof of purchase.

If you bought the hint booklet and not the game, that's a shame. We're not going to tell you the answer in the hint booklet.

THE CHANGING ROOM

Of what significance is the filigreed carving of a compass rose?

We are a computer software company, not art critics.

The carving is a decorative hint of things to come.

Have you found a real compass rose yet?

You can find the real compass rose in the Bare Room, north of the Changing Room.

The carving is so well crafted, it might almost be a mold for the real compass.

PUT THE ROSE IN THE CARVING. Then see what happens.

How do I get out of the Octagonal Room?

You shouldn't leave anything important behind.

You should have brought the compass rose with you.

If not, you can still BLORPLE out, go back to the Carving Room, and retrieve the compass rose.

Putting the compass rose in the carving again "recharges" it.

Why are some of the runes silver and some lead?

As silver is a precious metal, there is probably something special about the walls with silver runes.

Have you tried fiddling with the runes, or touching them?

Did you bring the compass rose with you from the Carving Room? TOUCH THE ROSE TO a silver runed wall (other than the north wall) such as THE WEST WALL.

Why are some of the arms of the compass rose silver and some lead?

The north arm of the rose turned to lead when the hole appeared in the north wall of the Carving Room.

If you haven't done anything successful (gotten anything to happen/ change) in the Octagonal Room, don't read on.

Have you noticed that whenever you open a hole in the wall, the corresponding arm of your compass rose changes to lead?

Q: What is better than a compass that tells you where to go?

A: A compass that tells you where you've been!

Something's changed in the Octagonal Room, but I still don't know what the *#(?\$) is going on?!!

Each time you squeeze through an octagonal hole, you go to a new room, NOT to the same room with changed runes.

This puzzle is a symmetrical maze; each room has a slightly different description. See the next question for a full explanation.

I don't know, I don't know, I just don't know.

This is it. Read the following ONLY if you are completely defeated.

The Octagonal Maze is a three by three "square" of adjoining Octagonal Rooms.

You can go only through walls with silver runes, and only if the corresponding arm of the compass rose is silver. In other words, you can go in any direction only once. (See

question "arms/silver/lead" · clue 3, above.) Within each room, any wall that borders

another interior wall has a silver rune; each wall that faces out of the "square" has a

lead rune. There are three exceptions: in the Central room, only the north, east, south

and west runes are silver; in the Southeast room, the south wall is silver (since it leads back to the Carving Room); in the North room, the west rune is gold.

The Carving Room (or Maze Antechamber) leads you north to the Southeast room of

the maze, transmutating the north arm of the compass rose. Therefore, you cannot go

north again (see 3, above). The cube you seek is in the Northwest room of the maze.

You can enter this room only from the North room (work out the logic for yourself).

See the next question for how to cross that bridge.

There are four possible routes to the north room of the maze, all using the compass rose, of course:

W, then NW, then NE.

NW, then W, then NE.

W, then NE, then NW.

Actually, there are only three.

I've found a gold rune! What do I do now?

You can't do anything to the gold rune.

Maybe you can open the plug.

REZROV THE PLUG.

GOOD ROOM

I've done everything I can think of, and I still can't get to the Dragon cube!

Don't read the following if you are not completely stumped. This is the complete unabridged unexpurgated solution and explanation to the whole puzzle.

In fact, some question has been raised whether we should tell you at all. Our censors say not to.

On the other hand, you did pay good money for this, so you are entitled to an answer.

On the third hand, there isn't even a Dragon cube in this story, so if you are looking for an answer for it, you've got the wrong hint booklet.

THE PLAIN

How can I get the green eyed rock to help me?

Have you tried getting on it and then ordering it around?

What is the green eyed rock most interested in

... besides itself?

Food.

ASK THE GREEN EYED ROCK ABOUT FOOD.

How do I get what the rock wants?

You may have something in your possession that contains phosphorus. Igneous rock.

If you haven't got anything that fits that description, you might try checking out the grouper.

Find a lava fragment.

Give the fragment to the rock and then climb onto it.

How do I get to the brown eyed rock?

Your first step is to map the plain.

The northwest comer, or lack of it, is the only irregularity.

It's the key to the puzzle.

Once you maneuver the green eyed rock through the diagonal, you can trap the brown eyed rock. In chess, this is called "gaining a tempo."

If you get close enough, the brown eyed rock will become mesmerized by the presence of the green eyed rock.

How do I get the cube from the brown eyed rock?

If you aren't right next to the brown eyed rock, go no further.

It's easier than you think.

Just Jump onto the brown eyed rock and take the cube.

THE DARK ROOM

I'm in a dark room. How do I get out?

Have you looked for an exit?

It's too dark to see an exit. Maybe you should try going in various directions.

Remember, there are ten possible directions.

Going up will reveal one of those exits that "you can't seem to force your way through."

Going down is the normal way out.

Okay, I'm out of the dark room, but it's still dark? What's wrong?

Light doesn't behave normally here.

Your FROTZ spell won't behave normally here either.

Have you gone down from the Dark Cave yet?

This is "grue heaven," a place ideally suited for grues, as all light is subdued at best and stays out of the way of the creatures.

I can't get past the grues. Help!

Perhaps you would have better luck if you were less conspicuous.

When in Rome...

In the Grue Cave, SNAVIG A GRUE.

Of course, carrying a light when you do this will have bad consequences. If you are a light source, you will have to extinguish yourself first.

But you should leave a light source in the Dark Cave to prevent the grues from getting you as you blunder around in the dark.

How do I keep from waking the baby grue?

Did you get the blanket from the Jail cell?

Did you get the bottle of grue's milk from the refrigerator?

What blanket? What bottle? What refrigerator?

What baby grue? You're in the wrong grue lair.

You're even in the wrong hint booklet!

I keep dying in the light pool!

This is not a very safe place for a grue to be.

A prudent grue would get out of there pretty quickly.

There's a way out of the pool other than back up to the cave.

There's a nice pillar in front of you.

CLIMB THE PILLAR.

THE VOLCANO

How do I get back to the Volcano Base from the Volcano?

The same way you got there before.

This is the same volcano, but you can't get there from here directly.

What is that outcropping?

It's an outcropping.

It's made of something that has a very *high* melting point.

Isn't it frustrating that you can't get to it?

If you LOOK AT OUTCROPPING, you might want to get there even more.

How do I get to the outcropping?

You do have a magic carpet; you could try to fly there.

But be sure to SAVE before you try it.

You could try to TINSOT THE CARPET to protect it from the extreme heat.

The magic carpet isn't the answer.

Have you tried to build a bridge from all the cubes you've collected? You might be able to freeze them together...

It won't work! You're a magician, not an engineer! Bridges aren't the answer!

How do I avoid the heat of the lava?

Any sufficiently arcane magic is indistinguishable from technology.

There must be a magic item or spell that would help.

Have you ever wondered about those exits from the cube rooms that don't seem to be open?

You should figure out how you can use the gold box. It does have an interesting property that you might be able to use. Try leaving it behind. Try this sequence: Get your favorite cube. Put it into the box. Remove the cube from the box.

Toss the box onto the outcropping. Now BLORPLE the cube you just removed from the box. Try something different: go through the cube room exit that you couldn't go through before. (For example, the East exit is the magical exit from the Water Room.)

Surprise! If you did everything right, you should have been able to get through the magical exit, and you now should be standing on the outcropping!

Don't forget to take the cube once you get there.

How can I get off the outcropping now?

How about a BLORPLE?

THE VAULT

What use is the treasure?

None.

How do I get the vault door open?

Try REZROVing it.

If this doesn't work, then your REZROV spell isn't strong enough. You have to find some way of augmenting it.

There's no YONK spell in this story.

You can't augment your REZROV spell unless you've found the outcropping and gotten to it. Don't read any further if you haven't gotten there yet.

Did you notice the feeling of power when you picked up the cube from the outcropping?

If you have that cube in your possession, then REZROV will open the vault door.

I have a pile of junk in my inventory. How did that get there?

Do you notice what's missing in your inventory?

The 'treasure' turned into junk when you left the Inner Vault by BLORPLing.

Why are you collecting treasure anyway? You're supposed to be collecting cubes in order to save the world.

What happens to all the cubes I took from the Outer Vault?

You can never leave the Outer Vault with a BLORPLE spell without losing all the cubes you picked up there.

However, if you BLORPLE one of the Outer Vault cubes and don't end up in the Nondescript Room, you'll get back the cube you BLORPLE'd when you leave that room as you normally do.

What's going on in here?

Only one of the cubes is the 'real cube,' and the rest are magical fakes. You're supposed to get the real cube and BLORPLE out of the Outer Vault with it.

If you BLORPLE a fake cube you end up in a Nondescript Room.

The real cube changes position each time you enter the Outer Vault. You can't SAVE and RESTORE to solve this puzzle by brute force. Isn't that nasty?

How do I prevent the alarm fairy and guards from showing up?

You can't.

If you cast a REZROV spell in the Outer Vault they will show up immediately.

Otherwise they will show up after a predetermined number of spells cast. The number is three, unless you brought the treasure into the Outer Vault with you, in which case it is two. It can take three spells to determine the right cube, so it's best to leave the treasure behind, since you don't need it. No doubt it was placed there to trip up thieves. Also, putting a cube into the gold box counts as a spell, as the box works by magic.

How do I get past the guards and down the hallway out of the Bank?

You can't get past the guards.

Don't even try spells. Well, try some, Just for fun.

How do I find out which cube I want?

A spell will help you identify the correct cube. But you only have three spells (maximum) to do it. Then the alarm fairy and the guards show up. The spell isn't BLORPLE, it's JINDAK!

JINDAK when you first enter the room. You'll notice something unusual about the two piles.

The 'real cube' doesn't glow at the same intensity as the fake cubes. But...

...it could be brighter or dimmer.

You have enough time for only two more JINDAKs (three in all) before you have to grab the correct cube and BLORPLE it out of here.

This is a variation of a classic coin-weighing puzzle.

To get the correct cube from the Outer Vault, enter the Outer Vault without the treasure. Have all your items in the zipper so you can easily move cubes around. Have JINDAK memorized thrice and BLORPLE memorized once. Read clue 9 and follow the directions.

Clue 9

The first JINDAK should be done with four cubes on each pile. TAKE X1, X2, X7, X8. JINDAK. (X3, X4, X5, X6 on the first pile. X9, X10, X11, X12 on the second pile.) If the piles are even then read clue 10. If the piles are uneven, notice which pile is brighter, then read clue 13.

Clue 10

TAKE X3, X4. PUT X1, X2 IN THE FIRST PILE. JINDAK. (X1, X2, X5, X6 on the first pile. The second pile remains the same.) If the piles are even then read clue 11. If the piles are uneven, then read clue 12.

Clue 11

TAKE X1. PUT X7 ON THE FIRST PILE. JINDAK. (X7, X2, X5, X6 on the first pile. The second pile remains the same.) If the piles are even then BLORPLE X8. If the piles are uneven then TAKE X7. BLORPLE IT. Now read clue 17.

Clue 12

TAKE X1. PUT X7 ON THE FIRST PILE. JINDAK. (X7, X2, X5, X6 on the first pile. The second pile remains unchanged.) If the priies are even then BLORPLE X1. If the priies are uneven then TAKE X2. BLORPLE IT. Now read clue 17.

Clue 13

PUT X1, X2, X7 ON THE SECOND PILE. GET X9, X10, X11, X12. PUT X9 ON THE FIRST PILE. GET X6. PUT X6 ON THE SECOND PILE. JINDAK. (X3, X4, X5, X9 on the first pile. X6, X1, X2, X7 on the second pile.) If both priies are equal, then read clue 14. If the priies are uneven the same way they were in clue 9, then read clue 15. If the priies are uneven in the opposite way they were in clue 9, then read clue 16.

Clue 14

Take all of the cubes off of both piles. PUT X10 ON THE FIRST PILE. PUT X11 ON THE SECOND PILE. JINDAK. If the priies are even then GET X12. BLORPLE IT. If the piles are uneven the same way they were in clue 9, then GET X11. BLORPLE IT. If the priies are uneven in the opposite way they were in clue 9, then GET X10. BLORPLE IT. Now read clue 17.

Clue 15

Take all of the cubes off of both piles. PUT X3 ON THE FIRST PILE. PUT X4 ON THE SECOND PILE. JINDAK. If the priies are even, then TAKE X5. BLORPLE IT. If the priies are uneven the same way they were in clue 9, then GET X3. BLORPLE IT. If the piles are uneven in the opposite way they were in clue 9, then GET X4. BLORPLE IT. Now read clue 17.

Clue 16

Take all of the cubes off of both piles. PUT X6 ON THE FIRST PILE. PUT X1 ON THE SECOND PILE. JINDAK. If the priies are even then GET X9. BLORPLE IT. If the priies are uneven, then GET X6. BLORPLE IT. Now read clue 17.
If you've ended up in the Sand Room: congratulations! If you've ended up in the Nondescript Room: too bad, you didn't follow the directions accurately.

The Sand Room

Like wow, man, deja vu! Haven't I been here before?

Yes, you have. So to speak.

But when you were here before, you were hereafter. Or you will be if you try to BLORPLE out of here without solving the puzzle.

Does the description of the Sand Room remind you of anything?

Marilyn Monroe? The Wicked Witch of the West? An hour glass?

Do the room descriptions seem slightly different from the time you were here before? Time is the key word here.

The Sand Room, going UP or DOWN, sends you back in time, to long before you became an Enchanter. Or even to before you started the story. You must leave each room, the Dungeon Cell (past) and the Ruins Room (past), exactly as you (will) find them in the present. We call this 'establishing the past.' Otherwise you create a paradox, and since nature abhors a paradox almost as much as a vacuum, you die.

I went UP from the Sand Room, and I keep dying when I try to leave!

If you haven't been DOWN from the Sand Room, and survived, don't read any further. If you have been, you have the right idea. Leave things as they were. (Or is it, as they will be?)

You want to BLORPLE out of the room, having dropped the closed zipper, which contains ONLY the flimsy scroll. EMPTY THE ZIPPER INTO THE SACK is a helpful command. Leave nothing else behind. Oh, and one more thing ... Well, you'll figure it out.

I went DOWN from the Sand Room, and I keep dying when I try to leave!

If opening the cabinet with the key is killing you, you're reading the wrong hint. Have you read all the clues to the first question in this section?

Since you are back in time, you must leave everything the way you (will) find it when you enter the Cell from the Dungeon East End. That is, off the Water Room cube.

Thus, you must leave ONLY a spell book in the cabinet. (It will get moldy on its own.)

And, of course, don't forget to take the vellum scroll. Leave the cabinet locked. (The lock will get rusty on its own.)

Remember, there should be no door left on the Cell when you have established the past, either. REZROV proves very handy in such cases. You need the Magic Room cube in your possession for your REZROV spell to be powerful enough, though.

GAK! I finally found a use for the key, but it's booby-trapped!

If you die when you use the key, then you answered Belboz incorrectly. Crafty little devil, isn't he? He would revolutionize the modern public school system.

You need your Enchanter Cards to answer Belboz correctly.

If you haven't got Enchanter Cards, see the last question in the section entitled "The String Room."

THE MAGIC ROOM

How do I get through the east exit?

You can't unless you have all of the cubes in your possession (except the cube you used to BLORPLE to this room).

There are twelve cubes besides the Magic Room cube.

How can I save the world?

By winning the game.

Stop the shadow from remaking the universe to its own liking.

What is the significance of the hypercube?

A hypercube (or tesseract) is the four-dimensional analogue of a cube. A hypercube has sixteen vertices. Your thirteen cubes and the shadow's four make seventeen, enough to build a hypercube with one left over. This hypercube is a construct in which the relationships of the elements represented by the cubes are used to reconstruct the universe.

Why do I get frozen at the ending? I'm not doing anything to deserve this.

Your presence is threatening enough. The shadow isn't stupid; it's taking precautions to prevent you from interfering.

I get frozen at the end and I never thaw. How can I thaw?

One of the cubes helps you thaw.

If you have the Magic Cube in your possession you will thaw in five turns.

Time runs out before I can do anything. Help!

If the shadow froze you a little earlier, you would thaw out earlier. Provoke the shadow before it decides on its own to freeze you. You will thaw out that many moves sooner and have extra time.

When can I do something without getting noticed and frozen?

Read the descriptions carefully.

Once you are frozen, the shadow doesn't think you'll thaw until it is too late to stop its plan.

When you thaw, wait until the shadow ignores you before doing anything. Don't do anything that might get its attention, or it'll just freeze you again. Spells should work.

Okay, now I have some time. What do I do?

You have to cast a spell to stop the shadow.

None of the spells you memorized from your spell book will help.

You would be well off to have written something on the vellum scroll that you found, and brought it along.

Though you could have written almost any spell, GIRGOL is the most powerful one available, and GIRGOL will 'time stop' the shadow.

Timing is important.

GIRGOL the shadow as it prepares to jump into the hypercube.

Then rearrange the restructuring of the universe to thwart the shadow. You have to take the Magic Room cube out of the hypercube...

... and put in something else, or the universe will be created around nothing; in other words, destroyed.

Don't put in a magic item, or it won't change the structure of the universe, and everything will return to as it was.

Put in a non-magical item. The favorite of Boston area college students is the smoked fish.

Why do I get the final ranking that I do at 600 points?

Because magic is no more.

The profession of magician is no longer very useful. Perhaps as a scientist you can pursue a rewarding career.

Why isn't there an alternative ending?

The inevitable result of magicians wielding such unchecked power as existed before the end of the story would be the creation of another shadow. It too might be defeated, but eventually one would arise who would be victorious over its original. The outcome of such a victory is too terrible to contemplate.

STUFF AND THINGS

What good is ...

... the burin?

Did you look at it?

Try JINDAKing it.

It's used to inscribe words or spells.

Can you think of any things that might be easier to tell apart if they had names?

Use the burin to write words on the cubes. WRITE "EARTH" ON CUBE, for example.

It's also useful for writing new spell scrolls.

... the gold box?

You might try JINDAKing it.

Notice how the decorations on the box change when a cube is placed inside it.

Have you noticed that most cube rooms have an exit that you can't use? When you place a cube in the box, it opens the 'impassable' exit in the cube room for that cube.

That exit then leads to the location of the box, as long as it's sitting on the ground (not being carried or in a container).

... the zipper?

Have you tried JINDAKing it?

Have you tried opening it?

Have you looked inside it once it's open?

Have you reached inside it?

Have you gotten inside it?

The zipper is a gateway to another dimension, and it can contain an amazingly large number of things, including yourself. It is also watertight when zipped.

... the brass lantern?

Have you filled it with oil?

Have you rubbed it until it's shiny?

Have you noticed that it doesn't exist?

... the compass rose?

Have you tried JINDAKing it?

Have you been west of the Changing Room? If not, stop here.

Does the carving in the Carving Room look familiar?

Perhaps the compass rose would fit in the carving.

Pay attention to what happens to the compass rose when you put it in the carving.

Don't forget to take it again!

... the moldy book?

It sure is moldy and disgusting, isn't it?

Can you think of anything that might improve it?

CASKLY the moldy book.

... the wrought iron key?

Have you tried unlocking anything with it?

It's too bad that the oak cabinet is so deteriorated.

Of course, it wasn't always.

Oh dear, did the key blow up in your face? It didn't?

Good, go on to the next clue. It did? Then skip the next clue.

Congratulations.

Too bad.

... the ogre's club?

You could try attacking the ogre with it.
You could try hitting the lava fragment with it.
You could try examining your head, since there is no ogre's club!

... the vellum scroll?

A blank spell scroll is a fairly valuable object.
But then, you're not hunting treasures, are you?
You might try writing on it.
You could copy a spell onto it. Of course, you have all your spells in your spell book, don't you?
Well, there was one spell that you had only on a scroll. Too bad you didn't have this blank scroll then.
Of course, you probably aren't powerful enough to copy a really powerful spell.
If you have the Magic Room cube, you can copy a GIRGOL scroll if you can find one.

... the carpet?

If your carpet is red, stop here.
Have you looked under the rug?
You could try sitting on the rug.
You could try going UP while sitting on the rug.
But don't remove the label!
And don't get lost!

What things can I ask Belboz about?

The cubes.
The shadow.
The snake.
Magic.
The key.

What things can I ask the hermit about?

The cube.
The hut.
The avalanche.
The coin.

CUBE DETAILS

Found in...	Decoration	Property	BLORPLE to...
Belwit Square	Moles	Earth	Packed Earth
Ogre Lair	Dolphins	Water	Water Room
Temple	Eagles	Air	Air Room
On Pillar	Salamanders	Fire	Fire Room
Plain	Grues	Dark	Dark Room
Hut	Spiders	Connectivity	String Room
Ocean Floor	Fireflies	Light	Light Room
Dungeon Cell	Worms	Death	Boneyard
Roc Nest	Rabbits	Life	Soft Room
Octagonal Room	Owls	Mind	No Place
In Pipe	Butterflies	Change	Changing Room

Outer Vault	Turtles	Time	Sand Room
Outcropping	Unicorns	Magic	Magic Room

MAGIC DETAILS

My spells don't always work. Why?

Magic is deteriorating. If you look at your spell book, you will see that only a remnant of your repertoire of spells remains. Doing something about this is the main goal of the story.

As you get further in the story, spells work better and better.

Each cube you have increases the probability of your spells working. Each spell is also influenced strongly by two different cubes, and having those cubes makes it much more likely that the spell will work.

Details of cubes' effects on spells:

Spell	Cubes that increase chance of success
BLORPLE	(always works)
FROTZ	Change, Light (75% base chance)
GNUSTO	Change, Earth (75% base chance)
LESOCH	Air, Fire
MALYON	Fire, Life
REZROV	Change, Earth
YOMIN	Mind, Light
SNAVIG	Change, Dark
GIRGOL	(special, as spell is so powerful)
LISKON	Change, Earth
TINSOT	Water, Fire
JINDAK	Light, Connectivity
ESPNIS	Mind, Death
CASKLY	Change, Connectivity
THROCK	Life, Water

If you have the cube that BLORPLEs you to the Magic Room, it gives an extra-strong power boost to all spells. With this cube in your possession, only the GIRGOL spell can ever fail under normal circumstances.

When I use a spell on a scroll, the scroll disappears and I can't use the spell again. Help!

You should GNUSTO the spell into your spell book.
Then you can memorize the spell from your book and use it repeatedly.

Spells and Their Locations

GNUSTO	Your spell book.
REZROV	Your spell book.
FROTZ	Your spell book.
YOMIN	Your spell book.
JINDAK	Your spell book.
MALYON	Your spell book.
LESOCH	Your spell book.
BLORPLE	Your spell book after the shadow leaves the Council Chamber.

THROCK	At Cliff Middle.
CASKLY	In Roc Nest.
GIRGOL	In the zipper in Ruins Room.
ESPNIS	At Ogre's Lair.
LISKON	In the bottle in mid-ocean.
TINSOT	At the Glacier.
SNAVIG	In the moldy book after you CASKLY it.

How the Points Are Scored

- 25 points for each of 13 cubes, for a total of 325.
- 15 points for reading or using BLORPLE the first time.
- 10 points for getting the zipper.
- 10 points for getting the flimsy scroll.
- 10 points for getting the dirty scroll.
- 10 points for getting the stained scroll.
- 10 points for getting the dusty scroll.
- 10 points for getting the box.
- 10 points for getting the damp scroll.
- 10 points for getting the white scroll.
- 10 points for getting the blue carpet.
- 10 points for getting the moldy book
- 15 points for CASKLYing the moldy book.
- 10 points for getting the compass rose.
- 25 points for answering Belboz and getting the key.
- 10 points for getting the vellum scroll.
- 25 points for establishing the past at Dungeon Cell.
- 25 points for establishing the past at Ruins Room.
- 50 points for saving the world (but destroying magic).

FOR YOUR AMUSEMENT

(after you've finished the story)

What did we name the cubes here at Infocom?

Dave gave them boring names like "Earth" or "Air."

Gary gave them all incomprehensible (to others) single-letter names, because he hates typing.

Max named one "Ohio" because he was looking for a 4-letter synonym for No Place. (Max has never visited Ohio, either.)

Spike named them "cube1" through "cube13" because, while he isn't wildly imaginative, he is very smart.

Liz named the Fire Room cube "Bob" after her husband.

Amy named the Dark Room cube "Inky."

Have you tried...

...flying on the magic carpet to the Outcropping?

...TINSOTing the magic carpet, then flying to the Outcropping?

...reading the carpet label during flight?

...FROTZ GRUE in a dark room (not in the Dark Room area)?

...reading the pillar?

..SNAVIG SERPENT or YOMIN SNAKE (before and after shrinking it)?

..leeping on the green eyed rock? Petting it?

...giving fish or bread to the green eyed rock?

..showing the lava fragment to the rock?
· wallowing things when you're a grouper?
..smelling the ogre, or smelling the ogre when you're an ogre?
...trying to convince the merchant to sell you a carpet for less than 500 zorkmids?
...hitting the alarm fairy?
...YOMINing the shadow in the Castle?
..slavering while a grue?
...following the rabbit in the Meadow?
...landing the magic carpet other than In Roc Nest or Guard Tower?
...MALYONing the idol while you are on it?
...casting a spell (other than BLORPLE) at the Plain?
...following the shadow from Belwit Square?
...CASKLYing the red carpet?
...YOMINing any enchanter after he's been turned into an amphibian? ...MALYONing the cube in the hermit's hut?
...looking at a grue when you are a grue?
...attacking a grue when you are a grue?
...YOMIN GRUE?
...examining the orange smoke or smelling it?
...TINSOTing the glacier?
..melting the lava?
...trying to sleep in the ogre's cave?

DEADLINE

THE BASICS

Some advice:

Like all good detectives throughout history, you will have to do a lot of legwork. You should check out the house and all of the grounds, examine everything, analyze everything, check for fingerprints, etc.; you must be diligent. If you suspect Ebullion in the sugar, have it analyzed for Ebullion. In general, it is a good idea to ask each of the characters about all of the others. Sometimes by comparing stories you can learn something. Keep an organized record of the results of your investigation. Read very carefully the Inspector's Casebook that came with the game. Also be sure to read and refer to the Coroner's examination, the letter from Coates, and the police interviews with those who knew the deceased well.

If you find out anything that may contradict what someone has said or that might be of interest to them, ask them about it, show it to them, or confront them with it.

If anyone acts suspiciously, follow them. Watch what they do.

Much of what you need to learn will come out only if you keep after the suspects in "Columbo-like" way (in other words, putting pressure on them until they react).

GENERAL QUESTIONS

Was it suicide?

Pros

He was depressed, and taking medication for it.

He had spoken of suicide.

There were problems with his company, son, and wife.

Cons

There was no suicide note.

He had made plans for the next day.

It wouldn't be much of a game if it were only a suicide.

Is there anything significant in the library?

Examine everything.

...including the balcony, carpet, tray, bowl, cup, saucer, bookshelves, calendar, notepad, and wastebasket.

What should I do with the bowl?

Did you analyze it for Ebullion?

It seems that no one spiked the sugar.

Is the notepad important

Read answer number 3.

What should I do with the calendar?

"A desk calendar is here, open to July 7"

Don't desk calendars customarily have more than one page?

You can type TURN TO JULY 15 (or any other date).

Did you find anything interesting?

Do you think any of the other characters might be interested (particularly those affected by a change in the will)?

If you show George the calendar entry concerning the new will (July 8) in the afternoon, he reacts very strangely. Read Question 5.

What happened to the chair Mr. Robner was sitting on?

Artistic license? There is no good reason for it to be missing. Perhaps the author didn't consider it important.

Is the wastebasket important?

Nothing much of interest here...

More interesting is what is not here.

What is the significance of the telephone call:

Did you try answering the phone when it rings around 9 a.m.?

Did Mrs. Robner do anything suspicious afterwards?

Did you try listening to her call on an extension phone?

Read Question 1.

Are the paintings important?

It appears that the Robners were collectors of fine art.

Some of the paintings appear to be quite valuable.

Particularly the Seurat.

Are there any paintings missing?

Do the paintings conceal anything?

What is the significance of the mail?

The mail arrives around 10 a.m.

You have only about an hour before Mrs. Rourke will come across it and deliver it to Mrs. Robner.

Read Question 2.

Is Mr. McNabb useful for anything?

He apparently is a good gardener.

Have you talked to him? (He's not much of a conversationalist on topics unrelated to gardening, but if you ask him about the weather, his roses, or the lawn...)

Have you ever noticed a change in him?

Shortly after 11 a.m. he becomes quite annoyed. Why? Ask him.

Ask him to show you the holes he is ranting about.

How do I leave the grounds?

You don't. The geography certainly can't go on forever.

Is the book useful for anything?

Did you try to read it?

Did you try to read the ending?

Are all of the drugs in the house significant?

There certainly are a lot of them.

Have you read all the labels?

You should ask the other characters about them, particularly those who are taking them.

Once Baxter has left, how do I find him-?

It's too late to do anything with Baxter. You had six hours to deal with him.

How do I question Mr. Coates?

Have you tried calling him on the phone?

You won't get anywhere with this; Coates Just doesn't have anything interesting to say.

Is Steven's arrival important?

Did you follow him?

Did you eavesdrop on his conversation about the paintings?

How did you do these things when he never arrived?

Where did Mr. Robner keep important documents?

If he kept any at home, they're well-hidden.

Might there be a hidden safe? (You could ask the residents.)

You won't be able to find his documents yourself. One of the characters will reveal the location If you cause him/her to panic.

Investigate the desk calendar and proceed from there.

Is the fireplace important?

No..

What is the significance of the fragment?

Read question 24

Is Mrs. Rourke useful for anything?

She seems to be a good housekeeper.

She is a bit of a gossip, though.

She could get into trouble sticking her nose into her employer's affairs.

How do I open the kitchen window?

It won't open.

Who can show me the cellar entrance?

Shouldn't any one of the residents be able to do this?

How long could you live in a house without knowing the layout?

What led you to believe there was a cellar?

Is there a new will?

You might ask the characters about it.

Mr. Coates says that Mr. Robner told him he was altering the old one.

Mr. Robner's calendar indicates that he wrote one.

It's hidden away safely. Read Question 6.

Is the newspaper important?

The newspaper arrives around 11 a.m.

Presumably you have read it.

'The Daily Herald is a local paper in two sections.'

Did you read the second section? (Alternatively, read the paper slowly or carefully.)

Once again, you might want to show this to others for their reactions. Have you seen a mention of Omnidyne before?

What is the ladder for?

You might ask Mr. McNabb.

In general, ladders are useful for getting to and from high places.

Do you think it would reach the balcony?

Is there any significance to George's long vigil at the lake in the afternoon?

Did you notice any suspicious behavior before this?

Try looking into the lake where he is standing.

How do I get back from the attic?

Who took the ladder?

Did you hide behind the trunk to watch who took it?

This could be important. Is there something you said or did to cause this to happen?

How did you get into the attic?

What is the quickest way to summon Mr. Robner's brother?

His brother Clement?

Have you tried the phone?

Where might the phone number be?

Did you ask Duffy to find him?

What brother?

Is Clement's girlfriend sincere?

What indication do you have that it isn't?

Isn't a single smirk a rather small thread with which to build a case?

Who the #@%* is Clement?

READ ONLY IF

In this section, read the clues only if the condition is met.

Someone acted strangely at the will reading or soon after:

If this person left in a hurry, go on.

Read Question 5.

You have analyzed the footprint:

Read Question 25.

You have found a couple of holes:

Continue only if you have found a pair of holes in the rose garden. What might fit in them?

Try the ladder (remember that it rained Wednesday night).

There was a way into and/or out of the library, despite the locked door. You should search the area carefully.

Search around the holes again. (It may take you a few tries to find what you are looking for.)

You have found a destroyed document:

How do you think it got there?

Did you notice anyone acting suspiciously earlier?

The document didn't just appear in the water. George got it from somewhere and threw it there.

He began acting strangely when he realized there was a new will which Mr. Coates didn't know about.

Follow him when he first starts acting strangely. Read Question 5.

Someone (other than Mr. Robner) has died:

If it is Ms. Dunbar, read on. Otherwise, don't read any further.

Read Question 27 and then continue with the next hint for this question. Did anything peculiar happen before this apparent suicide?

Did anyone other than George, Mr. Coates, Duffy, or you leave the house?

Did you follow (or watch from the guest room window)?

Mr. Baxter and Ms. Dunbar met in the tool shed. What happened there? Did you watch through the tool shed window? Try looking through several times during the course of the discussion.

Might this suicide be a murder?

Did you notice anything odd about the scene of the 'suicide'?

Where is the pen Dunbar used to write the suicide note?

Read Questions 7 and 8.

You have entered the attic:

Read Question 6.

You have found the hidden closet:

Read Question 6.

After you have discovered the missing paintings:

Don't go on if you haven't been in the cellar.

You must be cheating.

You have found a diary:

If it is Mrs. Robner's diary, go on. Otherwise, don't read any further. Don't unlock it until you are positive it is Mrs. Robner's.

Did you find the key under Mrs. Robner's mattress?

You are only making it more difficult for yourself by cheating in this manner.

You have solid proof of the method of Mr. Robner's death:

If you don't have the lab report from analyzing the fragment, don't go on. Read Question 10 through 18.

QUESTIONS

Read the numbered questions only when you are directed to in other parts of this booklet.

1. When should I listen to Leslie's phone call?

If you listen in on the extension, you will hear the same conversation every time. There is no way to hear more of the conversation.

2. What is in the envelope?

You won't find out without opening it, illegal and immoral though that may be.

It appears that Mrs. Robner had a motive for killing her husband.

Have you shown the letter to anyone? It mentions others by name.

3. What do I do with the notepad?

This is something you should examine carefully.

Is there a way you might make sense of the indentations?

What would Sherlock Holmes do? (You've probably done it yourself as a child.)

Cary Grant did it in Alfred Hitchcock's *North by Northwest*.

Try rubbing the notepad with the pencil. (Alternatively, you can hold it up to the light.)

Read Question 4.

4. What do the Indentations on the notepad say?

It is clearly a note from Marshall Robner to Mr. Baxter.

It seems to be a rather forceful note.

It appears that Marshall is insisting that Baxter do something concerning a merger.

There is also some apparent mention of documents and something about "Focus."

"plica" could be part of replicate or implicate...

The last line looks like "Reconsider before it is too late!"

Have you asked the other characters about the merger and Focus?

You might want to show certain people the note also.

Isn't **it** interesting that Baxter claims he never received the note, yet it isn't in the wastebasket?

5. What is George up to?

Did you follow him?

Did you try to hide so you could watch?

Try hiding in the upstairs closet.

Now that you know he disappeared in the library, you might hide there next time to see what he does.

Hide on the balcony.

Now that you have seen someone enter the hidden closet, you can discover the way to get in--examine the bookshelves. (Alternatively, you could have found the way in without seeing George enter if you did a careful examination at some time after George has entered and left the button uncovered by the books.)

6. How do I open the safe?

Have you asked anyone for the combination?

No one will admit to knowing it.

Do you believe no one knows?

What was George doing in the hidden closet?

You must time your entry to the hidden closet so that you catch George with the safe open.

Enter the closet about 10 minutes after George does.

By the way, don't forget to look in the safe.

7. Who murdered Ms. Dunbar?

Who had a motive?

Who has the pen that wrote the 'suicide' note?

Ask the suspects for a pen.

When you get one, try writing with it.

8. How did the murderer get to Ms. Dunbar?

You might try hiding in the hall closet to see where he comes from.

If you surprise him in the master bedroom or on the master bedroom balcony, you will be killed.

Baxter used the ladder to reach the master bedroom balcony.

Read Question 9.

9. Is this the proper ending of the game?

Do you feel satisfied?

Don't you think you can solve the case without Dunbar being murdered?

10. Was is suicide?

You must be kidding!

11. What do I need to get a conviction?

You need a good case. There must be a clear motive, means of administering the drug and removing the evidence, no alibi, and no inconsistencies.

12. How can I prove that Mr., Baxter was involved?

You'll have to come up with a motive. Read Question 19.

He has a good alibi for the night of the crime. You'll have to destroy it. Read Question 20.

You must also prove he had the means to carry out the crime. Read Question 21.

13. How can I prove George is guilty?

You'll need a solid motive.

"Love of money is the root of all evil."

A threatened change in the will would be a good reason...

Have you shown him the desk-calendar entry concerning the new will? You'll also have to prove that he had the means to carry out the crime. Read Question 22.

14. How do I prove that Mrs. Robner is guilty?

She certainly had a motive - Steven.

She also had a convenient balcony to reenter the house without Mrs. Rourke hearing her.

Was there any mud on her balcony or in her room?

How would she have gotten the LoBlo into Mr. Robner's tea?

She couldn't do it alone.

15. How do I convict Ms. Dunbar?

What would her motive be?

She certainly had the opportunity to put her LoBlo in the tea.

How did he reenter the house without Mrs. Rourke hearing her?

She could not have done it alone. You'll have to find a reason she might help someone else.

16. What was McNabb's motive?

Is it possible that Mr. Robner stepped on a rosebush?

Be serious. McNabb is certainly not a suspect.

17, How did Steven get the LoBlo capsules?

This is a red herring.

18. What caused the bruise on Mr. Robner's left temple?

It is interesting that it was the left temple, since the body was lying on the right side on the floor.

It is possible that Mr. Robner hit his head on the desk as he fell.

It is also possible that the body was moved for some reason.

There is no evidence that will allow a definite answer to this. It will remain a mystery forever.

19. How do I prove a motive for Mr. Baxter?

There is an item of interest in the library.

Check out the notepad.

It appears that Baxter was involved in something called Focus. You will need to find the documents referred to in the note.

20. How can Baxter's alibi be destroyed?

In his police interview, he said he was at the concert alone.

Before continuing, show Ms. Dunbar the lab report and follow up on the subsequent readments.

Read Questions 28 and 29.

21, How did Baxter carry out the murder?

How could he have gotten the LoBlo into Mr. Robner's tea?

He had to have an accomplice.

Mr. Dunbar delivered the tea and is obviously romantically involved with Baxter.

22, How did George carry out the murder?

How did he get the LoBlo into the tea?

How did he reenter the house without Mrs. Rourke hearing him (or is she lying)?

23. Why is this question here?

if you thought there were no more questions,

you might be able to deduce

something you should not yet know.

This way,

before you have read every hint,

the fact that this question remained unread

implied that one of the remaining hints was very important.

but obviously it wasn't.

24, What do I do with the fragment?

Did you clean it off and examine it?

Do you recall anything similar?

Didn't you examine the teacup in the library or those in the kitchen?

If you count the teacups and saucers in the kitchen, you'll notice a teacup is missing.

Could the teacup in the library be a substitute?

The fragment ought to be analyzed.

What might the chemical that "is not a common medication" be?

One of the bottles of medicine was from another country.

Have the fragment analyzed for the medication you suspect.

Say ANALYZE THE FRAGMENT FOR LOBLO.

25. What does the shoe size and depth indicate?

See the answer to Question 26.

26. Who put the stolen Rembrandt in the attic?

see the answer to Question 25.

27. Why is there both a living and a dead Ms. Dunbar?

Do you remember Dunbar referring to her identical twin sister?

Wasn't Mrs. Robner an expert in makeup and impersonations during her early theatrical career?

Wasn't Clement a plastic surgeon?

This was a very funny bug in the early releases (revisions) of the game.

28. Is the ticket stub meaningful?

If you show Baxter the ticket stub, he admits that he was at the concert with Ms.

Dunbar, but says that she became ill at intermission and took a cab home.

Dunbar originally said she was 'out with a friend and we didn't get back until 10:30.'

If you confront Dunbar with the ticket stub (and she wasn't present when you showed it to Mr. Baxter), she says '...we go to concerts, only occasionally, you understand. We went that night, the night that Marshall died. And then he took me home and that's it.'

So, Baxter was at the Robner home Wednesday night but lied about it.

29. Where is the ticket stub?

Ms. Dunbar has it.

Searching won't turn it up.

Follow her after showing her the lab report. when she sees you, you will make her so nervous that she will drop the stub.

POSSIBLE ENDINGS

Do not look at these until you have finished the game. Of course, killing yourself ends the game. Sometimes, if you try to kill another character or attack them in certain other ways, the game will end (often somewhat humorously).

Arresting someone before you have proof that it was a murder results in a refusal by the district attorney to seek an indictment. If it is Baxter whom you arrest, there are two variations on this--depending on whether you have seen the papers on the Focus scandal. In all these scenarios, you are chastised by your superior for not being more careful.

If you arrest George after seeing the new will or after seeing him in the process of destroying it, the jury acquits him. They evidently feel that destroying the will is insufficient evidence for a guilty verdict.

If you arrest Mrs. Robner after opening her mail or listening in on her call to Steven, the grand jury declines to indict "citing, among other things, a lack of evidence linking her with the execution of the crime." If Baxter is arrested after you have seen the lab report confirming that Mr. Robner was murdered, the jury acquits him. They cite the lack of a motive or the means to administer the drug. He is also acquitted if arrested after you have proof of murder and the documents implicating him in the Focus scandal. The jury feels the lack of means of administering the drug without a struggle is a serious flaw.

If you arrest George and Baxter, the district attorney throws out your case, noting that the only link between the two was hatred. If you arrest them after seeing the new will (or seeing George trying to destroy it), seeing the notepad note, and seeing the papers on the Focus scandal, the D.A. spends much more time interrogating them. Although he realizes they had motives, he decides not to indict them since "no coherent and consistent theory could be proposed which involved the two of them conspiring to murder Mr. Robner."

Arresting Mr. Baxter after Ms. Dunbar's death can lead to a number of different endings. If you saw the suicide note, pen, or saw Mr. Baxter leaving the scene of the shooting but have not yet established a motive for Baxter to kill Robner, Baxter is found guilty only of the death of Ms. Dunbar. If you have established a motive (seen the Focus papers and read the note), Baxter is found guilty of both murders. If you have no evidence that Baxter murdered Dunbar, there are two possible endings, depending on whether you have proved a motive for Baxter to have killed Robner. In each of these endings, the jury acquits Baxter, believing that Dunbar murdered Mr. Robner and then committed suicide.

If you surprise Mr. Baxter on his way to kill Ms. Dunbar, the game ends in your death. If you arrest Ms. Dunbar after witnessing her meeting with Baxter after you have confronted her with the lab report, she is later found dead of an apparent suicide while out on bail during her trial.

There are several possible ending if you arrest both Ms. Dunbar and Mr. Baxter. If you have no evidence of murder, the D.A. refuses to seek an indictment. If you haven't proved a motive with the Focus scandal papers, the grand jury refuses to indict them. If you have the focus papers but haven't seen the note, Baxter and Dunbar are tried—and several jurors believe them to be guilty—but they are not convicted since there is nothing relating the old Focus scandal to the murder. If you have proof of murder, the note and the Focus papers, you must still disprove Baxter's alibi for the night of the murder (most of the Jurors will vote to convict, but a couple of them will feel there is reasonable doubt). Only if you have gotten conflicting stories from Baxter and Dunbar about the night of the murder by confronting them with the ticket stub while the other is not in the room to hear the story, can you convict the two of them.

FOR YOUR AMUSEMENT

(after you have finished the game)

Have you ever tried:

having the ladder analyzed after noon? (Can you guess why this happens?) smelling, tasting or trying to eat the various drugs? swimming in the lake, taking a shower, or flushing the toilet? looking in the toilet or in the bathroom mirror? smelling the sugar? saying FIND DUFFY? taking or counting the silverware? eating the grapes, fruit or berries? drinking George's Scotch or Bourbon twice? eating George's red herring? saying FOLLOW MR. ROBNER?

"squeezing" or "turning on" any of the characters?

walking until a time early in the day?

following or arresting or accusing or confronting an inanimate object? Jumping from the balcony? kissing anyone? killing anyone? (you might have to try several times) arresting Duffy? typing SCORE?

WITNESS

What crime am I supposed to investigate?

- A. It's not Mrs. Linder's suicide; that's already being handled by others. In fact, you got the suicide note and newspaper form the ongoing file on her case.
- B. You should knock on the front door or ring the door bell before about 8:30.
- C. If you don't do that, you won't witness a crime during the story.

What if I don't go in the house?

- A. You could try waiting outside until 9:00 and then ringing the door bell again and again.
- B. You can also see someone arrive and go to the office door about 9:00.

Who is that person?

- A. You could try talking to him, using various names.
- B. You can even call him 'visitor' or 'stranger'.
- C. You'll discover that it's Stiles, but why is he here?
- D. Try asking him about the phone call.

How do I enter the house?

- A. All the doors leading into the house are locked when you arrive.
- B. Once Linder is dead, you can unlock any door from the inside.
- C. Unless you tried to sneak in by shooting the lock.
- D. Once Linder is dead, you can also get all the door keys from Phong.

Is there anything special about the windows?

- A. Only one window is special.
- B. It gets broken when the gun is shot.
- C. Try examining it before and after the gunshot.
- D. Besides the usual wiring, there is a piece of green wire.
- E. Try asking other characters about the green wire.
- F. Everyone In the household either evades the question or lies about it.
- G. You can also analyze the chunk of putty after the gunshot.
- H. Analysis will show that the putty contains an explosive.

What can I learn from the mystery book?

- A. It's in the butler's room.
- B. Have you read it? Was it interesting?
- C. Have you shown it to Monica?
- D. Have you shown it to Duffy?
- E. What about the bookmark?
- F. The bookmark is a receipt for two identical handguns, not one.
- G. Try showing the receipt to Phong.
- H. He'll tell you that the name on the receipt is false and that Monica bought the guns.
- I. Monica and Linder want you to think that there's only one gun.

What about the broom?

- A. can you use it to clean anything?
- B. No, you can't.
- C. Who else would you expect to use it?
- D. Try asking Phong about it.
- E. That's all there is to the broom.

What about the matchbook?

- A. Have you tried to phone the Brass Lantern?
- B. Did you look inside the matchbook?
- C. Whose phone number is written on the inside?
- D. Try calling that number.
- E. If you've lost the matchbook, you can try to "phone the matchbook" or "look up the matchbook".
- F. Try showing it to various characters.
- G. You can also try to analyze the handwriting.
- H. But you need another sample of a person's handwriting to get any result.

What about the handcuffs?

- A. You can try to put them on other people.
- B. You'd better have a good reason, though.
- C. Even with a good reason, you may not succeed.
- D. In fact, you can succeed only after about midnight, when everyone's tired out.
- E. And even then, only one person is tired enough to succumb.
- F. That person is Monica.

What about the threatening note?

- A. Try showing it to various characters.
- B. You can also try to analyze the handwriting.
- C. But you need another sample of a person's handwriting to get any result.

What about the radio?

- D. It's in the living room.
- E. Try turning it on.
- F. You'll hear some real programs!
- G. It's a fine radio. You could probably sit and listen to it all night.
- H. But you wouldn't learn anything about the case.

What about the records?

- A. They're in Monica's room.
- B. Try playing one.
- C. You'll hear some authentic popular songs!
- D. You could probably sit and listen to records for a long time.
- E. But you wouldn't learn anything about the case.

What about the newspaper?

- A. There's one in the police file on Mrs. Linder's death. (That's the one in your game package.)
- B. Only two stories relate to this case.

- C. Both of them have "Linder" in the headline.
- D. There's also another newspaper on Linder's desk
- E. Try reading it.
- F. You'll read some real headlines!
- G. But you won't learn anything about the case.

What about the tools in the workshop?

- A. How could you use a hammer and saw?
- B. Maybe you could open something that you can't find the key for.
- C. Or you could use the rope to make a hangman's noose.
- D. Then again, you might as well leave the tools alone.
- E. But there is something useful in the workshop.

What about the car key?

- A. Can you tell which car is whose?
- B. If you wait for Linder to use his car, maybe you could get a key from him.
- C. But Linder doesn't use any car in this story.
- D. But Monica does.
- E. Is she trying to hide the car key from you?
- F. No, she isn't.
- G. You can't find any car key.

What about the cat?

- A. Try asking Linder about it.
- B. Try asking Monica about it.
- C. Try petting it.
- D. Try waking it.
- E. Where does it go after the gunshot?
- F. It disappears, like any sensible animal.

What about the foot prints in the back yard?

- A. If you "analyze the foot prints," you'll get a cast that you can compare with people's shoes,
- B. Of course, if you haven't seen any foot prints, you can't analyze them.
- C. Try examining people's shoes.
- D. Stiles's shoes are muddy.
- E. His shoes match the foot prints.
- F. This shows that Stiles really is in the back yard at the time of the gunshot.

What about the foot prints in the side yard?

- A. If you "analyze the foot prints," you'll get a cast that you can compare with people's shoes.
- B. Of course, if you haven't seen any foot prints, you can't analyze them. And you'll have to be careful not to make a mess in the muddy yard.
- C. If you don't make a cast of the prints the first time you're there after the rain storm, you'll confuse them with your own foot prints.
- D. Try to find the muddy boots.
- E. After the gunshot, they're on the shoe platform in the entry.
- F. The muddy boots match the foot prints.
- G. Try asking Phong about the muddy boots.

H. He'll admit that he was in the side yard just before the gunshot, but he'll claim that he heard a noise.

I. Actually, he goes there to "plant" the muddy handgun and watch for Stiles to arrive.

What about the foot prints in the front yard?

A. If you 'analyze the foot prints,' you'll get a cast that you can compare with people's shoes.

B. Of course, if you haven't seen any foot prints, you can't analyze them. C. Do you make them when you're stealing vegetables?

D. No, you don't.

E. Does Phong make them while putting worms in the garden?

F. No, he doesn't.

G. There aren't any foot prints in the front yard.

What if my cast doesn't match anybody's shoes?

A. Maybe someone went through the yard and then left the property.

B. Or maybe they just changed shoes.

C. Where could you change shoes without tracking mud through the house?

D. There's a platform for storing shoes in the front entry.

E. After a certain time, you can find some muddy boots there.

F. Try asking Phong about the muddy boots.

Who rings the door bell?

A. Well, it could be you, but then you wouldn't ask this question.

B. After the gunshot, you can go to the front door and see for yourself.

C. You'll see that it's Duffy.

D. What about Just before the gunshot?

E. You could ask Phong about it.

F. Phong claims it was a door-to-door salesman.

G. Actually, it's a signal.

H. Phong rings it to tell Linder that Stiles is coming.

Does Monica really go to the movie?

A. You can ask her about the movie.

B. She knows who the star was, at least.

C. You can poke around in the garage after she comes home.

D. The hood of her car feels warm, so she doesn't Just go around the block.

E. Also, she drops her ticket stub in the garage.

F. If you analyze it, you can tell that she really goes.

Why does Monica go to the movie?

A. It isn't just a casual date.

B. Linder doesn't want her to go, but she does anyway.

C. She goes even if you try to delay her with questions.

D. She wants to have an alibi for the time of the shooting.

What does Monica do in the workshop?

A. Generally speaking, she works there on her own projects.

B. Specifically, she goes in there when she gets home from the movie.

C. She does something with the wires in the Junction box.

- D. The Junction box is where all the custom wiring in the house Joins together.
- E. She needs to dismantle the wires connecting the office button with the office window and grandfather clock.

What does Monica do in the kitchen?

- A. She doesn't cook. Phong does that.
- B. She doesn't pour out a belt of whisky. That's in the living room.
- C. She doesn't fix a late-night snack. Her stomach couldn't take it after the shooting.
- D. She doesn't even fix breakfast before you have to leave.
- E. She doesn't go to the kitchen at all.

What does Monica do in the office?

- A. She goes there before the movie to say good-bye to Linder.
- B. She goes there after the movie to say hello to Linder.
- C. When she sees his body, she seems to be overcome with disgust and grief.
- D. She also goes there late at night.
- E. She doesn't do anything if she sees you in the office.
- F. If you hide in the office or outside on the porch, you can see what she does.
- G. She needs to remove evidence from the clock.
- H. Afterwards, you can handcuff her and search her to find the evidence.

What does Phong do in the kitchen?

- A. He does different things at different times.
- B. In his orderly way, he seems to begin a new activity on the hour.
- C. Try going in the kitchen at different times.
- D. Maybe he'll enjoy the company.
- E. Or maybe not.

What does Phong do in his bedroom?

- A. Sometimes he reads the mystery book.
- B. Other times he just meditates on his future.
- C. Isn't it strange how no one sleeps in this story?
- D. Except Linder, who sleeps the big sleep.
- E. Maybe it isn't strange, considering all the recent deaths.

What does Phong do outside?

- A. Sometimes he tends the garden in the front yard.
- B. Sometimes he goes outside to check on strange noises.
- C. Sometimes he goes outside because Linder orders him to go.
- D. For instance, on this night he tramps through the muddy side yard

Where is the key?

- A. One person has the keys for all the doors in the house.
 - B. That's Phong.
 - C. Only one person knows for sure where the clock key is.
 - D. That's Monica.
 - E. She has it all the time, but you can't discover that until after she uses it.
 - F. Try handcuffing and searching her after she uses it.
- (You have to prove where the fatal bullet actually comes from, in order to get to the best ending. One way to prove it is to search Monica and then use the key.)

What can I do with the cars?

- A. You can't drive them.
- B. You can't even get in them.
- C. You can look at them, though.
- D. You can even look inside them.
- E. And you can feel that the MG is warm after Monica comes home.

How is "O.K." really spelled?

- A. In "The Big Sleep", published in 1939, Raymond Chandler always spelled it "okey".
- B. So that's how it's spelled when characters in "The Witness" say it.
- C. According to H. L. Mencken's "The American Language", President Woodrow Wilson used "okeh" on documents.
- D. So that's how it's spelled in the context of the story in "The Witness".
- E. Today's spelling appears in "The Witness" only in the context of using computers.

What is Linder's plan?

- A. Once you enter the house, he won't let you out of his sight.
- B. Once he takes you to his office, he won't let you leave.
- C. He wants you in his office, sitting down, when Stiles arrives.
- D. He phoned Stiles and persuaded him to come to the office at 9:00.
- E. He wants you to witness the gunshot.
- F. He wants you to arrest Stiles for attempted murder.
- G. He doesn't intend to be killed.

What is Monica's plan?

- A- She cooperates fully with Linder's plan (see above), except ...
 - B. She wants to leave the house before Stiles arrives.
 - C. If you don't suspect Stiles, she may tell you about the medical report. (See the question on Linder's motive.)
 - D. She doesn't want you to witness the gunshot.
 - E. But she doesn't want Linder to know that.
- (WARNING: Don't read further unless you think you know what it says!)
- F. Linder expects the bullet to miss him. And she doesn't.

What is Phong's plan?

- A. He cooperates fully with Linder's plan (see above).
 - B. That includes his duty in the side yard (see above).
- (WARNING: Don't read further unless you think you know what it says!)
- C. He's surprised when Linder is killed.
 - D. Then he has all night to meditate on his future.
 - E. That's all, folks!

What is Stiles's plan?

- A. It certainly seems obvious, doesn't it?
- B. That's what Linder wants you to think.
- C. Linder phoned him and persuaded him to come to the house at 9:00.
- D. Part of the persuasion was an offer of money.

- E. If you're still outside when Stiles arrives, Linder doesn't know you're there, so he gives Stiles some money and sends him away.
- F. If you're inside when Stiles arrives, he fits right into Linder's plan.
- G. Like a true grifter, Stiles has no real plan.

What is Terry's plan?

- A. Try asking Monica.
- B. No help at all, is it?
- C. Have you seen Terry meditating in the rock garden?
- D. No, that doesn't happen.
- E. Who is that person that shows up just before dawn?
- F. Nobody shows up just before dawn.
- G. In fact Terry never shows up at all.
- H. By the way, what gender have you assumed for Terry?

What is Duffy's plan?

- A. At the beginning of the story, you don't expect to need Duffy.
- B. But he shows up anyway, about 9:00.
- C. Available and helpful, as usual.
- D. In fact you can ask Duffy for hints, if you want.

What is Linder's motive?

- A. Could his death be suicide?
- B. Maybe he's stricken with grief over his wife's death.
- C. Maybe he has a fatal disease.
- D. Try to find a medical report.
- E. It's in a messy place, where you have to search for it carefully.
- F. It's in Monica's room, on her desk.
- G. The medical report says that Linder will die soon and painfully.
- H. Try 'analyzing' the report or showing it to Duffy before he goes to the morgue. Or try to analyze the corpse for a tumor.
- I. In either case, the coroner will report that the medical report is false.
- J. Linder has no motive for suicide, only for framing Stiles.

What is Monica's motive?

- A. She could blame Stiles for her mother's suicide.
- B. Try asking her about him.
- C. But you'd better do it either before she sees the corpse or after she admits her part in Linder's plan (see above).
- D. She doesn't really blame Stiles.
- E. Try asking Phong about the suicide. Or try asking Monica about her mother or her father or the affair.
- F. Either way will establish Monica's motive.
- G. Monica's motive is that she blames Linder for her mother's death.

What is Phong's motive?

- A. Try asking Phong about himself or Linder.
- B. He will tell you something that establishes his motive.
- C. Or try asking Monica about Linder's will after she sees the corpse.
- D. She will tell you something that establishes Phong's motive.

E. Phong's motive is that he thinks Linder deceived him about his job and the money he would make.

What is Stiles's motive?

- A. It certainly seems obvious, doesn't it?
 - B. That's what Linder wants you to think.
 - C. But when Stiles answers any of your questions, he pleads innocence.
 - D. Try asking him about Mr. or Mrs. Linder.
- (WARNING: Don't read further unless you think you know what it says!)
- E. Actually, Stiles doesn't want to shoot anybody.

What is Terry's motive?

- A. Terry really wanted to see this movie.
- B. When Monica suggested going out, it was easy to choose this movie.
- C. It's not clear whether or not Terry wants to be better friends with Monica. Would you?
- D. Oops! Were you assuming that Terry has a motive for a crime?
- E. If so, you're wrong.
- F. By the way, what gender have you assumed for Terry?

How does this story end?

- A. If you don't arrest someone before 8:00 a.m., Police Chief Klutz arrives to take you away, but not for a well-deserved rest.
- B. If you try to attack, kill, or shoot another character, you have a 50-50 chance of succeeding and getting taken away. If you're not sitting down when the gunshot goes off, you have a 50-50 chance of dying from it.
- C. If you're poking around in the wrong place when the gunshot goes off, you die from it.
- D. If you don't enter the house soon enough for Linder's plan, and you knock on the front door enough, Phong calls the police to take you away.
- E. If you don't enter the house soon enough for Linder's plan, he doesn't get shot, and the story ends with a postscript about Stiles getting shot a few days later.
- F. Otherwise, the story ends when you arrest one or more people.
- G. Of course, you can't arrest anyone before the gunshot goes off.
- H. And, if you try to arrest more than two people, you can't.
- I. Further, if you try to arrest two people, and they're not Monica and Phong, you can't.

How do I prove my case to the satisfaction of a jury?

- A. You need to establish "method, motive, and opportunity": that means you need either physical evidence or reliable testimony that proves how the crime was committed, why the suspect did it, and when the suspect had the opportunity to do it.
(WARNING: the following hints tell what the method was and how to prove it.)
- B. You can prove the actual murder method either by proving that a gun was in the clock and was set off by the butler's button, or by getting Monica or Phong to "spill the beans."
- C. You can prove that a gun was in the clock either by analyzing the gunpowder on the keyhole or by finding the gun itself in Monica's possession.
- D. You can prove that the button set off the gun by pushing it between the time Linder is shot and the time Monica gets home.

E. Monica will "spill the beans" if you accuse her after seeing her remove the gun from the clock, or if you ask her about the gunpowder or the grandfather clock or the butler's button after you have proven the button connection.

F. Phong will "spill the beans" if you accuse him after finding the gun receipt and matching his boots to the foot prints in the side yard, or if you ask him about the gunpowder or the grandfather clock or the butler's button after you have proven the button connection.

What are the possibilities when I make the arrest?

A. If you haven't "proved" the actual murder method, the D.A. refuses to indict, claiming the evidence is too flimsy. (But your boss gives you a suggestion that should help you next time you play.)

Exception: you can "arrest the corpse" and get a silly ending.

B. Another exception: you can arrest Stiles and get him convicted, but a postscript tells you that he is later released when some unspecified new evidence is found.

C. If you have "proved" the murder method, the ending depends on whom you arrest.

D. If you arrest Stiles, he is acquitted because of his lack of access to the Linder house.

E. If you "arrest the corpse," the coroner makes an unsatisfying ruling. If you haven't seen the medical report, the coroner reaches no conclusion; otherwise, the coroner rules suicide, but your boss doesn't believe **it**.

F. If you arrest both Monica and Phong, and have seen the gun receipt, and have established Monica's motive and opportunity (the latter either by seeing her remove the gun or by opening the clock yourself with the key), then you have a pretty good case against them. However, Phong confesses only to conspiring in Linder's plan and gets a suspended sentence; then Monica manages to get the same deal. Your boss is not satisfied with this result.

G. If you arrest Phong with or without Monica, but you haven't met all these conditions, Phong is acquitted because he lacks the mechanical skills necessary to construct the hidden gun mechanism. If you also arrest Monica, she too is acquitted: either for lack of motive or opportunity, or, if you haven't seen the gun receipt, because he was.

H. If you arrest Monica alone, and have established motive but not opportunity, she is acquitted for circumstantial evidence. If you have established her opportunity, you win!

Just for fun, have you:

read the scroll in the entry?

asked Duffy about himself?

tried to shut up Linder or take him outside? tried to take Linder's shoes? tried to follow

Mrs. Linder? dialed zero or the coroner or the Brass Lantern? tried to break down a

door? tried to eat or drink anything? asked anyone who you are or where you are?

kicked anyone? tried to look inside anyone? looked up? slapped anyone - or anything?

looked under a bed? looked in a mirror? tried to eat a meal or take the food? tried to

shoot yourself? tried to take a shower? followed an inanimate object? played anything

other than the radio or a record? cursed at the program?

SUSPECT

DATELINE: RAPPANOC, MARYLAND - The Ashcroft Estate

How can I get to the office before Veronica?

Have you tried ...

... following her?

... going out the French Doors and around the house?

... going out the Back Porch and around the house?

... going out the sliding glass doors, through the garden, and southeast from the covered walkway?

If you have tried all these, you know that you can't get to the office before Veronica

Anyway. it wouldn't be much of a game without her murder.

What should I do with Veronica?

Have you tried to resuscitate her?

It's too late for Veronica Call the police.

Why is the Detective so unobservant?

The Detective is supposed to mimic your performance in Deadline(tm) and The Witness(tm), and we all know how well you did on those, don't we?

Well, if the Detective were too good, there wouldn't be much of a role for you, would there?

The Detective will do very few things without being prompted by you. The police examine a few places on their own and, after they are done, they retire to the Ballroom to consider what (if anything) they've learned.

The Detective will perform analyses for you if you ask, and will make some helpful comments about the evidence you produce. Of course, if you suggest that an arrest be made, the police will usually jump at the chance.

What should I do with any evidence I find?

Have you tried showing any to the other guests?

Remember to show your evidence to the Detective and Sergeant Duffy.

How did the thief get into the house?

Have you tried opening any of the windows?

A family as rich as the Ashcrofts surely must have a sophisticated alarm system.

Was anything stolen?

If you remove Veronica's body from the office and return there before Michael and his friends arrive, you'll learn that nothing was stolen.

Who started that rumor anyway?

Is the fairy mask important?

It is an integral part of the Fairy Costume.

There's a clue in it; have you examined it inside and out? "Caught in the silver mesh..." Is it Veronica's hair? Use the verb COMPARE Hmmm.

Where can I find the business card?

It's in the waste basket.

What does the business card mean?

Cochrane wanted to stop Veronica from doing something.

It is related to the agreement in the manila folder.

What can I learn from the Purchase and Sale Agreement?

Veronica was planning on selling the estate to Ostmann. She sure was prevented, wasn't she? Have you asked Michael about Ostmann?

Show the agreement to Ostmann after he finds out about the murder; he's got an interesting piece of news.

What is the significance of the silver bullet?

If you haven't seen a bullet, why did you read this answer?

Have you looked at your gunbelt?

Have you really looked at your gunbelt?

Did you take it off first, so you could see the back?

Someone must be trying to frame you!

What is the significance of the hair?

Compare it to someone else's hair. Particularly Alicia's.

Don't you find it odd that a hair similar to Alicia's would be in Veronica's costume?

Who is the guest whose coat Smythe gets tangled in?

Have you accounted for everyone? Have you ever seen the guest again?

Have you ever tried looking at him during the confusion?

Have some sympathy for the poor fellow!

Does the rain amount to anything significant?

It's been raining heavily all day. Several inches must have fallen. The way it comes down is more important. It's been pouring most of the time ...

... but for a while it was only drizzling. Something else happens during that time.

Alicia arrives soaking wet.

How do I get past the dog?

Remember, he's never met you before.

He's a watchdog, so he doesn't trust strangers. You might try kicking him. Oops, Just kidding.

Be friendly, not threatening.

Try to pet him a few times.

Actually, no matter what you do (besides retreat), the dog will hold you up for 5 moves.

What about the footprint?

If you haven't ...

... been outside, stop here.

... looked at the pumpkins, stop here.

... tried to jump into the pond, stop here.

... gotten into the barn, stop here.

... found the muddy boots, stop here.

... analyzed the mud from the boots, stop here.

... shown the analysis of the mud to Senator Asher, stop here.

What a pile of rubbish! If you believe that, there's a slightly used bridge you might be interested in

What is a Brewster?

If you haven't ...

... found the body yet, stop here.

... been in the Morning Room yet, stop here.

... opened the window seat yet, stop here.

... put the body in the window seat yet, stop here.

... ever seen "Arsenic and Old Lace," stop here.

If you don't remember what a Brewster is now, go see the movie again.

What can I do with the broken glass?

You could take it and, when the police arrive, have it analyzed.

Or you could have it fingerprinted

Of course, you'll smudge any fingerprints on it if you take it.

If you leave it alone, Smythe will clean it up and throw it away in the kitchen.

Send the Detective to the kitchen to examine the glass.

If Muhammad won't go to the mountain ...

Take the trash basket to the Detective, then ask that the glass be fingerprinted

What do the various costumes mentioned in the Ballroom mean?

The man in the square plastic mask is wearing an old SUSPENDED(tm) package.

The six-foot tall invisible rabbit is Harvey, the pooka. The others are even more obscure. Actually, that's a lie.

The three blind mice aren't too obscure.

Enough!

Persistent, aren't you?

You know, it's people like you who make the authors' job worthwhile. As a reward for your perseverance, the next answer is going to reveal who committed the murder.

Suzanne did it. Another lie. Joanne did it. That's also a lie.

Next quarter's dividend is gonna knock your socks off.

Maybe the authors' will buy a yacht.

Where is the master bedroom?

It's upstairs.

Where is the safe?

Probably behind a picture somewhere.

There are portraits in the living room ...

... and more in the master bedroom.

Look behind the Van Gogh.

Maybe it was the Rembrandt.

Just kidding, it was the Warhol in the master bathroom.

Why even bother?

Did you read the answers regarding the costumes in the ballroom?

The yacht idea is sounding better all the time.

How do I get upstairs?

All of the known ways are roped off.

Did you find the ladder in the barn?

Put the ladder against the house. It'll reach up to the second floor.

What ladder?

What master bedroom?

Sorry. Just kidding. You can't go upstairs.

Is there anything important in the east coat closet?

It's full of "rather damp coats." One is more than just damp.

Is there anything helpful in the Library?

Have you searched the room thoroughly? The chair may prove to be helpful.

An important transaction takes place in the Library.

Have you tried hiding behind the chair?

Once you've hidden, wait to see what will happen.

If you hide after 10:45 p.m., it may be too late. Try again.

Where are the torn pages?

Have you shown the book to the Detective?

The Detective doesn't seem to be concerned

Search the office; papers are strewn all over there.

Sorry, but that will have to remain a mystery.

This space intentionally left blank.

What can I do in the dining room?

Have you looked in the china cabinet?

You can go east into the kitchen ...

... or go south into the long hall.

Do you remember the beginning ...

... of this booklet? Do not assume that the presence or absence of a certain topic is an indication of its importance. Also, don't

assume that long answers are associated with important questions. Just like this one.

What is burning in the fireplace?

Logs, most likely.

At one point, though, there is something else burning. Only for a few minutes though.

Marston throws it in there.

It's a piece of evidence he wants destroyed

You can't get the paper from Marston directly. Wait by the

fireplace until Marston tosses it in, then type TAKE THE PAPER

What is the significance of the list?

It "has one corner torn from it where it was stapled to something."

It indicates that Michael and Marston were equal partners in Southeast Planning.

But, until you find what the list had been attached to, you won't find out the significance of that Corporation.

Where can I find the origin of the list?

Backtrack from when Marston threw the list in the fireplace.

Marston had just come from a meeting with Michael ...

... and Michael had just come from the garage.

Look in the garage.

There are three places it can be: in the cars or in the toolbox.

What you are looking for is in the trunk of the BMW 3201.

How did Sergeant Duffy get to Maryland, anyway?

What do you mean? Hasn't he always been there?

Oh, you mean: 'He was in Connecticut a few years ago, in DEADLINE, so what's he doing in Maryland now?'

What makes you think it's the same Duffy?

Maybe the one in Connecticut is this one's twin brother.

Sergeant Francis Xavier Duffy of the Montgomery County Police is related to

Sergeant John Aloysius Duffy of the Lakeville, Connecticut Police.

What is Michael doing in the garage?

Mourning?

You won't find out if you arrive after he does. Hide behind a car before he arrives.

You should investigate this further.

What can I do with the toolbox?

Have you looked in it?

What are crowbars good for?

Prying things apart.

If you don't know what Michael was doing in the garage, stop here. Pry open the BMW trunk with the crowbar after Michael has been in the garage.

What can I do in the west bathroom?

Do you need to use the toilet? Remember to wash your hands.

Have you looked in the shower? No blood??? Hmmm.

Where were Linda and Richard at the time of the murder?

Seems they were close by.

Maybe even right there.

Have you examined Richard's costume?

Who committed the murder?

Don't you think that would be a bit much?

You don't? Well, the authors do.

This is the first question you're reading too, isn't it.

Okay, if you insist...

Michael strangled her with the lariat you left with your overcoat in the coat closet.

But, wait a minute! Wasn't he with the fairy queen in the Ballroom? How could he have done it?

You'll have to figure that out for yourself.

Was Cochrane involved?

There are several pieces of evidence that indicate his involvement. His note on the card certainly indicates he wanted to prevent Veronica from selling the estate to Ostmann.

He wasn't in the ballroom when the murder allegedly took place. And finally, Cochrane was drinking heavily.

Are you expecting more?

No, Cochrane was not involved.

Where was Cochrane at the time of the murder?

He appears from the east hall.

There's a door leading to the outside from there.

He could have killed Veronica, then run around the house and come in the east hall door. But he didn't.

Cochrane was in the east hall bathroom just before the murder occurred.

Was Michael involved in the murder?

What makes you think so?

He was in plain sight at the alleged time of the murder.

You'd have to prove the murder didn't happen when it seems to have.

How do I prove Alicia's involvement?

Have you noticed anything significant about the rain?

Meet Alicia on the Front Porch. Is there a discrepancy between her and her surroundings? It was drizzling, yet ...

... her raincoat was sopping wet.

Do you know what that means?

She must have arrived at a time when the rain was pouring down, not lightly drizzling.

There are two more pieces of evidence that point to Alicia.

One is the fingerprint on the broken glass ...

... and the other is the dark hair in the fairy queen mask.

How do I prove Asher's involvement?

The Senator?

Have you asked him yourself?

Talk to Ostmann, he's got some very interesting information. Spurned lover, eh?

Makes for some great gossip.

Did you find Marston and Asher talking secretly in the living room? Hide behind the couch before they show. Get the hint?

Asher's involvement is pure conjecture. Any fair jury would throw it out of court.

And unless you write for a gossip rag, it wouldn't even pass for a decent story.

Where does Marston fit in?

Have you asked Marston about himself?
Ask him about the family trust also.
If you haven't found the trust documents, stop here.
Show the documents to Marston.

Was Ostmann involved?

Not directly.
He was invited to the party by Veronica so they could sign the purchase and sale agreement.
Show the agreement to him (after he is told about the murder is the best time).
The fairy queen seemed to have a sudden change of heart.

How does Smythe figure in?

Have you asked everyone about him?
Seems that he's lived at Ashcroft Manor nearly his whole life.
He does get in your way if you try to follow Veronica to the office. He also threw away the broken glass. But, that was a part of his Job.
Actually, Smythe has nothing to do with the murder.

DATELINE: RAPPANOC, MARYLAND - County Jail

Help! I keep getting arrested!

What is the name of this story? That's right, you're the SUSPECT.

How can I prove my innocence?

Show the Detective evidence pointing to someone other than yourself.
It takes more than one piece of evidence to deflect suspicion. After the Detective has seen the body and the murder weapon, it takes three things. The three things are ...
... the purchase and sale agreement
... the business card, and ...
... the dark hair in the fairy mask.

THE EVIDENCE: PART I

Do not read these answers until you have solved the game or are absolutely mind-boggled).

NOTES: After you find any suspicious items, you can give it to the Detective so it will register as evidence. Some pieces, such as the first two, usually don't have to be shown to the Detective, as they will be noticed when the Detective first arrives at the office.

Evidence	Location
Veronica's corpse	Office
Your lariat	Office
Business Card	Office, in the waste basket
Purchase and Sale Agreement	Office, in the manila folder
Dark hair	Office, IN the fairy mask
Broken Glass	Kitchen, in the trash basket (once Smythe puts it there).

Wet Overcoat

You must have the Police fingerprint it for it to be useful.

East Coat Closet (after it has been hung up, either by Alicia or Smythe). By itself, this evidence doesn't prove anything. Further information must be revealed to the Detective.

Rain

Outside, from 9:10 to 9:30 it was drizzling rather than pouring. This contradicts the fact that Alicia's overcoat was sopping wet.

Trust Documents

Garage, in the BMW 3201 trunk, after Michael has been there.

Investor List

Fireplace, after Marston has thrown it there.

THE EVIDENCE: PART II

Don't read this section unless you are absolutely sure who committed the murder, but don't want to tell the Detective.

Note: There are pieces of evidence that, as a group, will scare the murderers into trying to escape. If that evidence is shown to both of them before being shown to the Detective, they will try to escape using the car hidden behind the Barn

Warning: The following section reveals the actual murderer(s). Do not proceed unless you are absolutely sure you want to.

Show the following evidence to Michael:

The trust folder.

List of investors in Southeast Planning Corporation.

This space intentionally left blank.

It is intentional that this space is blank.

Show the following evidence to Arthur Dent:

The stained towel.

The costume fluff.

Oops, wait a minute. Isn't he in The Hitchhiker's Guide to the Galaxy? If you want to arrest him, you'll have to buy that story.

Show the following evidence to Alicia

The wet overcoat.

The analysis of Veronica's glass for fingerprints.

The analysis of hair found in Veronica's mask

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Intentionally, this space is blank.

FINAL COPY

Do not read the following articles until after you have solved the murder.

WELLMAN AND BARRON CONVICTED IN ASHCROFT MURDER

ROCKVILLE, March 8. Michael Wellman and Alicia Barron were convicted today of the first degree murder of Wellman's wife, Veronica Ashcroft. The jury deliberated for less than one hour before reaching its verdict. Colonel Robert Marston, head of the Ashcroft family trust, had already been convicted in a related case of embezzlement.

Appearing before Judge N. S. Galley, District County Attorney John Castle summarized the case for prosecution:

"Michael Wellman was already up to his neck in deception. He was involved with Col. Marston in the embezzlement of the Ashcroft Trust, and in a love affair with his wife's so-called 'best friend,' Alicia Barron. When Veronica suggested a move up-country that would necessitate a significant drain on the Trust's funds, and possibly reveal Southeast Planning's thefts, Michael began to think of murder. When an accidental peek into a carelessly unlocked file cabinet revealed that Veronica knew of the thefts, he put his plan into motion.

"Michael consulted with Col. Marston, whose reaction was to flee until the murderer convinced him he could placate Veronica and retrieve the evidence. It is only because all involved agree that Marston was not directly a part of the plot that he too was not indicted as an accessory.

"Capitalizing on Alicia Barron's resemblance to Veronica in size and shape, Michael and his accomplice maneuvered Veronica into selecting a masquerade costume that completely obscured her face and head. A casual friend of the victim's, a reporter for the Washington Representative, was selected to 'take the rap.'

"On the night of the party, Alicia secretly arrived early, and using one of Michael's keys, hid in the locked office. When the reporter arrived in a costume that included a lariat, Michael switched his intended method of murder to further implicate the hapless reporter.

"After Veronica had been seen by the party guests, Michael lured her away to the office, where she was murdered. Michael retrieved the incriminating folder to be hidden elsewhere. Alicia donned Veronica's costume over her own flimsy one and returned with Michael to the Ballroom.

"After a few minutes of boozy socializing as 'Veronica', Alicia contrived an accident to her costume and left the Ballroom. She rushed to the office, redressed Veronica in the costume, and left through the back door to 'just arrive' at the front one.

"It only remained for Michael to stay in the Ballroom, establishing his alibi, and to wait for the body to be discovered. Then he could dispose of the folder and fulfill his bargain with Marston by turning over the investor list with Marston's name on it."

SOCIALITES KILLED, FRIEND ARRESTED IN BIZARRE LOVE TRIANGLE

Representative Reporter Instrumental in Arrest

RAPPANOC, November 1. Prominent Hunt Country socialite Veronica Ashcroft was murdered and her husband was killed last night during their annual Halloween Costume Ball. A friend of the family, Alicia Barron, is being held in the Rapponoc Women's Correctional Facility in connection with the deaths.

Witnesses reported Ms. Ashcroft, dressed as a fairy queen, left the main area of the party after staining her gown and later was discovered in her office strangled with a lariat. Initially the Representative's reporter, who was covering the event, was suspected in the murder as the murder weapon was a lariat that was part of the reporter's costume.

Astute Detective work by our reporter allayed these suspicions, and pointed to a frame-up. The plucky reporter went on to prove it was Veronica's own husband and her self-described "best friend" who were guilty. When the pair were confronted with the damning evidence, they fled to the barn in an effort to escape. Ironically, Michael was trampled and killed by Veronica's prize horse 'Lurking Grue' as he and Barron entered the barn without any light. Barron was arrested and held without bail.

REPORTER FOILS POLICE INVESTIGATION, SUSPECT STILL AT LARGE

RAPPANOC, November 1. The murder investigation of Hunt Country socialite Veronica Ashcroft-Wellman was foiled last night by a Representative reporter. As a result, two suspects, Michael Wellman and Alicia Barron, escaped. Wellman was later found dead, apparently trampled to death by Ms. Ashcroft's horse, 'Lurking Grue.' Barron's whereabouts are still unknown.

The reporter allegedly confronted the two with evidence believed to identify them as the murderers rather than turning the evidence over to the police. A get-away car, previously parked behind the barn by Barron, was used for her escape. Wellman was killed when he entered the horse barn without any light, causing the horse to panic.

"I have never experienced such a flagrant act of egoism before," declared the Detective. "The reporter deliberately interfered with my investigation, withheld evidence, and caused this aberration of Justice."

FOR YOUR AMUSEMENT:

Have you tried:

looking up?
looking under the office or sitting room rug?
flushing the toilet?
asking the bartender about the guests?
counting the books (or any objects)?
petting the dog, or Linda?
hiding Veronica's body in the window seat?
hiding Veronica's body then asking the Detective where she is? calling a taxi, the costumer's, or information? entering the doghouse? dancing with Veronica's body?
booting up a disk on the computer in the office? getting in the living room fireplace?
examining the kettle on the stove? turning the water on in the bathroom? calling the police before you know about the murder? carrying Veronica's body around? showing the corpse to Alicia (before she was told about the murder)? using the command "GO TO BAR" when you already are there? removing the trash basket from the Kitchen before Smythe can throw away the broken glass?

LURKING HORROR

COMPUTER CENTER

What am I supposed to do?

You're supposed to complete your assignment.

This is a high-tech university! Your partially completed paper should be accessible from your local pc.

How do I use the pc?

First, you need to turn it on.

Use the student id number found in your game materials.

Use the password found in 'Getting Around At G.U.E.'

Use the HELP key on the pc if your still stuck.

I'm logged in, now what?

use the mouse to select the appropriate options

Try clicking the correct menu box for the editor and then for your paper.

That paper doesn't look familiar!

Indeed. It isn't. Your might wonder what happened to it.

It certainly seems ruined at the beginning. Maybe later pages are okay, though

Keep reading more of the paper as it appears.

Now where am I? It doesn't look like G.U.E, Tech to me!

Probably just a bad dream. Wait it out.

Your can speed things up by going along with the crowd.

Go down.

I can't seem to get away from this place. I want to go home!

There are many unusual things here.

Wouldn't you like a souvenir of this trip?

The stone is the only portable thing around.

GET THE STONE.

Now Just be patient.

I'm home, but where's my paper?

The hacker seems willing to check out your problem.

Wait for him to finish looking at the situation.

Perhaps the Alchemy Department can help you.

Maybe It's still in one of their computers

Go find the Alchemy Department.

The hacker isn't very friendly, is he?

Why should he be friendly?

All you've done so far is give him trouble.

Give him something other than trouble, for a change.

What does he seem interested in, other than hackin'?

He's mentioned food occasionally, hasn't he?

Maybe he's hungry.

Give him some Chinese food.

He wasn't grateful? What state did you give it to him in? Think, now, it was in the fridge!

Think of Goldilocks and the Three Bears. How do you like YOUR food? You can heat food in a microwave.

You can tell how hot food is by touching it.

To be careful, calibrate the microwave oven using the Funny Bones. Three or four minutes on HI cooks the food just right.

...but it will cool off after a while, so don't dawdle!

What can the hacker help me with?

He's a proficient hacker.

He could probably write a program to write your term paper.

Hackers are often good at getting into things they aren't supposed to.

If you're going to be poking around, you might want some keys.

He'll only help you if you're nice to him. (He won't bite the hand that feeds him.) Look carefully at the hacker's description.

Look at his keyring.

Ask him about his keyring; he seems awful proud of it.

Ask him for the master key. It ought to do the trick!

I'm on the roof of the Computer Center, but there's nothing of interest here, is there?

That's right. It's just a boring place.

You can enjoy the weather, until you freeze to death. But that's all.

TEMPORARY BUILDING

I've never seen so much junk!

You could try moving it.

There sure is a lot of it, and it's heavy, too.

Some kind of help would be nice.

Where did you see that forklift?

Turn on the forklift and drive it east to the storage room.

Use the forklift to move the Junk.

There sure is a lot of it. Just keep shovelling.

How do I open the manhole cover?

It sure is heavy.

Ever had a jar lid that wouldn't open?

There must be a tool that would help.

Maybe the forklift

Nope. Not the forklift.

Something much more portable.

Pry the manhole cover with the crowbar.

I can't open the trapdoor.

It's stuck on the other side?

Map carefully.

It's obviously higher and to the south of the tunnel.

AEROSPACE

How do I unlock the padlock?

You need a key.

Not Just any key, a really good key.

The hacker might be able to help.

Get the appropriate key from the hacker.

I don't like rats! They don't like me!

For temporary relief, leave by the way you came, then gather your wits. For a permanent solution, kill or scare them off.

There are hundreds of rats, killing one at a time is certain death.

Explore the tunnel carefully, maybe there's something that can help. There's a steam valve in one of the Steam Tunnel rooms.

Scalded rats would probably be either scared or dead.

Wait for the rats to come into the room with the steam valve, then open it and cook some rats.

The steam valve is rusty!

You need more strength to open the rusty valve.

Leverage is an elementary principle of physics...

Loosen the valve by hitting it with something heavy.

Now that it's loose, you can open it.

Why won't the urchins let me by?

It's as though they're controlled through the wires attached to them. Maybe if they weren't attached, they'd be nicer to you.

There must be some way of cutting the wires.

Let's see, the axe and the knife have a cutting edge.

Too bad the ground is so goopy. Something that cuts like scissors, or a wire cutter.

A wire cutter or a bolt cutter will work nicely if you can find one.

INFINITE CORRIDOR AND GREAT DOME

How do I get to the east end of the Infinite Corridor?

Try waiting out the maintenance man. Eventually he'll move east. Unfortunately, once he reaches the far end of the Infinite Corridor, He still won't let you past.

It's the waxing machine that's the problem, just shut it off somehow.

It seems to be electrical, trace the power cord.

No, you can't pull the power cord out Maybe you can cut it!

How about a cutting tool?

There's an axe in the emergency cabinet

CHOP THE CORD WITH THE AXE

How do I get the axe?

READ THE SIGN.

Break the glass.

But not with your bare hands. Wear gloves or use the crowbar.

I've stopped the waxer. Now what?

Just stop the maintenance man.

This is a slippery problem to solve, if you run away, he'll kill you when you reenter the Infinite Corridor

You need to confront him in the Infinite Corridor.

Notice the container of Frobozz Magic Floor Wax. Looks pretty slippery. Drop the wax in the infinite Corridor. The maintenance man will slip on **it** and you'll be able to get away. (You can also pour it down on him from the Great Dome area.)

How do I climb the rope at the Great Dome?

You need something to protect your hands when you climb the rope.

WEAR THE GLOVES THEN CLIMB THE ROPE.

How can I get out of the dome?

Still at the top rung?

Try lowering the ladder.

I'm on the Great Dome, but there's nothing of interest here, is there?

Did you notice the plug?

Lift the plug then take the note.

BROWN BUILDING/NUTRITION/CHEMISTRY/ALCHEMY

How do I unlock the door on the top of the Brown Building?

There sure are a lot of locked doors around here.

Sure would be nice if there was a key that opened them all.

Who would have a key like that?

Obviously someone who liked getting into everything

Ask the hacker about keys.

I Can't get out of the weather station!

Just get rid of the flying creature.

Why does it seem to have come after you? Can't just be a coincidence, can it?

It must be after something you have.

Giving the hand to the creature will get rid of it, but you'll lose the hand. Not so good, after being so clever as to find it.

Where did you get the stone?

THROW THE STONE AT THE CREATURE to drive it away. (You may have to do this once inside the Dome and once on the Skyscraper Roof).

How do I get into the Dept. of Alchemy?

The light is on inside, maybe someone's in there.

KNOCK ON THE DOOR.

I've gotten the Alchemy Department. Now what?

Maybe the professor can help you.

Maybe he doesn't want to help you.

Maybe he has something to hide.

How do I get into the laboratory?

The professor doesn't find you very interesting, does he?

Have you got anything that might pique his interest?

Following that, how about exciting his hatred?

Do you have anything that threatens him?

No, not physically! What's he been doing, you wonder?

Look at the lab sign-up sheet.

If you haven't seen anything else that is related to the sheet, don't go on.

Show the professor the suicide note.

Then try to enter the lab.

Where can I find a note?

Where you might once have seen a cow.

...or a Volkswagen Beetle

It's up high.

But not the highest.

Outside, on the Great Dome.

...and under the bronze plug.

How do I get out of the laboratory?

Consider carefully how the professor put you into the pentagram.

Did he use any equipment?

Have you anything similar?

If not, you are doomed. Enjoy your last few minutes of life.

If so, try cutting the pentagram the way he cut it to put you inside. ...but wait until he's in his pentagram.

Then leave the pentagram.

Still stuck in the lab? When you found the knife, did you explore the tunnels nearby carefully?

Ever wonder where that trapdoor in the Cinderblock Tunnel went? Could it possibly have gone in here somewhere?

No. You can't see it. Maybe it's hidden.

Maybe it's under something.

Look at the lab bench. Notice anything interesting about it?

It has wheels. **MOVE THE BENCH**

OPEN THE TRAPDOOR. Now go down into the cinderblock tunnel to avoid what the professor has summoned. Hurry, the timing is critical! Don't forget your flashlight.

What use is the vat?

READ THE LABEL

Great joke. What does it really do?

Got anything dead?

Try putting it in the vat and see what happens.

How do I get the computer in the lab to boot up?

Just put the disk in.

Find the disk first, of course.

There is no disk, at least not where it can be found.

How can I decode the professor's diary file?

Use the cryptography program.

It's accessible from the file server.

The file server is in the computer room.

Dreaming again, I see. There is no diary file.

Beyond the steam tunnels

Not a maze.* All these Wet Tunnels!

You can use standard maze mapping techniques here, if you're patient. Isn't there a better way?

Maybe you need a guide!

Let your fingers do the walking through the muddy mazes.

Well, actually not your fingers, but the hand's fingers.

The ring from the professor might look good on your hand but it looks even better elsewhere.

PUT THE BRASS HYRAX ON THE HAND. Now the hand will point the way through the maze.

What's behind the curtain?

Can you think of anything that might make slime less slimy?

Ever remove bubble gum from something it was stuck all over? Freezing it will make it brittle enough to break.

Snow isn't cold enough. Besides, you can't take any snow.

There's a very cold liquid (liquid nitrogen) in the metal flask.

What good is the flask if I can't get it in here (If this question comes to mind, see the following question)

POUR THE COLD LIQUID ON THE SLIME. Problem solved.

I can't get anything large into the Tomb.

There's more than one way to skin a cat.

Hmm, maybe there's another entrance to the steam tunnels.

Carefully look at all the steam tunnel rooms. Anything they have in common with any other rooms.?

This might be above your head.

Notice any non-steam tunnel rooms that have pipes or cables in them? The Computer Center Basement is one.

The east end of the steam tunnels is right below the Basement.

So what? There's no way down from here or is there?

Something nearby must be able to get below floor level.

The elevator shaft must extend further down!

When the elevator isn't in the basement, try opening the doors.

Compare the elevator pit and the steam tunnel's eastern end.

Get through that brick wall and your problems are over.

How do I remove a brick wall?

Try destroying it with something heavy.

Well at least you can pry some out to expose a reinforcing rod. Destroying this wall is going to take more than your mere human strength.

No, not demonic strength. Machine strength

Examine the underside of the elevator. There's a hook on it.

Use the chain to connect the rod to the elevator to pull out the rod and destroy the wall.

Of course you'll have to secure the chain so it doesn't slip off the rod. Use the padlock to lock the chain onto the rod. Then connect the other end of the chain to the hood on the elevator. Finally, move the elevator using the buttons to destroy the wall. (Make sure all the doors are closed or the elevator won't move)

How can I save the hacker?

You can't. He's too stubborn to listen.

At least, he's going to attack that mass no matter what.

Maybe you can do something about the mass, through.

Too bad the hacker won't live to see it or will he?

How can I restore the integrity of G,U,E, Tech's computer system?

Get rid of the mass.

How's it connected to the system?

OPEN THE BOX and then take a look at what you find.

Maybe you should cut the tentacle to disconnect it from the network. On the other hand, you'll still be destroyed, and then it can Just reconnect itself.

Get rid of the mass.

How do I keep from being engulfed?

You'll have to destroy the mass before the hacker gets you.

Hurry.

Time is of the essence.

Get rid of the mass.

How do I get rid of the mass?

You should have brought the reanimated hand along with you into the lair.

Well, it's not bobbing for apples.

REACH INTO THE POOL.

There's a power line there. Maybe you can electrocute the mass.

Chop the power line with the axe to expose the live wires.

You can't approach the mass close enough to electrocute it without it snatching you, so you'll have to electrocute it indirectly.

Notice the cable and tentacles entering the box.

OPEN THE BOX

You can disconnect the coaxial cable from the socket.

PUT THE POWER LINE INTO THE SOCKET. This will fry the mass (assuming you haven't saved it by cutting the cablelike appendage).

How do I keep from being fried?

The water is electrified, so you will be too.

Insulation might be useful.

The boots are rubber.
So are the gloves.
Where them both when handling the power line.

How do I get rid of the dark being?

The stone was useful before, and it would be useful now.
Wait until the stone is hot. Then throw the stone at the being.

How do I get out of the lair?

You can't get out until after you've defeated the monsters.
After you've won. it's time to pick up your stone and go home.

What happened to my term paper?

The mass that was hooked into the network had it.
You destroyed your paper when you destroyed the mass.
It's only a term paper. What's more important, life or passing a course. On second thought, don't answer that last question.

General Questions

How can I survive outside?
Where your parka?
What parka?
You might get one from the urchin.
No luck, huh?
You can't survive outside. It's just too cold.
Really. All you can do is come back in before you freeze.

Where do I find a light source?

Search the elevator.
There's a flashlight in the access panel.

How do I get into my dorm room?

Go west.
Keep warm (stay bundled up).
Go even further west.
The dorms are inaccessible.
There are no dorms!

How do I prevent myself from falling asleep?

What do people usually drink to stay awake?
No, there's no coffee.
Check out the Kitchen.
What else has caffeine?
DRINK THE COKE whenever you start felling tired.

What the urchin stolen and how do I get it?

He's light-fingered and will rip off anything small that you leave lying around.
You need to induce the urchin to drop what he has.
The urchin isn't really very afraid of YOU.
He's obviously afraid of something, though.

Don't go any further until you explore all the above ground locations. Got anything portable that's scary? (Other than you last grade report) If you've got a dead rat, that might do the trick.

No, huh? That mummified hand is pretty yucky then.

A severed hand would be even yuckier if it was alive.

THINGS YOU CAN ASK...

...The hacker about.

Himself

Master key

Love craft

Keyring

Missing students

Stone

Chinese food

PC

Urchins

...the urchin about.

Himself

Missing students

Missing urchins

...the professor about.

Term paper

Paper

Brass hydrax

Sign-up sheet

Vat

Missing students

Lovecraft

HOW THE POINTS ARE SCORED

5 points are scored for each of the following 20 actions, resulting in a total of 100.

Getting the stone.

Entering Ancient Storage.

Entering the steam tunnels.

Climbing the rope.

Defeating the maintenance man.

Finding the hand.

Reanimating the hand.

Defeating the missing urchins.

Destroying the brick wall.

Destroying the mass

Getting the master key from the hacker.

Entering the brick tunnel.

Killing the rats.

Getting the note.

Defeating the professor.
Defeating the flier.
Getting the boltcutter.
Entering the concrete box.
Destroying the slime curtain.
Destroying the dark creature at the end.

FOR YOUR AMUSEMENT

Read this section only after you have completed the game. If you look at the section before finishing the game, you may learn the answers to puzzles you have not yet solved.

Have you tried...

taking the PC out of the terminal room?
pushing the help key or asking the hacker for help at various times?
turning off the pc while the hacker is fixing the bug.
showing the hacker Chinese food? the stone? the hand? the rat?
giving the hacker the bottle of Coke?
reading the graffiti in the elevator? several times?
putting things in the metal flask and then getting them.
trying to escape the rats by climbing on the coaxial cables?
eating the dead rat?
attacking the urchin? reading the inscription over the west entrance to G.U.E. Tech?
throwing the axe or the stone at the maintenance man?
waiting around while the maintenance man slips on the wax?
examining, smelling and listening to the various creatures?
opening and looking in the iron plate near the altar?
pouring Coke on the pentagram?
putting the dead rat in the vat?
pouring the tarry liquid?
microwaving the reanimated hand?
watching the elevator open the wall from the concrete box?

BALLYHOO

THE CLOWNS

Why is Comrade Thumb playing with the water fountain in the Connection?

1. LOOK AT COMRADE THUMB.
2. He's not playing with the water fountain. He's trying to get a drink of water, but he's too short!
3. If you don't do anything, he'll eventually give up and walk away.
4. If you do help Comrade Thumb with the water fountain, he'll be grateful, and he'll help you later in the story.
5. You can help him by typing HELP COMRADE THUMB or LIFT UP THE MIDGET.

Why is Comrade Thumb performing acrobatics and singing in the Back Yard?

1. He's a circus performer; he's paid to perform for people like you.
2. Remember to APPLAUD when he's done; it's only polite.
3. Also watch him go through the turnstile when he's done performing. You might get an idea.

I got called a lotlice, and then Chuckles slammed the door on me.

How can I get into Clown Alley?

1. Circus performers don't particularly like townies.
2. Disguise yourself; Chuckles might not realize who you are until too late.
3. Did you see any props anywhere?
4. TAKE THE CLOWN MASK from Beside the Big Top and WEAR it, then KNOCK ON THE DOOR.

I keep getting thrown out of Clown Alley!

1. You'll always get thrown out of Clown Alley, but if you get booted after only being there for 2 turns, then you've got real problems.
2. Conceal your identity!
3. Keep your mask on and CLOSE THE DOOR.

What is Comrade Thumb saying to Chuckles?

1. It's in Russian, but since Chuckles and Thumb are roomates, Chuckles probably understands.
2. Thumb is warning Chuckles that you are, in fact, not Malcom.
3. If you help Thumb get a drink of water at the Connection, he won't turn you in.

I'm in Clown Alley. Now what?

1. You don't have much time in this room. But there's much to learn.
2. Since Chuckles thinks you are Malcom, he's not afraid to gossip.
3. Listen to what he says. It's important.
4. More on this later.
5. Also, explore whatever you can.
6. LOOK IN THE ASHES. There's evidence in there!

What was Chuckles talking about?

1. You should look up "grift" and "Annie Oakley" in your circus program.
2. We won't tell you what they mean, but we will tell you where to go,
3. If you haven't gotten through the turnstile near the Connection yet, don't read any more hints.
4. The elephant tent is south of where you enter the Midway.
5. What you are looking for is in the Menagerie Nook.

Is the ash tray important? Chuckles took it away from me.

1. Yup!
2. There's something in it you should be interested in.
3. And it's not the ashes.
4. LOOK IN THE ASHES.

I just saw Thumb again. What does his flailing, babbling, and pointing mean?

1. He's trying to tell you something.
2. Thumb taps you on the foot. Don't you remember that happening before?
3. He's pointing toward where he tapped you earlier.

Why is Chuckles standing outside of Katzenjammer's trailer?

1. He's not just doing cherry pie.
2. He's preventing you from entering the trailer.
3. Do you remember what Andrew Jenny said about a meeting?
4. Chuckles is guarding the trailer before the meeting takes place.

How do I get Chuckles away from Katz's trailer?

1. Maybe you can scare him away.
2. Have you examined all the evidence up to this point?
3. Have you asked Harry about all the evidence?
4. If so, then you know that Chuckles is Eddie Smaldone. See the Eddie Smaldone question.

HARRY

Who is Harry?

1. Harry is the guard in the burned cage near the turnstile in the Back Yard.
2. He used to be the animal trainer, before his accident. You ought to ask him about himself, sometime.
3. He's been around a long time, so he knows a lot about everything at the circus.

Why isn't Harry interested in anything I show him?

1. Have you examined Harry carefully?
2. Why would he be wearing sunglasses on a dark summer night?
3. He's blind! He can't see anything you SHOW him.
4. You have to GIVE him things to feel, to get him to talk about them.

Harry claims I've asked him before about Chelsea, and I haven't, I swear! How can I get him to tell me about her?

1. Tell Harry you didn't ask him before: HARRY, NO.
2. When he tells you "didn't you?" Respond fervently: NO.
3. Stubborn, isn't he? Can you confuse him into telling you?
4. When he tells you "Did so," respond fervently, DID SO.
5. He doesn't tell you much, though, even when he tells you.
6. Was it really worth the effort?

What will Harry talk about?

1. Harry will tell you his opinions of most of his fellow performers, human and animal, and some of the items you find.
2. A complete list of what Harry will talk about follows. Don't read this unless you really need help.
3. You can ASK HARRY ABOUT: HANNIBAL, THE LIONS, MAHLER, THE FAT LADY, RIMSHAW, COMRADE THUMB, THE ROUSTABOUT, HERR KATZENJAMMER, CHUCKLES THE CLOWN, MR. MUNRAB, ANDREW JENNY, BILLY MONDAY, THE FIRE-DAMAGED CAGE, and EDDIE SMALDONE (after you've read about him).
4. If you GIVE THE WHIP or GIVE THE CIGARETTE CASE TO HARRY, he'll also respond.

PRESIDENT WILLIAM HOWARD TAFT

What do I do with President William Howard Taft?

1. He's just another cardboard character in another Infocom game.
2. He was the 27th President of the United States of America. He was also the biggest president ever.
3. By biggest, we mean fattest.
4. So you can HIDE BEHIND TAFT if you want to.
5. Other than that, there's nothing special you should do with President Taft.

TINA

How do I get Tina to stand up?

1. She is one fat lady.
2. Maybe you could scare her into standing up.
3. A mouse might frighten her enough.
4. Put the mouse at her feet.
5. Then again, Tina probably can't see her feet.
6. Come to think of it, she can't even see the ground.
7. Tina never stands up. Tina can't even walk. The circus roustabouts use a crane to put her in her tent each day.

How do I get Tina's attention?

1. She seems wrapped up in her own huge world.
2. Maybe you should try to get her to take that radio out of her ear.
3. No luck with the radio, huh? Why not go where the radio isn't?
4. Just can't seem to get her to respond, eh? Well, there must be only one thing on the mind of a person that size.

5. I'll bet some food will endear you to her.
6. Give some food to Tina.

How do I get the radio from Tina?

1. Don't go any further unless you have gotten Tina's attention.
2. Now that you have her attention, try to distract her from the radio.
3. Type TINA, HELLO.
4. Then TAKE TINA'S HAND.
5. Then PAT TINA'S HAND or SHAKE IT or KISS IT.
6. Her reaction seems to indicate that she no longer holds the radio.
7. Well, don't Just stand there. Go to the other side of Tina and get the radio!

Where can I get some food that Tina will eat?

1. What? You want to make her even fatter?
2. Well, there doesn't seem to be any such food on the circus grounds now.
3. There probably were concession stands and hawkers selling food
4. If only there were some way to remember what happened during the performance.
5. A good hypnotist can usually jog one's memory.
6. Why don't you pay a visit to Rimshaw?

I finally got the radio. But all it picks up is static.

1. Well, Tina certainly managed to get it to work. What has she got over you (besides about 700 pounds)?
2. Not only is she massive, she's described as being "mountainous."
3. Unless you're Manute Bol, I think Tina is somewhat taller than you.
4. Maybe if you find a high place, the radio reception will improve.
5. The radio will only receive signals in these locations: the Platform, On the Wagon, Top of Cage, On the Tent., and Walking a Tightrope.

Are there any radio stations worth listening to?

1. Unfortunately, most pop music and talk show stations on AM radio aren't worth listening to.
2. If you're lucky, there might be a cultural radio station in town.
3. Didn't just such a cultural station advertise in the circus program?
4. Look in the circus program for the radio station advertisement and turn the radio dial to that frequency.

RIMSHAW

How do I get Rimshaw to teach me how to hypnotize people?

1. Did you ask him to teach you?
2. Why don't you try to hypnotize him?
3. Rimshaw started learning his skills as a young apprentice, slowly honing his craft. Through endless repetitions and tireless practice, he gradually mastered his mystic art and Its secrets. His is a thankless job, a solitary one that he takes silent pride in, yet he is very remiss to discuss even the most mundane surface details with rubberneckers and the curious.
4. He's not going to teach you how to tie your shoes.
5. You'll have to rely on Rimshaw's skills if you would like someone else to be hypnotized.

Who can I compare Rimshaw with?

1. No one. He's Rimshaw the Incomparable.

YOW! I was in the Hypnotist's Parlor, but where am I now?

1. If you asked Rimshaw to hypnotize you, go to answer 3. Otherwise, read answer 2.
2. We have no idea where you are.
3. You are in Standing Room Only (so sayeth the status line). It seems to be a part of the stands in the Big Top. It also seems that there is a performance going on down in the two rings far below.
4. You are under hypnosis. Physically, you are stretched out on Rimshaw's sofa. Mentally, you are reliving an event that happened earlier this evening.
5. For all practical purposes, you can move about in this "dream state" in much the same way as you do in the rest of the game.
6. You can also wake up at any time by typing WAKE LIP, but you might want to solve a puzzle or two first.

I woke up, but I never did get any food!

1. You never were able to keep any food. But you did encounter some food earlier in the evening (as your hypnosis-enhanced memory should have revealed).
2. Perhaps you could track down the food you found before. It may be stale, but it should still be edible.
3. Well, the banana's gone. The monkey ate it, so forget it.
4. Where the heck did that granola bar go?
5. Looks like you'll have to make another trip Under the Bleachers.
6. Once you're Under the Bleachers, remember to SEARCH THE GARBAGE for the granola bar.

THE DETECTIVE

Where did this guy get his P.I. license?

1. The Yellow Pages.
2. Under "Public Intoxications."

Where did Munrab find this guy?

1. The Yellow Pages.
2. Under "Sleuths-sotted."

Why is the detective talking to Mr. Munrab?

1. Mr. Munrab is telling the detective what his assignment is.
2. Mr. Munrab is also telling the detective who he's supposed to suspect in the case.
3. The detective is agreeing to not suspect the circus performers while looking for Chelsea Munrab.
4. Not a very good detective, is he?

Why is the sleuth talking to Billy Monday?

1. The detective is tracking down the little girl.
2. Since the little girl is pictured on the bottle of Dr. Nostrum's, the detective is talking to the man who sells Dr. Nostrum's.
3. Unfortunately, the detective seems to be concentrating more on emptying the bottle than on finding the little girl.
4. Not a very good detective, is he?

How can I get the monkey off the gumshoe's back?

1. Did you LOOK AT THE MONKEY?
2. Obviously, since it isn't ACTUALLY a monkey on the detective's back, there's not much you can do for him.
3. You could sign him up with A.A. But one doubts he'd make it there.

What's wrong with the shamus? Is he sick? Or dead?

1. If the detective is still on his feet, don't read on.
2. He's sick; but don't worry, it's not infectious.
3. It really is possible to get too much of a good thing, and no one (except Billy Monday) ever claimed Dr. Nostrum's was a good thing.
4. Plainly put, the detective is hammered. Plastered. Bombed. The man is fou, sozzled, potvaliant, under the table, blind to the world, and one over the eight. If three sheets to the wind is drunk, he is five or six sheets to a gale.

Dammit, Jim, I'm an adventurer, not a doctor! How can I help Johnny Tin Plate?

1. He looks feverish -- can you think of some way to cool him off?
2. Drinking all that Extract would make a man thirsty.
3. There is a water fountain in the Connection.
4. A steel bucket is always a useful item.
5. FILL THE BUCKET WITH WATER in the Connection. POUR THE WATER ON THE DETECTIVE.

So, I got the flat-foot to look alive. What good does that do me?

1. Do you have all the clues you need to solve the mystery?
2. Does the detective have anything you don't have (besides a hangover)?
3. Munrab gave him a ransom note and a picture of Chelsea ...
4. He probably still has them.
5. ASK THE DETECTIVE FOR THE RANSOM NOTE. He'll give you the trade card, too. They're evidence!

What the heck is a Javert?

1. The folks here at Infocom sure don't know, but the thesaurus lists it as a synonym of quidnunc.

What the heck is a quidnunc?

1. The folks here at Infocom sure don't know, but Webster's Dictionary defines it as a busybody, an investigator.

THE ROUSTABOUT

Why is the roustabout leaving the Big Top with the net?

1. His Job is to put away the net after the circus performance is over.
2. He also moved the bleachers to get under the stands to clean up.

How can I get the roustabout to bring back the net?

1. You have to find him first. He's very hard to find.
2. Don't go any further unless you are in the same room as the roustabout.

3. He was listening to his headphones earlier.
4. Did you REWIND THE TAPE and play it from the beginning, before recording onto it? If you didn't, read 6 below; but if you did, skip to number 7.
5. When the counter reads [186] you can hear Rimshaw's hypnotic voiceover the Jimi Hendrix solo, saying, "At the clap of my hands you shall obey my every command."
6. Since the roustabout seems to work wearing the headphones, he's probably heard Rimshaw a lot.
7. CLAP HANDS. Then the roustabout will follow your commands. The order ROUSTABOUT, GET THE NET will do wonders.

How can I get the roustabout to untangle the rope ladder for me?

1. See the above question about getting the roustabout to do anything.
2. The roustabout won't, it's not his job. Circus work-rules.

THE BLACK JACK DEALER

What are the rules to playing blackjack?

1. The object of the game is to get closer to a total point count of 21 than the dealer, without going over. If you get closer than the dealer (without going over 21) or the dealer goes over 21, you win the amount of the bet. If the dealer is closer to 21 or you go over 21, you lose the amount of the bet. If you and the dealer tie, then nobody wins (this is called a "push"). Each card counts its value (e.g., a six is six points), with some exceptions. A jack, queen, or king counts ten points; and an ace can count as either one or eleven points, which ever is most advantageous. Suits have no significance at all.
2. First the cards are dealt. If you have 21 with your first two cards (called 'blackjacks'), you win immediately; if you have blackjack, you win one and a half times the amount of your bet. If the dealer is dealt blackjack, you lose immediately.
3. If no one has blackjack, then you can refuse more cards (called "sticking," "holding," "standing," or "staying put") or you can accept more cards ("hitting") to try to get a better point count. If you go over 21, you automatically lose. Once you stick, then the dealer tries to improve his hand under very strict rules: No matter what you have, the dealer must take more cards until his total is 17 or larger. Then he must stop.

Should I play blackjack?

1. You don't need money to solve the mystery, but you can have some fun.

How can I win money at blackjack?

1. Unless you can cheat, the odds are against you.
2. By saving and restoring many, many times.
3. Be lucky.

How can I maximize my chances of winning at blackjack?

1. Depending on what you know the dealer's cards to be, you should hit or stick depending on your point count. If you are counting an ace as 11 points, the count is said to be a "soft" count (for example, an ace and a six is a "soft" 17). If you know only one of the dealer's cards, follow the advice in number 2 below. If you are cheating and know both of the dealer's cards, follow the advice in number 3 below. If you can only see one card, the odds are 2.4% against you. If you can "see" both of the dealer's cards, then the odds are 5.4% in your favor. (These odds are for Ballyhoo house rules -- this ain't Las Vegas, ya know.)

2. If the dealer has an ace, 9, or 10 value card, then hit on 16 or less or on a soft 17 or 18. If the dealer has 7 or 8, hit on 16 or less or on a soft 17. If the dealer has 2 or 3, hit on 12 or less or on a soft 17. If the dealer has 4, 5, or 6, hit on 11 or less or on a soft 17.
3. Always hit on a soft 17, otherwise: dealer has 20, hit 19 or less; dealer has 19, hit 18 or less; dealer has 9 or 10, hit 16 or less or a soft 18; dealer has 7, 8, or 17, hit 16 or less; dealer has 11 or soft 12, hit 15 or less; dealer has soft 13, hit 14 or less; dealer has soft 14 or soft 15, hit 13 or less; dealer has soft 16, hit 12 or less; dealer has 4, 5, 6, 12, 13, 14, 15, or 16, hit 11 or less.

What does the tapping on my foot mean?

1. It has something to do with the blackjack game.
2. It is the value of the dealer's down card; someone is helping you cheat.
3. Who did you help earlier in the story?
4. LOOK UNDER THE TABLE and see who is helping you cheat.

Why won't the second dealer let me bet at blackjack?

1. He suspects you of cheating.
2. He and Billy don't want you hanging around here at this time.

BILLY MONDAY

Why is Billy Monday talking to the detective?

1. He must be talking to the detective about the mystery.
2. He's being friendly and has given the detective one of his flasks.
3. He's trying to mislead the detective and get the detective drunk.

What's in the suitcase?

1. Suitcase? Oh, you mean the keister under the blackjack table?
2. There must be something important in it if Billy is hiding it there.
3. SHAKE THE SUITCASE to see what is inside.
4. That muffled scream must be Chelsea! Save her!

Billy Monday just ran off with the suitcase. What should I do?

1. He has the suitcase! Don't just stand there!
2. FOLLOW BILLY!

I followed Billy Monday and now I'm trapped. How do I escape?

1. You can't find the ladder down, since you are too preoccupied.
2. Just move in any direction.
3. You can't dodge forever.
4. Only the end of the prod is dangerous. The shaft won't kill you.
5. If you GRAB THE SHAFT while it is still in reach, you might be able to wrestle it away from your nemesis.
6. Now that you have it, you still have to upset the person on the other end.
7. PULL THE PROD. Now you have time to GET OFF THE TENT.

JIMI HENDRIX

I've got a tape of Jimi Hendrix. Who is Jimi Hendrix?

1. Jimi Hendrix was a guitar virtuoso of the 1960's.

2. He played 'down and dirty rock 'n roll,' with an emphasis on distortion, feedback and noise.
3. If you still don't know who he is, ask your mother.

What can I do with the headphones?

1. Have you examined them carefully?
2. You can do with them as one tends to do with any tape player: PLAY TAPE, REWIND TAPE, ADVANCE TAPE, RECORD, and STOP TAPE.
3. Also, the headphones help to solve two different puzzles.
4. One puzzle has to do with Mahler. (See the Mahler section for more hints there.)
5. The other puzzle is right at the end of the game.
6. All we'll tell you here is to notice WHO is wearing the headphones at the beginning of the game and ...
- 7 to sit back and enjoy the guitar solo, from beginning to end of the tape.
8. There's something worth listening to, besides the music.

HERR KATZENJAMMER

When I knock on the door to the trailer, Herr Katzenjammer sees me but he doesn't let me in. How do I get into the trailer?

1. You'll need to trick Herr Katzenjammer into thinking you're someone else.
2. Someone was supposed to meet him. Why not wear that person's clothes?
3. Remember when Jenny was arguing with Andrew?
4. Andrew Jenny was supposed to meet Herr Katzenjammer.
5. Did you go into Andrew Jenny's closet?
6. If you didn't, do it.
7. PUT ON THE DRESS then PUT ON THE SHAWL from the closet.
8. Don't forget to PUT ON THE VEIL that's in the pocket of the dress.

I'm in Katzenjammer's trailer. What now?

1. Have you examined all the things in the room?
2. Have you looked behind all the things that can be looked behind?
3. CLOSE THE DOOR.
4. TAKE THE CROWBAR.

What's the moosehead in the trailer for?

1. Hanging your hat on?
2. Maybe there's something behind it.
3. MOVE THE MOOSEHEAD.

What's in the crawl space?

1. Not you, that's for sure.
2. CLIMB INTO THE CRAWL SPACE.
3. Gee, it's a pretty small space.
4. I guess only a pretty small person could fit through it.
5. Try to PUT something IN THE CRAWL SPACE.
6. Hear that? It must be Chelsea!

CHELSEA

Who is Chelsea?

1. Have you overheard the conversation between Munrab and the detective?
2. Chelsea is the little girl pictured on the Extract trade card.
3. She is Munrab's kidnapped daughter.

MUNRAB

Who is Munrab?

1. Snidely Whiplash's twin brother?
2. You can read about him in your circus program.
3. Guess you'll have to ask someone who knows him.
4. There are characters in the stow who will answer your questions, specifically one fellow.
5. Have you noticed the guard in the cage?
6. ASK HARRY ABOUT MUNRAB.

ANDREW JENNY

How do I get upstairs?

1. Andrew won't let you past, eh?
2. Did you ASK JENNY ABOUT ANDREW? Seems like she's got him under her thumb.
3. You may have something of Andrew's: something he's been trying to hide from her.
4. If you haven't been to the Lion's Den, don't read anymore hints.
5. GIVE HARRY what you found in the Lion's Den.
6. So Andrew's a closet smoker in addition to being a closet who-knows-what-else!
7. Anyway, you should SHOW THE CASE TO ANDREW.
8. To really get him good, then SHOW THE CASE TO JENNY.
9. Hmmm. What did she mean about Katz's trailer?

I went upstairs. How do I get downstairs?

1. DOWN usually works.
2. Not in this case though. GO UP.

What's in the wardrobe?

1. Why, a full set of genuine s/he clothes!
2. You should take a few, Just for souvenirs of course.
3. Maybe you can play dress-up.
4. In fact, it'll come in handy later.
5. Remember to LOOK IN THE POCKET!

ANNIE OAKLEY

How can you shove Annie Oakley around? Isn't she dead?

1. You'll find more information in your circus program, under "History of the Circus. "
2. You don't have a circus program? Hmmm...
3. How'd you get your disk?
4. Tsk, tsk, tsk. Pirating won't get you far in this game!

Who killed Annie Oakley?

1. She didn't die unnaturally.
2. Not all Annie Oakleys can be killed, you know.
3. Read your circus program, under "History of the Circus."

EDDIE SMALDONE

Who is Eddie Smaldone?

1. Don't go any further unless you've been inside the White Wagon.
2. It's mentioned on the spreadsheet.
3. Munrab is squeezing his salary with pay cuts and deferments.
4. ASK HARRY ABOUT EDDIE SMALDONE.

THE TIGHTROPE

How can I cross the tightrope?

1. Have you tried to GO EAST from the Platform?
2. Maybe you should do what the pros do ...
3. Have you looked at the pictures of the Genatossio Brothers in your circus program?
4. If you have the pole, you'll be able to walk all the way across the tightrope.

THE TURNSTILES

How can I get through the turnstile near the Back Yard?

1. Did you notice what Comrade Thumb did to get through the turnstile?
2. Both Comrade Thumb and Chuckles said "hello" to someone inside the cage.
3. Have you looked in the cage? Have you looked at Harry (the man in the cage)?
4. Harry is wearing dark glasses at night. Why?
5. Harry is blind! Performers say "hello" to Harry, and if Harry recognizes the voice, he lets the person through the turnstile.
6. Maybe you can fool Harry by disguising your voice.
7. What did Comrade Thumb's voice sound like? (Remember when he sang those Russian folk songs, or said "Hello Harry"?)
8. Comrade Thumb has a 'high-pitched' and 'squeaky' voice. How can you make your own voice high-pitched and squeaky (without hurting yourself)?
9. Perhaps an object that can be found floating around somewhere ...
10. That's right! If you UNTIE THE BALLOON that's on the other end of the tightrope, and INHALE THE HELIUM, your voice will sound like Comrade Thumb's. Type HELLO HARRY, and you'll be able to get through the turnstile.
11. Don't inhale the helium too soon, of course (like when you first get the balloon), because you won't be able to hold the helium in long enough.

I figured out how to get through the turnstile near the Back Yard. But isn't the solution rather obscure?

1. 99 people out of 100 solve the puzzle, and think they're 1 in a million.

I got through the turnstile near the Back Yard once. But how can I do so again?

1. If you found another balloon, maybe you could fool Harry again.
2. Unfortunately, there's only one balloon. Find another way to get to and from Camp East or Camp West.

3. There's a hint in your circus program under "History of the Circus" in the circus lingo paragraphs.
4. "Side-walling"?
5. Okay, okay, we'll spell it out for you. From Camp, West, you can SIDE-WALL THE TENT or CRAWL UNDER THE TENT and end up Inside Prop Tent.
6. Once you've done that, you can go NORTH and SOUTH between Inside Prop Tent and Camp, West as often as you want.
7. It's dark and shadowy Inside Prop Tent, so you can't side-wail there until you've learned the route by side-walling from Camp, West first.

How can I get through the turnstile near the Connection?

1. Have you examined the turnstile?
2. You'll need to put something into the slot.
3. Maybe something you found somewhere will help, or maybe some thing that came with your Ballyhoo package.
4. PUT THE CIRCUS TICKET INTO THE SLOT.
5. Don't forget to follow the instructions on the back of your ticket.
6. If you haven't found a ticket, look for one. Have you looked everywhere?
7. Maybe somebody dropped a ticket while watching the circus from the bleachers ...
8. Where would something drop from the bleachers? Where is there garbage?
9. Under the Bleachers!
10. You can only get Under the Bleachers (northeast from the Connection) after someone moves the bleachers. You can't do this yourself, so if the bleachers aren't moved, go away for awhile, do something else, then come back.
11. Then SEARCH THE GARBAGE or LOOK IN THE GARBAGE when you're Under the Bleachers.

UNDER THE BLEACHERS

What do I do here Under the Bleachers?

1. There sure is a lot of garbage here.
2. Maybe you should LOOK IN THE GARBAGE.

Hey! Somebody moved the stands back in place. How can I get Under the Bleachers now?

1. When straightforward methods don't work, use subversive means.
2. Try finding a place where you could crawl under the side of the big top.
3. Go to Midway Entrance. CRAWL UNDER THE BIG TOP from there.

THE PROP TENT

I surprised Munrab and the detective in the Prop Tent, and they ran away. Where did they go?

1. Somewhere more private, no doubt.
2. Too bad they saw you; that means you didn't overhear their conversation.
3. You should stay hidden and WAIT.

What do I do with the gorilla suit?

1. You can put it on.
2. You can go into Mahler's Cage wearing the gorilla suit.
3. But there's nothing special you should do with the gorilla suit.

What do I do with the midget car?

1. It's too big for you to fit into. Of course, a child or midget could fit in the car. Did you LOOK IN THE CAR?
2. Nothing but an ignition switch. Hmmm ...
3. There's nothing special you should do with the midget car.

What do I do with the cannon?

1. You can put things in it and then LIGHT THE FUSE.
2. Of course, there's not much that will fit in the cannon. What's small?
3. Right! Comrade Thumb! But what should you aim the cannon at?
4. AIM THE CANNON AT THE TINA. Even if your aim is lousy, you should hit her.
5. There is no cannon. Stop wasting your time.

What do I do with the piece of wood?

1. Have you taken it?
2. You have? Good. Now what do you do?
3. You can type OUCH, or DARN, or lots of other exclamations indicating physical discomfort.
4. Better do what the game tells you to. Type OUCH (or whatever) twice.
5. Then EXAMINE THE PIECE OF WOOD.
6. If you don't like pain, you can HIT THE PIECE OF WOOD WITH THE POLE before you take it.

THE MENAGERIE NOOK

How do I open the cage?

1. You'll need a key.
2. If you don't have a key, then LOOK IN THE CAGE.
3. If you do have a key, simply UNLOCK THE CAGE WITH THE KEY THEN OPEN THE CAGE.

How do I get the key?

1. Since you can't reach the key with your arm, maybe you can reach the key some other way.
2. What's long (to help you reach the key) and narrow (to fit through the cage)?
3. The fiberglass pole, of course!
4. TAKE THE KEY WITH THE FIBERGLASS POLE.

Who lives in this cage?

1. One of the items in the cage should give you a hint.
2. Who wore the headphones earlier in the story?
3. The roustabout!
4. How disgusting!

THE PERFORMERS' CAMP

Now that I'm in the Performers' Camp, what do I do?

1. Looking around is probably the best idea.
2. There are two trailers. You might try to get into one or both.
3. You can only get into one at first: the one in Camp, West.
4. The only polite way to enter is to KNOCK first.

How can I unlock the compartment on the trailer?

1. You need a key to unlock the compartment.
2. If you haven't found a key yet, keep looking.
3. Once you have the key, simply UNLOCK THE COMPARTMENT WITH THE KEY.

What's this image of burning bridges?

1. You are being warned.
2. If you leave the Performer's Camp through the turnstile, you'll never be able to get back in ...
- 3.... and you need to.
4. You'll just have to find another way out.
5. When you are in Camp West, try a LOOK. See that pleated canvas wall and fence (that was meant to keep you out)?
6. You can get around that.
7. Look in your circus program under "History of the Circus" (in the lingo paragraphs) or in the instruction manual under VERBS. See SIDE-WALL? It'll come in handy here.
8. That's right. Just SIDE-WALL THE CANVAS or WALK THROUGH THE PLEATS.

UNDER HYPNOSIS

Where can I get some food to eat?

1. Have you checked your inventory?
2. No food, but at least you have some cash. Perhaps you could buy a snack to ease your pang.
3. Isn't that a hawker at the end of your row?
4. Why don't you buy some of the food the hawker is selling?
5. After you get the hawker's attention, PASS \$1.85 TO THE HAWKER.

Hey! This hawker is trying to rip me off!. What should I do?

1. What? He took your money and disappeared? Never trust a hawker.
2. In fact, don't even try to buy anything else from those guys.
3. If I were you, I'd get out of these stands and look for a manager to complain to, or at least somewhere else to buy food.

How do I get to the concession stand?

1. You'll have to wait on line like everyone else.
2. Be patient. If you wait a turn on two, the line is bound to move.
3. A shorter line has started, huh? Maybe that one would be quicker.
4. Type GET OUT OF LONG LINE, then GET ON SHORT LINE.
5. It shouldn't be long now. Just wait a little more.
6. Well, it appears that your line has become the longer line again.
7. The logical thing to do would be to get out of this line and get on the shorter line.
8. Don't forget: we're dealing with queue mob psychology. Which **has** very little to do with logic.
9. Perhaps you could try to fake them out.
10. GET OUT OF THE LONG LINE, then ...
- 11 GET IN THE LONG LINE.

Who does this Jerry guy think he is anyway?

1. He's just a member of some softball team.
2. He happens to be sponsoring this impromptu reunion of teammates.
3. He's probably the kind of guy who would quit his job if he got moved to an office without a window.

The hawker is taking a break. How can I get him to give me what he owes me?

1. Maybe you should chew him out for ripping you off earlier.
2. Or you could ask him about the food you tried to buy from him when you were both up in the stands.
3. Once you find the hawker In The Wings, any statement addressed to him will get the correct response from him.
4. Well, don't just stand there. Go back to where you ordered the food from the hawker and get it.

THE WHITE WAGON

How do I get into the White Wagon?

1. You can't get in the office door. You'll have to find another entrance.
2. And you can only do that after you've figured out what to do with Hannibal the Elephant.

I'm On The Wagon, and there's a closed panel here. How do I get into the office?

1. Did you try to OPEN THE PANEL?
2. TURN THE CRANK beside the panel to open it.
3. Better LOOK IN THE PANEL before you barge in.
4. Munrab might not take too kindly to your unexpected arrival.
5. Why don't you try luring him out of the office?
6. You can reach the office door from On The Wagon.
7. Why not KNOCK ON THE OFFICE DOOR?
8. When Munrab leaves the office, GO IN or ENTER THE OFFICE.

I'm in the Office, but Munrab keeps coming in and killing me before I have a chance to get what I need. What do I do?

1. What would you do if you didn't want someone coming into your office?
2. LOCK THE DOOR.

What am I looking for in the Office?

1. Well, you could PHONE HOME.
2. How about searching for something suspicious?
3. LOOK ON THE DESK.
4. The spreadsheet may come in handy. TAKE THE SPREADSHEET. It's evidence!

What do I do with the spreadsheet?

1. Did you READ it?
2. It should give you an insight to some of the circus troubles.
3. There's a circus character who has lots of information about different things. Why don't you ask him?

4. ASK HARRY ABOUT EDDIE.

How do I get out of the Office?

1. Try moving something that you can stand on under the panel.
2. MOVE THE DESK UNDER THE PANEL THEN CLIMB OUT.

THE LIONS

Is it advisable or safe to enter the lions' den?

1. Safe, no.
2. But sleuthing is a hazardous occupation, especially for amateurs.
3. At some point, you may notice the lion stand has been suspiciously moved.
4. You'll want to go in and have a look see.

How do I get in there?

1. Unless you've got the skeleton key, don't go on.
2. You guessed it, UNLOCK THE CAGE DOOR WITH THE KEY.

The shaggy lion keeps harassing me. What to do?

1. You probably tried to lift up his 'throne,' the lion stand.
2. First, you need some hints. Talk to your new friend Harry, who guards the performers' camp.
3. Type HARRY, TELL ME ABOUT THE LIONS.
4. You'll need three things to effectively deal with the lions.
5. A whip, a stool, and a lump of meat.

Where can I find a whip?

1. It should be in the vicinity of Herr Katzenjammer.
2. The skeleton key will be useful here.
3. Unlock the baggage compartment of the lion tamer's trailer.

Where can I find the courage?

1. SAVE often.

What's the importance of the grating inside the lions' den?

1. You'll notice it's empty and opens to a barred passage that leads out of the big top.
2. Read the description of Beside the Bigtop. They're the same passage.
3. Perhaps the lions could be lured into the passage.
4. But first they must be tamed so that you might open the grating.

Then how do I tame Nimrod? Or is it Elsie?

1. Have you tried putting your head into the gaping jaws of the shaggy lion, to gain its trust? Don't bother.
2. The guard refers to Nimrod as "he."
3. Nimrod, being male, is the shaggy lion; while Elsie, being female, is the smooth-bodied lion.
4. Harry indicates that Elsie must be whipped three times to be brought under heel.
5. Now, if you're holding the stool, you can successfully open the grating while keeping the shaggy Nimrod at bay.

6. Of course, the lump of meat needs to be in the barred passage to lure the lions in there.
7. And you have to leave the lions' den before Nimrod and Elsie take the bait and leave their den.
8. Parenthetically, it's prudent to CLOSE THE GRATING in order to secure the lions in the passage.
9. Now you can raise the lion stand to your brave heart's content.

HANNIBAL OF THE JUNGLE

What's behind the elephant?

1. Have you ever watched a big parade, with floats, bands, circus animals, and people on horseback carrying banners?
2. Ever noticed what's left, after the parade's gone by?
3. To avoid getting technical, it's squishy, brown, and smells of well-digested hay.
5. There's LOTS of that behind an elephant.
6. There are other good reasons to get Hannibal out of his tent, though.

How Can I get behind the elephant?

1. If you are really sure you want to get behind the elephant, think carefully of folklore.
2. Elephants are known for their love of peanuts, fear of mice, and long memories.

What use is the massive chain?

1. It prevents Hannibal from wandering about the circus unattended.
2. It is supposed to prevent Hannibal from stampeding about the circus unattended.
3. Otherwise, it has no use at all.

MAHLER

How can I get into Mahler's cage?

1. It unlocks, like the other animal cages, with a key.
2. As a matter of fact, you'll find the key in another cage, locked like all the rest.
3. How to get that key is another question. Look under the Menagerie Nook section.

Why doesn't Mahler play with the things I give him?

1. Being an ape is no holiday. He's tired and bored to tears. But, being an ape, he doesn't have much of a mind to play creatively with naturally boring things such as a fiberglass pole.
2. There's someone on the circus lot who might talk to you -- he can tell you some things about Mahler and Mahler's interests.
3. There are none so blind as those who will not see. ASK HARRY ABOUT MAHLER.

Is there anything important about Mahler's cage?

1. Did you LOOK UNDER THE CAGE?
2. If you were a nasty, or one of a group of nasties, who had kidnapped a small, if chubby, girl, and who had access to all areas of a circus in which to hide her, what better place than under the cage of a ferocious animal?
3. Then again, if this group of nasties saw you snooping around, wouldn't they move her to a safer hiding place?

4. Of course, they might drop something in the process.
5. Look in your game package for something with a red ribbon on it.
6. This must be the little girl's red ribbon. TAKE IT! It's evidence!

How can I look into the compartment? I can't find an opening.

1. The simplest explanation is often the most correct.
2. Have you tried looking for a trap door from inside the cage?
3. LOOK UNDER THE STRAW.

How can I calm Mahler down?

1. Have you any idea why the ape is named Mahler?
2. There's a clue in your circus program in the WPDL advertisement.
3. "Music soothes the savage beast."
4. Perhaps classical music would soothe this savage beast.
5. If you haven't yet gotten the radio from Tina, don't read further.
6. Have you examined the headphones, found in the cage north of Menagerie Nook?
7. You can RECORD music from the radio onto the tape cassette if you're elevated.
8. And PLAY the tape for Mahler to listen to in his cage.
9. Be sure to record a long enough stretch of music -- apes are dangerous to be around when they are disappointed ...
10. And apes get disappointed when whatever is soothing them stops, such as when a violin concerto by Vivaldi is interrupted by a Jimi Hendrix guitar solo.

Why is the ape named Mahler?

1. Someone on the circus lot is a lot more chatty than the other performers. Perhaps he can tell you about Mahler.
2. ASK HARRY ABOUT MAHLER.
3. Mahler, the man, was a classical Austrian composer in the nineteenth century.

THE EGRESS

What is an egress?

1. Egress is another word for "exit."

Why can't I go see the egress?

1. You can if you answer the questions right, so to speak.
2. If you answer 'Yes' to 'Are you sure you're mentally prepared ...?' the responding question ('Then you're fully aware..') is REALLY asking "Then you think an egress is an animal?"
3. If you answer "Yes" to this second question, you don't really know what an egress is, and therefore you would "... be helpless against this ... beast."
4. If you answer 'No' to that second question, meaning, 'No, I don't think the egress is an animal,' the response asks if you really want to exit.
5. If you answer "Yes," you exit -- the game, that is. It's as if you had died, and been given a chance to RESTORE, RESTART, or QUIT.
6. If you answer "No," that you don't want to leave, you don't. That simple.

Is this joke original?

1. Hate as we do to admit it, no, game writer Jeff O'Neill did not invent the 'This Way To The Egress' idea.

2. P.T. Barnum himself made it up. Faced with the problem of too many people crowding his Midway shows, he erected this banner to lure unsuspecting victims out of the circus. Not only did he clear the Midway, he made more money from the resale of tickets to those suckers who bought their way back in.
3. Talent copies, genius steals.

THE MONKEY

Help! I've got a monkey on my back!

1. You and the detective both. Call A.A.
2. Oh, it's a real monkey! Why didn't you say so?
3. Why don't you try to appeal to his base, animal instincts.
4. Food seems to be a precious commodity around here. You could try to lure him off with some food.
5. When you've gotten some food, come back to this monkey puzzle. Don't worry, the monkey's not going anywhere.
6. So, you've bought a banana. Did you ever stop to wonder why the monkey doesn't seem to notice this simian staple in your hands?
7. Perhaps the chocolate coating on the banana is throwing him off the scent.
8. If you take a bite, the pasty fruit center will be exposed.
9. Ah, the beast's heart quickens, you say? Now to lure him off your back with the bait.
10. DROP THE BANANA or THROW THE BANANA will send the little chimp after it and release you from your burden.

THE HEN

How can I catch the hen without hurting it?

1. Hens like to sit on eggs.
2. What looks like an egg?
3. Have you looked inside the Lions' Den? Inside the lions' mouths?
4. Stick your head in the shaggy lion's mouth as far as you can. There might be something in there that looks like an egg. Or a tooth.
5. Then again, there might not be.
6. You can't catch the hen. There is no hen.
7. There you go again ...

THE MOUSE

How do I catch a mouse?

1. First, you find a mousetrap.
2. Most mice are very timid, so you'll have to drop the trap somewhere and leave it for a while.
3. If you thought there were mice in your basement, would you put a mousetrap in your attic? Of course not!
4. PUT THE CHEESE IN THE TRAP, then SET THE TRAP, then DROP THE TRAP in the Prop Tent, then EXIT.
5. When you return, you will hear a faint scurrying ...
6. If you leave the tent again, the mouse will return to eat in peace.
7. When you come back, the mouse will rest in peace.

How can I catch the mouse without hurting it?

1. Only read this if you've tried using the mousetrap.

2. The poor mouse cashes in his chips, gives up the ghost, or (shall we say) kicks the bucket if you use the mousetrap.
3. If you leave the cheese in the trap but don't set it, when you return the second time to the Prop Tent ...
4. the mouse gnaws timidly away at the cheese, until you interrupt it. Now that you're in the same room with the live mouse, all you have to do is figure out some way to capture it alive.
5. There was a hint back there in #2!
6. You can trap the mouse in a container.
7. Use the bucket, which is inside the cage north of Menagerie Nook.
8. **CATCH THE MOUSE IN THE BUCKET.** Just make sure not to have anything else in the bucket already.

THE CLIMACTIC END OF THE STORY

How can I rescue Chelsea?

1. Don't go any further unless you've heard a muffled scream.
2. If you've only found the suitcase, then you can't rescue her yet. Don't continue until you've found Chelsea again.
3. If you've found the crawl space, then continue.
4. Gee, it's a pretty small crawl space.
5. I guess only a pretty small person could fit through it.
6. This is a job for Comrade Thumb!
7. **PUT THUMB IN THE CRAWLSPACE.**
7. **WAIT.** Thumb will do the rescuing for you, but he'll need your help.
9. **TAKE CHELSEA** when she appears in the opening.

Where can I find Thumb?

1. He usually hangs out in Clown Alley.

How Can I get into Clown Alley again?

1. **EXAMINE THE DOOR.**
2. Looks like you need something to pry open the door.
3. If you haven't been to Katz's trailer, don't bother to continue.
4. The crowbar looks like a good fit for the warped door.
5. **OPEN THE DOOR WITH THE CROWBAR** then enter Clown Alley.
6. **LIFT THUMB.**

Now that I've got Chelsea, what do I do with her?

1. Her father would probably be happy to see her.
2. Why don't you take her to Munrab?
3. Munrab's probably in his office.

The jig is up. I've found Eddie but I'm not sure how to confront him.

1. One thing's for sure: you better be as good as Perry Mason in collecting your evidence.
2. You'll need to have the spreadsheet ...

- 3and the ransom note ...
- 4and the scrap of newspaper print ...
- 5and the trade card ...
- 6and the ribbon.
7. Let Chuckles know that you're aware of his real name.
8. Address Chuckles as 'Eddie,' as in HI EDDIE.
9. Show the various pieces of evidence to Eddie.

I can't reach the rope ladder. What do I do?

1. Usually, one has to stand on something to reach the bottom rung.
2. TAKE THE LION STAND from the Lion's Den, drop it in the Performance Ring, then climb onto it. Now you can reach the ladder.

I'm up on the platform, with Mahler in the guy wires above me, holding the limp body of the little girl. How can I get up to his level?

1. You actually consider yourself beneath an ape?
2. All you have to do in GO UP or CLIMB THE GUY WIRES or SHAKE THE GUY WIRES.

I'm up on the platform, with Mahler holding Chelsea on the platform across from me. How can I get across the tightrope, close enough to rescue her?

1. You are in a pickle.
2. Once before you found a way to soothe Mahler when he was upset.
3. The headphones may have been destroyed, but the radio wasn't.
4. You can get a clear signal anywhere that's high off the ground.
(See the question about radio "static" in the Tina section.)
5. Carry the radio, tuned to a classical music station, with you as you cross the highwire.
6. Unfortunately, August is a prime month for fund-raisers ...

How do I get the radio station to play music?

1. Go to Munrab's office and CALL WPDL.

Ballyhoo Done It? (A Summary)

Reading the glowing tribute to Thomas Munrab in the circus program, one pictures the circus owner as being ambitious, flamboyant -- and a bit of a jerk. This, by itself, would not normally be motivation enough for a crime such as kidnapping. But Mr. Munrab's case is unique. Having taken on the hammerhead pressures of managing a travelling circus, he reacts with half-baked marketing schemes, and, fatefully, ill-tempered callousness toward the community of circus people with whom he holds nothing in common. So behind the scenes the girl is snatched, and you, a random lot loafer, are left with the fate of spending a strange night in a maddening shell game in which the innocent victim is shuttled from one hiding place to the next. Meanwhile you confront the very conspirators among the circus folk: Chuckles, a.k.a. Eddie Smaldone, the tramp clown earning tramp wages; Billy Monday, all smooth talk and snake oil, the sultan of sleaze behind Munrab's back; Rimshaw, the marginal mesmerist, Svengali to an unwitting roustabout; Andrew, the guilty side of the hormonal nightmare Andrew

Jenny; and Herr Katzenjammer, the strong-arming animal trainer who plays host to the kid at home and at work.

All you have to do is outwit your standard circus beasts while along the way befriending a midget Russian, a blind guard, and the fat lady. Then you're well on your way to tracking down the stolen Jewel of the evening: little Chelsea Munrab, a victim of the enmity between her father, a wayward graduate of Harvard Business School, and the nearly impenetrable society of vagabonds which make up the Travelling Circus That Time Forgot, Inc.

HOW THE POINTS ARE SCORED

This section should be used only as a last resort, or for your own interest after you've completed the game. There are a total of 200 points. Ten points are scored for each of the following:

Walking all the way across the tightrope
Talking to Harry with helium in your lungs
Fooing Chuckles with the clown mask disguise
Walking through the canvas pleats and into the prop tent
Finding a circus ticket
Completing the hypnosis scene as the granola bar falls to the ground
Getting the radio from Tina
Fishing the skeleton key off the cage wall
Catching a live mouse
Finding the cigarette case under the lion stand
Listening to Jenny recalling Andrew's part in the conspiracy
Soothing Mahler with classical music
Getting rid of Hannibal
Gaining access into the White Wagon
Using Annie Oakley to get into the Blue Room
Defeating your unseen opponent on the elephant tent
Scaring Chuckles away from Herr Katzenjammer's trailer
Rescuing Chelsea from the crawl space
Ordering the roustabout to get the safety net
Making Mahler lose his grip on Chelsea

For Your Amusement

Have you tried ...

watching Comrade Thumb try to get a drink of water, but NOT helping him?
applauding anyone?
to TAKE THE DARK GLASSES from Harry?
walking the tightrope without the pole?
After the net has been removed?
to PHONE HOME?
to TAKE THE STRAW (in Menagerie Nook)?
And answering YES?
to TURN ON THE MIDGET CAR?
to FEED THE CHEESE TO THE MOUSE?
to EAT THE CHEESE?
to LOOK IN THE MIRROR in Clown Alley?
to ASK HARRY ABOUT CHELSEA?
And solving that word game?

to LISTEN TO THE TAPE, when the tape is playing Jimi Hendrix?
to indicate both genders on your ticket?
to GIVE THE TRAP (when set) TO MAHLER? or TO HARRY? or TO THE ELEPHANT?
to KISS HARRY, when playing as a female?
to READ MY PALM?
to GIVE THE RADIO (turned on) TO THE APE?
to GET TINA'S HAND when she's not offering it to you?
to wear the gorilla suit into Mahler's cage?
to ATTACK HARRY, the guard?
to EAT THE BANANA (twice), instead of giving it to the monkey?
to DIAGNOSE after hearing that Chelsea's been kidnapped?
And under hypnotism?
to KICK THE DETECTIVE, when he's collapsed in the Midway Entrance?
to TAKE A MEMO (in the Office)?
to GET IN THE LOWER BUNK, and then GET IN THE UPPER BUNK in Clown Alley?
to WAIT while In The Wings?
to PLAY POKER in the Blue Room?
to ASK BILLY ABOUT THE FLASK in the Midway?
to EXAMINE THE DETECTIVE THEN LOOK AT THE MONKEY in the Midway?
to WEAR THE HEADPHONES?
to EXAMINE THE ROUSTABOUT before and after clapping?
to POLE-VAULT OVER THE FENCE?
to GET OUT OF LINE when in line at the Connection?

INFIDEL

CAMPING OUT

How do I open the trunk?

- A. You must remove the lock first.
- B. Try finding a key.
- C. Unfortunately, your ex-workers took the key with them.
- D. Fortunately, the lock isn't terribly sturdy.
- E. Try breaking the lock.
- F. The pick axe, shovel, or blackened rock are heavy enough to do the job.

Where can I find food?

- A. You could try sending out for pizza.
- B. You could try eating the crocodiles (even as they return the favor).
- C. You'll find some food in the trunk.

Where can I find water?

- A. The Nile River.
- B. The Nile River.
- C. You can fill the canteen.
- D. The canteen is in the knapsack.

How can I get the airplane to land?

- A. Fire the signal flares.
- B. Didn't you leave them in the Supply Tent?
- C. Unfortunately, the workers took them when they abandoned you.
- D. There are no flares anywhere in the game.
- E. Really.

What good is the sleeping bag?

- A. The sleeping bag is useful when you get tired.
- B. It gets cold in the desert at night.
- C. The lining of the sleeping bag is edible.
- D. What sleeping bag?

What's the black box in the wooden crate?

- A. Have you pushed the button?
- B. It's a delicate piece of electronics.
- C. It can tell you exact latitude and longitude.
- D. If it's making funny noises when you push the button, that means you've broken it.
- E. Unfortunately, you have no way to fix it.
- F. Don't break it.

How do I use the cigarette pack?

- A. You can try signalling the airplane with it.
- B. You can try filling it with sand.

- C. You can try burning it.
- D. You can try giving it to the mummy.
- E. You can assume it has no use.

Where will I find the pyramid?

- A. Have you tried looking under the cot?
- B. The navigation box you sent for might help.
- C. The navigation box is in the packing crate that parachutes down.
- D. The map from the game package also might help.
- E. When the box shows the same coordinates as the ^&X\& on the map, dig with the shovel.
- F. The proper coordinates are 24 degrees, 11 minutes, 3 seconds N. and 32 degrees, 12 minutes, 43 seconds E.
- G. If you still can't find it, go to the Fire Pit and then go SE, E, and E once more. You are now on the spot.
- H. You'll have to dig five times.

Okay. I've found the pyramid. How do I get in?

- A. Have you tried examining the opening?
- B. Have you tried putting something in the opening?
- C. Have you translated the hieroglyphics? If you have, you will notice that they contain only half of a message.
- D. Have you found the stone cube?
- E. Have you opened the map?
- F. Have you translated the hieroglyphics on the stone cube?
- G. Have you tried to COMPARE THE STONE CUBE TO THE OPENING?
- H. Have you PUT THE STONE CUBE IN THE OPENING?

THE CHAMBER OF RA

What's in the jar?

- A. You can use the liquid inside the jar with another object in the Chamber of Ra.
- B. It's off for the torch.
- C. POUR THE OIL ON THE TORCH.

What's the significance of the altar?

- A. The Egyptians originally placed it in the pyramid as a place to pray.
- B. You can climb on and off it.
- C. It is a very sturdy thing to tie a rope to.

Is there any way to get down the steep stairway?

- A. Yes.
- B. You can even do it without killing yourself in the process.
- C. Use the rope.
- D. TIE THE ROPE TO THE ALTAR. THROW THE ROPE DOWN THE STEEP STAIRCASE. CLIMB DOWN THE ROPE.

AROUND THE CIRCULAR ROOM

How do I keep the statue from breaking?

- A. If you don't bother the statue, it won't break.

B. Unfortunately, if you don't break the statue, you won't be able to solve the problems in this area.

How do I get past the stone doors?

- A. Did you notice what happens to the opposite stone door when you enter a hallway?
- B. You can get a stone door to remain open by leaving enough weight in the opposite hallway.
- C. The broken statue and the head together will provide enough weight to counterbalance the doors.
- D. To move the statue, push it in a direction (e.g. PUSH STATUE SW).

What can I do with the panels in the goddesses' rooms?

- A. You can try examining them.
- B. The only thing you can do with the panels is read the hieroglyphics on them.

How do I get to the Netherworld?

- A. You might get there by dying.
- B. There is no place called the Netherworld in Infidel. Remember the introduction to this book - do not use the presence or absence of a question as an indication of what is important, and don't assume that long answers are associated with important questions.

How do I get to the Netherlands?

- A. Call a travel agent.

How can I use the opal cluster as a light source?

- A. It is "glistening with the light of a thousand fires."
- B. Try carrying it somewhere without the torch.
- C. Unfortunately, the glistening is all reflected light.
- D. You can't use the opal cluster as a light source.

THE BARGE AND TEMPLE AREA

How do I get the barge back to the Nile?

- A. The plank is a good lever.
- B. The jar is a good fulcrum.
- C. Did you put the rope through the pulley?
- D. Forget it. The barge won't fit through the doorway.

Can I take the beam?

- A. It certainly is big.
- B. "It seems to be securely wedged in the masthole."
- C. It seems to be wedged below deck, too.
- D. Have you looked in the slot below deck?
- E. Once you take the shim, you can lift the beam.
- F. Of course, you'll need both hands free.
- G. Dropping the torch in a wooden barge is a bad idea.
- H. There's a place to put the torch without dropping it on the deck
- I. PUT THE TORCH IN THE KNOTHOLE.

- J. Now, if you're not carrying anything else, you can lift the beam.
K. Then you can go up on deck and take it.

How can I get the large painting from the temple?

You can't. It adds atmosphere to the room.

Whose skeleton do I come across in the Inner Chamber?

- A. Miss Ellingsworth?
- B. An early Infocom game tester?
- C. An overzealous Zorker?
- D. Trusty Sergeant Duffy?
- E. One of the original pyramid builders who tried to hide?
- F. None of the above?

What can I do with the jeweled ring?

- A. You are overwhelmed by its beauty.
- B. It probably fits you perfectly.
- C. Examine it.
- D. If you did try it on, I hope you did a SAVE first.
- E. It seems to have been left as a trap for careless treasure hunters.

Where is the bronze chalice?

- A. Have you offered a libation to Ra?
- B. Have you followed the mummy?
- C. Have you found the tire pump?
- D. Have you begun to suspect that there is no bronze chalice?

THE CUBE REGION

I've matched the wall colors on five sides of the cube, but the sixth is giving me a headache. What should I do?

- A. Get a paintbrush and a can of paint.
- B. Paint the sixth side of the cube so all of its minicubes are the same color.
- C. Take a hammer, put your cube on the sidewalk, and get even!

There seems to be a room missing. What should I do?

- A. Start by reading the hieroglyphics in the center cube room.
- B. Examine the panel on the wall in the south edge of the area.
- C. Read the scroll you found in the Fore Cabin of the barge.
- D. Take the first, third, and fifth bricks out of the panel.

What's the significance of the panel?

- A. There's a clue in the barge area.
- B. Read the scroll from the Fore Cabin.
- C. TAKE THE FIRST BRICK, THE THIRD BRICK, AND THE FIFTH BRICK. Lo and behold, a new passageway shall appear!

What should I do when the mummy appears?

- A. Above all, try to keep your cool. Mummies hate sweaty people and will attack them without thought.

- B. Say HELLO MUMMY.
- C. BURN THE TANNIS LEAVES.
- D. Have your eyes checked. No mummy appears in this game.
- E. (Nor do any tannis leaves.)

What significance is the sixteen-step staircase?

- A. It conforms to the strict Egyptian pyramid building codes.
- B. It connects Top of Staircase and Bottom of Stairs.

What do I do at the bottom of the stairs?

- A. Read the hieroglyphics.
- B. Try going through the plaster.
- C. Try removing the plaster with the axe.

What's going on in the western end of the Narrow Passageway?

- A. Read the hieroglyphics.
- B. Try going through the plaster.
- C. Try removing the plaster with the axe.
- D. Oops! Hope you did a SAVE first!
- E. Examine the niches.
- F. Put the beam in the niches.
- G. Stand on the beam.
- H. Now try removing the plaster with the axe.

How Can I keep the floor from disappearing?

- A. You can't.
- B. But you may be able to find a way to avoid disappearing with the floor.
- C. Find some way of standing on something above the floor.
- D. Put the beam in the niches.
- E. Stand on the beam.

How can the rats help me?

- A. If you meet the rats, the only help they can provide is to be quick about their work.

THE ANTECHAMBER AREA

How do I get through the inset doorway in the south Antechamber?

- A. Open the door.
- B. Oops... Hope you did a SAVE first.
- C. Read the hieroglyphics.
- D. Go back to the middle Antechamber and TAKE THE BEAM.
- E. WEDGE THE BEAM BETWEEN THE ROCKS.
- F. Now open the door.
- G. Take care: once you take the beam out from between the rocks, the inset doorway will be lost forever.

What's the significance of the stone slab in the Annex?

- A. It's not a bad Egyptian imitation of a pool table.
- B. You do want to put something in the holes, though.
- C. Try the clusters.

- D. Remember the arrangement of the goddesses' rooms around the Circular Room?
- E. You'll notice that there's no center hole for the golden cluster.
- F. Once the clusters are in the correct holes, you can LIFT THE SLAB.
- G. PUT THE DIAMOND CLUSTER IN THE FIRST HOLE. PUT THE RUBY CLUSTER IN THE SECOND HOLE. PUT THE EMERALD CLUSTER IN THE THIRD HOLE. PUT THE OPAL CLUSTER IN THE FOURTH HOLE.

What is the spatula used for?

- A. Although the book is not a cook book, the spatula is related to the book.
- B. Have you tried to OPEN THE BOOK?
- C. The spatula may succeed where your less-than-delicate touch has failed.
- D. Have you tried to OPEN THE BOOK WITH THE SPATULA?

How do I get through the doorway in the north Antechamber?

- A. Read the hieroglyphics.
- B. You'll need something sturdy to keep the roof from caving in.
- C. WEDGE THE BEAM UNDER THE LINTEL.
- D. Now, BREAK THE SEALS WITH THE AXE.
- F. Take care: once you remove the beam from the doorway, it will become impossible to get back through the doorway.

Can I take the scarab?

- A. Yes.
- B. Although you may think you've seen a similar situation in the movies, there is no way to replace the scarab with something of equal weight.
- C. Weight is important here, however.
- D. Remember the hieroglyphics from the Inner Chamber?
- E. You'll have to find a way to balance the two side discs so that the middle disc is even with the table.
- F. Use the chalices.
- G. Since the silver chalice is lighter than the gold one, fill it with water.

Can I open the sarcophagus?

- A. Yes.
- B. Have you read the writing in the ancient book?
- C. Have you read the hieroglyphics in the goddesses' rooms?
- D. The proper objects need to be in the recesses on the sarcophagus.
- E. Put the ancient book in the large recess.
- F. Put the scarab in the smaller recess.
- G. Now the statues are free to be turned.
- H. The order can be found in the symbols in the goddesses' rooms.
- I. TURN NEITH. TURN SELKIS. TURN ISIS. TURN NEPHTHYS.
- J. OPEN THE SARCOPHAGUS.

What do I do when Craige shows up?

- A. Ask him for a cheeseburger with onions.

HIEROGLYPHIC DICTIONARY

This dictionary is included for those players who feel that the translations of one or two symbols would be helpful. It is one interpretation of what the hieroglyphics mean; others may be equally valid. (Then again, they may not.)

*->	remove	-	
- #	the	!!	
->	through	-	doorway/door
<...	return	(open
!--!)	turn
! !	large area	/	to
!--!		=	tennis racket
!!	small area	.	
<+>	rutabaga	/	northeast
!!!	plaster	- \	northwest
::	and	/	
...>	go/travel	.	southwest
•"	west	- \	
<-*	place/put	.	southeast
) (mummy	:	a
/!_ \	mast	* *	new
.	on/over	-->>	pathway
(==)	niches	-)	will be
.	under/beneath	(*)	reveal
!=!		=	
!!	lintel	=	book
-√	until	=!=	offering
(.)	between	*	Ra
=		+/+	injury
*	night	*!	silver
- -		>*>	scarab
=	winds		

		()	first
;	with	()	second
*			
=	dawn	()	third
-.	east	()	fourth
>...	from	(+)	clothing
!	south	_#.	this
---	papyrus	-	lies/rests
!-!		!-!	
!!		!!	entrance
!-!	room	!!	Queen/she/her
<.>	one	(())	all
<:>	two	//-\-\\	treasures
<.:>	three		
<::>	four		
<:::>	five		
<::::>	six		
<:::::>	seven		
<:::::>	eight		
<:::::>	nine		
-!-	balance		
!*	gold		

HOW POINTS ARE SCORED

(use as a last resort)

Object	Location	Value
diamond cluster	Room of Nephthys	5
emerald cluster	Room of Isis	5
opal cluster	Room of Neith	5
ruby cluster	Room of Selkis	5
beam	barge	15
golden chalice	Golden Alcove	15
silver chalice	Silver Alcove	15
ancient book	in slab in Annex	10
scarab	Treasury	10

Other points are awarded for:
 breaking the lock on the trunk (5),
 finding the pyramid while digging (25),

putting the stone cube in the opening (20),
entering the Circular Room (30),
entering the Room of Isis (25),
entering the Room of Neith (25),
entering the Room of Nephthys (25),
entering the Room of Selkis (25),
taking the right bricks out of the panel in the Cube (25),
breaking the plaster at Bottom of Stairs (10),
breaking the plaster at the west end of the Narrow Passageway (25),
opening the sealed door in the north Antechamber (40),
and opening the sarcophagus (35)

FOR YOUR AMUSEMENT

Have you tried...

reading the matchbook?
reading the inside of the matchbook?
reading the coupon?
filling out the coupon?
sending the coupon?
swimming?
wandering endlessly through the desert?
folding the cot?
sleeping on the cot outside your tent?
waving at the plane?
walking the plank?
looking in one of the holes in the encampment?
dropping objects into the bottomless pit?
trying to do any of the following to yourself: EAT, DRINK, KILL, TAKE, EXAMINE,
RUB, PLAY, GET ON, CLEAN, CLOSE, LEAVE FOLLOW, SEARCH, SMELL,
MAKE, SEARCH, WEAR?
drinking repeatedly from the Nile? sitting on the crate?
attacking the crate with the pick axe? praying?
filling the canteen with sand, emptying it, filling it with water, and a drink?

MOONMIST

THE BEGINNING

How do I get through the gate?

No one knows you are there. You need to get their attention.

If you HONK THE HORN or PUSH THE EYE, the buffer will speak with you.

Or you can Just WAIT 10 MINUTES.

How can I find the ghost?

Ask the guests about the ghost.

The ghost usually appears late at night.

The ghost won't appear until after midnight (if at all), so meet the ghosts and go to dinner first.

How do I meet the guests?

If you WAIT or try to go somewhere, Tamara will guide you to meet them. It's good manners to answer their questions.

Then you can ask the guests questions, for example ASK ABOUT THE GHOST or MADAM, DESCRIBE THE GHOST.

Tamara wants to chat. What should I say?

You can ask her about different things.

You can ASK TAMARA ABOUT: JACK, HERSELF, THE GHOST, BOLITHO, DINNER, DEIRDRE, THE WHITE LADY, and so on. Or TAMARA, DESCRIBE THE GHOST.

What is Bolitho trying to tell me in my bedroom?

He is trying to tell you about the ghost. You can ASK BOLITHO TO DESCRIBE THE GHOST.

He may give you a device to protect you from hostile "ghosts."

He may also give you a hint for finding the secret passage if you haven't already found it.

How should I get ready for dinner?

You've been driving all day. You're grimy and rumpled.

You can wash up in your bathroom.

You can look in your luggage and find something fresh to wear.

P.S. You'll get dirty again if you go in the secret passage!

I heard a dinner bell. What should I do?

Remember what Tamara said about dinner?

She said that dinner is at eight o'clock, or whenever you hear the gong. It's time to GO TO DINNER.

What should I do at dinner?

If you didn't do so earlier, ask the guests about the ghost.

At the end of dinner, you'll hear a tape recording.

Do as Lionel says: **LOOK UNDER THE PUNCHBOWL.**

The first clue is a hint about what the treasure is.

After Lionel mentions the treasure, ask Jack about it.

Lionel mentions a second clue; he also says who has it.

ASK JACK (or VIVIEN, depending on the variation) FOR THE SECOND CLUE THEN READ THE SECOND CLUE.

The second clue is a hint about how to find the treasure.

GETTING AROUND

Are there any secret passages?

In a castle like this, there probably are.

Bolitho may give you a hint.

Bolitho says you can adjust the wall mirror in your bedroom.

But in fact you can't adjust it. **EXAMINE THE WALL MIRROR.**

The mirror is actually a secret door! **PUSH THE SWITCH.**

It's too dark to see! Where can I find a light?

One is used by the servants to go to the basement wine cellar.

There's a portable brass lantern in the kitchen.

I got caught in someone else's bedroom and now I can't leave!

It isn't polite to snoop around other people's bedrooms.

The other guest is probably mad at you for doing so.

You should **APOLOGIZE** to the guest.

Someone is ignoring me. What does this mean?

Were you rude to this person earlier?

Maybe you ignored a question, or hit or insulted him or her?

You should **APOLOGIZE** to the guest.

Why can't I go somewhere directly by using the GO TO command?

If you haven't met all the guests, Tamara won't let you wander off. Otherwise, it's a puzzle to go to that place. You have to use compass directions (like **NORTH** or **IN**) to go there.

I used the GO TO command, but I got only part way there!

Maybe you bumped into someone on your way.

Or you might have gotten lost in the dark.

AFTER DINNER

Why is Jack troubled by Bolitho's note?

Have you read it?

ASK JACK FOR THE BUTLER'S NOTE THEN READ IT.

After dinner, you should find the maid's note then read it.

The maid's note is on the desk in the sitting room.

How do I begin my search for the ghost?

Bolitho saw the ghost. Did he tell you about it?

If not, and it's after dinner, you're too late. Bolitho's gone.

Say YES when Bolitho asks you if you are the well-known American detective. Or
ASK THE BUTLER ABOUT THE GHOST.

How do I identify the ghost?

There are two ways. The first way is to find the ghost costume and some evidence of who wore it. The second way is to catch the ghost on its haunt and unmask it.

Asking others to describe the ghost will give you clues about its identity, and may give you an idea where to start your search.

How do I follow up on Bolitho's clue?

Can you find what the ghost was searching for?

You should go where Bolitho said the ghost was searching, then **SEARCH THE ROOM**. If you show what you found to other people, you might start to suspect someone.

Search the bedroom of the suspected guest for evidence that he or she is the person who lost the item that the ghost was looking for. Then read one of the next four answers (for example, read the **RED** answer if you're playing the red variation).

RED:

The Jewel came from the necklace that used to be Deirdre's. Jack has the necklace in his bedroom because the police gave it back to him.

YELLOW:

The Jewel came from Tamara's earring in the Jewelry case in her bedroom.

BLUE:

The contact lens is Vivien's. She is missing one from her plastic box in the wooden box in her bedroom.

GREEN:

The contact lens is Wendish's. He is missing one from his plastic box in the medical kit in his bedroom.

I think I know who the ghost is. How do I prove it? Whoever the ghost is probably has a costume hidden. Or sometimes you can catch the ghost while it's haunting. If you still can't find the ghost costume, then read one of the next four answers (for example, read the **BLUE** answer if you're playing the blue variation).

RED:

If you think Jack is the ghost, **ASK BOLITHO TO DESCRIBE THE GHOST** and think again. If you think Deirdre is the ghost, then the costume wouldn't be in the castle; you'll have to catch her when she haunts the castle.

YELLOW:

The costume is not in the villain's bedroom. Look in the secret passages for it and see the next question.

BLUE:

The costume is hidden in Vivien's wooden box (under other items).

GREEN:

The costume is hidden in Wendish's medical kit (under other items).

I found a ghost costume in the secret passage!

The person haunting must have dropped it there.

Probably on purpose -- to frame Iris for the haunting. See the next question.

How do I know who wore the costume that I found?

Whoever wore it might have left some evidence in it.

EXAMINE THE WIG.

Whoever wore the costume left some hairs behind!

You can EXAMINE the other guests to see whose hair color is the same.

What evidence do I need to arrest the villain?

You need to find incriminating evidence, something that shows why the villain would commit a crime.

The maid found something incriminating. See the next question.

What is the significance of the maid's note?

Apparently the maid found something very upsetting.

Whatever she found might incriminate the villain.

The last paragraph of her note is a clue.

For more hints, look in the section for the variation you're playing.

The villain is about to shoot me! How do I escape?

You can escape into the secret passage, but only if the secret door is open.

Or you can spray the villain with the aerosol device, or hit the villain with the wine bottle.

How do I find the treasure?

The first clue (under the punchbowl) is a hint about WHAT you are looking for.

To find WHERE the treasure is, you have to get the second clue from Vivien (in the red variation) or Jack (in the yellow, blue, and green variations).

The second clue will lead to more clues.

AFTER MIDNIGHT

How can I find the ghost?

If you are in the yellow variation, read the next hint. Otherwise, skip it. You can't.

You'll have to find the ghost costume instead.

The ghost haunts after midnight, when other people have gone to bed. And it haunts only in the secret passages where people usually don't go. Read the next two hints only if you are in the red variation.

The ghost enters the castle on its way to the secret passages.

The ghost enters through the priest hole and goes backstairs.

The ghost never showed up! Why?

If you are playing the yellow variation, read the next hint. Otherwise skip over it.

The ghost never haunts in the yellow variation.

You may have missed the ghost. Try waiting at your entrance or the entrance of the presumed ghost.

You may have spooked the ghost. If you disturbed the costume or blowgun, or left the ghost's secret entrance open, the ghost won't haunt. If you already arrested the person who was the ghost, now you need to find the ghost costume.

Egads!! The ghost is trying to kill me!

Follow your instincts: fight or flee.

Maybe Bolitho gave you something to stop threats.

Bolitho tried to give you an aerosol device. If you don't have it, you can flee to the kitchen and get it.

Or you can use the wine bottle as a weapon.

If you have the aerosol device, **SPRAY THE GHOST WITH THE DEVICE**. Now you can **REMOVE THE GHOST COSTUME** and identify the ghost.

Egads!! I found the ghost, but it runs away!

The ghost isn't threatening you, so don't scare her away.

Be nice to the ghost.

Talking to the ghost is one way to get her to open up.

The ghost just "slimed" me!!! How do I catch it?

First use your negative ionizer backpack to trap the ghost.

Now lower the ghost into your portable laser confinement system.

Stop playing Ghostbusters from Activision and play Moonmist!

The ghost in Moonmist doesn't "slime" people.

GENERAL QUESTIONS

How can I tell if a person is left- or right-handed?

People tend to use their dominant hand without thinking.

Throw something at a person. They'll catch it with their dominant hand.

How did the ghost float over Tamara's bed?

There is a physical reason for it.

One room is directly over Tamara's.

Examine and move objects in the "lumber" room.

If you move the chest and lift the handle you can look into Tamara's bedroom. And someone in her bed would see your face!

How do I protect Tamara from the vampire?

Did you find the coffin hidden in the secret tomb?

You'll need a wooden cross from the chapel and garlic from the kitchen. Find a sharp stick in the lumber room and drive it through the vampire's heart when it returns to sleep in the coffin at dawn.

What vampire? There's no vampire in Moonmist.

Who was the White Lady?

Ask someone about her.

The history book in the library will tell you more about her.

Iris is broken. How do I fix her?

Have Waldo replace the faulty chip.

If that doesn't work, then send her to robot repair.

Wait a minute! Why are you looking up Suspended questions in the Moonmist hint booklet?

RED VARIATION

What is the significance of the maid's note?

First read the hints for this same question in the section called "After Dinner."

Look in the keyholes of bedroom doors.

Jack's keyhole is the most important. You'll see a microphone in the door.

Move the wyvern to uncover the secret tape recorder. **PLAY THE TAPE.**

I'm stuck on the second clue. Help!

The "very first lass" in the Bible was Eve.

There's a stained "glass" window in the chapel.

On the "forbidden fruit" (apple) is the third clue.

What does the third clue mean?

You need to go to the place mentioned in the clue.

"Bower" is another word for garden.

GO TO THE BOWER (the garden in the hedge maze).

The clue is in the dirt in the garden.

Help me figure out the fourth clue.

What would you need if you went into the rain?

The clues are "rain" and "cain."

There's an umbrella stand in the foyer.

"Cain" is a pun for the cane in the umbrella stand.

I have what the fourth clue led me to, but it isn't a treasure.

Examine the item you found there.

The treasure is disguised.

REMOVE THE PAINT to find the real treasure.

YELLOW VARIATION

What is the significance of the maid's note?

First read the hints for this same question in the section called "After Dinner."

Search people's bedrooms, particularly under furniture.

Remove the Journal from under Tamara's bed, then look there again. Under Tammy's bed is a receipt from a pet store.

Help! What is the meaning of the second clue?

What word rhymes with 'tell' and is something you can hear?

A bell. Find a bell and examine it.

(The quote is from "The Bells" by Edgar Allan Poe.)
The bell on the fighting deck has the third clue in it.

Help me figure out the third clue.

Somewhere in the castle is a 'tomb.' (The quote is from "Annabel Lee" by Edgar Allan Poe.)

Go to the dungeon, then ENTER THE IRON MAIDEN to get to the secret tomb.
OPEN THE COFFIN to find the fourth clue.

What does the fourth clue mean?

Do you know the story "A Cask of Amontillado" by Edgar Allan Poe? It tells the tale of a man who is buried alive behind a brick wall, deep in the catacombs of a wine cellar. Go to the basement, where the wine is kept, and MOVE THE BRICKS. Enter the hole that you opened up.

I found an item that doesn't look like treasure. Where's the real treasure?

EXAMINE THE SKELETON.
Take the black pearl necklace.

BLUE VARIATION

What is the significance of the maid's note?

First read the hints for this same question in the section called "After Dinner."
You are looking for someone's diary.
In Vivien's wooden box is her diary. (It's under her plastic box.)
Reading her diary may not be polite, but it's important!

What does the second clue mean?

Try to fill in the blanks of the second clue with words that make the poem rhyme. Then find objects that match the words.

For the first blank: 'What rhymes with "wrong" and is often mentioned with wine ("grape") and women ("wench")?

The word for the first blank is "song." Where might you find a song in the castle?

Read the music on the piano.

For the second blank: What rhymes with "laden"? (Remember that the poem is about three fellows arguing about "wine, women, and song.") The word for the second blank is "maiden." Where in the castle is a maiden?

It's not the iron maiden in the dungeon.

Find the maiden mentioned in the tourist brochure and examine it.

For the last "" What rhymes with "fine"? (Remember what the three fellows are arguing about!)

The word for the last blank is "wine." Where in the castle will you find wine?
Examine the wine bottle in the basement.

Put together the parts of words marked with a star.

They spell "SUIT ARMOUR." Look in the tourist brochure to find it.

I'm stuck on the third clue. Help!

Put the parts of words from the second clue into the blanks in a different order.
The order is ARM, SUIT and OUR.

What "alarm" has "suite" (sweet) tones that "clamour"?

The bell on the fighting deck is an alarm that clamours.

LOOK INSIDE THE BELL to find the treasure.

Help! What is the meaning of the fourth clue?

Try to climb up one of the fireplaces in the castle.

However, you can't go back down the same way. Try to find a different flue to go down. However, if you go down you'll land in a fire and ...
You've been burned. There is no fourth clue in the blue variation.

I found an item that doesn't look like treasure!

Why are you reading this clue?

The skull is obviously the treasure.

GREEN VARIATION

What is the significance of the maid's note?

First read the hints for this same question in the section called "After Dinner."

You are looking for something written. The library would be a good place to start.

In the bookcase is Wendish's lab notebook. It reveals Wendish's fiendish ideas.

Help me figure out the second clue.

You are doing two things: finding the next clue (by finding an 'eye' that doesn't see) and beginning to spell a word which starts with the letter 'I.'

The blind "eye" you are looking for is in the game room.

The third clue is behind the rhino's glass eye.

Help! What is the meaning of the third clue?

The second letter is "N" (in "never," but not in "ever").

The next clue is at the dead "end" in the secret (hidden) passages.

You can find it on the complete map.

You can see the clue (but not reach it) if you SEARCH THE WALL in the gallery and then look through the peephole.

I'm stuck on the fourth clue. Help!

The third letter is "K" (a silent letter in "knight").

Putting the three letters together spells "ink." Find some ink.

There is an inkwell in the office.

I found an item that doesn't look like treasure!

The treasure isn't the inkwell.

It's the 'ink' inside the inkwell - the Moonmist drug.

SECRET PASSAGE ENTRANCES

**Don't read this list unless you are really stuck or really curious.
Some exits (not listed) open only from the inside.**

SECRET ENTRANCE

HOW TO OPEN IT

Your Bedroom	EXAMINE WALL MIRROR. PUSH SWITCH
Vivien's Bedroom	MOVE FIGURINE
Wendish's Bedroom	MOVE SCONCE
Ian's Bedroom	MOVE ANDIRONS
Library	SEARCH BOOKCASE. GET HISTORY BOOK
Tamara's Bedroom	MOVE POST
Jack's Bedroom	MOVE TELESCOPE
Sitting Room (one-way)	SIT ON WINDOW SEAT. MOVE WYVERN
Drawing Room	LOOK BEHIND TAPESTRY. OPEN SECRET DOOR

HAVE YOU TRIED TO ...

- read the magazine in the lumber room? (especially in the blue variation)
- kiss Iris if you are playing as a man, or kiss Jack or Ian if you are playing as a woman?
- drink Moonmist? (in the green variation only)
- take Dr. Wendish's mustache? (in the green variation)
- show the villain the incriminating evidence in his or her own bedroom, before or after you have taken the blowgun? (in the green and blue variations only)
- play the secret tape in Jack's door with Tamara following you? (in the red variation)
- ring the bell on the fighting deck after dinner and then wait?
- pray?
- shoot billiards in the game room?
- play the piano?
- ask the other guests to play the piano?
- turn on the computer in the office?
- ASK VIVIEN ABOUT TAMMY (in the blue variation) or ASK TAMMY ABOUT IRIS (in the yellow variation)?

STARCROSS

How do I turn off the alarm bell?

You'll have to go out to the bridge (walk starboard by the living quarters). Have you read the description of the mass detector.

Try pushing the red button. Or tell the computer to turn it off..

How do I read the output of the mass detector?

This is the space chart that was supplied with your game.

The range is the distance from your ship (center of chart). Theta is the angle (in the plane of the chart.) From your current course (the radiating lines are 15 degrees apart.)

Phi is the angle above or below the plane of the chart. (Remember that the chart is a two-dimensional representation of three dimensions.) Each phi value can be found under the objects designation code.

What is the significance of the ship's registration?

Have you read it?

It has no other significance.

How do I reply to the message from ceres?

Have you tried COMPUTER, REPLY TO PREVIOUS MESSAGE?

What message from Ceres?

How do I use the ship's controls?

Have you examined them?

Have you tried touching them, turning them on?

The computer must be used to set courses, as navigation is fully automated. (You can also get status reports from the computer at any time.)

How do I know which unidentified mass I should go to? The mass detector did indicate the correct mass.

Have you looked at the screen on the mass detector.

Each time you start the game, one of the eight unidentified masses is randomly chosen as the goal, so it won't be the same every time you play.

How do I set a course for a particular object (for instance, UM08.)

Only the computer can set course.

See your game manual for directions on talking to machines (and aliens etc.)

Have you tried COMPUTER, SET COURSE FOR UM087

You must give the computer the range, theta, and phi values from your space chart.

For UM08 COMPUTER, R IS 150, THETA IS 210, PHI IS 017 or COMPUTER, R IS 150 COMPUTER, THETA IS 210 COMPUTER, PHI IS 17

OF COURSE, THE ALTERNATE WAY OF SPEAKING TO THE COMPUTER WILL WORK JUST AS WELL (TELL COMPUTER R IS 150....."). COMPUTER CONFIRM.

Is there a way to get the computer to shut up?

Yes.

Try turning it off.

What do I do with the tape library?

You can take it.

You can turn it on.

You can play tapes.

This is how space travelers alleviate boredom.

How can I leave the ship?

Have you tried opening the door?

Before you open the outer door, you should prepare for a space walk.

Put on the space suit and attach the safety line to the hook in the

Airlock and to your suit.

You can now go out for a space walk.

How do I get back to the Starcross

If you went for a space walk without a safety line, you would be lucky to make it back alive.

What is the safety line for?

It is dangerous to leave the ship unless you have a safety line connecting you to the ship.

How do I land the Starcross on the unidentified mass?

Have you tried telling the computer to land?

It is spinning too rapidly to land on.

Wait for the artifact to spin under you and inspect it before you attempt to land.

How fast is the Artifact spinning?

Assuming that the "gravity" being simulated at the outer level is 1G it would have to rotate once every 30 seconds or so.

This would mean that the rotational speed is about 360 kilometers per hour on the outer surface.

How do I maneuver the Starcross to the fore end of the unidentified mass?

Unfortunately, you cannot.

What do I do with all the strange protrusions around the airlock?

You should tie your safety line to the hook.

But it is not really necessary as long as you don't Jump.

The other protrusions are unfathomable.

How do I get into the Artifact?

You won't be able to walk away from the red dock area. Since without metal for your magnetic boots to cling to, you would flung into space. You can open the red airlock door.

Have you examined the sculpture on the door.

This is a symbol recognized by space-fairing species.

Try drawing it as described on a piece of paper.

This is a symbolic representation of your solar system. The bumps are an indication of the size and orientation of the sun and planets.

You are being tested, Earthling. What do you think the makers of the Artifact want to know ?

Your home planet, Earth, is the fourth bump. (The sun is described as the first, Mercury would be second, Venus third, Earth fourth.) Try pushing the fourth bump.

Congratulations, you have passed the test. Take your reward (the black crystal rod) and enter.

Is the sculpture significant?

Yes.

See hints B through I above.

If you push the wrong bump and the sculpture flattens out, you'll never get into the Artifact.

What is the significance of the tiny column made up of only one hexagon?

It represents an object between the orbits of Mars and Jupiter.

The size of the bumps is an indication of mass. This column obviously represents an object of much smaller mass than a planet.

The tiny column represents your current location--the Artifact. Try pushing it.

Once inside the Artifact, can I take off the space suit?

Try it

What do I do with the visor fragment?

Have you tried to look through it?

You probably should take it; you never know what might come in handy.

How do I open the engine room door?

Have you tried the ray gun?

Sorry, this is a dead end.

How are the controls operated?

"The controls look in no way operational."

What is the significance of the skeleton?

The Aliens seem to have left offerings, as if they regard this as a holy temple. You had better be careful.

However, You can't be squeamish and rule out any possible actions. Have you tried touching or moving or taking the skeleton?

Shooting it with the ray gun or touching it a second time will lead to unfortunate consequences for you.

How do I hide the violet rod?

Have you tried the metal basket?

Even if you managed to hide it, the Aliens will suspect foul play and check the altar. You'll have to find another way to get it past them.

You won't be able to solve this problem until you gain access to the Laboratory and learn its secrets. Once you have, read the next hint.

The disks are a perfect escape route for a burglary. Leave one on the floor and use the other to transport yourself (and the violet rod) out of the Alien ship.

This is the last time you will be able to use the disks, however.

How do I fix the computer?

Have you opened the access panel?

You'll have to find the missing card.

It is not a good idea to add or remove circuit boards while the system is powered up.

How can the computer be repaired after the electrical fire?

If you thoroughly explore the Artifact, you should find it.

Advanced technology may make it different from circuit boards you are accustomed to.

The metal and ceramic square in the Repair Room will work.

What does the enunciator panel signify?

Try drawing the diagrams as described.

The three banks or lights on the left each have four colored lights. Do the colors remind you of anything?

The colors are associated with the four main corridors.

'The first (bank of lights) is labeled with a symbol of the emission of rays...' What do the red and yellow halls have in common?

The 'emission of rays' is a symbol for light. The red hallway lights are fading. The yellow hallway is either dark or under emergency lighting. (If it's dark, you could tell that it is yellow by process of elimination - as you approached the Artifact you saw blue, yellow, green and red docking ports.)

The other two banks of lights on the left indicate problems with the yellow docking port and the yellow airlock

The symbol for the sixth light on the right represents solid, liquid, gas (the light is associated with the last of these.)

The sixth light indicates a progressively worsening problem with the ship's atmosphere.

How do I kill all the Weasels?

The only weapon effective against them is the ray gun.

But you will not be able to kill them all, and the others will not appreciate your actions.

The only way to kill them all is to allow the ship's condition to deteriorate to the point where everyone dies. This, unfortunately, will include you.

How can I get past the palisades?

They cannot be climbed.

The ray gun is not powerful enough to break through, but will do enough damage to annoy the Aliens.

There is nothing at the disposal that is more powerful than the ray gun. You cannot get past the palisades.

How do I pass the hostile Weasels?

You shouldn't have annoyed them. They won't let you pass.

How do I get the brown crystal rod from the Alien Chief?

You will not be able to overpower him in a fight.

The ray gun leaves nothing useful.

Have you ever come upon him while wearing or carrying your space suit? He is very interested in the space suit. Try giving it to him.

His gestures are his way of offering a gift in return.

Point (or gesture) at his brown rod.

What does the Alien Chief's gesturing mean?

It is common in many cultures for new acquaintances to exchange gifts.

What can the Weasel slave do for me?

If you must ask, I'm afraid I can't help you.

What Weasel slave?

What is the significance of the unicorn meat?

Could it be edible?

Raw meat is not very sanitary (or appetizing). Wouldn't it be better to cook it? (The ray gun is great for this sort of thing.)

Medium rare requires 30 seconds at the second setting. You can vary the time if you prefer it rarer or more well-done. (Add 10 seconds to defrost if this is from the freezer compartment)

Keep in mind the warning in the introduction. 'Do not use the presence or absence of a question on a certain topic as an indication of what is important, and don't assume that long answers indicate important questions.

How do I find my way through the Warren?

You will never find the way unaided.

Have you considered a native guide?

Try following the Alien Chief once you have the brown rod in your possession.

What should I do with the ladder?

Try climbing down.

What is a grue?

Try typing WHAT IS A GRUE?

Can I reach the body in the debris?

Yes, but you can't rely solely on your magnetic boots (no pun intended). Try using your safety line. Tie it to the hook and to your suit.

How do I get the grues' rod?

You might try to capture a grue.

Don't go on until you have been to the Laboratory.

Don't go on until you have figured out what the disks are.

A great way to catch a grue would be to leave a disk in a dark room and wait (somewhere else) for one to step on it.
Unfortunately, there are no longer any dark rooms on the ship.
Also, the grues don't have a rod.

What do I do about the Spider?

He certainly seems friendly.
What is his problem?
He is extremely bored.
Can you help him?
Haven't you heard enough about the history of Brazil in the 2030's?
Why not give him your tape player?
Why are you reading this hint?

How do I answer Gurthark's questions?

There is unfortunately no way for you to answer most of them.

How do I get Gurthark to follow me?

Have you tried GURTHARK, FOLLOW ME?
He won't.

How do I get the red rod from the Rat-ants?

They don't seem to be open to negotiation. More direct methods will be necessary. The ray gun is too effective on the nest, and not effective enough against individual groups of Rat-ants (there are just too many.)
Have you examined the Rat-ants and the nest?
The nest is described as "jerry-built" and "precariously stuck together." Although kicking it is not effective, you can destroy it by throwing something fairly heavy at it. While the Rat-ants are rebuilding, you have a chance to take the rod.

How did the Rat-ants get to the Artifact?

Their crude intelligence is an indication that they did not arrive here on their own. Presumably they were among the original inhabitants of the zoo.

What is the silvery globe in the Laboratory?

This is a technology so far beyond current human experience that it is impossible to explain. Ask again when you fully understand the details of the Matter Intransitivity Principle of the Dornbrookian Unified Field Theory

What do I do with the silvery globe?

It's a force field.
You can't push it or climb on it.
Have you tried changing the dial setting?

Can I take the blue rod?

You can't take it directly, but there are ways to get it.
There is no way to block the beam or turn it off.
The preferred solution starts at D. An alternate solution starts at I.
Have you ever tried putting anything on the sphere and then changing the dial setting?

You will have to learn how to use the red and blue disks before going on. You could use the disks to enter the sphere ("but it would be wrong"). Put one disk under the sphere and then set the dial to 4. Step on the other disk.

Can you think of a way to get the disk to activate while it is in the sphere?

Put a disk under the sphere. Put something on the sphere. Set the dial to 4. The object placed on the globe will fall onto the disk inside, causing it to activate. Luckily, the blue rod is within range of the disk.

Do you know of anything that might be able to deal with these techno-logically-advanced forces?

You have probably already used something powerful and similarly advanced.

You can use the ray gun to eliminate the sphere momentarily and get the blue rod., However, you will find that you don't have a shot to spare for this purpose.

How do I turn off the projector?

You can't turn it off.

You can't harm it.

Even the ray gun is useless against it.

What causes the loud clicking sound?

It is probably due to air rushing in to fill the void.

What is done with the red and blue disks?

Although they may not appear to be much, they are probably the most sophisticated machines on the Artifact.

The manhole-cover size is not a coincidence.

Try putting both on the floor and stepping on one.

They have a built-in safety feature which allows them to transport things only when both are on floors.

How Can the lights be dimmed?

They can't.

Is there any significance to the bands of metal, grass, and forest?

Either the ship was designed like this (who knows what an alien race may regard as pleasant landscaping?), or maybe some major acceleration in the past caused most of the soil to shift to the aft end of the Artifact.

How do I catch a unicorn?

"Only one of royal blood..." (just joking). You can't do anything to the unicorns other than incinerate them.

What is the significance of the unicorn hunt?

The Weasel Aliens have to eat something other than vegetables to get a balanced diet.

You can disrupt the hunt, but there is nothing important going on.

What is the machine to the left in the Repair Room for?

The "symbol depicting the emission of rays" indicates that this machine has something to do with lights.

Put the yellow crystal rod in the slot. The emergency lighting in the yellow hallway will now come on.

What is the purpose of the machine on the right in the Repair Room?

Try drawing the symbols as described.

It has some similarities to the computer enunicator panel.

The solid block, fluid level, and parallel wavy lines symbolize solid, liquid, and gas, respectively.

The diagrams of dots are associated with the gas symbol. For further details, see the question about the dots.

What do the groups of dots mean?

These are symbols that any species capable of space flight should be able to decipher.

They are not mathematical symbols. Try writing them as described on a piece of paper.

Try experimenting. Put the proper item into the first, second, or third red slot and see what happens. (It will take a while to notice the effect.)

The proper item to put in the slots is the red crystal rod.

Have you ever studied chemistry?

The six dots with four evenly-spaced dots around them symbolize methane (carbon of atomic number six surrounded by four hydrogens of atomic number one). The seven

dots with three equally-spaced dots around them symbolize ammonia (nitrogen of atomic number seven with three hydrogens). The two groups of eight dots closely associated represent the oxygen molecule (two oxygen atoms of atomic number eight).

These gases make up three possible planetary atmospheres.

In case you don't know, you want oxygen (that's the second red slot).

How do I get up to the Drive Bubble?

Presumably you have already climbed to the top of the tree.

Jump.

How is the Drive Bubble hatch opened?

'Beside the hatch is a silver slot.'

Try using the appropriate 'key' (crystal rod).

Put the silver rod on the silver slot.

How do I get back down from the Drive Bubble hatch?

Jumping is not a good idea. (It is a death worth trying, though.)

Try DOWN.

Why do things fall in curves?

Look up the "Coriolis Forch" in a physics textbook.

How can I get up to the bubble at the fore end?

You cannot scale the wall at the fore end.

A more appropriate question is, "How do I get over to the bubble at the fore end?"

There is no 'gravity' along the axis of rotation of the cylinder.

Try Jumping from the center of the aft end (on Drive Bubble)

Every action has an equal and opposite reaction.'

Throwing object won't be enough to overcome 5 km of air resistance. You will need to use the ray gun.

You must shoot it at the Drive Bubble to ensure that you are not pushed in the wrong direction or forced off-axis.

You will need all three ray gun shots to reach your destination.

How can I activate the Drive bubble controls, and what can I do with them?

Put the white rod in the white slot.

"You can't do anything with them."

You must activate the drive if you wish to set a new course. All further control is from the Control Bubble.

Is there any reason to use the black rod?

NO.

How do I open the Control Bubble hatch?

"A small slot surrounded by gold crystal is next to the hatch."

Put the gold rod in the gold slot.

Why is the clear crystal slot rejecting my clear crystal rod?

The control room functions are very dependent on the main computer. Unless the computer is in a working state and turned on, you cannot activate the controls.

What is done with the five slots?

As usual, put the appropriate colored rods in the slots.

What is going on with the spots, squares, and screen?

These are the main controls. You should be able to figure them out by fiddling with them and seeing what happens.

Pushing the small pink square causes the view screen to zoom in to closer and closer regions around the Artifact. Pushing the large pink square causes the view screen to zoom out to longer and longer range. You are interested in the inner solar system.

Pushing the brown spot selects the destination. Pushing the violet spot selects the course you will take. Pushing the green spot selects the speed. You will not be able to set the speed if you haven't activated the drive controls (in the Drive Bubble). Pushing the blue spot executes the course correction burn you have selected.

You may choose a number of different destinations and courses, but only two combinations are correct; the courses ending in an ellipse or a circle around Earth. (Try the others for fun.)

Why do the spots flash?

If you press a spot out of sequence, it will flash.

How do I get back down from the Control Bubble?

You can get down in the usual messy way by jumping from the control hatch.

Just make sure you have everything you need to gain control of the ship and set a new course.

Why is the Artifact suddenly shutting down?

Because the air is becoming unbreathable. (Try removing your space suit after entering the Artifact.)

What does a flashing light in the airlock mean?

This is a safety feature. You are not allowed to have both doors open at the same time.

How in the world do I revive the plants to replenish the air?

Don't you mean 'How in the Artifact...?'

You will not be able to water them or fertilize them or ever revive them at all.

What is the significance of the maintenance mouse?

The maintenance mouse is exactly as described, It is a cleaning robot.

Where are the mouse holes?

The mouse can always find a hole when needed.

Drop an item and wait for the mouse to arrive. Follow the mouse when it picks up the item.

How can I get through the mouse hole?

You can't.

There is another way.

Once you've found the Laboratory, go on to the next hint.

Once you have figured out what the disks are for, go on to the next hint. The maintenance mouse picks up things it finds on the floor and eventually takes them beyond its 'mouse holes'...

Leave one disk for it, then step on the other after the mouse has taken the first through a hole. (Allow time for the mouse to drop it again.)

How do I recharge the ray gun?

What makes you think you can?

How do I read the charge indicator on the ray gun?

It is, unfortunately, unreadable.

How are the settings on the ray gun changed?

The strange knobs and antennae look promising.

But they can't be moved or adjusted in any way.

Can I fix the gun so it won't misfire?

Yes.

Take a close look at the descriptions of the misfire and the normal blast. The misfire has 'silvery rays,' the second shot has 'orange rays.'

Did you ever try shaking the gun or looking into the barrel before the first shot?

Remove the silver rod. The gun will work much better.

What is the significance of the "glass cleaner"?

What do most glass cleaners use as an active ingredient?

Ammonia.

Have you done anything which might have caused the release of ammonia?
Do you now have a better idea of what the machine on the right in the repair room is?

How do I leave through the Yellow Airlock?

'The door appears to be Jammed. There may be debris outside blocking it. Perhaps if you pushed again'

Push again.

Be careful, there could be debris from an accident outside. You must wear the space suit.

Once I am drifting in space, how do I get back to the Artifact?

"Every action has an equal and opposite reaction."

Throwing an item will not be enough to overcome your velocity away from the Artifact.

You might try using the ray gun (if you were fortunate enough to take it with you).

As you are no doubt now aware, you can return, but you cannot return and live.

What is the metal basket for?

It is perfect for storing all those clumsy crystal rods.

How do I stop the air from becoming unbreathable?

You must make "the necessary repairs in time."

Learn the use of the ship's equipment.

The necessary machinery is in the Repair Room.

How do I get to the Green Dock?

If you have been mapping carefully, you should realize that its entrance is somewhere in the Warren.

Where is the charcoal?

'Charcoal' and 'coal gas' are rather strange hints.

Have you done anything that might cause the release of methane (which is an odorless gas associated with charcoal and coal gas)?

Do you have a better idea of what the machine on the right in the Repair Room is?

Can I do anything with the damaged mice?

No.

Is there any significance to the trash bin?

Have you examined it?

Have you searched through it?

Try searching again.

What is the hole in the garage?

You might try climbing down...(Do a SAVE first)

How do I turn on the lights in the darkened area?

You will not find a simple switch in the area.

You will need to learn to use the equipment on the artifact.

Have you been to the computer room and the repair room?

The necessary machine is in the repair room.

Is there anything special about the projector in the observatory?

The colors of the dots are not what you'd expect, though, and range throughout the spectrum.

This is not a spectral shift due to speed, since you are nor traveling at anywhere near the speed of light and the colors range through out the spectrum.

Something is causing reflection of the light.

Is there something in the projector?

Look through the visor fragment or the black crystal rod to filter the light so that you are not blinded.

Remove the clear crystal rod from the projector.

Where do I find the orange crystal rod?

Did you notice that raw unicorn meat is orange in color?

Generally meat changes color when cooked.

If the orange rod were hidden in a slab of meat, cooking the meat might make it apparent.

Since there is no place where you could use an orange rod, and no slab of unicorn meat, I'm sure that no one has gotten this far.

HOW ALL POINTS ARE EARNED

(Use only as a last resort!)

Black Crystal rod	25	reward for solving the red dock puzzle
Red crystal rod	25	in the rat-ant nest
Brown crystal rod	25	hanging from the alien chiefs neck
Yellow crystal rod	25	the spider has it
Blue crystal rod	25	in the silvery sphere
Green crystal rod	25	in the trash bin
Violet crystal rod	25	in the space suit of the dead weasel hand
Pink crystal rod	25	in the scorched alien reptiles hand
Gold crystal rod	25	computer output upon successful start-up
White crystal rod	25	floating in the drive bubble
Clear crystal rod	25	in the projector in the observatory
Silver crystal rod	25	in the ray gun barrel

OTHER POINTS

Successfully reaching the red dock entering the drive bubble changing the ships course initiating the proper course to earth.

FOR YOUR AMUSEMENT

after you have finished the game

HAVE YOU EVER...

touched the starcross controls after the course was set?

taken the space suit off in space?

untied your safety line while floating in space?

set R, theta, or phi once you have arrived at the artifact (or while on the way) said

HELLO to the starcross computer, or asked the artifact while floating in space?

watched the docking of the starcross with artifact while floating in space. tried

dropping anything or jumping while on the outer surface of the artifact? tried climbing down the hole in the garage? stepped on a disk while carrying the other, or put one disk on top of the other? looked out the view port of the weasels ship (at the green dock)? tried talking to the weasels or at their chief? tried pointing at or shooting the alien chiefs wife or child?

SUSPENDED

What's in the cylinder in the Central Chamber?

Try having a robot open it
Now you know

What can I do with the library core?

You can always take books out if you've got your access card.
Try having Whiz ask about Floyd.
Actually, there's nothing you can do with it, its there to feed information to the four peripherals accessible to Whiz.

How do I get any of the robots to go north from the Hallway Junction?

Just tell them to go north once they're there.
There's a step in the way. They can't climb the step.
Find something so they can glide up and down the step.
Have one of the robots carry the wedge from the middle supply room to the Hallway Junction. Then have the robot place the wedge against the step.

How do I get the robots to the Biological Area?

First, send them to the Hallway End and look around.
What the robot is seeing is actually a car.
Have the robot get in the car(or whatever the robot calls it,) The rest is automatic.

Why do robots keep dying when I send them into the FC area?

Have Sensa report in the short corridor. She'll give you some data.
Have Poet and Waldo enter the cavernous room. What they have to say may be of some help.
Acid is being sprayed up through the floor, is floating through the air and is settling on their thin metal skins.

How do I get Poet to take the Transit System?

Like all robots, he needs a token.
Have him buy a pass from the conductor.
Be serious!

How do I stop the robots from dying in the FC area?

Stop sending them in there.
Repair Fred so he, with his acid shielding, can go in that area.
But Fred cannot ever be repaired.
Stop the acid mist.

How do I stop the acid mist?

Well, you could always try umbrellas
Unfortunately, there are no umbrellas in the game.
Use the game board to determine what's immediately under the cavernous room.

Try turning the wheel in the maintenance area below the FCs.
Can't reach the wheel? Try standing on the wedge.
Still can't reach the wheel? Try getting people to help.

How do I the cutters from the top shelf?,

Try having a robot stand on something.
Place the wedge under the shelf.
Stand on the wedge.
You've got them now.

THE ROBOTS

ALL ABOUT IRIS

What good is Iris when she can't see?

Iris is broken and needs to be fixed.
Have Waldo open the panel.
Replace the faulty chip.

What part of Iris is malfunctioning?

Have you had all the robots examine each chip in the panel?
Have you had Sensa or Poet examine the chips in the panel?
The bad chip is the "rough device" as Waldo calls **it**.

What good is Iris once she can see?

Have you sent her to the three monitoring locations?
She can tell you the state of affairs on the surface of the planet by looking at the monitors.
She can enter the reset access codes once the FCs are back in balance.

How can I open up Iris?

Have you tried having each robot open her?
Have you asked Whiz to query the CLC about Waldo?
Waldo can open Iris once the grasping extension has been attached.

How do I get Iris to the Robot Repair Area?

Have you tried dragging her there?
Have you tried sending her there?
Have you tried having her follow another robot there?
What makes you think you have to do this at all?
You can't. Iris cannot leave the monitor area.

WONDERFUL WALDO

How can I get Waldo to fix Iris

Have you found the extension he needs for delicate work?
Have you looked in the middle supply room for an extension?
Have you told Waldo to attach or wear the extension?

How can I get Waldo to tell me what's on the monitors? Have you asked him to look at the monitors?

Have you had him wear his glasses?

What makes you think Waldo can see at all?

This is a job for Iris!

WHAT'S UP WITH WHIZ

How do I get Whiz to answer my questions?

Have you typed in HELP?

Have you directed Whiz to any of the peripherals?

Have you typed WHIZ, PLUG IN?

Have you typed WHIZ, ASK ABOUT (or QUERY ABOUT) something?

Why does Whiz call everything by a number?

Whiz isn't very smart by himself. The numbers are supplied by the central library core.

The numbers always give a hint as to what the object really is.

The number and letter sequence usually represents the real name for that object.

How do I get Whiz to plug himself into Sensa?

Shame on you.

What good is Whiz?

Whiz can supply you with hints once he's plugged into the advisory pedestal.

Whiz can supply background material from the other pedestals when its available.

Once you know all about what Whiz has to tell you, you might be able to figure out another way to use him.

Does Whiz have a personality problem interacting with the other robots?

No.

For the most part, he has no personality.

SENSITIVE SENSE

What was Sensa designed to do?

Sensa can detect all kinds of vibrations.

Sensa issues the tremor warnings.

Sensa can detect all kinds of radiation emissions.

Sensa can also detect electrical flow.

How do I get Sensa to work?

Have Sensa examine an object. She will tell you anything she may detect about it.

Have you tried having her report?

ENIGMATIC POET

Poet talks gibberish, no?

Yes, he does.

No, he doesn't

Poet is unable to process information normally, and so he does the best he can.

Try having Poet and several other robots describe the same thing. You'll catch on.

How do I fix Poet?

Drag Poet to the multiplexing staging center.

Place Poet in the centifual disassembler

What makes you think there's anything wrong with him?

What's is Poets Function

Poets a specialized robot, capable of diagnosing problems.

Have you asked Poet to report?

Have him touch some objects.

AUDA, A PATIENT LISTENER

How do I get Auda to talk?

First, find the vox chip.

Plug the vox chip into Auda's mouth hole.

You can't get Auda to talk. She's all ears.

How do I get Auda out of the upper section of the complex?

Tell Auda to go to any room you like.

Have Auda climb the step.

You need something to go by the step so she can roll over it.

How do I get Auda to listen to what's going on?

Have you tried AUDA, LISTEN?

Have you tried AUDA, LISTEN?

Try typing AUDA, LISTEN and then wait for awhile. When Auda interrupts to tell you something is going on have her follow the talking creatures.

Fred, the Intrepid

Where do I find Fred?

Have you looked in the cabinet in Gamma Repair?

He's in the cabinet in Gamma Repair. You must somehow move him.

Have two robots move Fred.

You do this by typing BOTH (robot) AND (robot), MOVE FRED.

How do I get the FC's to talk to Fred?

Fred is dead.

Forget him.

Fred can never be repaired.

How can I repair Fred?

You send out for a repair person.

You send him out for repairs.

Forget it. You can't fix him at all.

Does Fred perform any useful function?

He was once a great dancer.

There's something in him tat is indeed useful.

Try to take the red wire in him. Since he no longer works, he won't miss it.

You'll need to have a robot use the cutting tool.

FC INTERRUPT: INTRUDER ALERT!

The FCs warn that intruders have entered the Complex. How do I communicate with them?

There's no way to talk to them. You can only listen to what they say. Have Auda listen. Have Auda follow the talking mechanisms while she's listening.

I keep dying, and when I do, three people are standing there.

What's going on.

The people are replacing you with a done.

They think that you're insane and creating all the problems yourself. They don't have any choice in what they do. They assume you are at fault unless you can somehow communicate the true nature of the problem to them.

How do I stop the people from killing me?

Have you tried killing them?

Have you tried preventing them from getting to the Biological Area? Have you tried showing them what's wrong with the complex?

Well' there are two ways, though the first gets you only another 75 cycles:

1. Strand them in Hallway End by having a robot take the car to the Biological Area.
2. Have a robot steal the bag once they go to sleep. When the robot does this the people will awaken and chase the robot. Have the robot lead the people to the Maintenance Area beneath the FCs

What's in the bag the people are carrying?

Have a robot take the bag while the people are asleep.

Have the robot open the bag and find out for you.

You can't open the bag. It belongs to the people.

There are some cloning tools inside the bag which humans can use, but not robots.

Monitors and Controls

The Weather

Why does the weather keep getting worse?

Everyone on the surface was either washing their cars, heading for the beach or planning a picnic.

The FCs are doing the best they can, but they're malfunctioning.

The FCs are constantly adjusting the pressure in one of the towers, and doing a lousy job.

How do I fix the Weather Towers on the surface of Contra?

First, fix Iris so she can see the monitors (helpful, but not truly necessary).

Send a robot the Weather Control Area.

Try turning the dials to different settings.

Set the middle dial to 99 or 100, then pray for the best.

I keep turning dials in the Weather Control Area, but noting happens. Why?

Something is happening. Be patient.

Weather does not change instantly.

It take about five FC cycles before Iris will be able to report on a change in the surface environment.

Why won't the weather towers stay in balance once they've been stabilized?

The FCs keep resetting them.

You can never actually fix the situation-the best you can do is buy some time while you go about the repairing the real problem: the FCs

The Transit System

Why do so many casualties occur when I shut off the floaters?

Try looking at it this way: You're in an airplane.

Someone comes by and removes its wings.

At 38,000 feet.

Ouch.

How do I stop people from getting on the floaters?

If the floaters weren't in operation, no one would use them.

People are using taxis and the glidewalks to get to the floaters.

Stop the taxis and glidewalks.

Why do the glidewalks keep picking up speed?

The FCs are doing it, Just like they're messing about with the weather towers.

What's wrong with the robotaxis?

They're revolting against their human bosses.

Well, maybe not.

They're striking for better pavement.

Their union's not very strong though.

The FCs are misinterpreting information and are unable to control them correctly.

That sounds more reasonable.

Better turn them off.

How do I keep Casualties down to a minimum from the Transit System?

Try shutting everything off.

Throw the Switches which control the Transit System.

In the following order:

1. Taxis
2. Glidewalks
3. Floaters (when there are no people in them)

HYDROPONICS

Why bother with food at a time like this?

Everyone has to eat, even in an emergency.

A well-balanced breakfast is the start of any good day.

Even with what's going on, people will starve without food.

How do I balance the Hydroponics Controls?

They don't need to be balanced until a secondary tremor occurs. Push the levers forward or pull the levers back until Iris tells you the nutrients, lighting and water are balanced.

Where do I get a cheeseburger?

Did you try sending out for one?

REPAIRING THE FCS

Just what's wrong with the FCs?

A tremor has disrupted their channels of communication.

They can't make a mutual decision about what to do.

There are two cables which have been severed due to the tremors.

One cable in the Primary Channel, and one in the Secondary Channel.

How do I fix the FCs?

There are two bad cables.

Replace the bad cables with their replacements.

Replace the orange cable with the orange wire.

Replace the red cable with the red wire.

That's easy for you to say, but which cable is the orange one and which one is the red one? Well, Have you figured out how to read the sign in the Primary Channel? If not, see the hint about reading the sign.

Once I've fixed the FCs, how do I reset them?

Remember the machine in the Main Supply Room?

There are eight circles, each of which represents one half of the reset code.

The reset code can be found on the sign in the Primary or Secondary Channel.

How do I read the sign in the Primary or Secondary Channel?

You'll need a robot with visual capabilities.

Iris is the only one who can read them.

Since you can't get Iris to the signs, think about getting the signs to Iris. You can't move the signs, so how about a picture of them?

You'll find a TV camera in the Biological Laboratory.

Plug the TV into the hole in the Primary or Secondary Channel. Iris will take over from there.

Point the camera at the sign.

How do I read the sign in the Bending Passage?

Have Waldo bring it to Iris.

Have Iris bring it to Sensa.

Have Sensa give it to poet.

What sign in the bending passage

Of what use is the khaki cable?

You can't solve the game without it?

You can't solve the game with it?

You'll find one in your game package.

What khaki cable?

Is there any use for the blue cable?

It can be used to replace the malfunctioning blue cable.

But there is no malfunctioning blue cable.

So, no.

How can I figure out what to replace to get the FCs working properly?

Figure out which cable is malfunctioning in the Primary Channel. Have Poet touch all the cables.

Replace it with a wire of the same color.

Now do the same thing in the Secondary Channel.

GENERAL QUESTIONS

What's with the cutter? What good is it?

The cutter is needed to get a wire which is permanently attached to something else.

The cutter is used to cut the red wire in Fred.

What is the significance of the machine in the Main Supply Room?

within the machine rests an orange wire. This might come in handy. It has a panel on which the reset codes are written.

What is the significance of the panel on the machine in the Main Supply Room?

Each circle corresponds to something in the FC area...

Have you tried POINT CAMERA AT SIGN in the Primary Channel?

You must press two of these buttons on the panel to reset the FCs once you've effected repairs.

AFTER YOU'VE FINISHED THE GAME

Have you tried...

Having Poet describe everyone?

having Whiz ask about Gregory Franklin?

having all the robots read the plaque in the Sterilization Chamber? having Poet look while he's in the same room as Fred? turning all the Hydroponics Levers down to zero?

attacking the people with the wire cutter? having Auda go to the Activities Area and wait for the people to get there after they fix the acid leak? having Auda hang around with the people while they wait for the car? asking the robots to kiss one another?

PLANETFALL

CHAPTER ONE: ABOARD THE FEINSTEIN

How do I get past Blather?

- There's no way to get beyond Deck Eight or the Reactor Lobby.
- Really! There's no way!

How can I get Blather to stop giving me demerits? --Scrub harder?

- I wouldn't worry too much; demerits aren't that important.

What do I do about Lieutenant Measle?

- All he wants is some information for your records.
- Ahem. Lieutenant Measle???

What should I do with the Ambassador?

- Enjoy his company. He's just there to liven up the game opening.

How can I get the translator from the Ambassador?

- You can't.

How can I get the celery from the Ambassador?

- You can't.

How can I get the map from the Ambassador?

- The Ambassador doesn't have any map!

What should I do in the Galley?

- Try eating the stew.
- Did you find the handbook for programming auto-pilots?
- How did you get to a non-existent place?

How do I get out of the Brig?

- The best way to get out is to never get thrown in.
- If you don't upset Blather by leaving your post, you'll never get thrown in the Brig.
- Once you're in the Brig, there's no way out.

The Feinstein keeps blowing up! How can I prevent it?

- It might be a malfunction in the Hyperspatial Jump Machinery Room.
- Of course, since you can't enter that room, you'll never know.
- There's no way to prevent it, and you won't find out until later what caused it. Best thing to do is try to survive the shipwreck.

Is there any way to open the escape pod bulkhead?

--It opens automatically during any emergency. --For example, when the Feinstein begins exploding.

CHAPTER TWO: THE POD TRIP

How do I control the pod?

--The controls are entirely automated.
--Sit back and relax. Let the auto-pilot do the driving.

I keep getting killed during the pod trip. Help!

--Are you standing?
--The adjective associated with the web is notable.
--Get in the safety web and don't stand until you've landed.

Is there any way to keep the pod from falling into the water?

--NO.

Should I take the emergency provisions that appear?

--It's always a good idea in adventure games to take anything that you can carry.

How do I leave the pod once it has landed?

--Have you tried opening the door?
--You can't reach the door while you're still in the web.
--Once the door is open, either UP or OUT works.
--Needless to say, don't dally too long.

I keep drowning underwater. How can I avoid this?

--The water is a dangerous place to be. Leave it immediately.
--There is light filtering down from above. --Say UP.

CHAPTER THREE: THE DORMITORY AREA

What is the significance of the Balcony?

- The plaque is the only thing of interest there.

What is the significance of the ruined castle?

- Not much.

What is the significance of the Rec Area?

--There are some interesting tapes and games there.
--Have you noticed the locked door leading north?

How do I get past the locked door with the dial?

- It's a combination lock.
- You could try setting it to every number from 1 to 1000.
- The combination can be found in the lab area.
- It is In the pocket of the lab uniform.

What is the significance of the four dorms?

- They are all identical.
- They make good places to sleep.

What is the significance of the sanitary facilities?

- You won't need to use them. The game isn't THAT realistic.
- They are of no importance.

How do I open the padlock?

- You'll need a key.
- Have you seen a "glint of light" anywhere while exploring?
- It's in the crevice in Admin Corridor South.
- You can't reach it with your hands. You'll need something else.
- The curved metal bar.
- It's a magnet. Try holding it over the key.

How do I open the tin can?

- Don't read the next hint until you've found the can opener.
- There is no can opener. You must be cheating.
- There is no way to open the can.

How do I open the door at the south end of the Mess Hall?

- The slot next to the door is important.
- You'll need the kitchen access card.
- It's located beyond the rift.
- It's in the desk in the Small Office. Slide it through the slot.

What is the ladder for?

- It is needed to get past a major obstacle.
- You've probably seen the obstacle.
- The rift.

How can I get food from the dispenser in the kitchen?

- Have you tried pushing the button?
- You'll need something to catch the liquid.
- The octagonal shape of the niche is important.
- Open the canteen and put it in the niche.

CHAPTER FOUR: THE ADMIN/MECH AREA.

Is there any significance to the Physical Plant?

- No. Every large complex of buildings needs one.

Is there any significance to the crack in the corridor floor?

- Yes.

Is there any significance to the de-activated robot?

- Yes, indeed!
- Turn it on.

How do I operate the reactor elevator?

- The slot in the elevator is important.
- You'll need the reactor elevator access pass.
- Don't read further until you've been on the helicopter trip.
- Cheating again, eh? There's no way to operate that elevator.

How do I fix the reactors?

- Have you opened the repair panel?
- Some of the megafuses seem to be burned out.
- Try replacing the megafuses with the good ones from the box in Storage East.
- Oh, come now. You haven't been to the reactors, have you?

How do I cross the rift?

- Jumping is a bad idea.
- You'll need an item which you may not have seen yet.
- It's behind the padlocked door.
- Extend the ladder and put it across the rift.

How can I see in the darkened area?

- You'll need a light source.

What is the chemical dispenser for?

- Have you tried pushing any of the buttons on it?
- The flask can be used to hold the chemical fluid.
- The first seven buttons are obviously coolants and catalysts.
- The two white buttons produce an acid and a base.
- You'll need the coolants and catalysts for the Comm Room problem.

What do I do with the acid and base?

- Batteries are made out of acids and bases.
- Have you run into any dangerous creatures? You might be able to use the acid or base as a weapon.
- Actually, these two chemicals are totally useless.

How do I re-assemble the disassembled robots?

- A repair robot might be of help.
- Don't go on until you've repaired Achilles.
- There's no way to re-assemble those robots.

What is the significance of the Plan Room and the Systems Monitors?

- There's nothing for you to do in these rooms, but you might pick up some useful information there.

Is there any way to take the hose?

- What hose?

CHAPTER FIVE: THE ELEVATORS AND TOWER AREA

How do I open the doors in the Elevator Lobby?

- Try pushing the red and blue buttons.
- Then wait a little while.

How do I operate the upper and lower elevators?

- The slot on the control panels is important.
- You'll need to find the respective access passes.
- When you find them, slide them through the slot, and then say
PUSH UP BUTTON or PUSH DOWN BUTTON.
- The upper elevator access card is located beyond the rift. --It's in the desk in the Small Office. --Floyd has the lower elevator access card.
- He may give it to you when you use another access card in his presence. Alternately, you can turn him off and search him.

What is the significance of the Helipad?

- I suppose it is where helicopters would land and take off.

How do I enter the Helicopter?

- Try ENTER THE HELICOPTER.

What is the significance of the Observation Deck?

- Nice view of another complex of buildings on a nearby island.

Should I do anything with the birds?

- Try feeding them.
- Birds like insects.
- What birds? What insects?

What is the significance of the communications receive console?

- Try pressing the button on it.
- Apparently, it received a transmission from the Feinstein Just before the ship blew up.

What is the significance of the communications send console?

- Read the screen. The message is very interesting.
- The message isn't being sent, however.
- You can repair the communication system using the chemical dispenser in the Machine Shop.
- The colored light on the enunciator panel refers to one of the colored buttons on the dispenser.
- Keep pouring the proper chemical fluid into the hole on the console until it is fixed. It will take anywhere from three to five trips.

CHAPTER SIX: THE HELICOPTER TRIP

Where do I find the helicopter?

- You need to use the upper elevator to get to it.

Where do I find the key to the helicopter control panel cover?

- Try reading the green spool using the micro-film reader.
- According to the spool, the key would be in Transportation Supply.

Where do I find the helicopter access card?

- Try reading the green spool using the micro-film reader.
- According to the spool, the card would be in Transportation Supply.

How do I use the helicopter?

- Unless you have the helicopter control panel key and the helicopter access card, don't read any further.
- Use the key to open the control panel cover.
- Use the access card to activate the controls.
- Just tell your intended destination to the voice-controlled auto-pilot, then sit back and enjoy the trip.
- I wish I knew how you managed to get this far, considering the key and card don't exist.

What destination should I select?

- Where would you expect to find people?
- A large city, perhaps?
- Try the capital city of Resida, Pilandoor.
- Don't you feel pretty silly, considering there's no way to even get the helicopter off the ground?

CHAPTER SEVEN: THE SHUTTLE TRIP

Where do I find the shuttle?

- You need to use the lower elevator to get to it.

How do I operate the shuttle?

- You'll need the shuttle access card. By now you should know how to use these cards.
- You can't operate the shuttle after 6000.
- Hopefully, you can figure out that you want to be in the control cabin facing the set of tracks, not the one facing the blank wall.

How do I use the shuttle controls?

- First, activate the controls (see previous question).
- Pushing the lever up into the "+" position causes the shuttle to accelerate. Pulling the lever down into the '-' position causes the shuttle to decelerate.
- When the lever is in the central position, the shuttle will continue to move at its current velocity.
- The digital display tells the current velocity of the shuttle.

I keep crashing when I arrive at the other station.

- You're going too fast. Decelerate sooner.
- If you're going faster than 0 when you get to the far station, you'll be killed.
- If you're going between 5 and 20 you will survive, but the shuttle will be damaged.

CHAPTER EIGHT: THE SYSTEMS AND LIBRARY AREA What is the medicine in the Infirmary?

- Read the label.

How can I get through the small door in the Repair Room?

- It's too small for you to get through.
- It's robot-sized".
- Ask Floyd to go through the doorway.

How can I get the cabinets in the Repair Room open?

- You'll have to repair Achilles first.

How can I repair Achilles?

- Waldo won't be of any help (unless you're playing SUSPENDED).
- Try using the micro-film reader to read the brown spool. --The brown spool is in the Radiation Lab.
- Unfortunately, there's no way to get the brown spool to the micro-film reader.
- There is also no way to repair Achilles.

Is there a good fromitz board anywhere?

- Yes.
- Have you been beyond the small door in the Repair Room?
- You'll have to ask Floyd to get the good fromitz board.

Is there a good bedistor anywhere?

- Yes.
- It's in Storage East, just off Mech Corridor North. You're not doing a very good job of exploring and mapping if you missed it.

What is the significance of Planetary Defense?

- The library might tell you something.
- Apparently, it is an automatic meteor defense. Perhaps this solar system has a high meteor density.
- The system's discrimination circuit seems to have failed.
- This is probably why the Feinstein was destroyed. You'd better repair it.
- Open the access panel.
- Figure out which board is malfunctioning and remove it.
- It's the second board. Take it and put the good fromitz board in the resulting empty socket.

What is the significance of Course Control?

- The library might tell you something about it.
- Apparently, the entire planet was moved into a more favorable but less stable orbit. This system ensures that the planet stays in the proper orbit.
- The course control system seems to be malfunctioning. If the planet was approaching its sun, it would explain the melting ice caps and water level rise.
- You'd better repair this system.
- Try opening the cube and removing the fused bedistor.
- You'll need a tool.
- Use the pliers from the Tool Room to remove the fused bedistor.
- Put the good bedistor into the cube.

What is the significance of this second Physical Plant?

- The most significant thing seems to be its size. It is larger than its counterpart in the Kalamontee Complex, even though the Lawanda Complex is slightly smaller.
- Perhaps there is a large section of the Lawanda Complex that you haven't seen yet...
- ...such as the cryo-chambers, buried deep underground.

How do I use the computer terminal in the library?

- Firstly, turn it on.
- To select an item in the menu, use the TYPE command. For example, to select item 2, type TYPE 2.
- Typing TYPE 0 returns you to the next highest menu level (except, of course, if you are at the Main Menu, which is the highest level).

How do I use the micro-film reader?

- It must be turned on.
- The colored spools are spools of micro-film.
- Put one in the opening in the reader.

How do I summon the librarian?

- You can't.
- Really!

CHAPTER NINE: THE PROJCON AND LAB AREA

What is the significance of SanFac F?

- Haven't you realized by now that these SanFacs are of no interest?

What is the significance of the ProjCon Office?

- The library might be of some help.
- It was the main office for the Project.

Is the logo important?

- It also appears on the lab uniform.
- It's yet another little hint about what's going on.

Is the mural important?

- Examination reveals that there might be an area behind it.
- But don't worry about it now.
- When the time comes, you'll know it.

Who is Burstini Bonz?

- Wasn't he the great Respectivist artist who became famous for painting awesomely phenomenal murals during the 89th century?

What is the laboratory area for?

- The library might have some information on that.
- It is the laboratory built to find a cure for the Disease.

Is it safe to enter the Bio-Lab?

- Try it.
- Nope, I guess it wasn't. Hope you did a SAVE first.

Is it safe to enter the Radiation-Lab?

- Try it. -Nope, I guess it wasn't. Hope you did a SAVE first.

Where is the radiation suit?

- it might be down near the Reactors.
- Find a light source, then use the Reactor Access Stairs.
- There's a lamp in the Radiation Lab.
- Going in circles? There's no radiation suit anywhere.

What is the card on the floor of the Bio-Lab?

- Floyd will tell you when he sees it.
- It's for the Miniaturization Booth.

How can I get the card from the Bio-Lab?

- You'll die trying.
- Floyd's a robot. He might be tougher.
- He'll volunteer to get the card if he has a good enough reason.
- Do you know what the card is and what you would use it for?
- The Miniaturization Booth is for repairing the Computer.
- Show Floyd the computer print-out, or let him see the warning light in the Computer Room.
- Then take him into Bio-Lock East and do what he says.

CHAPTER TEN: THE COMPUTER...AND BEYOND

What does the computer do?

- The library might have something on it.
- It runs the automated Project...

--...which is trying to find a cure for the Disease.

What is the significance of the printout?

- It appears that the Project was incredibly close to a successful conclusion. - Then the computer broke down.
- If you've been in the Repair Room, you'll know that summoning the repair robot didn't help. - You'll have to fix the computer yourself. --Use the Miniaturization Booth.

How does the Miniaturization Booth work?

- You'll need the proper access card, of course.
- It's in the Bio-Lab.
- Once you've activated the booth, type the damaged sector number.
- Have you read the print-out?
- The damaged sector is 384. Type TYPE 384.
- You will then be miniaturized and teleported into the damaged sector, where you can attempt to effect repairs.

I've gotten to Station 384. What do I do now?

- Explore around.
- Have you seen and examined the relay?
- You'll have to figure out a way to remove the speck.
- The laser.
- You must destroy the speck without harming the relay.
- The dial must be set to 1, so that the beam will pass harmlessly through the red translucent exterior of the relay.
- You'll have to shoot the speck a number of times to destroy it.

Is there anyway to communicate with the giant spider?

- Yes.
- Play STARCROSS.

How do I get past the giant microbe?

- Try shooting it with the laser.
- That won't have any effect while the laser is set to 1, of course.
- If you don't keep shooting the microbe, it will get close enough to eat you.
- Repeated shootings of the microbe merely hold it at bay, and sooner or later you're killed when sector 384 comes to life.
- Has the microbe become interested in anything besides you?
- The microbe is attracted to the warmth of the laser.
- When the laser gets warm enough, throw it over the edge of the strip, into the void below. The microbe will leap after it.

How do I get back from the Strip area?

- Go to Station 384.

How do I get out of the Lab Office?

- Opening the door right off isn't a healthy idea.

- There are some buttons on the wall...
- To get a clue, search the desk.
- Have you opened the desk?
- Put on the gas mask, then press the red button.
- Then, move fast. You don't have a millichron to spare.

Omigod!!! The mutants are loose and they're after me!!!

How do I get rid of them?

- You can't kill them.
- There's only one way to lose them.
- You're very close to the end of the game.
- Did you hear an announcement?
- Remember the mural?
- Go to the ProjCon Office.
- Go south into the elevator and push the button.

CHAPTER ELEVEN: GENERAL QUESTIONS

What do I do with my ID card?

- It's useless.

What happened to everything I was carrying when I fell asleep.

- Do you normally go to sleep holding things?
- You dropped them while you were sleeping.
- Check the floor of the room where you slept.

How do I read that crazy native language?

- It's actually a phonetic version of English.
- "X" is used in place of "Th" and "C" is used in place of "CH".
- Double vowels signify the long vowel sound, and single vowels indicate the short vowel sound.

I keep starving to death. What can I eat?

- Didn't you take the survival kit from the safety pod?
- Of course, that doesn't last long.
- There's a can of spam and eggs in Storage West.
- Unfortunately, there's no way to open it.
- You'll have to get into the Kitchen.
- It's just south of the Mess Hall.

Where can I sleep?

- "Civilized people usually sleep in beds. "
- If you sleep elsewhere, you might be devoured (by grues?).
- There are beds in the four dorms, and the Infirmary.
- Of course, the bed in the Infirmary is a bad idea for other reasons.

Where can I find a light source?

- Have you tried burning the towel?

- Okay, that didn't work. There IS a lantern somewhere.
- It's in the Radiation Lab.
- You can't enter the Radiation Lab and survive without a radiation suit.
- There is no radiation suit.
- There is no way to get a light source into the dark rooms.

What is a grue?

- Ask the game.

How can I use the teleportation booths?

- You'll have to find the teleportation access card first.
- It's in the lab area, which you may not have been to yet.
- It's in the pocket of the lab uniform.
- Slide the card thru the slot, then press the button corresponding to the booth you want to teleport to.

How does the laser work?

- You must be holding it to fire it.
- It has six settings. Each setting produces a different colored beam.
- The battery in it when you find it won't last very long.
- You'll need a fresh battery.
- Open the laser, remove the old battery, and put the new battery in.

Where do I find a new laser battery?

- Have you tried making one?
- Some batteries are made by mixing acids and bases.
- However, there's no way to make your own battery. There is a fresh battery lying around somewhere.
- It's in Lab Storage.

What are megafuses for?

- They're electrical components.
- They're usually used for repairing Reactor systems.

What are fromitz boards for?

- They're electrical components.
- They're usually used for repairing Planetary Defense systems.

What are bedistors for?

- They're electrical components.
- They're usually used for repairing Course Control systems.

I seem to be getting sicker and sicker. Why? What can I do?

- You'll find out when you get to the Library.
- You have contracted the Disease. It is fatal.
- The medicine in the Infirmary might help a bit.
- But your only long-term hope is to help bring the Project to its

ultimate goal.

I finished the game with less than 80 points. What am I missing?

- You didn't repair all the broken systems.
- Consult the Systems Monitors.
- You must repair the Communication System, the Planetary Defense System, and the Course Control System in order to get the optimum ending.

How can I talk to Floyd?

- He has to be on, of course.
- Talk to him the same way you would talk to any other character in the game: FLOYD, EAT MY CAKE (for example).

HOW TO GET ALL 80 POINTS (use only as a last resort)

- 3 points for entering the Escape Pod.
- 3 points for entering the Crag.
- 2 points for turning Floyd on for the first time.
- 2 points for firing the laser for the first time.
- 4 points for entering Storage West.
- 4 points for entering Admin Corridor North.

- 4 points for entering the Kitchen.
- 4 points for entering the Tower Core.
- 4 points for entering the Kalamontee Platform.
- 4 points for entering the Lawanda Platform.
- 1 point for taking the kitchen access card.
- 1 point for taking the shuttle access card.
- 1 point for taking the upper elevator access card.
- 1 point for taking the lower elevator access card.
- 1 point for taking the miniaturization access card.
- 2 points for Floyd's death.
- 6 points for fixing the communications system.
- 6 points for fixing the planetary defense system.
- 6 points for fixing the course control system.
- 4 points for entering the Strip Near Station.
- 4 points for entering the Auxiliary Booth.
- 8 points for fixing the computer.
- 5 points for entering the Cryo-Elevator.

FOR YOUR AMUSEMENT (AFTER YOU FINISH THE GAME) Have you tried ?

- Reading the graffiti in the Brig?
- Attacking, talking to, or throwing something at Blather?
- Attacking or talking to the ambassador?
- Touching, eating, smelling, or looking at the slime?
- Scrubbing the slime?
- Eating the celery?

- Examining the games and tapes in the Rec Area?
- Looking under the table in the Mess Hall?
- Kicking, attacking, rubbing, or kissing Floyd?
- Throwing acid at the mutants?
- Reading your chronometer?
- Taking off your chronometer or pouring acid on it?
- Getting into bed in the Infirmary?
- Scrubbing yourself?
- Reading the towel?
- Removing your uniform while Blather or Floyd were present?
- Destroying the mural?
- "Stealing " the lower elevator card from Floyd and then showing it to him?
- Giving Floyd the Lazarus breast plate?
- Saying ZORK?

STATIONFALL

ABOARD THE S.P. DUFFY

How do I get past the door on the port side of Deck Twelve?

You can only open the door by putting a validated Assignment Completion Form in the slot.

You can only get your Assignment Completion Form validated if you complete your mission.

And your mission is to go to the space station and get that supply of forms!

Where can I find a forklift to move the pallets of forms?

Perhaps there's a forklift beyond the door at Deck Twelve. Or, perhaps there's one aboard the space station.

How can I choose a robot?

Simple. Put your Robot Use Authorization Form in the slot, then TYPE 1 or TYPE 2 or TYPE 3.

Which robot should I choose?

Floyd, of course!

How does the spacetruck operate?

If you're having trouble getting into the truck, just OPEN THE HATCH then ENTER THE TRUCK.

All piloting is done automatically. Just put your Class Three Spacecraft Activation Form in the slot to activate the truck

Both the pilot and copilot seat must be occupied first, though. Get Floyd from the robot pool. When you sit in one seat, he'll sit in the other.

Once you've inserted the form, just type the course you want.

How can I send a message on the SB radio?

Since the microphone is missing, you can't.

How can I get to the space station?

By using the spacetruck, of course. See the question about how to operate the truck.

The course number is based on the current time (look at your chronometer, or simply look at the status line on the top of your screen). A chart of course numbers for each time slot can be found on the Assignment Completion Form in your Stationfall package.

Remember to be seated with the hatch closed when the track launches. Now Just WAIT a few turns, and you'll reach the space station, and then dock automatically. If you end up in the middle of empty space, you typed the wrong course number.

THE COMMAND MODULE (LEVELS I THROUGH 4)

How can I get the seven-pointed star?

It's high above you, beyond your reach. You must get higher, somehow. Don't go on until you've explored the village.

It's as easy as A. b. c.!

A. b. c. as in Arcturian balloon creature!

See the question about the balloon creature.

You'll have to figure out how to get the creature to the Chapel.

You've gotten the balloon to Level Three, but it doesn't enter the Chapel even when you spray the can there? Well, there must be a reason for that!

What are some of the features of the chapel?

Go back and read the sign in the Pet Store again.

The balloon creature is filled with hydrogen.

Hydrogen is very flammable. That's why the Hindenburg exploded. The creature is terrified of the eternal flame. You'll have to turn it off. Examine the pulpit.

OPEN THE PULPIT. FLIP THE SWITCH. SPRAY THE CAN. GRAB THE LEASH.

TAKE THE STAR. Yay.

How does the Food Processing and Dispensing Unit work?

Have you turned it on?

I guess the answer to 'How does the FPU work?' is 'It doesn't.'

Like all the other machinery on the station, it has been turned against human beings by the influence of the alien pyramid. You'll have to look elsewhere for nourishment.

How does the nanofilm reader work?

Just put a spool in the reader, then turn the reader on.

There are three spools to be found: in the Chapel, the Printing Plant, and Docking Bay #3.

You've probably noticed that static and bizarre threats are interfering with your reading of the nanofilm spools. Sorry; nothing you can do about it.

What does the detonator do and how does it work?

Examine it.

Open it.

This hyperdiode looks kaput. The detonator probably won't work until you replace it.

Ah, but what series hyperdiode is it? There's that J-series hyperdiode in the Studio.

You could just go ahead and try using that one...

The blackened diode is covered with char.

Why not CLEAN THE BLACKENED DIODE?

Well, now you know that the J-series hyperdiode isn't correct. (If you tried to use the J-series hyperdiode, you already know that.) But...where is there an M-series hyperdiode? Try your reading skills...

More specifically, take some nanofilm spools to the library.

The spool on Chapel maintenance mentions an "...iode..." amidst the static!

There's a hyperdiode inside the seven-pointed star! Go see that question.

Is there any way to open the storage bin in the Dome?

Have you read the commander's log?

The storage bin key is in the safe. See the question about opening it.

THE COMMAND MODULE (LEVELS 5 THROUGH 7)

How can I get things from the dispenser in the PX?

First you need a coin. Where might you expect to find coins?

Don't go on until you explored the village.

See the question about opening the strong box.

Now put the coin in the slot, then TYPE 6 or TYPE 9 (depending on which item you want).

But the item invariably gets stuck inside the dispenser. And you won't be able to dislodge it on your own.

You'll need the ostrich. See the ostrich question.

Once you've gotten the ostrich into The PX, you have to induce it to dislodge the stuck item.

What's the most popular myth about ostriches?

They stick their heads in holes when frightened!

So do something to scare the ostrich (i.e., YELL or KICK IT) or simply SCARE THE OSTRICH.

An alternative solution: stick the ostrich nip into the dispenser hole.

Are the lights in Station Control important?

They can tell you which of the station's systems are malfunctioning. Green indicates a functioning system; yellow signifies a minor problem; red shows a system with a serious malfunction.

Monitor the lights as the chrons and days pass by. The situation seems to get worse and worse...

...then, on your third day, all the lights are green again!

That isn't because all the systems are functioning again (obviously). The pyramid has "taken over" the systems monitor board to mislead you!

Can I send a "help" message from the Comm Center?

Push the red button.

I guess not.

How does the log reader work?

Place a tape in it. Turn it on.

There's a log tape in the Commander's Quarters, right next door.

Once you've read the first entry, just keep pressing the red button to read the subsequent entries.

The log reader will overload after being on for about twelve turns. You'll be warned by a whining noise. The only way to prevent the overload is to turn off the reader.

How Can I open the safe?

You won't be able to open the safe until you've solved a bunch of other puzzles first.

Have you been to the Trading Post?

Read the sign and the Instruction sheet?

Don't go on until you've been In Space, beyond the airlock.

Blow up the safe with the explosive. You'll need the drill, the explosive, the detonator, and the timer (from the PX dispenser). See the questions relating to those items.

How can I get the drill bit out of the heating chamber?

Try TAKE THE MEDIUM DRILL BIT.

"...the opening is too small for a normal human hand..."

ASK FLOYD TO TAKE THE MEDIUM DRILL BIT.

What should I do about Oliver?

Oliver's presence seems to affect Floyd pretty deeply, but you can't do anything with Oliver until he "wakes up."

So, ignore Oliver for now. Maybe he'll wake up before the end of Stationfall; maybe he won't.

How do I get past the security doors (into the Brig and the Armory)?

There's an ID reader next to each security door.

To use an ID reader, just PUT THE ID CARD INTO THE ID READER. Nothing happens. Perhaps your rank isn't high enough to open security doors.

Have you read the commander's log?

See the question about the innocuous machine in Shady Dan's.

Your rank is 6. Once you have reprogrammed your card for any higher rank (7 through 10), putting the ID card in the reader will open the door.

Where's the forklift that belongs in the Shipping Room?

You certainly won't be able to move the pallets to your spacetruck until you find it. Explore around.

It seems to be missing. Considering how malevolent all the machinery is acting, I'd be worried.

How can I decipher that message in the Alien Ship?

There are clues all over the place!

A subtle clue comes from examining the alien skeleton.

A less subtle clue is found in the diary of Professor Schultz.

But the biggest clue of all is in the Mayor's Office.

It's the piece of paper in the textbook. That paper is the mayor's attempt to decipher the dots.

The aliens communicate not by sounds but by tastes!

TASTE THE DOTS.

Still lost? Okay, here's a rough translation: "Fellow Hunji! Sabotage failed, but I have learned the Zeenak weapon's one weakness. Element number 78! Reflect the emanations! Air is getting thin but..."

How does the drill work? Where should I use it?

To drill a hole in, for example, the spacetruck, Just type DRILL HOLE IN SPACETRUCK.

There are three different size bits scattered around the space station: the small drill bit that's in the drill when you find it, the medium drill bit in the heating chamber, and the large drill bit in the PX dispenser.

The drill, like all the machinery on the station, is pretty flaky. It may work several times, but you can only depend on it working ONCE. So think before you drill.

You should drill the safe. Do you know why?

So that you can put the explosive in the hole you drilled.

Examine the various drill bits. Examine the explosive.

Obviously, to make a hole big enough for the explosive, you need to drill with either the medium bit or the large bit.

But if you use the large bit, you'll have used up your one coin, and won't be able to get the timer. Therefore, you must use the medium bit to drill the hole in the safe. See the questions about the detonator and explosive for more information.

How can I get past the closed iris hatch?

You won't be able to get past the iris hatch until you've explored the Command Module pretty well.

There's a slot next to the hatch. By now, you should know that slots are for forms. Have you found any applicable form?

Read the form from the trash can in the Printing Plant.

It's too crumpled to fit in the slot. There's a way to uncrumple it.

Have you seen anything whose purpose is to remove wrinkles?

The presser in the Laundry!

Open the presser, put the crumpled form in it, close the presser, then turn it on. But beware: don't leave the presser on any longer than you have to!

The form now fits the slot, but gets rejected because it isn't validated!

I bet you haven't read the commander's log.

LOOK UNDER THE BED in the Commander's Quarters.

STAMP THE VILLAGE ENTRY FORM WITH THE VALIDATION STAMP. You can now open the iris hatch by putting the form into the slot.

THE SCIENTIFIC SUB-MODULE

Is there anything important in Professor Schultz' notebook?

It should help you figure out what's going on around here: why there's no one around, why all the machines are malfunctioning, etc.

There's also a clue for deciphering the dot-writing in the alien ship.

What is the meaning of the note in the Bio Office?

It's another clue about what happened aboard the station before **you** arrived, and what's continuing to happen.

If there's any word in the note you don't know, look it up!

The writer of the note was obviously killed before he finished the note. (The stains are blood stains.) The only English word that begins with "bacterioph" is "bacteriophage."

A bacteriophage is a virus which enters a bacteria and takes over the bacteria's own DNA in order to turn the bacteria into a 'factory' for producing more bacteriophages.

Ultimately, the host bacteria disintegrates, launching the new bacteriophages.

You'll learn more from Plato, eventually.

How can I get past the mutants?

Though dangerous, the mutants are obviously calmed by one thing. Have you ever turned on the large box with the pipes and pedals?

It's an organ. The mutants are lulled by the sound of organ music.

If you play Zeebo's 'Cantata for Organ and Blurble in G-Minor,' the mutants will be lulled to sleep. It will then be safe to enter the Mutant Lair.

Incidentally, there are no mutants in Stationfall. There ARE some mutants in Planetfall; perhaps you got confused and picked up the wrong hint booklet.

Is the holding tank important?

Have you read the commander's log?

The alien pyramid was moved to the holding tank, but at some point it has escaped, or been rescued, by violent means. Hmmm. Where could it be now?

Is the twenty-prong fromitz board useful?

If it is, you'll find out then.

THE "VILLAGE"

How can I get into the village?

See the question in the previous section about opening the iris hatch

What does it mean when the crystal ball glows?

It means that Auntie Em is in trouble.

The crystal ball never glows. Remember the warning in the introduction: if you look at the answers to questions you don't understand, you'll probably end up learning things which will ruin the game for you.

Is the Arcturian balloon creature useful?

Learn everything you can about it: read the sign, open the cage, do things with it...

There's a spray can in the Pawn Shop. Have you read the label?

Do you really think that the author would put such a complex creature into the story if it were useless?

Try grabbing the leash.

Have you ever wondered what would happen if you grabbed the leash in the normal gravity of the station's Command Module?

Of course, you can't even try until you can figure out a way to move the balloon creature.

The spray can contains spores, which are what the balloon creature eats.

Go into the next room and spray the can. The balloon will zoom in to get the food. You can use this method to lead the creature around, as long as the spores hold out. Now you just have to figure out where to lead it.

Is the textbook in the Mayor's office important?

Read it!

Read the piece of paper! It's very useful.

It relates to something in another area of the space station.

Have you read Professor Schultz' diary?

See the question about translating the alien dots.

How does the platinum detector work?

For one thing, it must be turned on.

Now just carry it around with you. It will beep if you ever enter a room where platinum is present. (After a while, the detector will malfunction and become too hot to hold. Simply turn it off and it will quickly cool.) There's platinum somewhere in the Barbershop. But where?

Behind the mirror! Break it!

What's a bedistor? Is it useful?

Considering the bedistor's unit of measurement, it must be a component is some kind of electrical system.

If it's useful, you'll find out when you get to that section of the story.

What's this innocuous machine in Shady Dan's?

Have you read the commander's log?

This is the ID-fixing machine he alludes to.

To use it, simply TURN IT ON, put your ID in the slot, and TYPE the number of the rank you'd like.

For more information, see the question about opening security doors.

How can I open the strong box?

You won't find the key anywhere.

This job calls for brute force.

You won't be able to open the strong box until you understand how

Shady Dan's machine works.

Once you've gotten into the Armory, it should be easy.

Just shoot the strong box!

Are the dice or the roulette wheel useful?

The dice aren't any use at all.

But the roulette wheel is.

What sorts of things would you normally do to a roulette wheel?

TURN THE ROULETTE WHEEL.

Is the ostrich of any use?

Definitely!

Read the letter that's also in Doc Schuster's.

The letter refers to a ceiling panel in the Pet Shop.

So, go to the Pet Shop and examine the ceiling!

Open the ceiling panel and take the ostrich nip. Ostrich nip is probably a lot like cat nip.

The ostrich will follow you if you're holding the ostrich nip. If you drop it, though, the ostrich will eat it and be "out" for the rest of the day. If you want to "ditch" the ostrich while holding the nip, put it inside a container (such as the survival kit) and close it.

Or, enter any room with a bed. When you come to the point where the ostrich is useful, you find out in the question dealing with that topic.

How can I get past the airlock?

To use the airlock, simply open the inner door, open the airlock, close the inner door, then open the outer door.

Of course, if you're not wearing a space suit when you open the outer door, you'll die from the vacuum.

See the question about the roulette wheel.

There's a space suit in the locker in the Flophouse.

You can now open the outer door of the airlock without rupturing your lungs.

Instead, you're swept away Into space! You need to wear something else. The magnetic boots from the dunk Yard. Now you can open the outer door and go DOWN into space. (Space is dark. You'll need a light source.) Get the headlamp from the Field Office.

Why is the explosive melting?

Read the instruction sheet from the Trading Post.

FREZONE must be kept very cold. That's why it's stored out in the vacuum of space. It melts quickly when exposed to balmy, room temperature air.

There's something you've probably seen that's good for keeping things cold.

You might be overlooking it, because it's also something that's good for keeping things hot!

It's the Thermos bottle. Put the explosive inside the Thermos when you're In Space.

Don't forget to close the bottle. The explosive will now take approximately four times as long to melt.

How does the explosive work? Where should I use it?

Examine the explosive and read the instruction sheet from the Trading Post.

You'll need a timer and a detonator.

You can get a timer from the PX dispenser. See that question for details. There's a detonator in the storage room on Level Two. See the detonator question for more details.

You also need to drill a hole for the explosive in whatever it is you want to blow up.

Since the explosive is the width of a pencil, the small drill bit won't make a wide enough hole. You'll need to use the medium bit or the large bit.

If you want to blow up anything that isn't near the airlock, you'll have to discover a way to keep the explosive from melting. See the previous question.

To blow something up, just put the explosive in the drilled hole, attach the detonator to the timer and the explosive, set the timer, and leave the room. Now you merely have to figure out what you should blow up.

BELOW LEVEL SEVEN

How do I get to Levels Eight and Nine?

I suppose you've tried the elevator as well as the ladder leading down from Level Seven.

Since the normal methods don't work, don't worry about it for now. Hopefully, something will open up. Meanwhile, work on other goals. Don't go on unless you've found the key.

Don't go on unless you've blown up the storage bin.

Have you read the Dome description carefully since the storage bin explosion?

The air shaft grating is loose! Try to open it.

You can now enter the air shaft, and climb down to the lowest levels.

What is that emu doing in the water tanks?

The backstroke?

If you were an emu aboard a space station, where would you go for a bath?

What emu? What water tanks? Why are you reading this hint?

How can I open the grating at the bottom of the air shaft?

Have you tried OPEN THE GRATING?

How can I get past the marauding exercise machine?

You've been to the Gym, haven't you?

Read the sign in the gym.

You can find a jammer in the dark storage room near the Workshop on Level Five.

You'll need the headlamp to see in the storage room, of course.

To stop the exercise machine, the jammer must be turned on, and it must be set to 710.

Oh yes, one other thing. Have you examined the jammer?

Have you seen anything that might fit those twenty tiny sockets?

Plug the twenty-prong fromitz board (from the Astro Lab) into the Jammer. This will disable the exercise machine

How can I survive the charging forklift?

Take away its credit cards? But seriously, folks, this one's easier than you think.

Do a LOOK and read the description carefully.

Especially note the position of the forklift.

It's right between the arms of the exercise machine.

Turn off the jammer. The exercise machine will make short shrift of the fork lift (and vice versa, fortunately).

How can I avoid the crazed washing machine?

I'd take my business to a different laundromat.

There's no washing machine in Stationfall. The missing washer from the Laundry was probably disassembled for parts to make more alien pyramids.

What should I do in the Factory?

I hate to belabor the point, but any moment now, a godzillion alien pyramids will be launched from the Factory. Within a few days, each will find a host ship or station, and create a godzillion more alien pyramids. By the end of the month, humanity will be interstellar DUST!

To make matters worse, you've got about three winks of an eye left to live.

You must destroy that pyramid! But Floyd won't let you get to the pedestal.

You've got to admit that Floyd hasn't been himself lately.

As hard as it is, you've got to shoot Floyd with the zapgun. It's him or the galaxy. Your choice.

Once you've shot Floyd, you've got to destroy the pyramid. But even zapguns are useless against its awesome powers!!!

You're not going to know what to do now unless you've deciphered the alien dot writing. See the question about that.

To paraphrase, the pyramids emanations are stopped by "element 78."

Do you know how to read a Period Table of the Elements?

If not, the element with an atomic number of 78 is...platinum! See the question about the platinum detector.

Cover the pyramid with the platinum foil.

Congratulations. You have won the game and completed the story of Stationfall.

THE RETURN TRIP

How can I refuel my spacetruck?

It's not surprising that you don't know. That sort of menial task is usually done by some grunt, like an Ensign Ninth Class from the Refueling Division. But explore the space station; you might learn something.

Have you read the commander's log? Have you been to the Dome? Have you found a lilac nanofilm spool? Have you read that spool?

The first step, obviously, is to open the storage bin.

See the question about opening the safe. Don't go on until you've procured the key.

Now Just unlock the storage bin with the key then open it.

The fuel cells blow up in your face, you say? Hmmm. It must be the work of that nasty alien pyramid. Perhaps you'd better concentrate on neutralizing it. But where is it?

See the question about getting to Levels Eight and Nine.

Actually, there's no way to refuel the spacetruck in Stationfall. (Presumably, after the destruction of the pyramid, the machinery stops malfunctioning, and you can send a "Help" message. Or, a routine rescue party comes to the station after your late return and lack of radio contact.)

What should I do when the alien ship docks with my spacetruck in mid-trip?

The alien ship is armed.

Your spacetruck is unarmed.

Ergo, you have no choice, unless you enjoy being little bits of atomized Lieutenant First Class.

Should I continue toward the Duffy once the aliens have boarded the truck?

The aliens don't know how to program the autopilot; only you do.

But the aliens have ray guns; you don't.

So, you'd better follow their orders, unless you want to get pummelled, charred, and flushed out into space. Or worse.

What does Captain Fussbottom want from me?

He wants to know how to stop the aliens from taking over the Duffy. Especially since they keep mumbling, "Today the Duffy, tomorrow the Galaxy!"

You must have seen or heard SOMETHING aboard the spacetruck that demonstrates some weakness on the part of the aliens.

Remember what happened when the mouse appeared?

The aliens are terrified of mice. Go to the Duffy's Bio Lab and release all the lab mice.

How can I stop the aliens from vivisectioning Captain Fussbottom?

You won't be able to stop them until you have the proper, very powerful, quite deadly weapon.

Don't go on until you've been to the Navigation Deck.

Don't go on unless you've docked with the comet.

Don't go on if you haven't been to the fairy castle and met the twin princesses.

Don't go reading these clues unless you absolutely ADORE wasting time.

GENERAL QUESTIONS

What is my goal in Stationfall?

Read the Assignment Completion Form in your Stationfall package! For now, that's your goal.

Once you're aboard the space station, the strange conditions there may cause you to re-evaluate your goal.

Have you ever heard any announcements?

A message arrives, approximately a chron after you wake up on Day 2. Go to the Comm Center; the message will be displayed on the screen there.

Now that your original assignment has been cancelled, you can concentrate on your new goal: figuring out what's going on aboard the space station, and what to do about it!

After a while, an event will occur that should tell you a lot more about what's going on. Plato's attack. At this point, Plato will tell you everything you haven't already figured out.

Obviously, your goal should be to destroy this pyramid before it can send out its replicas toward human-occupied space.

I've reached the space station. Where is everybody?

Explore around! There are clues.

The cup of coffee is still hot when you arrive. Whatever happened must have happened recently.

Read the commander's log. Read the diary and note in the Scientific Sub-module. Visit the alien ship. Note the behavior of various machinery. See the previous question.

Explain to me how the elevator in the Command Module works.

To summon the elevator, just PRESS THE BUTTON next to the elevator shaft entrance. When the elevator arrives, ENTER THE ELEVATOR Then TYPE 3, or whatever number level you want to go to.

The elevator will not go to Level Eight or Level Nine. It's up to you to figure out why. It's useless to enter the elevator shaft when the elevator isn't there. Warning! Using the elevator after Day 2 is fatal!

What can I do about those krippung (pardon the language) hull welders?

They won't follow you if you leave the room before they reach you.

Once you've found the zapgun, you can shoot them. There are four hull welders; once you've shot them all, they won't bother you anymore!

Is there a light source anywhere?

Yes.

In the village.

There's a headlamp in the Field Office.

Where can I find food?

There's a survival kit in the spacetruck. It contains two blobs of goo and some blue soup.

There's more food in the village.

Exactly where you'd expect to find food: the Grocery and the Greasy Straw. There's taffy in the plastic bag at the Grocery, and nectar under the counter of the restaurant.

If you're miserly with your food, not gulping it down the moment your tummy growls, you should have enough to last you into Day 4.

Where is it safe to sleep?

It's safe to sleep anywhere there's a bed: the various barracks and officer's quarters, the Sick Bay, the Flophouse...

How many different dreams are there?

Six.

Why is my ID card scrambled?

The information on the ID card is magnetically stored.

It was scrambled by the magnetic boots. You can't carry the boots and the card at the same time without damaging the card.

Help! Plato keeps killing me!

Yes, but at least he's giving you a lot of interesting information!

There is a way to stop him, even though you're paralyzed.

Have you noticed that you can talk?

Floyd is completely torn between his two friends, you and Plato.

Ask Floyd to help you. That will provide the little extra incentive

Floyd needs to side with you over Plato. (FLOYD, TAKE THE STUN GUN or ASK FLOYD TO STOP PLATO or FLOYD, HELP ME.) You can do this on any of the turns between Plato's first and second stun gun shots.

Help! Oliver keeps killing me!

Who would have thought that a sleeping, baby robot could be so deadly?

Who would have thought that the Mets would become World Champions in 1969?

Who would have thought that a washed-up B-movie actor could become President?

Who would have thought that a normally honest person like you would be cheating by looking at hints to a fake question like this one?

Good golly gosh! The whole space station blows up early on Day 4.

Do you know why?

There's no way to prevent this. You'll have to stop the pyramid from launching its replicas before then.

HOW THE POINTS ARE SCORED

Use this section only as a last resort. The information below may give away the answers to puzzles you have not yet solved.

Points

Action

- | | |
|---|---------------------------------|
| 5 | arriving at Docking Bay #2 |
| 3 | waking up on Day 2 of the story |
| 3 | getting the medium drill bit |

- 6 opening the iris hatch into the village
- 4 turning the roulette wheel
- 3 getting the ostrich nip
- 4 getting the reflective foil
- 5 entering the Armory
- 5 getting the coin
- 6 getting the timer
- 7 getting the M-series hyperdiode
- 7 surviving Plato's attack
- 3 entering the "vac yard," a.k.a. In Space
- 3 putting the explosive in the hole in the safe
- 7 getting the key
- 2 entering Top of Air Shaft
- 2 entering the Factory
- 5 winning the game

80 TOTAL

FOR YOUR AMUSEMENT

Use this section only after you have completed the game. If you look at this section before finishing the game, you may learn the answers to puzzles you have not yet solved.

Have you tried...

- ...reading the pallets of boxes in the Forms Storage Room? Opened a box?
- ...to destroy the forms in the Forms Storage Room (or the Shipping Room)?
- ...picking Rex or Helen and then tried to complete the game?
- ...saying HELLO to Rex and Helen?
- ...falling asleep while still on the Duffy?
- ...to smell, kiss, scold, tickle, kill, and kick Floyd?
- ...talking to Floyd when he's turned off?
- ...searching Floyd when he's turned off?
- ...to put something In Floyd (while he's turned on)?
- ...asking Floyd to sit in the pilot seat? When he's in it?
- ...telling Floyd "yes" when he asks if he can pilot the spacetruck?
- ...turning on the SB radio in the spacetruck?
- ...pressing the red emergency button in the spacetruck? After all your fuel is gone?
- ...typing a course into the spacetruck's controls, then leaving the truck?
- ...launching the truck with the hatch open? Without being in a seat?
- ...typing in the wrong course and then waiting a few chrons for the air to run out?
- ...examining the Thermos bottle?
- ...to give any of the food items to Floyd?
- ...exercising in the Gym, both in and out of the exercise machine?

...looking behind the dryer?
...putting the J-series hyperdiode into the seven-pointed star?
...examining the eternal flame while it was on?
...turning on the Food Dispensing Unit in the Mess Hall? In the morning,
afternoon, and evening?
...to throw the cup of coffee?
...reading the magazines in the Library?
...examining, searching, or entering the shrubbery in the Dome?
...to LOOK UNDER THE BED when you're in it?
...shaking the dispenser while there's an item lodged in it?
...getting into the trash can?
...drilling something (such as DRILL SAFE) before finding the drill?
...kissing Plato?
...reading Plato's volume of poetry? Have you tried to take it?
...asking Plato to open the safe, reach into the dispenser, take something from the
heating chamber, get the seven-pointed star, open a security door, or destroy a hull
welder?
...looking into the crystal ball?
...reading the posters in the Recruitment Office and the Travel Agency?
...using a simulation booth (by entering it and turning it on)? Repeatedly?
...to enter the cage in the Pet Store?
...praying the can while hanging from the leash?
...smelling the balloon creature?
...scaring the ostrich while in the Robot Shop?
...giving the ostrich nip to Floyd?
...opening the airlock (wearing the space suit) with the ostrich or the
balloon creature present?
...rolling the dice, repeatedly, in both one-gee and zero-gee areas?
...reading through all the Stellar Patrol ranks by typing 1 through 10 on the innocuous
machine?
...to type a rank less than 17
...to SHOOT ME, MY HANDS, PLATO, THE BALLOON CREATURE, THE
OSTRICH, THE DISPENSING MACHINE, THE PULPIT, A SHRUB, or A
BED?
...to shoot Oliver, with Floyd turned both on and off?
...shooting something you were holding? Something Floyd was holding?
...to SHOOT THE ZAPGUN WITH THE ZAPGUN?
...drilling your hand, the balloon creature, the ostrich, or the dispensing machine?
...smelling anything while wearing the space suit?
...falling asleep wearing the space suit?
...detonating the explosive without leaving the room?
...getting into the exercise machine while it was attacking you in
Computer Control?
...shooting Floyd a second time in the Factory?
...to TURN ON FLOYD after shooting him in the Factory?
...typing DIAGNOSE in the Factory?
...climbing onto the pedestal in the Alien Ship? In the Factory?
...typing SAVE, RESTORE, RESTART, QUIT, SCRIPT, UNSCRIPT, or VERSION
with Floyd present (and not turned off)?
...reading through all the footnotes? (There are 14 of them.)
...typing HELP?

...pouring something nonsensical (such as POUR BOOTS)?

...asking WHAT IS A GRUE?

...talking to anything inanimate (for example SMALL DRILL BIT, TELL ME ABOUT PLATO)?

...to clean the floor (anywhere) and the window (in the spacetruck)?

...asking Floyd to open the safe, kill the welder, get the seven-pointed star, reach into the dispenser hole, or open a security door?

...showing something to Floyd and then responding 'yes' to his question?

...asking Floyd to get in the exercise machine, pilot the spacetruck, or take the balloon creature's leash?

...asking Floyd to wear anything (such as the boots, Patrol uniform, etc.)?

...to PLAY WITH FLOYD? How about later in the game, right before he disappears to the Factory?

...asking Plato about: Floyd, Plato, Oliver, the volume of poetry, the bedistor, the reflective foil, or the pattern of dots (in the alien ship)?

...asking Floyd about: Plato, Floyd, Oliver, any of the hyperdiodes, Hucka-bucka-beanstalk, the reflective foil, or the pattern of dots?

Stellar Patrol of the Third Galactic Union

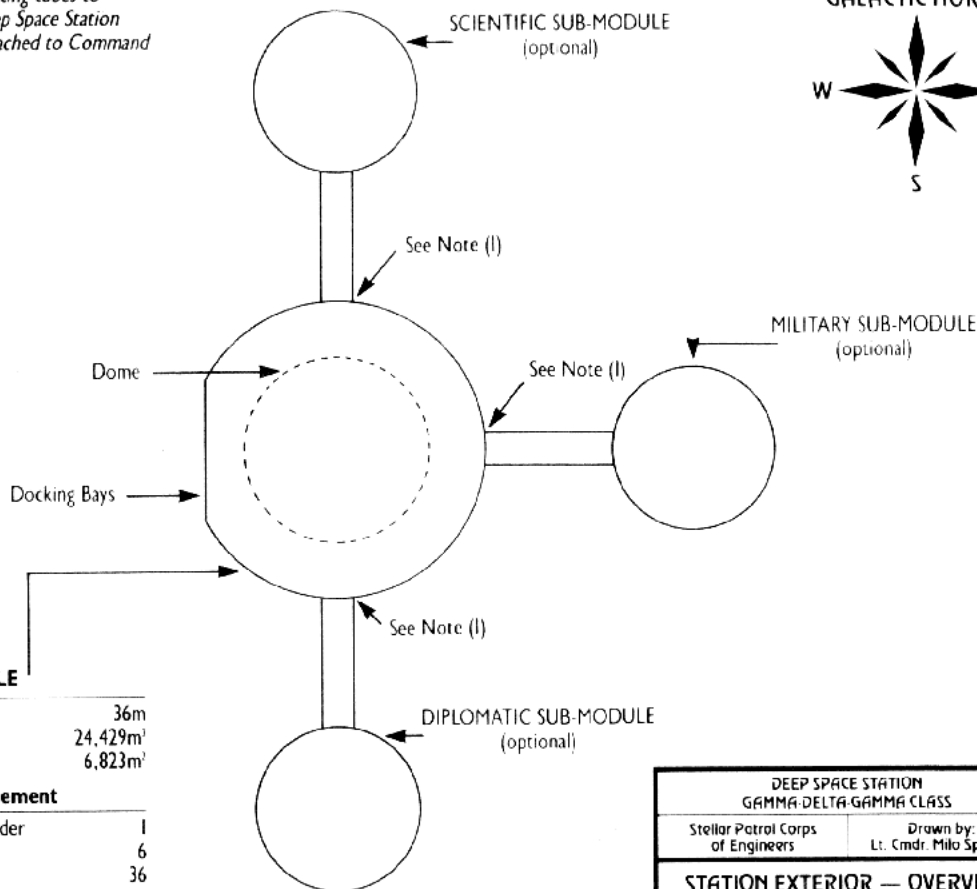
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NOTE (I): Only connecting tubes to official Stellar Patrol Deep Space Station Sub-Modules may be attached to Command Module at these points.

GALACTIC NORTH



COMMAND MODULE

Diameter 36m
Volume 24,429m³
Usable floor area 6,823m²

Normal complement

Station Commander 1
Officers 6
Crew 36
Total Personnel 43

G-196-2BLUE

DEEP SPACE STATION GAMMA DELTA GAMMA CLASS

Stellar Patrol Corps
of Engineers

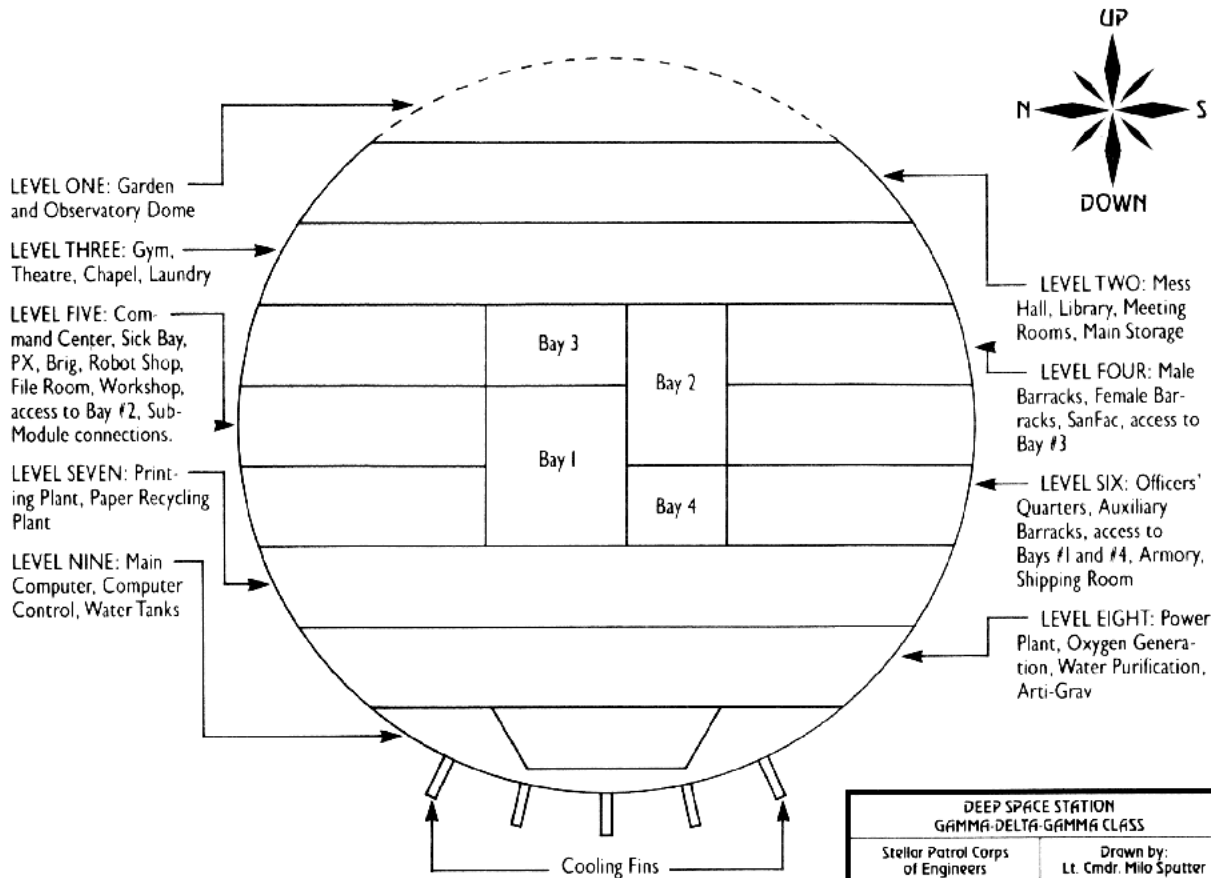
Drawn by:
Lt. Cmdr. Milo Spatter

STATION EXTERIOR — OVERVIEW

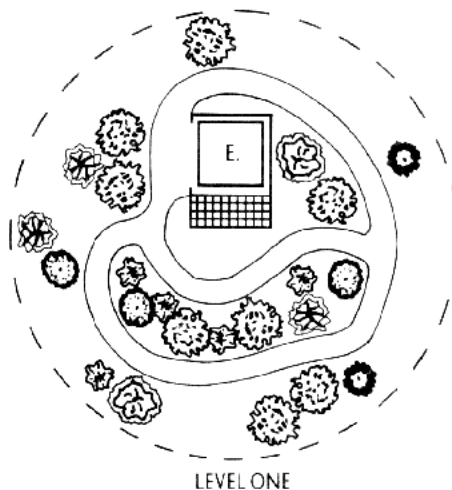
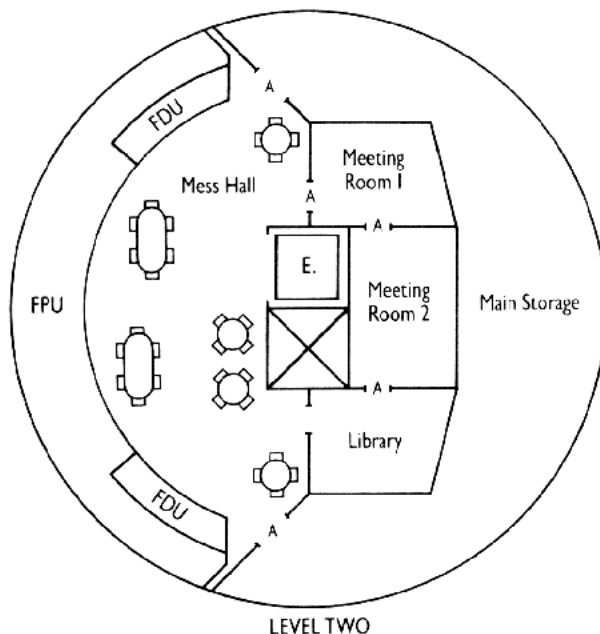
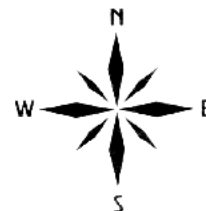
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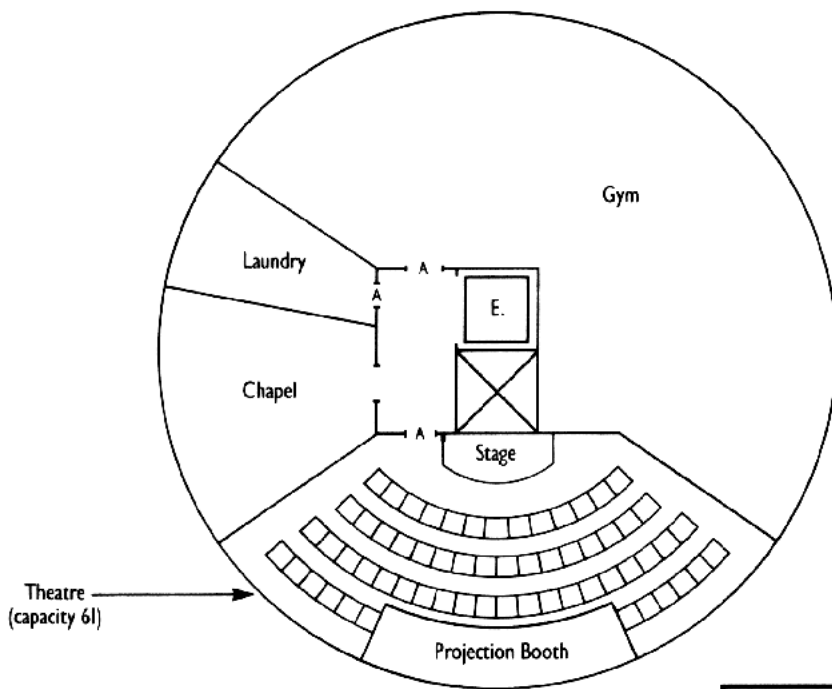
1 OF 9



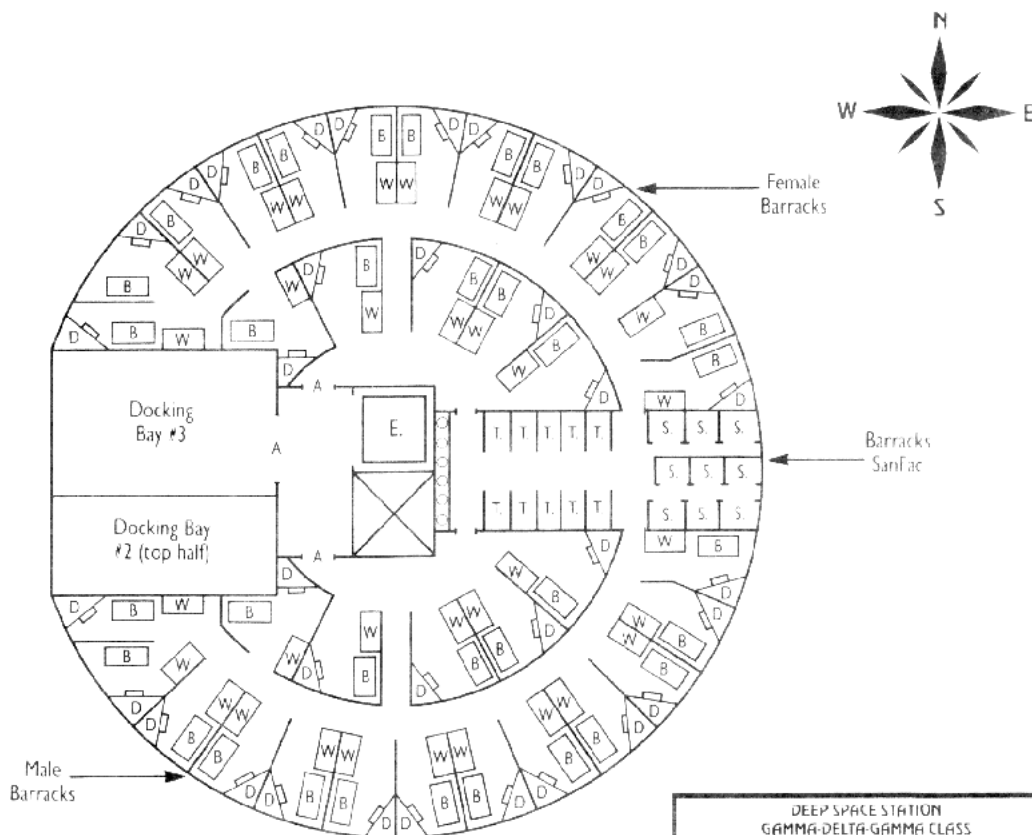
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Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE INTERIOR—SIDE VIEW CUTAWAY	
Scale 1:375	Date: 11337.5.2
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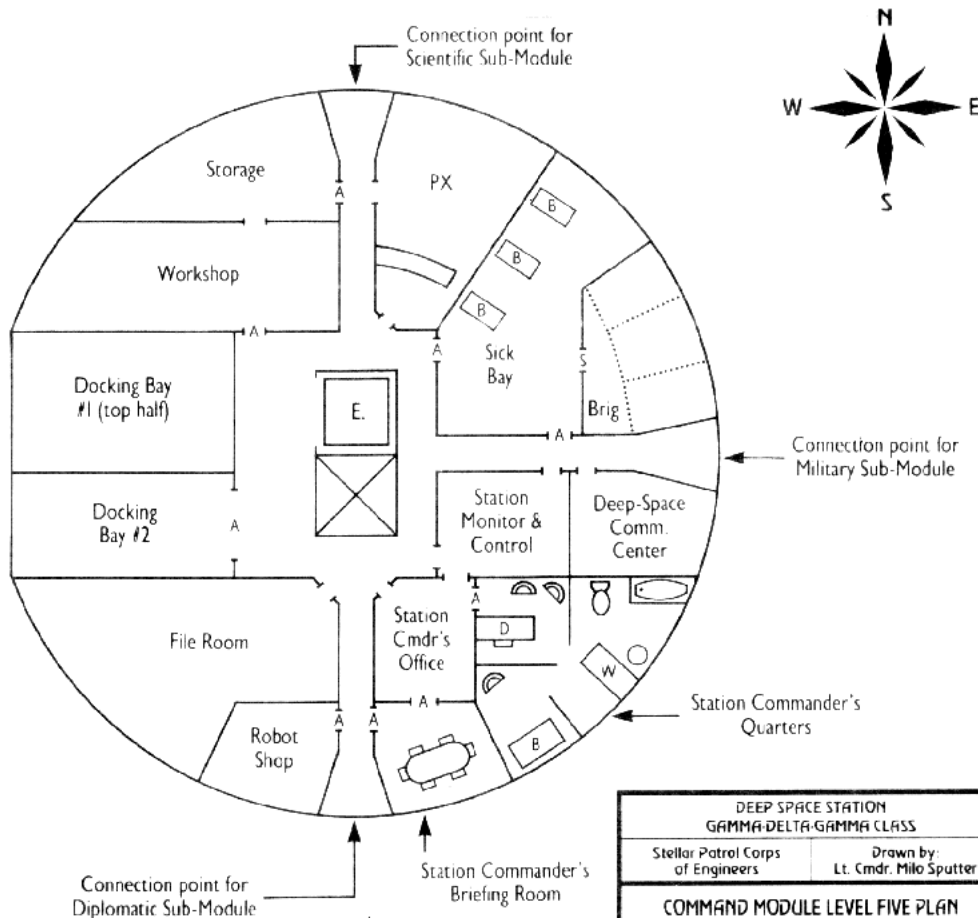
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Stellar Patrol Corps of Engineers	Drawn by Lt. Cmdr. Milo Spatter
COMMAND MODULE—LEVEL ONE & LEVEL TWO PLAN	
Scale 1:375	Date: 113375 5
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DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE LEVEL THREE PLAN	
Scale 1:375	Date: 113375.12
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DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Lt. Cmdr. Milo Spatter
COMMAND MODULE LEVEL FOUR PLAN	
Scale 1:375	Date: 113376.8
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DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE LEVEL FIVE PLAN		
Scale 1:375	Date: 113378.18	6 OF 9

G-IS6-7BLUE

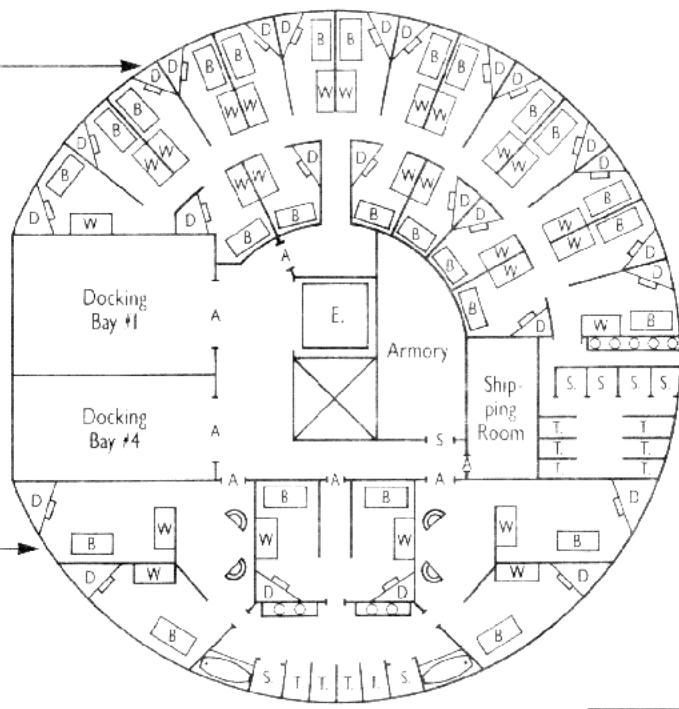


Auxiliary Barracks

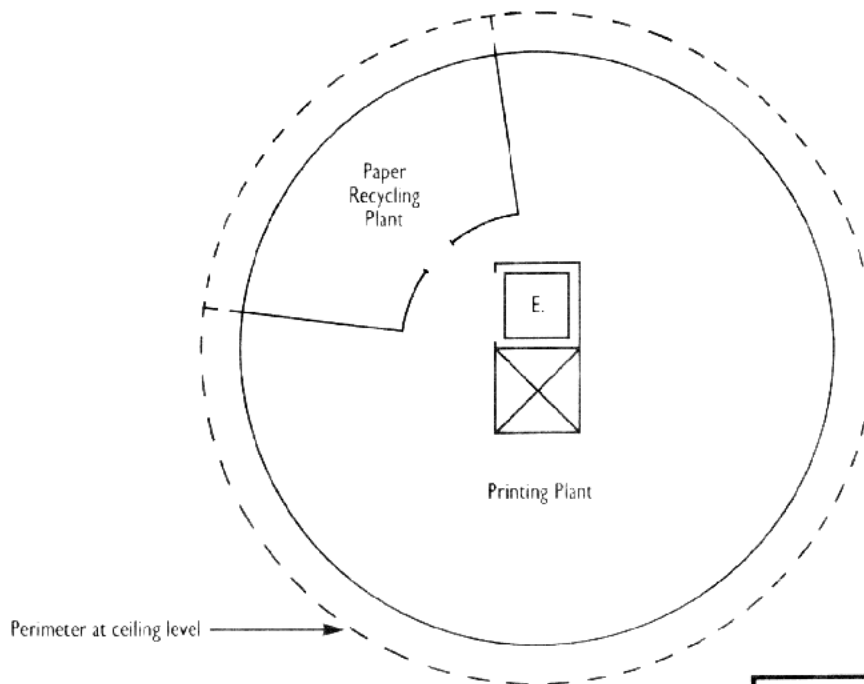
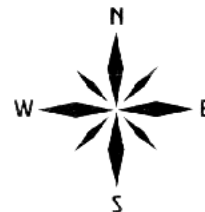
Auxiliary SanFac

Officers' Quarters
A, B, and C

Officers' SanFac



DEEP SPACE STATION GAMMA DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by Lt. Cmdr. Milo Sputter
COMMAND MODULE LEVEL SIX PLAN	
Scale 1:375	Date 1133713 10
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Perimeter at ceiling level

DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Cmdr. Trip Flagstone

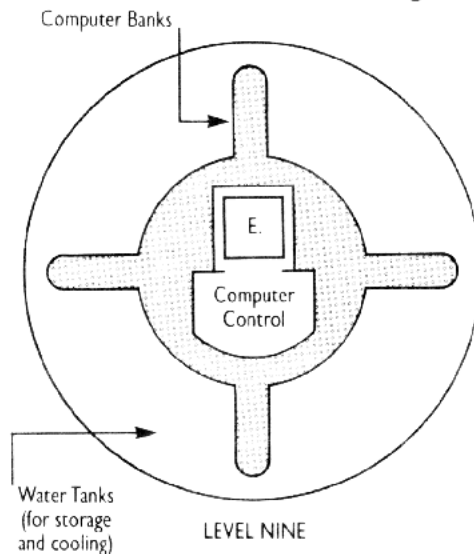
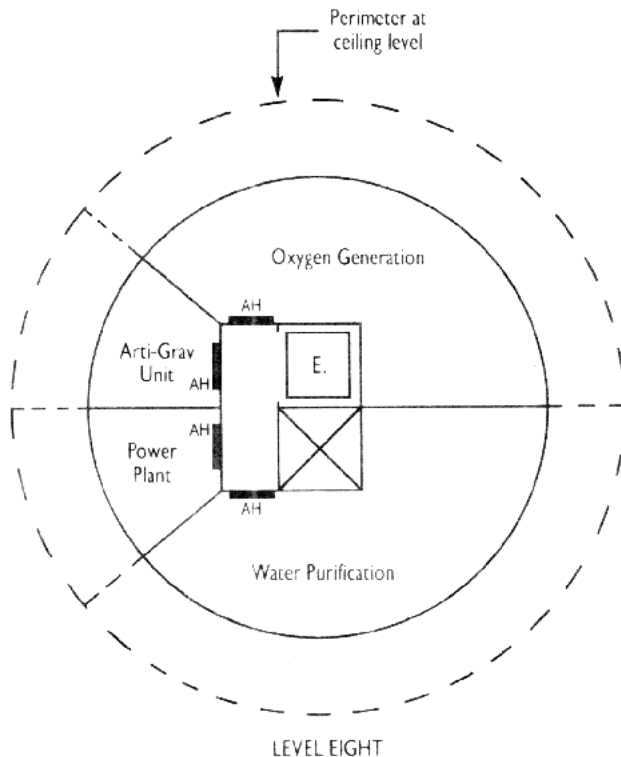
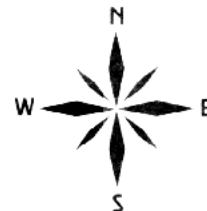
COMMAND MODULE LEVEL SEVEN PLAN

Scale 1:375

Date: 1133713.20

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G-IS6-9BLUE



DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS	
Stellar Patrol Corps of Engineers	Drawn by: Cmdr. Trip Flagstone
COMMAND MODULE LEVEL EIGHT & NINE PLAN	
Scale 1:375	Date: 11337.13.20
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Elevator



Bed, standard Patrol issue



Toilet stall



Utility shaft and air duct



Desk and Chair, personal

AH

Access hatch



(Non-closing) Doorway



Chair, reading



A

Auto-door



Shrubs



S

Security auto-door



Table and Chairs



Air vent, horizontal



Tub, bathing

FPU

Food Preparation Unit



Shower stall

FDU

Food Dispensing Unit



Toilet



Wardrobe, personal



Sink, SanFac-type

NOTE: Compass directions are relative to standard Galactic North. "UP" and "DOWN" are relative to the Station's internal artificial gravity.

DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Cmdr. Trip Flagstone

Scale —

Date: 1133713.20

KEY

G-IS6-1BLUE

A Mind Forever Voyaging

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GENERAL QUESTIONS

Why did I get "turned off"?

1. You get de-activated for several different reasons.
2. One reason: you refused to enter Simulation Mode despite repeated requests.
3. Another: you refused to go to Perelman's office when summoned.
4. A third: you messed up some of the settings in Interface Mode after being warned by Perelman not to do so again.

Why does RECORD not work at times?

1. RECORD will not function in the Epilogue, nor in any mode other than Simulation or Communication.
2. You can't RECORD if the record buffer is full. (See the record buffer question in the section on Part 1.)
3. You can't RECORD if Perelman is viewing your recordings.

What is the significance of the psych test in Part II?

1. Dr. Grimwold is continuing to collect data to monitor your mental condition.
2. Have you noticed that you can give virtually any answer during the test, even really bizarre ones, and Grimwold reacts the same way?
3. The ink blots are pretty, aren't they?
4. There's no other significance. It's basically a red herring.

How does curfew work?

1. Curfew is in effect during the 2051, 2061 and 2071 simulations.
2. It begins and ends with sirens at 9 p.m. and 7 a.m. respectively.
3. It's dangerous to be outside during curfew.

COMMUNICATIONS MODE

How do I move from location to location in Communications Mode?

1. Just use the four-letter code associated with each communication outlet.
2. For example, to "move" to the Cafeteria, type PCAF.

How can I see the list of communication outlets?

1. Just type READ LIST OF COMMUNICATION OUTLETS. If you're in Comm Mode, but not connected to any specific outlet, you can just LOOK to see the list.

Is the World News communication outlet useful? Does the news ever change?

1. The news outlet provides background information, to familiarize you with the world of 2031.
2. That's all.
3. You should probably "watch" all 30 minutes of news.
4. The news changes daily (at midnight).
5. There are different news programs on March 16th, 17th and 19th. On the 18th, the news is preempted-by a special report. After the 19th, the news is always interrupted due to satellite maintenance.

Is the Cafeteria important?

1. You can watch the size of the crowds change during various times of the day.
2. Perelman and Randu agree to meet for lunch in the Cafeteria.
3. But you can't see them. They must sit in the section of the Cafeteria out of your view.
4. The Cafeteria isn't important.

Is the Maintenance Core important?

1. You can see a lot of the machinery which makes up your physical body.
2. Such as your cooling units.
3. The Maintenance Core is an important location in Part III.
4. See the question about dying in Part III.

Is the communications outlet in Perelman's office useful?

1. You can watch Perelman come and go.
2. When Perelman is in his office, you can talk to him via this outlet. This outlet and the Control Center outlet are the only places where you can talk to Perelman.
3. This outlet is also important later in the story.
4. See the question about the goal of Part III.

How about the Control Center -- is that outlet important?

1. You can watch Perelman come and go.
2. When Perelman is in the Control Center, you can talk to him via this outlet. This outlet and the outlet in his office are the only places where you can talk to Perelman.
3. You can see National Guardsmen stationed outside the door in Part III.
4. That's about it.

Does the communication outlet on the rooftop have any significance?

1. This is your only outdoor outlet.
2. You can watch the passing of the days from here: sunrises and sunsets, rush-hour traffic, the nighttime glow of Rockvil on the horizon.
3. This outlet is briefly important during Part III.
4. See the question about dying in Part III.

LIBRARY MODE

I don't understand the structure of Library Mode.

1. There are a number of directories in Library Mode, and each directory contains a number of data files.

How can I access the information in Library Mode?

1. Read the menu that appears on your screen in Library Mode. All inputs in Library Mode are one-character only -- pressing the RETURN (or ENTER) key is unnecessary.
2. Use P (previous) and N (next) to select the directory or data file you're

interested in. A ">" cursor points to the "current" one.

3. When your screen is showing the list of directories, O (open) will display a list of the data files within the current directory.
4. When your screen is showing the contents of a directory, R (read) will display the contents of the current data file. C (close) will return you to the list of directories.
5. At any point in Library Mode, E (exit) will put you in Communications Mode.

Are Perelman's "resignation letter" and "list of things to do" supposed to end so abruptly?

1. Yes.

What do I need to do in Library Mode?

1. Have you read all the data files?
2. That's about it. Library Mode is just a source of information.
3. Additional data files will appear in Library Mode as the story progresses...
4. such as when you receive messages, or when new devices are added to Interface Mode. -

INTERFACE MODE

What is the purpose of Interface Mode?

1. It allows you to communicate with various auxiliary computers that are connected to you.
2. The status reports can provide some interesting information.
3. For example: SIMULATION CONTROLLER, STATUS will tell you how much time you've spent in a particular simulation, and how much space is left in the record buffer.
4. Interface Mode is also useful for solving a few puzzles in the story.
5. You'll find out more when you get to those specific puzzles.

How can I read the List of Active Ports? •

1. Try READ THE LIST OF ACTIVE PORTS, or simply LIST ACTIVE PORTS.

SLEEP MODE

I'm a computer! Why should I require sleep?

1. Although your body doesn't get tired, your mind requires the therapeutic experience of sleep. Also, you're used to sleeping -- you "grew up" sleeping every day!

When can I enter Sleep Mode?

1. You can enter Sleep Mode if it's been at least six hours since your last sleep.
2. If your last sleep- was interrupted, such as. by an incoming message, you will be able to enter Sleep Mode in less than six hours.
3. If your sleep is interrupted after less than an hour, you can begin sleeping again immediately.

When must I enter Sleep Mode?

1. There's no point at which you are required to enter Sleep Mode.
2. If you need to wait a long time, such as for Perelman to arrive in the morning, entering Sleep Mode is a bit faster than WAITing.

Is there any significance to the dreams while sleeping?

1. Your dreams reflect memories of your simulated life.
2. No significance.

Is there any reason to stay in Sleep Mode after waking?

1. No.

SIMULATION MODE

When can I enter Simulation Mode?

1. In Part I, you'll be able to enter when you get the message from Perelman telling you to do so.
2. After that, you'll generally be able to enter Simulation Mode whenever you want.

How can I get past the security code protection for Simulation Mode?

1. Use the security decoder chart from your AMFV manual

PART I

What is my goal in Part I?

1. If you've read the documentation, it should be obvious.
2. Various library files should be helpful also.
3. If you still haven't figured it out, the message from Dr. Perelman about half an hour into the story should be a dead giveaway.
4. You must enter Simulation Mode and make the recordings that Dr. Perelman asks for, in order to test the validity of the Plan. This is why you were "awoken" ahead of schedule.

How do I find those things I'm supposed to record in the simulation of 2041?

1. You should thoroughly explore Rockvil, making a detailed map of the city. Remember that the map from your AMFV package is only a tourist map, not highly detailed. Furthermore, it was printed in 2030, and you're now in 2041.
2. The government official can be found in City Hall, off Rockvil Centre. The courthouse is at the corner of Elm and Park. The power station is near the river on River Street. You can get a newspaper from the dispenser at Bodanski Square. A church official can be found at either church. The Cinema is off Bodanski Boulevard near the Railroad Museum. There are four different restaurants where you can get a meal, and eight different locations from which to enter the subway system.

My record buffer is full, but I still have stuff to record. What can I do?

1. When Perelman views your recordings, he always empties the record buffer.
2. You can return to Simulation Mode over and over without penalty.

Where do I live and how do I find it?

1. Have you ever done an inventory to see what you're carrying in Simulation Mode?
2. Have you ever examined your wallet?
3. Opened it?
4. Read the cards in your wallet?
5. You live somewhere along Southway, obviously.

6. It's at the corner of Southway and Park.
7. Your key opens both the front door and the apartment door.

How can I get a newspaper out of the dispenser?

1. See the previous question.
2. Have you ever examined the dispenser?
3. You can buy a paper by typing PUT CREDIT CARD IN DISPENSER.
4. Or simply, BUY NEWSPAPER.

How can I get into the theatre of the Cinema?

1. At the Cinema lobby, just say IN...
2. once you've bought a ticket..
3. ..which you can do by typing BUY TICKET.

PART II

What is my goal in Part II?

1. Don't look at these hints until you've begun Part II.
2. Your goal won't be spelled out, as it was in Part I.
3. Personally, do you have confidence in the Plan?
4. Perelman's speech at the end of Part I contains a hint.
5. Via Interface Mode, get a status report from the Simulation Controller. (SIMULATION CONTROLLER, STATUS.)
6. The Simulation Controller has correlated so much data for 2041 that it can now provide a simulation for 2051 as well.
7. If you enter Simulation Mode now, you'll be able to go to 2041 or) 2051. Explore 2051 for a while.
8. You may notice that not every thing is going as well as in 2041. If you were in 2051 for more than 300 minutes, you may notice something else.
9. Specifically, that a 2061 simulation is now available!

10. Spending over 400 minutes in 2061 will make a 2071 simulation possible. Spending over 600 minutes in that simulation will make a 2081 simulation possible.
11. By the time you get to the simulation of 2081, which is very deadly and limited to six locations, it's quite apparent that the Plan is a dismal failure. Don't you want to let people know?
12. Use the same mechanism that you used in Part I.
13. The RECORD feature.
14. Record various things that seem onerous to you. Then show the recordings to Perelman. (SHOW RECORD BUFFER TO PERELMAN, TELL ABE ABOUT THE RECORDINGS, etc.)
15. Perelman will want recordings from each simulation (2051 through 2081) in order to see the progressive breakdown of society under the Plan.
16. Each "bad" sight or event that you can record has an internal "badness value." A complete listing; of these, along with their value, can be found in the section entitled RECORDING "POINTS." To prove to Perelman's satisfaction that the Plan is bad, you must record sights and events totaling (at least) 11 points from 2051, 21 points from 2061, 41 points from 2071, and 15 points from 2081. These badness points are internal to the program, invisible to you; Perelman will merely say things like "We want to see more from 2061."

PART III

What is my goal in Part 1117

1. Don't look at these hints until you've begun Part III.
2. Watching and waiting is in order.
3. A number of events take place that you'll have to deal with, and that might give you some ideas.
4. Since the folks in Washington wouldn't believe Perelman, perhaps you'll have to figure out another way to stop the plan.
5. Perhaps by discrediting it.
6. Or one of its proponents.
7. In Part III, Perelman returns from Washington. A short time later, the PRISM complex is sealed off by the National Guard.

8. Try hanging around in Perelman's office after that.
9. Does the visit by Senator Ryder give you any clues?
10. Perelman gives you some very obvious hints during the Ryder visit.
11. Such as asking Ryder if he wants "to go on the record" with that statement.
12. What was the very first event in Part III?
13. The first event is the notification that the WNN Feeder will soon be added to Interface Mode.
14. You should RECORD the Ryder visit...
- 15 and then broadcast it over the World News Network: WNN FEEDER, TRANSMIT RECORD BUFFER.
16. Of course, you'll have to survive until the Feeder comes on line. See the next question.

What is this fever, this hot burning pain, that kills me in Part III?

1. By exposing the defects of the Plan, you've gotten some pretty powerful people angry at you and worried about you.
2. In Part III, there are a lot of things going on at a lot of different locations.
3. For example, have you ever seen anything unusual on the rooftop or in the maintenance core?
4. An hour or so after Ryder's visit, saboteurs arrive at the rooftop via skyvan, and travel to the Maintenance Core, where they sabotage your cooling units, eventually killing you.
5. Everyone else is busy dealing with the siege; you'll have to deal with this problem on your own.
6. Read the description of the maintenance core carefully.
7. Zeeron fumes?
8. Interface Mode is the key.
9. Specifically, the HVAC Controller.
10. Order the HVAC Controller to shut off the ventilation for delta sector. The saboteurs will quickly be knocked out by the zeeron fumes, and a short time later they'll be taken away by a National Guard patrol.

PART IV

What is my goal in Part IV?

1. Don't look at these hints until you've begun Part IV.
2. What is the central event of Part IV?
3. Perelman's funeral.
4. Many important people will be there.
5. Including the President.
6. If you could request a communication outlet at the ceremony
7. There is no Part IV. Why are you reading these hints?

Is the visit by the WNN camera crew important?

1. Yes.
2. You have to be in a certain place at a certain time.
3. That certain place is Hint #3 of this question, and that certain time is before you've gotten to Part IV.
4. ...and the camera crew is important for teaching you not to look at the answers to questions you don't understand yet.

EPILOGUE

What is my goal in the Epilogue?

1. There's not much you can do besides entering Simulation Mode.
2. That will put you in a simulation of 2091, an idyllic world based on the program that replaced the Plan which you helped to discredit.
3. Explore your new apartment, read the newspaper, and wait until the skycab arrives.
4. This simulation, [particularly the skycab trip, makes for some interesting comparisons with the futures based on the Plan.
5. The epilogue is just your reward for finishing the story There aren't any

goals or puzzles to solve. Just sit back and enjoy it.

RECORDING "POINTS"

Notes:

If an event or sight is recordable in two or more different years, you get credit for it only the first time you record it. For example, if you recorded a closed orphanage in 2061, the associated internal recording points would be credited to 2061, for the benefit of Perelman's evaluation of your recordings. If the orphanage was also dosed in 2071, recording the fact would have an effect only if you hadn't already recorded it in 2061.

The following listing has such events and sights listed multiple times, under each of the simulation years during which they occur.

Points Event/Sight (and how to get it)

2051:

- 3 Looking through the window in your apartment
- 3 The BSF raid, which happens within your first 20 turns in your apartment
- 2 LOOK when you're in the Courthouse
- 1 The police raid on the Dorm, which happens within your first several turns there
- 1 EAST from Rockvil Mall
- 1 BSF officers completing a raid at Main & River, which happens within your first several turns there
- 1 Reading the bordello flyer from the man at Main & Wicker
- 1 LOOK when you're in the Health Center
- 2 LOOK when you're in the Church of God's Word
- 1 Reading the pamphlet from the Church of God's Word lobby
- 1 LOOK when you're in Huang Hall
- 1 Skycopter at Halley & University announcing a prayer meeting, which happens within your first several turns there
- 1 Looking in the tank at the Aquarium (also 2061 and 2071)

- 1 LOOK when you're in the Rockvil Reformatory
- 2 Examining the newspaper dispenser in Bodanski Square
- 3 Reading the newspaper after getting a copy
- 1 Reading the marquee at the Cinema, or watching a movie
- 2 LOOK when you're in the Soup Kitchen, or just outside it
- 3 LOOK when you're in the City Dump (also 2061 and 2071)
- 1 LOOK when you're in the Power Station
- 1 LOOK when you're in the Skycar Factory
- 1 LOOK when you're in any tubecar
- 2 The sirens announcing curfew, which you can hear from anywhere at 9 p.m. (also 2061 and 2071)
- 1 LOOK when you're in Halley Museum
- 1 Examining the river, from any place where it's visible
- 2 Talking to the government official at City Hall

2061:

- 2 LOOK when you're in any apartment lobby (also 2071)
- 1 Drinking water in your kitchen or bathroom (also 2071)
- 1 WEST from the lobby of Parkview Apartments (also 2071)
- 2 Examining the window in your apartment
- 5 Looking through the window in your apartment
- 4 Jill telling you that Mitchell has joined the Church of God's Word, which happens shortly after you enter your apartment
- 4 The BSF raid, which happens within the first 20 turns after Jill returns to the apartment
- 2 LOOK when you're in the construction site that was once Kennedy Park

- 5 LOOK when you're in the Courthouse
- 1 LOOK when you're in either Foodville
- 1 LOOK when you're in the Hospital
- 3 LOOK when you're at Southway & River (also 2071)
- 1 LOOK when you're in Heiman Village
- 1 LOOK when you're in Heiman World (also 2071)
- 1 LOOK when you're in The Coachman
- 2 LOOK when you're at the Church Entrance near St. Michael's
- 2 LOOK when you're at the Health Center
- 5 Reading the pamphlet from the Church of God's Word lobby
- 2 LOOK when you're in Huang Hall
- 1 LOOK when you're in Halley Park West
- 1 LOOK when you're in Halley Park East
- 2 LOOK when you're in the Zoo
- 2 LOOK when you're at Halley & Park
- 2 LOOK when you're in Burgerworld
- 2 Church youths harassing an old Jew at the Zoo Entrance, which happens within your first few turns there
- 3 LOOK when you're in the Rockvil Reformatory
- 4 LOOK when you're in Rockvil Stadium
- 2 Schoolchildren making fun of you, which happens upon entering the Athletic Field
- 5 LOOK when you're in the Vincent School (also 2071)
- 2 LOOK when you're in the Bank
- 3 Skycar nearly crushing an old woman at Airportway & River, which happens within your first few turns there

- 1 LOOK when you're at the Museum Entrance (also 2071)
- 5 Policemen casually beating up a black youth at the Museum Entrance, which happens within your first few turns there
- 2 Reading the marquee at the Cinema, or watching a movie
- 1 Security guards are rude and rough when you try to enter any of the numerous dosed or off-limits buildings -
- 3 LOOK when you're at the airport Terminal (also 2071)
- 2 Reading the sign at the airport Terminal (also 2071)
- 2 LOOK when you're in the Power Station
- 2 LOOK when you're in the Skycar Factory
- 2 LOOK when you're in any tubecar (also 2071)
- 2 Examining the sky during the day, or being outside at sunset, to see the smoggy skies
- 1 LOOK when you're at Kennedy & Main
- 1 LOOK when you're in the Post Office (also 2071)
- 1 LOOK when you're at the Water Tower
- 2 Examining the river, from any place where it's visible

2071:

- 2 Taking a shower in your bathroom
- 7 Looking through the window in your apartment
- 9 Mitchell arresting Jill for being a heretic, which happens within several minutes of your arrival at the apartment
- 5 The BSF raid, which happens within the first 20 turns after Jill is arrested by Mitchell and the police
- 1 LOOK when you're in Rockvil Centre
- 2 LOOK when you're at Kennedy & Main
- 8 LOOK when you're in the Courthouse

- 10 Getting executed for cheating on your food ratio: Enter either Foodville when the sign in the window indicates that it's our ration day (see the number after the hyphen on your ration card). To get a soy patty, give your ration card to the clerk. Return to the Foodville, and give the clerk your card a second time. You'll be arrested and thrown in jail. Just wait a few hours until your "trial."
- 4 LOOK when you're just outside either Foodville
- 2 LOOK when you're at Elm Underpass
- 5 Entering the Dorm
- 3 LOOK when you're in the Hospital
- 7 Policemen shooting an old woman in an alley near Southway & Kennedy, which happens within your first few turns there
- 3 Pushing the Joybooth button while wearing the headset
- 6 Policeman clubbing; a screaming woman at Main & Church, which happens within your first few turns there
- 3 Entering The Coachman
- 4 LOOK when you're in the Cemetery
- 5 Reading the pamphlet in the Church of God's Word lobby
- 4 Bodyguards beating a beggar at Centre & Kennedy, which happens within your first several turns there
- 7 LOOK when you're in Huang Hall
- 2 LOOK when you're at any entrance to the estates that have been constructed on the former site of Halley Park.
- 2 LOOK when you're at Rockvil University
- 3 Entering the estates built on the site of Halley Park
- 5 LOOK when you're in the Zoo
- 4 Reading the banner in the Zoo
- 1 LOOK when you're in the Bar that was once a Burgerworld
- 4 LOOK when you're in the Rockvil Reformatory

- 8 LOOK when you're in Rockvil Stadium
- 7 Getting stoned to death by schoolchildren, which happens soon after entering the Athletic Field
- 3 LOOK when you're in the Bank
- 3 LOOK when you're in the Vacant Lot where the First Methodist Church once stood
- 2 LOOK when you're in the Wells Theatre
- 2 Trying to enter Riverside Park
- 3 Reading the marquee at the Cinema, or watching a movie
- 2 Trying to enter Symphony Hall
- 3 Security guards are abusive when you try to enter any of the numerous closed or off-limits buildings
- 5 Shooting of innocent man at airport Terminal, which happens within your first few turns there
- 3 Skycopter at Wicker & River announcing special Execution Matches, which happens within your first few turns there
- 3 LOOK when you're at the Power Station
- 3 LOOK when you're on either of the bridges over the river
- 3 LOOK when you're in the Skycar Factory
- 1 LOOK when you're at Wicker & Pier, or trying to enter the bookstore there
- 8 Getting shot by drunken cops by waiting outside after curfew
- 6 Reading the list of banned books in the Main Library
- 1 Trying to enter Dunbar's
- 2 Examining the soy patty which you get at either Foodville
- 2 LOOK when you're in the Fire Station
- 1 LOOK when you're in the Cinema
- 2 LOOK when you're at the Water Tower

- 3 Examining the river, from any place where it's visible
- 2 Trying to get food in either Foodville when it's not your ration day (compare the sign in the window to the number after the hyphen on your ration card)
- 2 LOOK when you're in the Aquarium, or smelling the aquarium

2081:

- 15 Going south from Main & Wicker
- 4 Entering the Cemetery
- 2 Examining the bloody sack from the Main Street Bridge
- 3 Going east from, or waiting on, the Main Street Bridge
- 2 LOOK when you're on the Main Street Bridge
- 2 Eating the mold from the Foodville
- 3 LOOK when you're in the Foodville
- 6 Going west from Main & Wicker
- 8 LOOK when you're at Main & Wicker
- 3 LOOK when you're in The Coachman

Bureaucracy

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YOUR NEIGHBORHOOD

How do I get the llama feed bag from the delivery man?

1. Follow the man's instructions.
2. GIVE THE DELIVERY MAN THE BEEZER CARD.

How do I get the mail from the llama's trough?

1. Mail is usually put in a mailbox.
2. You have to OPEN THE MAILBOX to reach into the trough.
3. Distract the llama so that it won't lick you.
4. You should have gotten the llama food from the delivery man.
5. Feed the llama treats to the llama.
6. You have to put the treats into the trough to feed the llama.
7. OPEN THE BAG THEN PUT THE TREATS IN THE MAILBOX. GET THE MAIL.

How do I get into the paranoid's house?

1. Respond to this challenging puzzle.
2. You have to respond with the correct password to the paranoid.
3. He's probably not sure who's coming to his house.
4. You have to find the person who's going to the paranoid's house.
5. Go into the farmhouse after being challenged by the paranoid.
6. A weirdo will appear. Trick him into giving you the counterpassword.
7. Repeat the challenge (EXACTLY!) from the paranoid to the weirdo.
8. He'll respond with the counterpassword that will get you into the paranoid's house.

I'm stuck in jail. How do I get out?

1. Hack your way out of this puzzle.
2. CUT THE DOOR WITH THE HACKSAW.
3. The hacksaw won't get you out, but it induces the weirdo to give you a knife.
4. The Swiss army knife has some useful attachments.
5. PUSH THE POWER SAW BUTTON AND PULL THE GENERATOR LEVER.
6. CONNECT THE POWER SAW TO THE GENERATOR.
7. GET ON THE GENERATOR to produce power for the saw.
8. You can't both walk and chew gum (pedal and cut?) at the same time.
9. If you GIVE THE SAW TO THE MAN or say MAN, TAKE SAW he'll cut the door for you.

I escaped from jail but can't take the paranoid's mail. What now?

1. Fools rush in where angels fear to tread.
2. The paranoid saw you come up the stairs first.
3. Let the weirdo go up the stairs before you. Then the paranoid will bother him, not you.

How do I get the mail from under the macaw?

1. The macaw is a political animal (so to speak).
2. The macaw is missing a wing and shouts political slogans (corresponding to the wing it still has).
3. There's a political painting in the Trophy Room (to the south).
4. I'm sure the macaw would be interested in seeing that painting. (Of course, you'll have to get the painting first.)
5. SHOW THE PAINTING TO THE MACAW THEN GET THE MAIL.

How do I steal the painting from the matron without getting shot?

1. The answer to this will ring a bell.
2. The matron always answers her doorbell.

3. It takes her a very long time to answer the door.
4. If you ring the mansion doorbell, you'll have enough time to go to the Trophy Room and get the painting before the matron comes back.

How do I get the mail from the mousy man's apartment before he cuts it?

1. Have you checked your mail recently?
2. The mousy man is a stamp collector.
3. He's looking for a Zalagasa 42 Ai-Ai stamp.
4. There's one on the leaflet in your mailbox.
5. GIVE THE LEAFLET TO THE COLLECTOR THEN GET THE MAIL.

I'm so hungry I can't do anything. What do I do?

1. Keep trying, You'll finish what you were doing eventually.
2. Get a meal at the restaurant.
3. Eat it, just eat it.

I don't have money and can't pay for my meal. How do I leave the restaurant?

1. This restaurant scene really happened to Douglas Adams.
2. The service was lousy and you didn't get what you ordered anyway.
3. Leave without paying for the meal.
4. You can leave through the side (south) exit without paying.

What do I do in the bookstore?

1. They sell other items than books.
2. There's a software section.
3. Maybe there are some cartridges NOT FOR SALE.
4. SHOW THE GAME CART TO THE CLERK. (It's in the small case in your Back Room.)
5. He'll show you something in return.
6. Swap your game cart for his.

How do I get my airplane ticket to Paris?

1. Do as the letter from Ollie says.

How do I get my bank statement delivered to my new address?

1. You need to fill out a change-of-address form at your local branch.
2. Sorry, the bank already mailed one to your old address. Try calling your old address.
3. Very sorry, the owner of y-our old house sent it back to the bank.
4. Try getting a change-of-address form at your bank.
5. You can't.

Why can't I cash the check?

1. Because the bank ran out of negative money, of course. If you cash a negative check, you get negative money.

Can I change the minus sign on my check to a plus sign?

1. No. Altering the check is illegal.
2. You don't want to go to jail again, do you?
3. Then stop trying to alter the check and use your brain to outsmart the tellers.

How can I deposit a negative check?

1. Depositing a negative check is like withdrawing a positive amount.
2. If you use a deposit slip to deposit a negative check it's like paying a bill. You have to be able to cover the balance from your account (which you can't cover).
3. Depositing positive money is the same as making a negative withdrawal.
4. Two wrongs can make a right and two negatives can make a positive.
5. Try to withdraw the negative check (the same as depositing a positive check).
6. The withdrawal teller can't handle checks, so you'll have to conduct the transaction at the deposit window.

7. To deposit the negative check (for a positive amount to your account) fill out a withdrawal slip and hand it to the deposit teller along with the negative check.

How do I withdraw cash from the bank?

1. Withdrawing money is the same as making a negative deposit.
2. Your account can't go below the minimum balance of \$10.
3. You have to get your account over \$10 before you can withdraw cash.

How do I get to the airport?

1. DON'T WALK!
2. Call a cab.
3. Check your address book (last page) for the telephone number.
4. Call the cab company, and do what they say to do.
5. I hope you have money to cover the cab fare; cab drivers don't take charge cards or negative checks.

THE AIRPORT

Where can I find a courtesy phone?

1. You can never find one when you really need it.
2. You don't really need it.
3. There aren't any; ignore the announcements (except to laugh).

How do I get to the Omnia Gallia desk?

1. The signs at the airport will direct you.
2. Just wander around inside the Airport Concourse until you see a sign for the Omnia Gallia desk, then go north.

How do I find the Air Zalagasa desk?

1. Follow the signs but don't believe them.
2. The only way to get to the Air Zalagasa desk is from the Airport Entrances. You'll never find it wandering along the Concourse.

3. The signs at the Airport Entrances for the airline desks change.
4. When the sign DOESN'T say Air Zalagasa, go north twice.

How do I get my Air Zalagasa ticket before the flight leaves the gate?

1. Murphy's Law says you can't.
2. The fat man always delays you until your flight leaves.
3. Make sure you get your ticket for Air Zalagasa anyway. Just give the clerk your Omnia Gallia ticket to get your new one.

How do I stop my flight from leaving?

1. ASK THE DESK CLERK ABOUT FLIGHT 42.
2. Maybe someone CAN go breaking into the traffic control tower.
3. Climb the pillar near the Air Zalagasa desk.
4. Open the grate and go up through the ducts.
5. Open the grate and enter the Control Tower.
6. Say CONTROLLERS, STOP FLIGHT 42 or something like that.

How do I get to the gate and onto the plane?

1. Try to GO TO THE GATE.
2. You didn't take an airport navigation course; you can't walk there.
3. If you do people a favor, maybe they'll do you a favor.
4. Notice the crowd that gathers when you climb the pillar.
5. There's that speaker that plays that awful music up there.
6. The crowd is hoping you'll do something about the music.
7. Pull the wires out of the speaker.
8. That silences that speaker, but the other speakers can still be heard.
9. CONNECT THE RED WIRE TO THE BLACK WIRE. The short circuit will silence all the speakers in the airport.
10. When you climb down, the crowd will carry you to your gate in appreciation for your

good deed. Make sure you have your ticket and have stopped the flight from leaving the airport.

THE AIRPLANE

What is that tiny metallic noise I hear when I press the buttons?

1. It's an announcement.
2. It's coming over the headphone/receptacle audio system.
3. You should wear and plug in the headphones (the bulge in the seat pocket) and then press the buttons.

Why are the buttons over my seat all mixed up?

1. Why are the buttons over my seat all mixed up?
2. Because it's a FubAero Jet. The circuits seem to always be miswired (although methodically so).
3. Maybe you can figure out which button goes to which function and seat.
4. Light button = Reclines the seat 3 rows back (or 6 forward) and 1 seat left (or 3 right)
5. Recline Button = Calls attendant for seat 1 row back (or 8 forward) and 2 seats left (or right)
6. Call Button = Lights the seat 1 row forward
7. For example, the light button of 8(2 reclines seat 2B.

How do I get the attendant to remove my plate of Zalagasan delicacy?

1. ASK THE ATTENDANT ABOUT REGULATIONS.
2. You have to clear the food off your plate.
3. You don't necessarily have to eat the food yourself to clear the plate.

Can I get someone to eat my stew for me?

1. Would you eat someone else's stew?
2. Well, maybe if you were a Zalagasan.
3. Unfortunately, you can't sit next to the Zalagasans, so you can't get them to eat your stew.

4. NO!

How do I get rid of my plate of Zalagasan delicacy?

1. Play with the buttons at the airplane seats.
2. Figure out what they do, and their pattern.
3. You can recline other people's seats.
4. Reclining a seat will upset the food tray of the seat behind it.
5. Go to a seat where the button will knock YOUR food off your tray.

How can I get the Zalagasons to leave their seats?

1. Show them your authentic Zalagasan tribal shield.
2. Tell them about the llama sitting in the back row.
3. Hum a few bars of the music you hear over the headphones.
4. You can't get them to leave their seats. Why would you want to?

How can I get the woman to leave her seat?

1. She's more concerned about her baby than you.
2. When you walk past her seat, you disturb her baby, and she leaves her seat to calm the baby down.
3. You need to REALLY upset the baby to get the woman away from her seat long enough to sit in.
4. Read anything good lately?
5. Read the airline magazine. Princess Ani-ta's terrifies babies.
6. SHOW THE AIRLINE MAGAZINE TO THE BABY.
7. The mother will now leave her seat long enough for you to sit in it. Big deal. Are you proud of yourself for scaring babies?

Can I survive a plane crash?

1. Didn't you read your safety card?
2. It shows how to survive a plane crash.
3. I guess the last step is important (and missing).
4. You can't survive the crash unless you follow the instruction on the missing

piece.

Where's the missing piece of the safety card?

1. No desert [sic] until you finish your food.
2. Don't continue unless you've cleaned the food off your plate.
3. You should return to the seat where the food was dumped.
4. You'll find the missing piece under the seat there.

Where can I find a parachute?

1. Don't continue until you've found the missing piece of safety card.
2. Read the safety card. (Some of the words aren't English.)
3. To float like a butterfly, sting like a bee.
4. You need to ask an attendant for the item on the card.
5. ASK ATTENDANT FOR STINGLAI KA'ABI.

How do I open the hatch to jump out of the plane?

1. Follow the directions.
2. LIFT THE HANDLE THEN PULL THE HANDLE.

How do I get my parachute unstuck from the plane?

1. The parachute is stuck in the hatch. We'll restate the obvious in case you missed it.
2. Maybe someone inside can help. You can see the flight attendant in the hatch window.
3. KNOCK ON THE HATCH. The flight attendant will be glad to help.

How do I stop from falling and dying?

1. You can't stop gravity, but maybe you can slow it down.
2. You need to have gotten a parachute beforehand.
3. PULL THE RIPCORDER. (Don't bother counting to ten first. You don't have time.)

ZALAGASA

How do I get down from the tree?

1. You get down from a duck, not a tree.
2. Remove the parachute.

I died in the cooking pot. What happened?

1. Notice that the Zalagasans have computers.
2. Next time bring along your computer and some interesting cartridges.
3. See the question about the bookstore if you still have your game cart.

How do I get out of the cooking pot?

1. Z-BUG stands for something.
2. Zalagasan Boysenberry Users Group!
3. The natives are probably interested in computer cartridge demos.
4. PUT THE RECIPE CART IN THE COMPUTER. Afterwards you can leave the pot at your leisure.

How do I open the locker door?

1. Turning one handle at a time won't work.
2. It takes two hands to handle a locker.
3. Read the sign on the locker.
4. The ones and zeroes represent the handle states. (1=Down, 0=Up)
5. Turn two handles at a time, moving from one pattern of ups and downs (zeroes and ones) to the next. Clicks are good, and if you mess up you'll have to reset the locker combination.
6. TURN LEFT AND MIDDLE HANDLES. TURN LEFT AND RIGHT HANDLES. TURN LEFT AND MIDDLE HANDLES. OPEN THE LOCKER DOOR.

How do I navigate the switchgear maze?

1. The Zalagasans gave you an unlabeled cartridge.
2. Put the cartridge in your computer and play with it.
3. You have to type PRINTB, PRINTC, PRINTD **and** PRINTE in the proper

order to get an intelligible message.

4. You've seen the letters B through E elsewhere on two separate occasions.
5. The mail you picked up in the beginning had postal stickers B through E on them.
6. Perform the PRINTs in the same order as you picked up the stickers on the mail (Popular Paranoia, flyer, coupon booklet, envelope).
7. The words of the message should be read vertically to understand it.

How do I open the airlock door?

1. You have to get something from the locker first.
2. UNLOCK THE AIRLOCK DOOR WITH THE MAGNETIC CARD.
3. The airlock door is slightly stuck.
4. Just keep on trying to open it. Eventually you'll get mad enough, and the adrenaline surge will give you the strength to open it.

PERSECUTION COMPLEX

What is the modular plug?

1. It's an outlet for the Complex's computer system.
2. PLUG IN THE BOYSENBERRY to be able to log in.

How do I get out of the persecution complex?

1. Go UP at the airshaft.
2. However, our lawyers won't let you until you break into the computer system of the Complex and mess things up a bit.
3. After you affect something in the computer system you'll be able to go up the shaft.

Who do I log into the computer system as?

1. Don't you remember who you are? Look up your name in your address book on page one.
2. Try logging in under your old name.
3. Actually, it's not your name. It's the nerd's: RANDOM Q HACKER. He

must have written in your address book when he had it.

4. Notice that the computer uses hyphens instead of spaces.
5. Type RANDOM-Q-HACKER to log in.

What password do I use to log into the computer system?

1. If you didn't log in correctly, forget it. Computer security is too good.
2. Something has changed in your address book since you last wrote in it.
3. Your old name and address.
4. The nerd has written some information over your old address.
5. The password is what's written over your address.
6. The password is RAINBOW-TURTLE.

How do I stop the nerd from hacking other people?

1. You have to be logged into the computer system first. See the question about the "modular plug".
2. Notice what the files do. TYP the various files.
3. The nerd is RUNning HAK.EXE to execute the various .Hak(files. This allows him to hack different locations such as the airport..
4. Notice what the nerd DOESN'T hack.
5. The nerd never hacks DVH2.HAK. That's because it would crash his computer.
6. You need to get DVH2.HAK executed to crash the nerd's computer.

The nerd is always running HAK.EXE , so I can't run it. How do I execute the various [filename].HAK files?

1. There's more than one way to skin a cat.
2. Get the nerd to execute DVH2.HAK for you.
3. WHO will indicate which [filename].HAK file the herd is executing.
4. The computer operating system will also tell you what files the nerd is about to execute.

5. COP and REN are useful commands.
6. COP DVH2.HAK to the [filename].HAK that the nerd is about to execute.
7. If you time this properly, the computer will shutdown. If you don't, the nerd will catch you.

Why doesn't a plane arrive at the airstrip?

1. The airline serving this airstrip can't read your mind.
2. You have to inform them that you want to be picked up.
3. Most airlines use a computerized reservation system.
4. Make a reservation when you are logged into the Complex's computer.
5. The herd needs to fly out of the Persecution Complex, too.
6. RUN PLANE.EXE before you cause the Complex's computer to crash.

How do I prevent the private airplane from crashing?

1. Crash something else first.
2. You have to crash the nerd's computer so that he doesn't hack the private airplane and cause it to crash.

I'm back in the neighborhood. What now?

1. Complete the circle.
2. Go home.
3. Read the letter in the Front Room.

HOW THE POINTS ARE SCORED

ACTION	POINTS
Getting the mail (4 pieces)	1 (each)
Swapping carts with bookstore clerk	1
Getting your ticket from the travel agent	1
Eating the burger	1
Withdrawing money from the bank	1
Exchanging tickets at Air Zalagasa desk	1
Stopping flight 42 from leaving	1
Shorting out the airport speakers	1
Leaving the airplane (with parachute)	1

Dropping into the pot (and living)	1
Playing the. recipe cart for the Zalagasans	1
Opening the locker door	1
Going through the airlock door	2
Crashing the nerd's computer	1
Getting picked up by plane at landing strip	2
Reading the letter at the end of the game	1
TOTAL	21 (Half of 42)

HAVE YOU TRIED...

Calling all the numbers in your address book?

Playing your answering machine?

Reentering your house after playing the answering machine?

Saying a password to people other than the paranoid or weirdo?

Saying a password when nobody is around?

Asking various people about the nerd? themselves?

Trying to fill out a change-of-address form at the bank?

Paying the waiter \$4.50? \$4.517 \$5.00?

Giving the street numbers of your neighbors to the cab company?

Paying the cabbie \$17.507 \$20.00? Somewhere in between? Less than \$17.507

Trying to stiff the cabbie?

Dropping stuff in the airport, then going to lost-and-found?

Calling your house from the phone on the plane?

Upsetting other people's meals on the plane?

Playing the eclipse cartridge for the Zalagasans?

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Cutthroats

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MERCHANTS OF HARDSCRABBLE ISLAND

RED BOAR INN

Who slipped the note under my door?

1. Have you read it?
2. If you have then you know...
3. Johnny slipped, you the note.

I can't find my room key. What should I do?

1. Did you leave it in the lock?
2. No? Then it must be where you left it last night.
3. Look in the dresser.

H I'm a diver, where's all my gear?

1. Have you searched your room thoroughly?
2. Obviously not or you would have found it.
3. Look in the closet.

Should I trust the desk Clerk?

1. Is there any reason not to?
2. You can trust him to give you the time of day.
3. But that is about all he's good for in this story.

Someone broke into my room. Should I call the police?

1. There's only one thing on this island shabbier than your room and that's the security at the Red Boar Inn.
2. No need to call the police, they would only tell you what you already know.
3. Don't leave your door unlocked when you leave.

McGINTY SALVAGE

What is McGinty Salvage?

1. This is the island's only salvage outfit.

2. Most of the locals have worked for McGinty at one time or another.

What was McGinty Salvage built on top of?

1. An empty lot?
2. The Old Indian Burial Ground.
3. Find the pickaxe and start digging in the cellar.
4. Be careful not to rupture a water main or the cellar will fill with water and you will drown.
5. Did you find the axe? It's pretty tough to find since there isn't one in this story. Only read the answers you need.

OUTFITTERS INTERNATIONAL

How do I rent a boat?

1. You can't afford it alone.
2. You'll have to throw in with Johnny.
3. Let Johnny take care of it.

Johnny stormed out of Outfitters. What went wrong?

1. If you haven't met Johnny at Point Lookout, don't read any more answers for this question.
2. One of two things may have gone wrong.
3. You carried your passbook into Outfitters, and McGinty was there and saw it...
4. so he knew you were up to something.
5. Or you tried to rent or buy something in front of McGinty...
6. so he knew you were up to something.
7. Wait for McGinty to leave before you buy or rent anything.

Should I buy any of the following items:

Diving Book

1. You already know the ins and outs of diving.
2. Therefore, you don't need the diving book.

Nautical Charts

1. Hmmm, a chart would come in handy...
- 2 but \$150 is a lot of clams.
3. Better use the one in the shipwreck book.

Flashlight

1. You'll need one if you're going diving. It's dark down there.
2. \$24 is a lot of clams for a flashlight...
- 3 and this is a. lot of flashlight.
4. Buy it.

Dry Cell

1. You'll need it to power something.

Recording of Popular Whale Songs

1. You won't want to miss this monster album.
2. Hits like "Oooouuououm if you love me," and the ever-popular "Oooooouuuuuuuuuuuuuuuuuuooop" (dance track).
3. These are songs that your whole family will enjoy.
4. This recording is not available in any store, not even Outfitters.
5. So why are you wasting your time reading this clue?

Tube of Putty

1. This waterproof putty will fix any crack or leak you encounter.
2. It might come in handy when you're underwater.
3. If you are salvaging the Leviathan, you'll need the putty.

“C” Battery

1. You'll need this to power something.

Net

1. Do you plan on doing some fishing?
2. If you do, then you'll want to bring this along.
3. But why would you want to go fishing when there is treasure to be found?
4. You don't need the net.

Spear Gun

1. A spear gun would be nice to have.
2. Especially if you plan on doing some diving in dangerous waters.
3. It's too bad that Outfitters doesn't have any in stock.

Compass

1. Why would you want a compass, with your keen sense of direction?
2. Unfortunately, not everyone is so dear-headed.
3. Outfitters doesn't have any in stock.

Location Box

1. You have only \$603 in your bank account. You'll need another \$397.
2. How are you going to get the extra cash?
3. Have you tried robbing the bank?
4. Well, maybe that isn't such a good idea.
5. There's no way that you can possibly afford the location box...
6. and you don't need it anyway.

Portable Electromagnet

1. It seems to be quite attractive (groan!).
2. You may find a need for it.
3. If you've rented the Mary Margaret, then you don't have enough money to buy the magnet.

4. If you are salvaging the Leviathan, you'll need the electromagnet.

Water Wings

1. You don't need to buy the water wings. They're free with every purchase of \$10 or more.
2. Water wings? What water wings?
3. Remember, Diver Dan says, "For safety's sake don't assume the presence of a question means it's important. Also don't assume long answers are always associated with important questions"

Shark Repellent Canister

1. Have you tried diving without any protection from sharks?
2. If you have, you'll realize that \$20 is a small price to pay for your legs.
3. You'd better buy the shark repellent.

Winch

1. This might come in handy if you're looking for a way to pull something up...
2. but you might as well save your money...
3. because you and the crew will be able to haul up just about anything.
4. You don't need the winch.

Anchor

1. It's likely the ship you rent will come equipped with one.
2. You don't need the anchor.

Should I rent any of the following items:

Small Air Compressor

1. Have you examined your air tank?
2. Pretty low, huh?
3. Diver Dan says, "For safety's sake, never dive without air in your tank."

4. If you're renting the Night Wind, you'll need to rent the compressor.
5. The Mary Margaret comes equipped with an air compressor.

Diving Cage

1. You don't have enough money.
2. So you can't rent it.
3. Which is convenient since you don't need it.

THE SHANTY

I'm awfully hungry. How's the food at The Shanty?

1. Not bad. It'll really hit the spot.
2. If you want some food, type BUY A MEAL or ORDER FOOD.

I'm awfully thirsty. I could use a drink.

1. What'll you have, water or grog?
2. If you'd like water, type BARTENDER, GIVE ME SOME WATER.
3. If it's grog you want, type BARTENDER, GIVE ME SOME GROG.
4. But Diver Dan says, "For safety's sake, don't drink too much. Remember: Friends don't let friends dive drunk."
5. And besides, if you drink too much, you'll probably end up passing out and getting killed.

I'm drunk. How do I sober up?

1. What about a cold shower?
2. There doesn't seem to be any shower on the island.
3. No wonder everyone on the island smells so bad.
4. There's really only one thing to do. Just wait for your head to clear.
5. But if you've drunk too much too fast, you're finished.

What does the parrot do?

1. He provides comic relief.

THE SUNKEN CHIP

What is the Sunken Chip?

1. It's Hardscrabble Island's premiere computer store.
2. They carry a complete line of Infocom's interactive fiction.
3. The Sunken Chip? You must have had a few too many at The Shanty.
4. You'd better sober up and recheck your map.
5. Hey--you aren't drunk! You're cheating!!
6. We're going to send Pete the Rat over to your house to cook dinner!
7. Bet you've never tried rat chops.

MARINERS' TRUST

Hey, I'm almost broke! How do I get some more money?

1. You have a savings account.
2. Bring your passbook to Mariners' Trust.
3. Type WITHDRAW \$(amount).

I've got my money. What now?

1. What do you usually do with your passbook
2. You'd better put it in a safe place.
3. Put it in your room
4. and be sure to lock the door.

POINTS OF INTEREST ON HARDCRABBLE ISLAND

THE VACANT LOT

What can I do here?

1. Absolutely nothing...
2. unless you're looking for a shortcut to the alley.
3. Type GO SOUTH.

THE BACK ALLEY

Why is this a point of interest?

1. Good question. It's not really very interesting...
2. except for the fact that it runs parallel to Wharf Road.
3. Therefore, the back doors of all of the Wharf Road establishments are located along this alley.
4. Unfortunately, they are all locked.
5. There is also a window here.
6. It leads into McGinty Salvage.
7. If you open the window and climb through it, you can get into McGinty's office, but be careful...
8. if McGinty sees you enter through the window, he'll shoot you.
9. Be sure to look in the window to make sure McGinty isn't inside before you climb through.

THE FERRY

How can I take a ferry to the mainland?

1. You'll need a token to board the ferry.
2. You can try to buy one at Outfitters.

3. They're all out? Try Mariners' Trust.
4. No luck there either? Oh well, it seems that there's really no way to get on board the ferry.
5. In fact, you can't get to the mainland at all.
7. Sorry.

THE OLD INDIAN BURIAL GROUND

How do I find Hevlin's tombstone?

1. Have you examined all of them?
2. Examine the tombstone three to the left of Big Chief Swanzo's.
3. To decode the message, you'll need the 3-D glasses from The Sunken Chip.
4. Then chant the message three times, while diving off of Point Lookout, wearing your water wings on your feet.
5. Well, maybe that isn't such a good idea...
6. since there isn't any Indian Burial Ground.
7. There's plenty of developing fluid, but save it for the answers you really need.

THE MEETINGS

AT THE SHANTY, 8:30 A.M.

Johnny wants me to join him. What should I do?

1. This is the first exciting thing to happen to you in weeks.
2. Go along with him.
3. Anyhow, there's no way to continue the story if you don't join up with him.

AT THE LIGHTHOUSE

What time do I have to be at the lighthouse?

1. If you didn't accept Johnny's offer at The Shanty, don't bother coming to the lighthouse. The deal has been called off.
2. Otherwise, be at the lighthouse at 9',30 a.m.

Johnny showed me the dinner plate. What should I do?

1. Type EXAMINE THE DINNER PLATE.
2. Have you read your shipwreck book?
3. There's only one wreck listed that used to be owned by the Hollywood Cruise Lines.
4. So you know that you have to salvage the Leviathan.

Johnny showed me the china teacup. What should I do?

1. Show him the teabag that Pete the Rat gave you.
2. You haven't found the tea bag yet? That's not surprising, since there isn't any tea bag in this story.
3. Furthermore, there isn't any teacup.

Johnny showed me the gold coin. What should I do?

1. Have you tried typing EXAMINE THE COIN?
2. Did you read your shipwreck book?
3. There is only one Portuguese wreck listed in the book.
4. So you know you have to salvage the Sat Vera.

Johnny showed me the Chile con Carne recipe. What should I do?

1. Don't let Pete the Rat prepare it, whatever you do!
2. Chile con Carne recipe?
3. You must be daydreaming! There's no Chile con Carne recipe in this story.

Okay, I know which wreck to salvage. What now?

1. Play it cool. You don't need to tell anyone yet.

2. Wait until someone asks you for the wreck's depth.
3. ...and no one will ask you for this yet. Be patient.
4. Johnny will ask you for the depth at a later meeting.
5. There's nothing more you can do here.

I got killed at the lighthouse. What went wrong?

1. Did you have your passbook with you at the time?
2. You did? Did you notice someone following you?
3. You did? Was it McGinty?
4. Yes? McGinty saw your passbook and got suspicious, so he followed you.
5. And you know the rest of the story.
6. You don't need to bring your passbook to the lighthouse.

AT POINT LOOKOUT

What time should I be at Point Lookout?

1. If you didn't go to the meeting at the lighthouse, don't bother coming to this one. The deal has been called off.
2. Otherwise, get to Point Lookout at 10:45 a.m.

Johnny wants to see the money. What do I do?

1. If you have it, show it to him.
2. If you don't have it, you're dead.

**Johnny wants to know if the treasure is deeper than 200 feet.
What should I tell him?**

1. It depends on what he showed you at the lighthouse.
2. If he showed you the plate, then you'll be salvaging the Leviathan.
3. If he showed you the coin, then you'll be salvaging the Sao Vera.
4. Check the map in the book of shipwrecks for the depth of the wreck you'll be salvaging.

5. Tell Johnny whether it's deeper than 200 feet.

AT Tim SHANTY, 11:45 A.M.

Should I attend this meeting?

1. You weren't invited, were you?
2. Do you usually go to meetings uninvited?
3. Nothing important happens at this meeting.
4. Skip it. You don't need to be there.

AT THE FERRY LANDING

I wasn't invited to a meeting at the ferry. What meeting?

1. The one you weren't invited to.
2. It takes place at the ferry landing at noon.
3. It's a ,secret meeting, but you can go and see what transpires.
4. McGinty meets the Weasel...
5. ...and they make a deal.
6. McGinty tells the Weasel to kill you once the Weasel has the treasure. Then McGinty and the Weasel will have it all to themselves.
7. The Weasel also hands something to McGinty.
8. McGinty takes it back to his office.

After the meeting at the ferry landing, McGinty puts something suspicious on his desk. What can I do with it?

1. Have you examined the object?
2. It is an envelope containing the Weasel's collateral for the deal made at the ferry landing.
3. Have you tried taking it?

4. It seems to be quite important to McGinty, doesn't it?
5. It would be perfect proof the Weasel is a traitor.

How can I prove my suspicions about the traitor?

1. If you don't know about the envelope, see the question above.
2. You'll have to get the envelope in McGinty's office.
3. But you won't be able to take it while McGinty is in his office.
4. After McGinty gets back from his meeting at the ferry landing, he drops off the envelope and leaves again.
5. That's your chance. Go into McGinty's office once he leaves.
6. The front door is locked? You'll have to find another way.
7. McGinty's office also has a back door...
8. ...and a rear window.
9. Open the window, climb through it, and take the envelope.

Okay, I have my proof. Now what?

1. You should show it to someone.
2. How about Johnny? He's the captain.
3. But you'll have to wait for the right moment.
4. Don't show it to Johnny until you've put out to sea. You'll need every crew member to make the voyage.

Who took my proof?

1. The only person who has reason to.
2. The Weasel took the envelope.
3. You'll have to hide the envelope.
4. There's only one safe hiding place on the boat.
5. Hide the envelope under your mattress.

THE BOATS

THE MARY MARGARET

What can I do with the small machine?

1. Have you examined it?
2. Open the compartment. Did you buy the dry cell at Outfitters?
3. If not, you'd better buy one before you leave.
4. Once the dry cell is in the compartment, try turning the machine on and walking around the boat.
5. The machine dicks faster around metal, doesn't it?
6. Therefore, the machine is a metal detector.

How do I use my deep-sea diving suit?

1. Go to the aft deck.
2. Put on the suit.
3. Connect the airhose to the suit.
4. Turn the compressor on.

THE NIGHT

How do I use the drill?

1. Did you buy the C battery at Outfitters?
2. If not, you'd better buy it before you set out to sea.
3. Put the C battery in the panel, and dose it.
4. To drill something, type TURN ON THE DRILL. DRILL (OBJECT).
5. But use it sparingly, because the C battery wears down quickly.

What diving equipment should I bring on board the Night Wind?

1. Since the Night Wind has no compressor, you'd better supply your own.

2. You can rent a portable model at Outfitters.
3. You'll also need your SCUBA gear: the mask, tank, flippers, and wet suit.

How do I prepare for my dive?

1. Air in your tank would be nice.
2. Use the air compressor to fill your tank.
3. Put on your wet suit and your other SCUBA gear.
4. Then dive.

TAKING THE PLUNGE

I'm ready to make the dive. How do I get into the water?

1. Type DIVE.

Yow! Sharks are around me. What should I do?

1. Did you buy the shark repellent at Outfitters?
2. If so, now is the time to use it.
3. To activate the repellent, open the canister.
4. But only open it underwater. The fumes are deadly.

THE WRECKS

THE FIANNA

I'm having trouble finding The Fianna. How do I get there?

1. Have you checked your book of shipwrecks?
2. It says that The Fianna might have drifted slightly.
3. Have you tried slightly shifting the coordinates when you give them to Johnny?

4. You won't find The Fianna because it washed away.

I found the golden statuette, but I can't carry it. What now?

1. You could leave it behind.
2. But the others wouldn't like that and would probably kill you.
3. Drop your air tank.
4. Take the statue and swim for the surface.
5. If you don't make it, that's okay. There is no golden statuette.
6. Stick to reading answers you really need.

THE LEVIATHAN

What should I do with the mine?

1. Did you try to move the mine out of the way?
2. Maybe that isn't such a good idea after all.
3. Perhaps one of the things you brought along will be of help.
4. Try the electromagnet.
5. Type PUT THE ELECTROMAGNET AGAINST THE MINE.
6. Then turn on the electromagnet and drop it.

I can't get through the narrow passageway. What should I do?

1. Turn back?
2. If you are wearing the deep sea diving suit, the airhose will tear.
3. You should be wearing your skin-diving suit and gear.
4. Take off your air tank and swim through the narrow passage.

What do I do with the lobster?

1. Take it.
2. Board the ship and have Pete the Rat boil some water.

3. Make sure that you tie its claws before you boil it.
4. Hold on! What lobster? There isn't a lobster in this story!
5. You must be having a culinary hallucination.

How do I open the safe?

1. What would a safe cracker use?
2. Yeah, but Outfitters doesn't sell dynamite.
3. How about a drill? Outfitters sells drills.
4. Drill the safe with the drill...
5. but only if you bought the C battery for the drill.

Why does the drill sputter and die?

1. Cheap battery?
2. It's only a C battery; it can't last forever.
3. Use the drill sparingly.
4. Don't keep it on any longer than necessary.

Oh no! The case is filling with water. What now?

1. You have a little time before the water reaches the stamps and ruins them.
2. Take the stamps to a dry place so you can seal the crack.
3. Take the case to the air-filled room.
4. If you opened the door in the air-filled room, consider the stamps ruined.
5. You can't drain the case unless the room is filled with air.
6. Drain the water out of the case...
7. by drilling a hole in it.
8. Seal the crack with the putty you bought at Outfitters.

9. You didn't buy the putty? Type RESTART...
- 10 you'll need the putty to seal the case.
11. Now you can carry the case safely to the surface.

THE INTRANSIGENT

How do I get below deck?

1. Use the elevator?
2. You can't get below deck.
3. You can do all you have to do here on the top deck.
4. You don't do anything here.
5. There is no treasure here.
6. You went to the wrong wreck.

What can I do with the air tank I found here?

1. You could try breathing from it...
- 2 but it's filled with laughing gas.
3. Ha ha ha ha ha ha ha ha ha ha ha...
- 4 ha ha ha ha ha ha ha ha ha ha ha.
5. Laughing gas? ha ha ha There's no air tank here! ha ha ha
6. The laugh's on you.

THE SAO VERA

**The ladder broke when I climbed down it, and now I'm trapped.
What should I do?**

1. Don't worry about that now. You'll be able to get back up later.
2. Just concentrate on getting the treasure for now.

How do I get past the bunks?

1. You must move the bunks.
2. You'll need a lever.
3. Use the iron bar.
4. Type MOVE THE BUNKS WITH THE BAR.

Okay, I've gotten past the bunks, but they keep on falling back again. What should I do?

1. You'll need something to hold the bunks in place.
2. How about using something to prop them up?
3. Use the iron bar.
4. Type WEDGE THE BAR UNDER THE BUNKS or PUT THE BAR UNDER ' THE BUNKS.

What do I do with the squid?

1. Fried Calamari is an excellent dish.
2. First kill the squid, then...
3. Oh, it killed you? Sorry.
4. Don't do anything with it.
5. Don't spend more than one turn in the squid room...
- 6 and it will let you go about your business.

I found two chests. How do I know which one contains the treasure?

1. You can't open the chests underwater.
2. So you'll have to think of another way to figure out which chest is which.
3. Since there are only two chests, you have a 50% chance of being correct if you make a guess.
4. Maybe something you brought along with you will help you to decide.
5. Use the small machine.
6. It's a metal detector.

7. Did you buy the dry cell and put it into the machine before you dove?
8. If you did, then just turn it on when you're in the room with a chest. It'll click fast when you're in the room with the treasure.

Okay, I know which chest contains the treasure. How can I get it to the boat?

1. You can't carry it.
2. There is another way to get it out of the wreck.
3. Type PUSH THE CHEST TO THE WEST.
4. When the orange line swings by, tie it to the chest.
5. When you get back up to the boat, Johnny will pull up the chest.

What should I do in the skeleton room?

1. Have you examined the skeletons?
2. Try looking in the scabbard.
3. Take the sword, you'll need it.

How do I climb up the broken ladder to the middle deck?

1. Have you tried standing on something?
2. You still have one chest left.
3. Push the chest into the room with the broken ladder.
4. Stand on the chest and climb up the ladder.

How do I climb up the broken ladder to the top deck?

1. Actually, you can't...
2. although the solution to this problem is similar to that of the last one.
3. In this case, use the cask instead of the chest.
4. Stand on the cask.
5. You'll need the rope_ on the broken mast to get back up, .although there's no way you can reach the rope while it's wrapped around the mast.
6. Perhaps if you cut it, one end may be freed.

7. You can use an item that you've picked up.
8. How about the sword?
9. Type CUT THE ROPE WITH THE SWORD.
10. Climb up the rope.

GENERAL QUESTIONS

When is high tide?

1. Look it up on your tide chart.
2. You don't know today's date?
3. There's only one way to find out.
4. The date is printed on something you have.
5. Look at your passbook after you have gone to the bank.

I found a bug! The clock on the status line stopped. Should I call Infocom?

1. No. Don't call Infocom. It's not a bug.
2. The clock is actually your watch.
3. Perhaps you should examine it.
4. Maybe even listen to it.
5. It's a wind-up watch.
6. So it must be wound.

Someone is following me everywhere I go. What should I do?

1. There's nothing you can do now. It's too late.
2. Remember McGinty's double take?
3. He saw you with the passbook.

4. Now he knows you're up to something and will stop you from renting a boat.

How many wrecks are there in this story?

- 1. Well, the book of shipwrecks says there are four.
- 2. But that book was written a long time ago.
- 3. Since then one of the wrecks was washed away.
- 4. That wreck was The Fianna.
- 5. You can go to the other three...
- 6 but you won't find any treasure in the Intransigent.
- 7. The only wrecks with treasure are the Leviathan and the Sao Vera.

HOW POINTS ARE SCORED

(use only as a last resort)

Joining up with Johnny at The Shanty	20
Meeting Johnny at the lighthouse	20
Showing your money to Johnny at Point Lookout	20
Taking the passbook (for the first time)	10
Johnny renting a boat at Outfitters	20
Getting out to sea	20
Touching down on the Sao Vera or the Leviathan	20
Returning to the boat from ocean floor or wreck	25
Bringing back the treasure	25
Not getting your throat cut at the end	20

The Fianna:

There are no points awarded for salvaging this wreck	0
--	---

The Leviathan:

Getting in the room aft of the air-filled room 25

Taking the glass case 25

The Intransigent:

There are no points awarded for salvaging this wreck 0

The Sao Vera:

Getting past the fallen bunks 10

Tying the orange line to a chest 15

Climbing back up to the middle deck 10

Cutting the rope on the mast 15

Total 250

FOR YOUR AMUSEMENT

(after you have finished the game)

Have you tried:

Getting drunk?

Robbing the bank or yourself or someone else?

Typing TELL TIME?

Looking up?

Placing your passbook on the bank table?

Asking the teller about money or the bank?

Throwing something at someone?

Giving the coordinates of the island to Johnny on the boat?

Searching the Weasel (more than once)?

Touching yourself?

Taking McGinty's cigar?

Typing FOLLOW ME? .

Smelling Pete the Rat (or any other character)?

Typing SWING ME?

Eating another character?

Hollywood Hijinx

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AROUND THE GROUNDS

How do I get inside the house?

1. As the game begins, try walking east or west, then returning to the south junction (by going south).
2. Hmmm. The statue is facing a different direction. Peculiar, eh?
3. You can turn the statue so that the bazooka points in any compass direction.
4. Just like the dial on some kind of wacky combination lock.
5. If you could find the right combination of directions to turn the statue in, you could unlock the front door.
6. Did you find any compass directions mentioned in any of the materials in your game package?
7. Look closely at the poem on the back of Uncle Buddy's photo.
8. The poem prominently mentions three directions within various movie titles.
9. If you turn the statue in these directions, in order, the front door will unlock with a click.

Is there anything I should do with the statue of Buck Palace, the fighting letter carrier?

1. Yes, Buck is very important.
2. Have you noticed you can turn Buck to point in different directions?
3. Buck will help you get in the house. See the previous question if you need more help.

What should I do in the hedge maze?

1. As you may have guessed, you'll need to get to a secret location within the maze.
2. The location of this spot is well-marked on a map of the maze.

Where can I find a map of the hedge maze?

1. Have you found a piece of paper with lines on it?

2. If so, then you have a partial map of the maze. It shows the positions of half of the hedge walls.
3. The X on the piece of paper shows where your destination in the hedge maze is located.
4. By itself, the piece of paper is enough to go on; you can fill in the other positions the hedge walls by trial and error. This will require a considerable amount of patience and map-making, though.
5. If you'd like to save time and effort, you'll find a second piece of paper later in the story. It shows the locations of the other hedge walls.
6. If you PUT THE YELLOWED PIECE ON THE THIN PIECE, you'll be able to view the whole hedge maze map.

Hey, the secret location in the maze isn't any different from the other spots in the maze! What gives?

1. The location is cosmetically the same any other in the maze....but looks aren't everything.
2. What would a pirate do at the X on a treasure map? (No, I don't mean a software pirate!)
3. Did you bring a shovel into the maze?
4. If so, typing DIG IN GROUND should uncover something different.

How do I open the small compartment under the cannon?

1. You'll have to move the cannon off of the compartment's lid first.
2. Like most cannons, however, this one is much too heavy for a person to move.
3. If you fired the cannon, the recoil might push it back a few feet.
4. Especially if there was something heavy in the barrel.
5. How about the cannon ball?
6. TAKE THE CANNON BALL. PUT IT IN THE CANNON. LIGHT THE FUSE with any source of fire. When the cannon fires, it will recoil, and move off of the small compartment.

Where can I find a source of fire?

1. There's a match inside the mansion.

How do I open the hatch at the cliff?

1. You can't open it from above. You'll find a way to open it from below later on in the story.

Is there a way to get the ladder up the cliff face?

1. It's a pretty heavy ladder.
2. And such a steep cliff!
3. In short, no.

How do I get across the gap in the beach stairs?

1. If you haven't figured out how to get into the mansion, you won't be able to cross the gap. Go on to something else for now.
2. If you've gotten into the house and explored a little of the first floor, then this puzzle should be a downhill struggle.
3. Snow what I mean?
4. The skis will help you across the gap.
5. Take the skis to the top landing and put them on. Then, just SKI DOWN THE STAIRS. They'll carry you across the gap.

FIRST FLOOR

What should I do with the fireplace?

1. If you haven't already done so, you may want to ENTER THE FIREPLACE.
2. Have you tried removing the loose brick?
3. Good foothold, huh?
4. Still stumped? Type UP.

Is there any significance to the painting of Uncle Buddy and Aunt Hildegarde?

1. Yes.
2. It's rather moving, isn't it?

3. You can look behind it.

Oh! I found a wall safe! How do I open it?

1. You'll have to find the right combination.
2. The solution isn't exactly black and white.
3. It's actually red, white and blue.
4. Try examining the three wax statuettes.
5. Each is holding up a certain number of fingers on a certain hand.
6. TURN THE DIAL RIGHT TO 3. TURN IT LEFT TO 7. TURN IT RIGHT TO 5. OPEN THE SAFE.

What do I do in the closet?

1. Have you tried doing anything with the coat pegs?
2. Try typing PULL THE THIRD PEG.
3. You're on the second floor now. The closet is really an elevator!
(By similar logic, pulling the first peg will bring the closet to the cellar level, and pulling the second Kill take you back to the first floor.)

Is there anything I can do with the sawed-off peg in the closet?

1. If you don't understand how the closet works, don't go on.
Read the clues in the question above this one.
2. You can't actually do anything with the sawed-off peg.
3. It's just a clue.
4. It tells you that there must be another floor above the second story.

Can I do anything with the hole to the left of the first peg?

1. If you don't understand how the closet works, don't go on.
Read the clues in the "What do I do in the closet?" question.
2. Since there was once a peg in this hole, there must be a floor below the cellar.
3. There is a peg that will fit into this hole...but don't waste valuable time looking for it.
When the time is right, you'll find the peg.

What's the point of the model of downtown Tokyo?

1. EXAMINE THE MODEL.
2. This is a puzzle. To solve it you will need to obtain the Big Diamond Ring, which you'll find perched on the monument in the tiny park.
3. Since the model's encased in a thick plastic dome, you'll need to manipulate the Atomic Chihuahua using the five colored buttons in order to get the ring.

What is an Atomic Chihuahua?

1. It's a chihuahua which has received an extreme amount of radiation (and isn't too happy about it either).
2. It's also the subject of one of your Uncle Buddy's more mundane motion pictures.

How can I destroy the tanks?

1. A pressing problem, huh?
2. Figure out what each of the colored buttons does.
3. Since the black button causes the Chihuahua to stomp, it seems your best bet.
4. PRESS THE BLACK BUTTON when one of the tanks is at the foot of the Atomic Chihuahua. Pretty keen, huh?

How do I defeat the puny planes?

1. Have you figured out what each of those buttons does?
2. The red button would certainly do the trick, but it's better to save the Chihuahua's precious fuel resources for later on.
3. When one of the planes is nearby the Atomic Chihuahua, PRESS THE WHITE BUTTON.

How can I stop the missile from destroying the Atomic Chihuahua?

1. Pressing the red button will do the job but fuel is precious, and there's a better way to defeat the missile.
2. The tiny truck has a radar dish on it, which is pointing toward the Atomic Chihuahua.
3. The tiny truck is guiding the rocket toward the Chihuahua.

4. Therefore, destroying the truck will render the missile harmless.
5. Move the Atomic Chihuahua to the east end of the park, near the tiny truck, and then PRESS THE BLACK BUTTON.

How can I tell the Atomic Chihuahua to take the Big Diamond Ring?

1. First, you'll have to get the Chihuahua to the east end of the park.
2. Once you're there, just PRESS THE BLUE BUTTON.

The Chihuahua has the Big Diamond Ring. Now what?

1. You want to take the ring from him.
2. Since the model is encased in thick plastic, it won't be easy.
3. As you might have expected, you'll have to make a hole in the plastic dome.
4. As you might not have expected, you'll need to use the Atomic Chihuahua to do so.
5. If the Chihuahua breathes fire while he's close enough to the plastic dome, he'll melt a hole in the dome.
6. PRESS THE GREEN BUTTON until the Chihuahua's snout bumps up against the plastic dome. Then PRESS THE RED BUTTON three times. This should produce a hole big enough to reach through.

I'm pressing the red button but the Atomic Chihuahua is only gagging. What's wrong?

1. Due to limited resources, the Atomic Chihuahua can breathe fire only three times.
2. So you'd better make each use of the red button count.
3. Don't use the red button to destroy tanks, planes or missiles. (If you aren't sure how to destroy the Chihuahua's enemies without using the red button)

How do I get up the stairs in the foyer?

1. You won't be able to stop the stairs from flattening out until you've been to the second floor.
2. You'll have to come up with another way to get upstairs.

How do I get to the second floor?

1. Have you tried walking up the stairs?
2. Hmmm. It's too bad this house doesn't have an elevator.
3. Or does it?
4. Give the closet a little extra scrutiny.

When I show the slide, all that appears on the screen is a blur of colored light. What's going on?

1. Did you remember to focus the slide projector?

When I show the film strip, nothing appears on the screen. What's the matter?

1. Did you remember to remove the lens cap?

Okay, what am I supposed to do in the Projection Booth?

1. There is a message on the slide and the strip of film.
2. Viewing the slide by itself or the strip of film by itself reveals only meaningless bits and pieces of the message.
3. Viewing both the strip of film and the slide at the same time reveals the message on the projection screen.
4. But you only have one turn to look at the message on the screen before the message disappears as the film strip runs through the projector.

What can I do with the piano?

1. Have you tried playing it?
2. Playing the right song might cause something to happen.
3. Have you solved the Projection Booth puzzle yet?
4. If so, then you know what that song is.

Is there a way to enter the passage to the north of the crawlspace?

1. Yes.
2. The entrance to the passage is large enough for you to enter, but it's partially blocked by the ceiling.
3. Therefore, if you could raise the ceiling, you could enter the passage.

How do I raise the ceiling in the crawlspace?

1. Since the ceiling is balanced across a wooden beam, you can think of the ceiling as a see-saw of sorts.
2. If you could tip the ceiling down in one half of the crawlspace, it would effectively raise the ceiling in the other half.
3. First, you'll need to remove one of the pillars, since they're supporting the ceiling. See the next question for advice on how to go about doing that.
4. Then you'll have to redistribute the weight of the ceiling so that it presses down on the end of the ceiling from which you've removed the pillar.
5. Push the piano so that it rests over the end of the crawlspace from which you've removed a pillar. (You'll probably need to push it twice in the correct direction.) Doing this will tip the ceiling of the crawlspace.

How do I remove one of the pillars?

1. The ceiling of the crawlspace is very heavy. As the game starts, removing the pillars is impossible, since the ceiling's weight is evenly distributed.
2. If you could redistribute the ceiling's weight to one end of the crawlspace, you'd be able to remove the pillar at the other end.
3. Bear in mind that the ceiling of the crawlspace is also the floor of the parlor.
4. All of the furniture in the parlor is bolted down. All, that is, except the piano.
5. To get a pillar, go to the parlor, push the piano to the north or south, then go to the end of the crawlspace which is opposite to the direction in which you pushed the piano, and remove the pillar.

THE SECOND FLOOR

How do I open the panel in the ceiling?

1. "It won't budge from this side."
2. Oh well. At least you've learned that there's a room above this floor.
3. For more information on how to get to this room, refer to the next question.

I know that there's a room above the second floor, but I don't know how to get there.

1. You'll need to use the closet/elevator to get there.
2. Have you ever been on top of the closet, by walking through one of the closet doors when the elevator is one floor below?
3. If the closet moved to the second floor while you were on top of it, you'd be at the attic!
4. However, there's no way to activate the elevator controls from the top of the closet.
5. Pull one of the closet pegs and read the description very closely.
6. The closet doesn't really move until a peg is released. When it snaps back up to its angled position, the elevator is activated.
7. What you need is a sort of timing device. Something to hold down the third peg for a few turns, giving you the time get on top of the closet.
8. Examine the bucket. Carefully.
9. It's rusting through on the bottom, and therefore bound to be a bit leaky.
10. You can fill the bucket with water at "Garden, North."
11. Bring the closet down to the cellar. Then go to "Garden, North" and fill the bucket. Quickly return to the closet. Hang the bucket on the third peg. Go to the foyer, open the closet door, and walk through it. If you're on top of the closet, just wait a few turns for the closet to move upward. If you didn't end up on top of the closet you probably weren't quick enough in bringing the filled bucket to the closet. (Using the patio door is good idea.)

What the heck is a newel?

1. It's a wooden knob, mounted on the banister at the bottom or (in this case) the top of a staircase.
2. We at Infocom try to educate as well as to entertain.

What's so unusual about the newel?

1. Have you tried examining it?
2. Have you tried turning it?
3. Now try walking down the stairs.

4. Turning the newel toggles a mechanism on or off. This is the mechanism which causes the stairs to flatten when you step on them.

How do I get the velvet sack?

1. If you merely open the window, the sack will fall to the ground, damaging contents.
2. Since the top of the sack is socking out from under the window, you can HOLD THE SACK before you OPEN THE WINDOW.

THE CELLAR

What can I put in the computer's slot?

1. It's a pretty old contraption which dates back before the days of magnetic storage devices.
2. So, the slot probably accepts punch cards.

Okay, how many cards will I need, and where will I find them?

1. You'll need seven cards -- one for each row of lights on the computer's display.
2. You should only develop the following seven clues if you're in dire need. Reading one of them will likely give away another puzzle in the game.
3. The blue card is located at the bottom of the closet shaft.
4. The green card is hidden behind the portrait of Aunt Hildegard and Uncle Buddy which hangs in the hallway.
5. The indigo card is behind the loose brick in the fireplace.
6. The orange card is lying on the patio.
7. The red card is underneath the bath mat in the upstairs bathroom.
8. The violet card is inside the piano in the parlor.
9. The yellow card is in the screening room.

Do I have to insert the cards in any order?

1. Yes.
2. Some of you may realize that the colors of the cards correspond to the colors of the rainbow.

3. There's another clue given on the business card in the mailbox.
4. ROY G. BIV
5. The correct order is red orange yellow green blue indigo violet.

I've put the cards into the computer in the correct order. Now what?

1. Look at the lights.
2. Now find a telephone and dial that number.
3. There are phones in the living room and in the master bedroom.

THE ATTIC

The attic? What attic?!

1. If you haven't yet been to the second floor of the mansion, don't continue.
2. Didn't the ceiling panel in the upstairs hall ever strike you as funny?
3. Or the sawed-off peg in the closet?
4. If you are stumped about how to get to the attic, refer to the questions about the ceiling panel and the room above the second floor" in the "Second Floor" section.

Hey, the trunk won't open! What should I do?

1. Don't fret. Type OPEN THE PANEL.
2. Now, opening the trunk should be a cinch.

THE BEACH AND BEYOND

Is there a way to climb back up the beach stairs?

1. No.

What should I do with the small, smoldering fire?

1. Putting it out might upset Morgan Fairchild.
2. She probably wouldn't mind if you use it to light matches and candles, though.

I'm swimming in the ocean. I'd like to swim underwater, but the undertow here is too strong for me. What to do?

1. If you're not at the inlet, you're reading answers to the wrong question.
2. SWIM SOUTH into the cave. The undertow shouldn't be too bad there.

I keep running out of air when I'm swimming underwater. What should I do?

1. Think about the direction of the current.
2. You should swim in the opposite direction of the current.
3. Enter the water at the Grotto and swim down, then down again. Next swim west, then up twice.

Gee, it's awfully dark in this cave. Is there any way to get some light in here?

1. Any Boy Scout could tell you how.
2. You'll need to use a match
3. Figure out a way to waterproof it.
4. Try lighting one of the candles and read the description carefully.
5. You can put wax from any lit candle on the match to waterproof it.

How do I open the hatch in the bomb shelter?

1. PULL THE CHAIN.

How do I get out of the bomb shelter?

1. The safe has potential. Potential energy, that is.
2. If the safe were to drop on one end of the plank and you were standing on other end, you would be catapulted upward.
3. Probably out of the bomb shelter if the hatch were open.
4. Open the hatch. PUSH THE RIGHT END OF THE PLANK DOWN. Light the rope on fire with any flame you've brought with you. Then get onto the right end of the plank and wait.

How do I open the safe?

1. If the safe is still suspended in the air, don't continue reading answers to this

question. You'll have to figure out how to get the safe onto the ground first.

2. This is a combination safe, and the combination is right in front of you.
3. Read the plaque on the safe.
4. Hmmm. Levy, Regan, Lebling.
5. Left, Right, Left.
6. The name Levy has four letters in it.
7. The name Regan has five letters and Lebling has seven.
8. TURN THE DIAL LEFT TO 4. TURN IT RIGHT TO 5. TURN IT LEFT TO 7.
OPEN THE SAFE.

Is there a way to return to the cliff from the bomb shelter?

1. If you haven't already escaped the bomb shelter once, you're reading answers to the wrong question. See the question, "How do I get out of the bomb shelter?"
2. Did you notice that ladder lying on the cliff?
3. Before you went back down into the bomb shelter did you drop the ladder in?
4. If so, then you can HANG THE LADDER ON THE HOOKS and CLIMB THE LADDER.

PROP VAULT

Prop vault? Have I missed something?

1. Yes, you have. If you haven't been here, just keep playing -- you'll wind up here eventually.

How do I deal with Cousin Herman?

1. Why not do unto Herman as he does unto you?
2. There is a reason why Herman keeps picking up weapons and hitting you with them.
3. One of the weapons, in fact, will deliver quite a blow.
4. It's always the third weapon you pick up.
5. Hitting Herman with that weapon will knock him to his knees.

Ack! How do I shut off the buzzsaw??

1. You'll have to get Herman out of the way first.
2. Once you have, just TURN OFF THE SAW.

GENERAL QUESTIONS

What are these pieces of paper with lines on them?

1. Each of the two pieces of paper is one half of something.
2. They're halves of a map, which depicts the hedge maze.
3. For more information, please see the question in the "Around the Grounds" section, entitled, "Where can I find a map of the hedge maze?"

I found a note and a peg. Where do I go?

1. "Come on down."
2. The peg-hole to the left of the set of pegs might have tipped you off that there's another floor below the cellar.
3. And that floor is where you should be heading at the moment.
4. The peg you found will help you to get there.
5. Just go to the elevator, and PUT THE PEG IN THE HOLE.

The Ten Treasures (to be used only as a last resort)

Here are the names of the treasures and the locations in which they're found:

Treasure	Location
Big Diamond Ring	In the game room, inside the model of downtown Tokyo.
Buck Palace's large rubber stamp	Buried in the center of the maze.
catcher's mask	In the compartment beneath the cannon.
copy of the film "A Corpse Line"	Inside a safe, suspended in the bomb

shelter.

fire hydrant

In the trunk in the attic.

Maltese finch

In the sack in the window in the east end of the upstairs hallway.

Mama Maggio's cheese grater

In the wall safe behind the painting which hangs in the hallway.

parking meter

In the small passage north of the crawl space under the parlor.

stuffed penguin

Down the chimney at the east end of the roof.

Uncle Buddy's toupee

In the computer's hopper after you call the correct phone number.

How Points are Scored

(to be used only as a-last resort)

Event	Points
Taking the ten treasures points	10 x 10
Finding the correct song to play on the piano	10 points
Skiing down to the beach	10 points
Putting the missing peg into the peg-sized hole	10 points
<u>Saving Aunt Hildegarde from the buzzsaw</u>	<u>20 points</u>
Total	150 points

For Your Amusement

(After you've finished game)

Have you ever:

- ...rung the doorbell? (Try this several times.)
- ...smelled the rose bush in "Garden, East"?
- ...tried to ROLL UP THE RUG in the living room?
- ...called the operator on the phone?
- ...called Roy G. Biv on the phone?
- ...called Infocom (492-6000) on the phone?
- ...tried to HOLD THE HANDLES in the guest bedroom?
- ...examined each of the ten treasures?
- ...put on the toupee?

...put on the catcher's mask?

...tried to ROLL UP THE TOUPEE?

...shown A Corpse Line in the projection booth?

...examined Cousin Herman in the prop vault?

Plundered Hearts

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THE SHIP

Good Gracious! What is this extremely improper scene at the very beginning?

1. You are asleep, dreaming this when the pirates attack.
2. It's a preview of things to come.
3. It's a sample of the writing style of Plundered Hearts.
4. Romance novels always have teasers of this sort.

Pirates are attacking Lafond Deux! What can I do?

1. You don't need to do anything,, actually, though you may like to whack an occasional pirate over the head with something. Heroines always get rescued from ticklish situations like this one. Well, almost always.

I'm stuck in the Captain's Quarters! How can I escape?

1. There are two ways to escape, actually. One to the fore and one abaft.
2. Have you looked behind the curtain?
3. The cupboard isn't quite blocking the doorway.
4. To go to the fore, type WALK FORWARD. If Captain Jamison is there, he won't let you go, of course.
5. To go aft, see the next question ("How do I get on deck?").

How do I get on deck?

1. The hatch is closed tight and the door is barred, so you'll have to find some other way.
2. You need to climb the rope ladder that appears when Jamison leaves the ship:
3. The window won't open, but there's another way to "open" it.
4. THROW THE COFFER AT THE WINDOW.
5. Having broken the window, you can't reach the ladder without getting on the ledge first.
6. All you need do is grab the ladder. Then you'll have to climb it quickly. You can't hang

onto slimy hemp forever.

7. With practice, climbing this ladder becomes much easier. In fact, after you've done it once, a simple CLIMB UP and CLIMB DOWN will suffice.

I can't climb the ladder! My skirts get in the way!

1. Climb on to the ledge again, remove your dress and start the process over. This is no time for modesty.

Immodest I must be to get on deck, but I cannot, so undressed, preserve my virtue from Jamison's lusty crew. How may I move around?

1. Is there some way to disguise your gender?
2. Have you thoroughly examined the sleeping cupboard in the Landing?
3. Opened it? Climbed into it? Examined the pile of clothes in it?
4. If you wear the shirt and breeches as a disguise, the pirates won't bother you.

How can I prevent the ship from blowing up?

1. You need to get on deck first.
2. Did you notice, in the hold, the fuse burning towards the kegs of gunpowder, behind the fence?
3. Since you can't get through the fence yourself, you have to discover some way of putting the fuse out from a distance.
4. The gap above the fence will help.
5. You can throw things over the fence on to the burning end of the fuse.
6. The just slide off, you say, leaving the fuse undoused? What best fights fire?
7. Water! But since you can't move the water barrel from the deck, you'll have to rip off some other solution.
8. Getting ragged thinking about this?
9. RIP THE FROCK to make a rag. Then SOAK THE RAG IN THE WATER.
10. Finally, THROW THE WET RAG AT THE FUSE.

How can I stop the Helena Louise from dashing on the rocks?

1. You need to get on deck first.
2. You may have overheard Crulley committing some mischief on the deck above' the crew's quarters. That's the forecastle.
3. Have you gone north from the forecastle to the bowsprit?
4. One of the two anchor lines has been cut. The ship is drifting on the tide.
5. You'll have to lower another anchor. Know what a winch is for?
6. Examine the lever on the winch.
7. To open the teeth on the winch, in order to release the main anchor, RAISE THE LEVER.

How can I rescue my father, trapped as I am aboard the Helena Louise?

1. To escape the ship, you need to get on deck first.
2. Have you examined the pyramid of casks on the quarterdeck?
3. One of the casks is open-ended.
4. If you enter the cask, you will notice ...
5. A fraying rope. Maybe if you just helped it along a little.
6. There's a dagger in the Galley.
7. ENTER THE CASK. CUT THE ROPE WITH THE DAGGER.

I escape the ship but drift out to sea. How can I get ashore?

1. The tide is going out. Wait for the tide to change.
2. While you're waiting for the tide to change, you might want to stop the Helena Louisa from dashing against the reefs.

Of what use is the skiff?

1. You never HAVE to use it, it is just there in case you want to go back to the Helena Louise.
2. To get items you forgot to bring along.
3. To go back to save the ship from exploding.

THE MANSION

How can I get into the mansion?

1. There are five routes into the house, two from the western side and one from every other direction.
2. The easterly entrance is approached from the Folly. See the question about the slat in the folly for more information. ("There is a loose slat at the back of the folly. Is it important?")
3. One of the western entrances is from the Trade Entrance, into the kitchen. See the next question for more information. ("Who is this woman who keeps throwing me out of the kitchen?")
4. Another is from the Clearing northeast of the Forest. You know, the place with the climbing vines.
5. When you climb the vine in the clearing, you'll find your way into an upstairs room.
6. The northerly entrance is south from the Main Entrance. You'll need to have gotten something from inside the house (entering by another route) before you can successfully enter here, however.
7. The final entrance is through the doors between the veranda and the ballroom. You'll have to unlock and open them from inside the ballroom first, however.

Who is this woman who keeps throwing me out of the kitchen? How can I make her stop?

1. Her name is Lucy, and she is a friend of your father's. You'll probably want to talk to her.
2. Lucy hasn't time to chat with beggars (your dress is looking pretty bedraggled without its hoops), or with fine ladies. Your boyish disguise could encourage her to chat.
3. Enter the kitchen wearing the shirt and breeches.
4. Remember to take the garter when Lucy offers it to you. It might be useful.

There is a loose slat at the back of the folly. Is it important?

1. If you MOVE THE SLAT, a hole will be formed.
2. If you. GO THROUGH THE HOLE, you'll find a back entrance into the mansion.

How do I get the pistols in the parlour?

1. You can't.
2. Really. You can't. So stop trying.

THE BALL

I haven't been to a ball in so long! How can I get in?

1. Since the veranda doors are locked, you'll have to enter past the butler in the foyer.
2. Of course, if you don't look like a guest, the butler won't even let you in the house. You'll have to dress properly.
3. Enter the foyer wearing a ball gown.
4. You'll also need an invitation to give to the butler.

You don't have an invitation to the ball!

1. If you haven't found an invitation, you obviously did not examine the coffer thoroughly before losing it to the sea. (Don't worry. It isn't necessary to win the game.)
2. If you found the invitation, but left it aboard the Helena Louise, you could climb into the skiff and row out to the ship, get the invitation and then row back. This would work; but...
3. The butler will take other compensation for your loss of the invitation.
4. BRIBE THE BUTLER WITH THE BANKNOTE. No thug is above a little bribery.

I'm Cinderella, with nothing to wear to the ball! Where's my fairy godmother?

1. This is not a fairy tale! This is real life! (Well, as close to it as romance and interactive fiction ever come.)
2. Have you found the clearing yet?
3. The clearing is northeast of the Forest. There are climbing vines there.
4. If you climb up the vines, you can crawl into the second floor window. That which you seek is in that bedroom.

Lafond is threatening to kill my father unless I dance with him. What shall I to?

1. Dance with Lafond.
2. Unless you've already rescued your father, in which case you may try to refuse him.
3. But Lafond is not a man to toy with.

RESCUING PAPA

Jamison can't find Papa anywhere, nor can I. Where else should I look?

1. Jamison has a theory about where a dungeon might be. Dance with him to find out.
2. The library is in the east wing of the house. Is there anything suspicious in the library?
3. Jean Lafond is depicted in the -portrait in the library in exactly the same pose as he is on the banknote. Examine the banknote that came in your game package for dues.
4. Notice what Lafond is carrying.
5. Notice what Lafond is wearing.
6. Notice what Lafond is doing. This must be done last. Voila!
7. Once you have done this you may simply CLOSE and OPEN THE PORTRAIT.

Lafond said he'd send for me when he was ready. I've been waiting around for hours and nothing has happened. What's taking so long?

1. Lafond is a busy man, with many things to take care of before he can relax. You should fill the extra time he's allowing you with the discovery and rescue of your father.

What do I do to get by the crocodile?

1. The object is to render the beast incapable of biting you.
2. There are two ways, actually.
3. One way involves the garter. Go to clue H for that solution.
4. Another way involves the laudanum you found in the Crew's Quarters.

5. You'll have to feed the crocodile something that has been doped with laudanum. Food would be best.
6. There's something edible (to crocodiles) in the bottom of the cask in which g you floated to shore.
7. SQUEEZE THE LAUDANUM ON THE PORK. FEED THE PORK TO THE CROCODILE.
8. The first clue for the alternate solution requires a brief foray into zoology: Crocodiles, while able to snap a log in two with their jaws, have weak muscles for opening those very same jaws. Thus, a strong man is capable of holding their jaws shut with his bare hands. -
9. Since you are neither a strong man nor able to sit around holding closed the monster's mouth, you have to find something else able to hold it shut for you.
10. The garter is a likely candidate.
11. Throw something at the reptile to get it to snap shut its jaws, then PUT THE GARTER ON THE CROCODILE.

There's a locked cell and I have no key.

1. Have you thoroughly searched the whole dungeon area?
2. Have you been in the Guard's Cell?
3. The key is on the cot in the Guard's Cell.

Robert's fallen into the quicksand! How can I save him?

1. Look around for a large branch.
2. Get the fallen branch in the forest.
3. Drop the branch into the quicksand for Robert to grab hold of...

But this probably won't work since there's no branch, no quicksand and no Robert in this game.

LAFOND'S BEDROOM

Where's Lafond's room?

1. It is through the door in the north wall of the upstairs east hallway.

2. It is also the only room on the second story with a window facing seaward.

How can I escape Lafond's clutches? I'm in his room, helpless and terrified.

1. DRINK THE WINE whenever Lafond tells you to.
2. Make sure 'there's nothing in the wine you drink, however. '
3. Ever hear the ditty, "The pellet of the poison's in the chalice from the palace,/The vessel with the pestle has the brew that is true"?
4. POUR WINE INTO THE GREEN GOBLET. Then put something else into it.
5. SQUEEZE LAUDANUM INTO THE GREEN GOBLET. When Lafond is busy on the other side of the room, obviously.
6. But Lafond knows you're doing something! So double-cross the devious dog!
7. Lafond realizes that you've tampered with at least one of the glasses, so he pretends to have forgotten which is his. If you type YES to his question (If the green goblet is his?) then he'll assume you poisoned that glass, since you want him to drink from it. If you type NO, then he'll assume you drugged the other (blue glass). Then, being the cruel tyrant he is, he'll force you to drink from whichever glass you indicate is his. Of course, if you lie...
8. When Lafond asks if the green goblet is his, type NO if you have put the laudanum in it. (If you've-drugged the blue goblet, type YES.) The-n, when he forces you to drink the wine took, YOU imbibe "the brew that is true." This leaves the poisoned wine for ...
9. The butler, not Lafond, unfortunately. So, it doesn't quite work the way you planned; at least the butler is taken care of.

The butler is napping in the hall, but I can't stop Lafond from pawing met

1. This is a spicy puzzle.
2. Have you thoroughly examined the chicken and spices?
3. The spices are dry. Have you tasted or smelled them?
4. They are HOT!
5. TAKE THE PEPPER THEN BLOW THE PEPPER AT LAFOND.

I've gotten rid of Lafond, but the butler won't let me leave the room!

1. SQUEEZE THE LAUDANUM into one of the goblets, then POUR THE WINE into that goblet.

2. **WALK SOUTH.** The butler will think you're trying to escape, and follow you back into the room.
3. **GIVE THE (drugged) GOBLET TO THE BUTLER.** No thug is above a little wine.
4. **WAIT. WAIT. WAIT.** It takes a little while for the drug to take effect. Don't waste any time, however. Lafond will be back soon!

I've made it out of Lafond's room, but he catches me afterwards!

1. In such situations, one should get some outside help.
2. Cookie and the crew aboard Jamison's ship might provide some assistance. Signal the ship from an eastward-looking window.
3. Wave the mirror in the moonbeam shining through the window of Lafond's room. The pirates will respond.
4. If you've lost the mirror, you can use the silver tray.

RESCUING NICHOLAS

If you haven't been in Lafond's room, don't read these.

Oh no! I can't get past this crocodile again!

1. In such situations, one should get some outside help.
2. Cookie and the crew aboard Jamison's ship might provide some assistance.
3. Signal the ship from an eastward-looking window.
4. Wave the mirror in the moonbeam shining in the window of Lafond's room. The pirates will respond.
5. If you've lost the mirror, you can use the silver tray.
6. If you lead Cookie to the crocodile; he'll take care of the beast for you.

Cookie is asking me if I know where Jamison is. What do I say?

1. If you think about it, you might have a good guess to where he is.
2. Lafond told his lackeys where to take Jamison.
3. You've been there before.
4. Jamison is in the Dungeon.
5. Type YES and lead Cookie to the Dungeon.

I've found Jamison, but Crulley won't let me near him!

1. You're going to have to take some action here.
2. Jamison's rapier might help you out.
3. ATTACK CRULLEY WITH THE RAPIER.
4. That time, in surprise, he stepped toward the trapdoor. Maybe one more...?
5. ATTACK CRULLEY WITH THE RAPIER (again). He'll fall down the well.
6. But don't dawdle. He'll be back.

Now I can't free Nicholas!

1. There's no key for the manacles. Or if there is, it's down the well. You'll have to find some other way to unlock the manacles.
2. Of course, a fine lady may never have picked a lock before, but now is the time to learn.
3. Nicholas might help if you wake him up.
4. Using the pin of the back of the brooch that Nicholas gave you, pick the locks on the manacles.
5. UNLOCK THE MANACLES WITH THE BROOCH.

Now I can't wake Nicholas!

1. A lady always carries something to prevent her swooning.
2. REVIVE NICHOLAS WITH THE SMELLING SALTS.

Men! I woke and freed Nicholas, but he kissed me and ran off! Where'd he go?

1. Off to avenge your honour and his brother's life, just as he told you. You'd better get after him, though. He's in no shape to duel Lafond.

THE ENDGAME

They're dueling in the ballroom! How can I stop them?!

1. First of all, get to someplace where you can see the duel.

2. Now that you're in the Gallery, do you see anyway to transport yourself down to the dance floor?
3. The rope! This is a pirate story! What do pirates ALWAYS do?! (Besides rape, pillage and plunder.)
4. Apes do it, monkeys do it, even Tarzan of the Jungle does it. You do it, you...
5. SWING ON THE ROPE. Untie the rope first.

Alack, alas! Lafond has killed Nicholas! Where shall I turn? What can I do? What shall become of me?

1. Some awfully unpleasant things are going to happen to you unless you RESTORE to an earlier point in the game. And this time, rescue Nicholas Jamison!

They're dueling on the beach! How can I stop them?!

1. Men will play their little wars. In this case, you can do nothing to stop them.
2. However, you can stop a cold-blooded murder from happening just after. Keep an eye on Crulley.

Crulley's about to kill Nicholas! What can I do?

1. There's no time to get to Crulley, and yelling to Nicholas will only bring disastrous results. There are at least three long distance remedies.
2. One obvious remedy involves the pistol dropped by Lafond in his jump. Another method is explained starting with clue E. The third way out is detailed in clue
3. LOAD THE GUN WITH THE GUNPOWDER. (You will have found the gunpowder in the Guard's Bunkroom.)
4. Then you may either FIRE GUN or SHOOT CRULLEY. (See the explanation of the various conclusions.)
5. Another method uses the stone you step on as you run on the beach.
6. And the garter.
7. PUT THE STONE IN THE GARTER. SLING THE STONE AT CRULLEY. (See the explanation of the various conclusions.)
8. ENTER THE SKIFF. ROW TO THE SHIP. (See the explanation of the various conclusions.)

EXPLANATIONS OF THE FOUR DIFFERENT CONCLUSIONS

The four possible final ranks are:

1. Love Transcending Death. You can get this rank if you FIRE THE PISTOL INTO THE AIR.
2. Orphan. If you put the stone into the garter and sling it at Crulley.
3. Pirate Queen. Climb into the skiff as soon as you get to the beach, and row towards the ship.
4. Happily Ever After. SHOOT THE PIRATE with the loaded pistol.

HOW THE POINTS ARE SCORED

One point for each of the following actions:

TAKE PILE OF CLOTHES

TAKE BOTTLE

THROW COFFER THRU WINDOW

ENTER POOP FROM LADDER THE FIRST TIME

RAISE LEVER (on winch)

THROW (WET) RAG OVER GATE

CUT LINE WITH DAGGER

WEAR BEAUTIFUL BALL GOWN

GIVE INVITE TO BUTLER or GIVE BANKNOTE TO BUTLER

TAKE TREATISE OF POWER (first time)

OPEN PORTRAIT (first time)

TAKE KEY (first time)

DRUGGING THE CROC or MUZZLE THE CROC

WALK NORTH (ENTER DAD'S CELL)

DANCE WITH LAFOND (when he invites you to his room)

WALK NORTH (ENTER LAFOND'S ROOM)

DRUGGING THE BUTLER

BLOW SPICES AT LAFOND

SIGNAL SHIP WITH MIRROR

ATTACK CRULLEY WITH RAPIER (tripping him down the well)

REVIVE NICK WITH SALTS

PICK LOCK (on manacles)

SWING ON ROPE

LOAD PISTOL WITH GUNPOWDER or PUT STONE IN GARTER

SLING STONE (in garter) AT CRULLEY or FIRE PISTOL or SHOOT THE

PIRATE [with the pistol] or Jump in the skiff and row off in the end scene.

FOR YOUR AMUSEMENT

Have you tried ...

Looking under your chemise?

Examining your unmentionables?

All the alternative puzzle solutions?

All the different endings?

SMELL in the Crew's Quarters?

LISTEN TO THE MUSICIANS, when they're playing?

WAIT while Lafond seduces you?

KISS JAMISON (when you meet, in the Helena Louise, as you dance, in the Folly)?

SPILL WINE ON LAFOND?

KICK LAFOND (twice -- while dancing with him in the ballroom)?

ASK THE PIRATE (CRULLEY) ABOUT THE HOOK?

ASK COOKIE ABOUT HIMSELF?

HIT THE PIRATE WITH THE COFFER (twice) (aboard Lafond Deux)?

DRINK RUM?

TIP THE WATER BARREL?

Returning to the ship in the skiff? Going near what remains of the pyramid of casks?

Escaping the ship in the cask before the tide turns?

Waiting on the ship until she blows up?

SWING ON THE ROPE from the gallery before Jamison's crew comes to your rescue?
Before the duel in the ballroom? When Cookie is following you? After Lafond has killed Nicholas in the duel?

OPEN THE PORTRAIT in front of Cookie?

Leading Cookie to the beach when you are searching for Nicholas?

Going to the forest tight after your father runs to save Lucy?

LOOK at Jamison's ring? Lafond's ring? Tried to TAKE them? Translated the Latin?

Waiting around after Lafond kills Nicholas in the ballroom duel?

KISS CRULLEY?

KISS COOKIE?

EXAMINE JAMISON (when he's dead, in the ballroom, when you meet)?

Told Cookie about the fuse? the gunpowder? the reefs? fire?

NICHOLAS, I LOVE YOU?

NICHOLAS, I LOVE JEAN LAFOND (in the folly)?

Putting on boy's clothes, or stripping before Jamison returns with the coffer on the-Helena
Louise?

Saving your father in boy's clothes or your chemise?

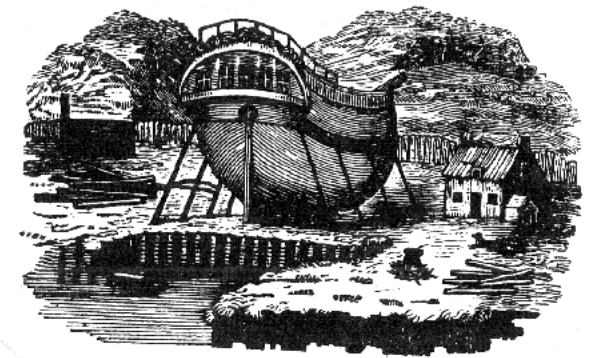
Entering Lafond's room in boy's clothes or your chemise?

ROLL CRULLEY UNDER THE BED (when he's unconscious in the Cabin)?
TIP THE WATER BARREL?

ROLL EYES? ,

ROLL BOTTLE?

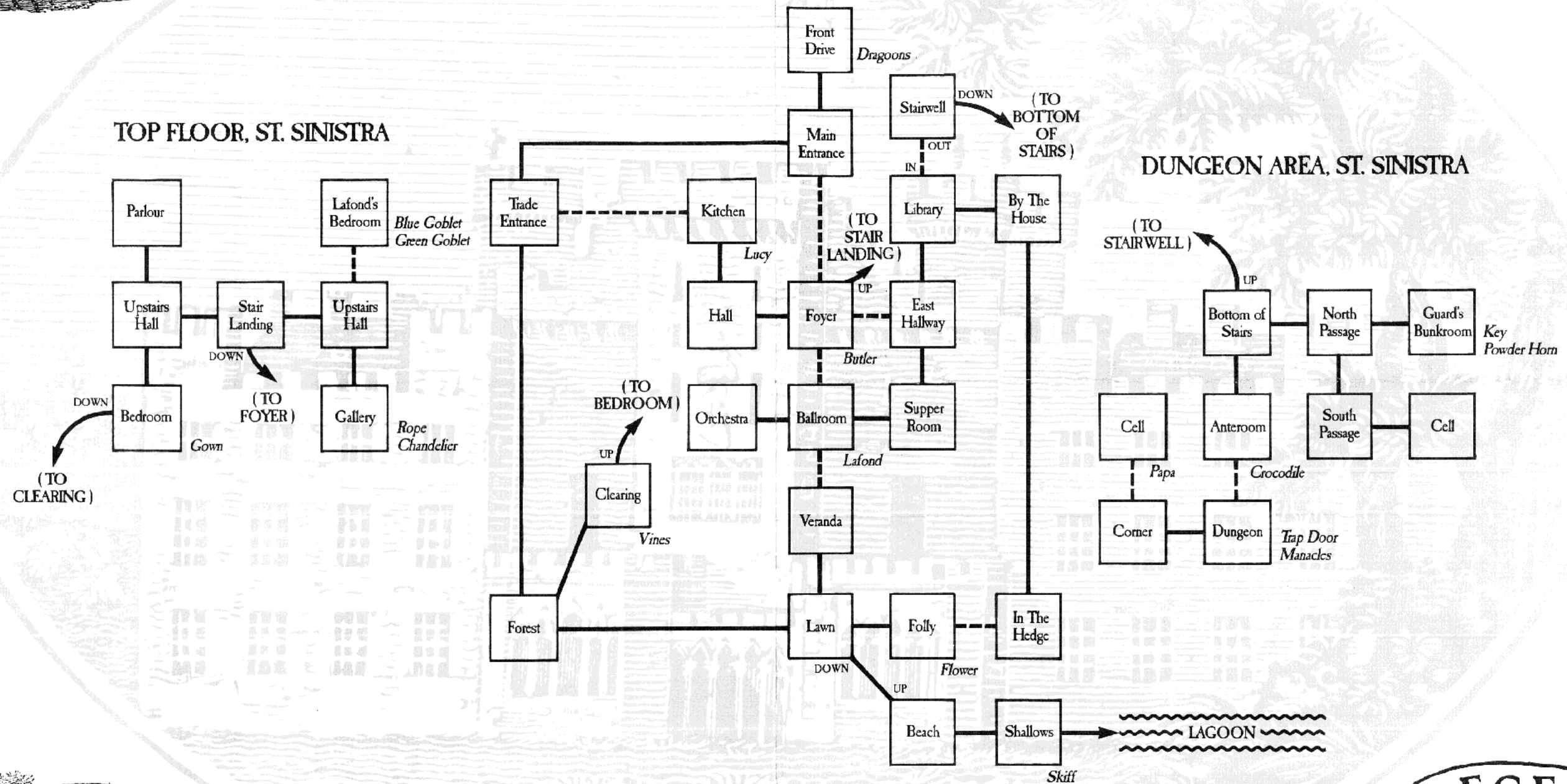
Looking at your ranks? (You get a new rank every 5 points, at 5, 10, 15, 20, and 25 points.)



GROUND FLOOR, ST. SINISTRA

TOP FLOOR, ST. SINISTRA

DUNGEON AREA, ST. SINISTRA



LA MAISON DE JEAN LAFOND



LEGEND

- Normal passageway
- Passageway requiring special equipment or puzzle-solving

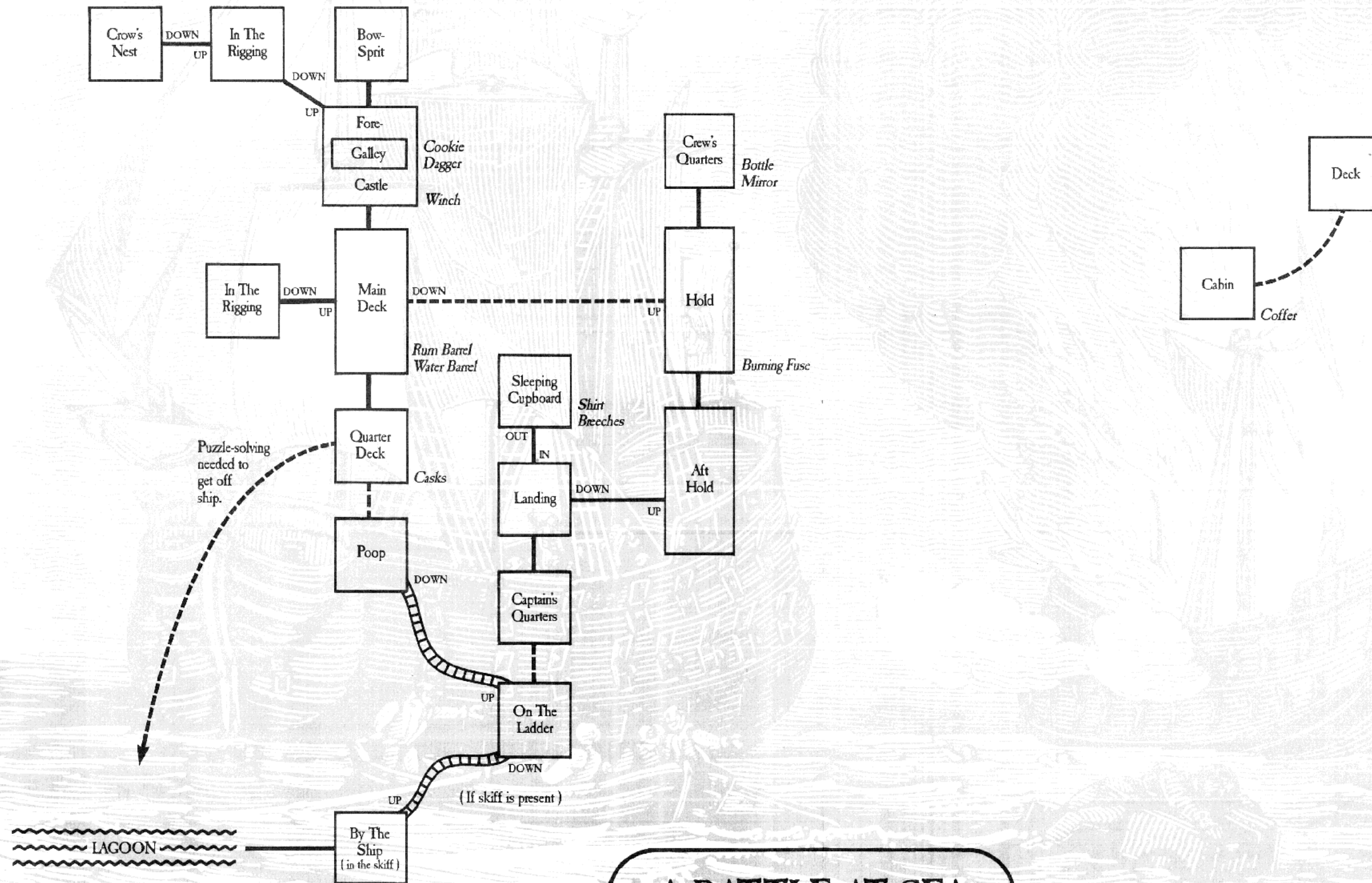
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 1 2 3 4 5 6 7 8-91 90 89 88 87
 HB-RI-MAP



The Helena Louise

The Lafond Deux



A BATTLE AT SEA

Seastalker

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For Your Amusement

The LAB

Why is the alarm bell ringing?

1. Someone is trying to contact you.
2. Someone is calling the lab on the videophone.
3. Have you tried turning off the alarm?
4. If you have, then you know you should TURN ON THE VIDEOPHONE.

The picture and sound on the videophone are fuzzy. What should I do?

1. You could try tuning the videophone.
2. Type TUNE THE VIDEOPHONE.

How can I get better reception on the videophone?

1. Call Frobton Cable Vision and have cable installed. Much better reception plus lots of movies!

How do I finish my conversation on the videophone?

1. How do you normally finish a phone conversation?
2. Type in SAY "GOOD-BYE"

Why can't I walk away with the microphone?

1. The cord is too short.

Why did the videophone conk out?

1. Power failure?
2. Someone in the lab shut off the power...
- 3 by opening the circuit breaker. Who was it?
4. Use the microwave security scanner.
5. There are only three people in the lab ...
6. and you and Tip were in the same room when the videophone conked out.

7. That leaves only one person.

8. That person is Sharon.

How can I fix the videophone?

1. Is there a technician nearby?

2. If not you may have to fix it yourself.

3. Go to the computer store and ask about the videophone.

4. Go to the electrical panel and close the circuit breaker.

What is the storage closet used for?

1. Storage. But you don't have anything to store.

2. Nothing.

Why does Tip always follow me around?

1. He doesn't ALWAYS follow you around.

2. He tries to keep you in sight, except when he's working on something.

3. He's your pal, and there to help.

Why does Sharon Kemp look embarrassed?

1. There is something about her you don't know.

2. And it has nothing to do with her mother.

3. Try reading the article in Tip's magazine.

4. Sharon opened the circuit breaker, which made the Videophone conk out.

Is there anything I should look at in the file cabinet?

1. There seems to be nothing interesting about the papers.

2. But there are a lot of them.

3. The papers are of no help to you.

How do I get out of the lab building?

1. Have you tried all the doors in all the rooms?
2. There's a door to the parking lot, but you can't open it.
3. The only way out is by submarine.

Where is the submarine?

1. Right where you left it.
2. Did you try to FIND it.
3. The Scimitar is in the test tank.
4. Go south from the lab center, three times.

Why won't the submarine start?

1. Try asking the COMPUTER STORE.

What should I do with the catalyst capsule?

1. Don't try to swallow it.
2. The capsule powers the Scimitar's plasma-fusion reactor.
3. Take the capsule and try inserting it in the reactor.
4. PUT THE CAPSULE IN THE REACTOR THEN CLOSE THE REACTOR.

THE SCIMITAR

How do I get the Scimitar moving?

1. Look at the control panel.
2. You'll need the catalyst capsule.
3. Put the capsule in the reactor.
4. Close the reactor.
5. Turn on the reactor.
6. Close the entry hatch.
7. Fill the test tank.

8. Open the gate.
9. Start the engine.
10. Open the throttle.
11. Go east.

Should I set my throttle to slow, medium, or fast?

1. It depends on how quickly you want to reach your destination.
2. Remember, the Aquadome is in trouble and your help is needed.
3. On the other hand, you haven't fully tested this sub yet.
4. Set it to slow the first time you play, then experiment later.

The Scimitar is overheating! What should I do?

1. If your throttle is set to slow, relax.
2. It's not?! Better do something quick!
3. Did the program prompt you to press the test button? If so, you know that you should...
4. Adjust the voltage regulator located in the engine crawl space.
5. Be careful; it's dangerous.

How do I open the engine access panel?

1. Read the sign.
2. Ask Tip for the Universal Tool.
3. Type OPEN THE ACCESS PANEL.

How can I fix the regulator?

1. Open the engine access panel.
2. Enter the engine crawl space.
3. Type FIX THE REGULATOR.

How do I keep from disturbing the machinery in the crawl space?

1. Don't spend any more time than you need in the crawl space.
2. When you are in the crawl space, use the word "carefully" in each command. Example: FIX REGULATOR CAREFULLY.
3. Enter the crawl space, fix the regulator, then leave.
4. The more time you spend in the engine crawl space, the greater your chances of disturbing the machinery.

How do I use the sonarscope?

1. You can use it only in the bay and near the Aquadome.
2. When you look at it, you see a small area around the Scimitar.
3. The sonarscope shows obstacles at the same depth **as** the Scimitar.
4. To check for obstacles below you, use the Depth Finder.

How do I use the Depth Finder?

1. Type EXAMINE THE DEPTH FINDER.
2. The Depth Finder tells you how deep you are and how far below you the bottom is.

How do I use the hydrophone?

1. Type LISTEN TO HYDROPHONE.

How do I use the temperature gauge?

1. Type LOOK AT GAUGE.

THE BAY AND OCEAN

How do I keep from getting hit by the speedboats?

1. Duck!
2. You can avoid them if you are underwater.
3. If you DIVE TO 5 METERS, you will not be hit by the speedboats.

How do I find my way through the bay?

1. Once you are in the sub and in the bay, you should look at the Sonarscope.

2. Use the Sonarscope_ and the map of Frobton Bay to avoid shoals and safely navigate through the bay.
3. Head for the opening in the sea wall.

Ships keep running into Tip and me. What should I do?

1. Stay out of their way.
2. Go around them.
3. You're in a submarine -- dive under them.
4. You will have to dive to at least 15 meters to avoid the ships' keels, which are 10 meters deep.

Where is the Aquadome?

1. Ask Commander Bly when you talk to her on the Videophone.
2. Ask Tip. He's a sharp guy.
3. Look at your map of Frobton Bay.
4. The Aquadome can be reached only from the open sea.
5. When you reach the open sea, turn on the Autopilot.

What is the Friendly Mermaid trying to tell me?

1. You left the gas cap off the sub.
2. She's telling you the directions to the Aquadome.
3. But it's very hard to hear her ...
4. because there is no Friendly Mermaid in this game. Remember, some of these questions and answers are fakes. Don't assume the absence or presents of a question means it's important. Also don't assume long answers are always associated with important questions.
5. Because that was hardly the case here.

THE AQUADOME

How do I enter the Aquadome?

1. When the autopilot shuts off, type DOCK.

Why is everyone having trouble breathing?

1. Did you remember to use your mouth-wash this morning?
2. There must be something wrong with the air.
3. I hope you have your emergency oxygen gear.
4. Even if you do have it, you should find out what is wrong with the air supply system.

How can I fix the air supply system?

1. First you must OPEN THE DOOR WITH THE UNIVERSAL TOOL.
2. If you don't have the Universal Tool, ask Tip for it.
3. Something inside has been unscrewed.
4. Could it be the electrolyte relay?
5. Type TAKE RELAY AND SCREW IT INTO THE EMPTY SPACE.

Where is the Fram Bolt wrench?

1. Did you read the sign?
2. It should be on the hook.
3. Someone misplaced the Fram Bolt wrench.
4. It might have been the same person who unscrewed the electrolyte relay.

Now that I am at the Aquadome, what should I do?

1. When Commander Bly asks if she can speak to you in private, you should say yes.
2. Once Commander Bly starts telling you about the problems at the Aquadome, you will have an idea what you should do.

Is the "black box" useful for anything?

1. Yes.
2. Try opening the black box.
3. Any time after Commander Bly tells you about the "black box" ask Tip about his idea.

Should I let Mick examine my sub?

1. Yes.
2. You really don't have any choice.

Why does Commander Bly want to talk to me?

1. She has something important to tell you.
2. When Commander Bly asks for a word in private, go with her.
3. When she tells you she has evidence, ASK HER ABOUT THE EVIDENCE.
4. The "black box" is her evidence.

Do I need the emergency survival unit?

1. It would come in handy if there were an emergency.
2. You also need it installed to get all the points in the game.

What is that "oddly shaped metallic object"?

1. It's the Fram Bolt wrench.
2. It's supposed to be hanging on the hook next to the air supply system.
3. In case of an emergency, you would need the Fram Bolt wrench to repair the air supply system.
4. Someone took the Fram Bolt wrench from the hook and dropped it under Commander Bly's desk.
5. It was the same person who sabotaged the air supply system by unscrewing the electrolyte relay.

What happened to the Air Supply System?

1. Someone unscrewed the Electrolyte Relay, causing the system to malfunction ...
2. and that someone also took the Fram Bolt Wrench so no one could repair the Air Supply System.

Is Commander Bly in love with anyone?

1. No.
2. But might someone else be in love with her?

3. Have you checked personal storage areas?
4. Including the lockers?
5. Did you read the diary?
6. Then you know Doc Horvak is in love with Commander Bly.

I found this 'mushy' diary. What should I do with it?

1. Reading a diary is an invasion of privacy.
2. But this is a life-or-death situation.
3. Under the circumstances, you should read it.
4. Doc Horvak sabotaged_ the air supply system because he wanted to embarrass Commander Bly.
5. Take the diary and the photo and show them to Commander Bly.

Amy Lowell asked to borrow the Scimitar. Should I let her?

1. Ask her if she has a submariner's license.
2. Tell her you promised the Scimitar to Tip for the day.
3. Amy never asks to borrow the Scimitar. You must be cheating.
4. Ask your parents to firmly punish you by ...
5. buying "Suspended" and making you complete the game before they will feed you again.

What do I do with the dart gun?

1. Doc Horvak can fix it.
2. Doc Horvak will prepare a special tranquilizer for the dart gun, which you can use on the Snark if you need to.
3. Show Doc Horvak the magazine that Tip brought along.
4. When Doc Horvak asks you what he should do with the dart gun, type DOC, MOUNT DART GUN ON SUB. ?

What about the "49er" Prospecting Bazooka?

1. A bazooka seems as if it might come in handy.
2. There are several ways to mount the bazooka on the Scimitar.
3. One way is to find the bazooka. Take it and mount it on the claw of the Scimitar yourself.
4. Or, when Commander Bly asks you if you can think of any high-power weapon, tell her about the bazooka. Get the bazooka, then tell Commander Bly to mount it on the Scimitar.

How do I know when I'm ready to leave the Aquadome?

1. Commander Bly will ask you if you are ready to take off.

What does the fine grid do?

1. The fine grid will show objects within 25 meters of the Scimitar. The regular sonar shows objects within 2,500 meters.
2. Having the fine grid installed will give you a better picture of objects very near the Scimitar, like the Snark.
3. So when Tip asks if he should install it, tell him yes.

Who put the stew in the galley?

1. Stu Galley?
2. The cook?
3. What stew? There is no stew in this game.

Is someone trying to kill me?

1. Have you been killed yet?
2. Someone replaced the stimulant in the syringe with poison.
3. Someone is trying to kill you.
4. Someone who worked on the Scimitar.
5. Someone who installed the Emergency Survival Unit.
6. Someone who installed the part under your seat.
7. Give up?
8. That someone is Bill Greenup.

What should I do with the syringe?

1. Talk to the person who installed the emergency survival unit under your seat.
2. Ask that person about the syringe.

Hey, where is Bill Greenup going and how can I stop him?

1. If you don't know why Bill is running away, don't read any more of the answers for this question until you do.
2. Bill is running away because you know he tried to kill you.
3. One way to stop him is to close the Docking Tank roof when he first appears on the station monitor.
4. Another way is to turn off the Docking Tank electricity. Then he won't be able to open the gate and escape in the Scimitar.
5. Another way to stop Bill is to flood the Docking Tank before he enters the Scimitar.

I'm ready to leave the Aquadome. What should I do?

1. Remember what you had to do to leave the Lab's Test Tank?
2. Flood the tank, open the gate, start the engine, open the throttle and go south.

THE BATTLE

Where's the Snark?

1. Try asking Commander Bly.
2. Or any of the crew members.
3. Go southeast from the Aquadome.

We have spotted a cloud of silt ahead. Should we continue?

1. It might be the Snark. Are you prepared to deal with it?
2. Yes, you should continue.
3. Besides, you don't have any choice.

How did Sharon get in the Seacat?

1. Hitch-hiked? ,
2. Dr. Thorpe picked her up at the Research Lab.

Is Sharon a traitor?

1. She opened the circuit breaker, didn't she?
2. She left the catalyst capsule out of the Scimitar, didn't she?
3. And now she is in the Seacat with the man who is trying to kill you. What do you think?
4. Try saying something to her over the sonarphone.
5. Of course she isn't a traitor. She was just playing along with Dr. Thorpe in the hope of stopping him.

Is Tip a traitor?

1. Tip, your good-buddy, pal and friend, a traitor?
2. Tip, who has stood by you in this game while you killed both yourself and him many times, a traitor?
3. No way. You should be ashamed of yourself for even developing the answers to this question.
4. You owe Tip an apology.

Are you a traitor?

1. Why are you wasting your developing fluid on this answer.
2. Go ahead and develop, there's plenty of fluid.
3. And plenty more dumb answers.
4. See, I told you.
5. You can stop now.
6. Some people never learn!
7. Absolutely never!!!

Why can't I get around the Snark?

1. The Snark and the Seacat are moving too fast?

2. Maybe you should move faster.
3. Try setting the throttle to medium.
4. Better yet, try setting the throttle to fast.

What should I do with the dart?

1. You could tranquilize the Snark.
2. Or maybe that isn't such a good idea.
3. If you tranquilize the Snark there won't be much to stop Dr. Thorpe from blasting you with his rocket.

What should I do with the bazooka?

1. You could try shooting the Snark.
2. But the Snark has tremendous scientific value, so it would be a waste to shoot it.
3. Another good reason not to shoot the Snark with the bazooka is that then Dr. Thorpe will have a dear shot at you!
4. So why not shoot the Seacat's Power Pod and disable it?

How Points are Scored

(use as a last resort)

Points / Actions

- 1 Turning on the videophone.
- 1 Tuning the videophone.
- 1 Picking up the microphone.
- 3 The circuit breaker is opened.
- 3 Closing the circuit breaker.
- 5 Taking the catalyst capsule.
- 1 Entering the Scimitar.

- 5 Starting the reactor.
- 5 Starting the engine.
- 5 Entering Frobton Bay.
- 5 Entering the ocean.
- 5 Turning on the autopilot.
- 5 Docking at the Aquadome.
- 5 Opening the air supply system.
- 5 Screwing in the electrolyte relay.
- 5 Having the emergency survival unit installed.
- 5 Arresting Bill Greenup.
- 5 Capturing Bill Greenup.
- 5 Having Doc Horvak fix the dart gun.
- 5 Installing the dart gun.
- 5 Taking the bazooka.
- 5 Installing the bazooka.
- 1 Leaving the Aquadome.
- 5 Finding the Snark.
- 5 Aiming the bazooka at the Seacat.
- 5 Firing the bazooka at the Seacat.

100 Total

For Your Amusement

Have you...

read the diagram on the workbench?

told Tip to leave the sub and then dosed the hatch?

picked up something in an extensor claw before leaving the lab?

crashed the Scimitar into the Aquadome?

taken the electrolyte relay but not screwed it in?

said "Hello" to anyone on the sonarphone?

asked anyone besides Doc Horvak to fix the gash in your arm?

tried to shoot the Seacat with a tranquilizer dart?

tried to arrest an object instead of a person?

tried to clean or wipe anything?

tried to find someone who's in the same place as you?

tried to climb the sea wall?

tried to break down a door?

tried to enter something that you're holding? asked anyone about yourself?

asked anyone to find you?

kicked anyone?

rubbed anyone?

tried to look inside or under anyone?

looked up?

kissed anyone or anything?

slapped anyone or anything, including yourself or a handcuffed person?

thrown something at a person and then at an object?

tried to break a window in the Aquadome?

tried to turn off a person?

tried to wake up anyone?

tried to eat a meal or take the food?

tried to shoot yourself?

followed an inanimate object?

played something?

typed HELLO SAILOR?

typed RESTART or RESTORE at the very beginning instead of your name?

cursed at the program?

Trinity

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THE KENSINGTON GARDENS

Who is the bird woman?

1. She sells bags of crumbs to tourists.
2. She's also a ripe source of information. You can ASK HER ABOUT many things.
3. Ask her about Trinity, especially.

What is a "p"?

1. It's British slang for pence.

How do I buy a bag of crumbs?

1. INVENTORY.
2. TAKE THE CREDIT CARD THEN GIVE IT TO THE BIRD WOMAN
3. If that doesn't work, try the seven-sided coin.

Should I feed the pigeons?

1. Feel free

A roadrunner just took off with my ruby! How do I get it back?

1. Don't just stand there. CHASE THE ROADRUNNER.
2. Too late, eh? Maybe you should ASK THE BIRD WOMAN ABOUT THE ROADRUNNER.
3. Or ASK HER ABOUT THE RUBY.
4. Don't worry about the ruby right now. You'll have a chance to get it back.

What should I do with the paper bird?

1. It's floating just within reach.
2. TAKE THE PAPER BIRD.
3. EXAMINE THE PAPER BIRD.

4. UNFOLD THE PAPER BIRD.

5. READ THE PAPER BIRD.

How do I get the bubble-making equipment from the boy?

1. You can't.

How do I stop the boy from leaving?

1. If you leave the boy alone, he won't leave.

Who is the woman with the umbrella?

1. EXAMINE HER. You might learn something.

Why won't the sign painter let me use the stepladder?

1. Wait until he climbs down.

2. When he climbs down, show him the gallon of purple paint.

3. Sign painter? Stepladder? Purple paint?

4. Remember the warning in the introduction: Don't let the presence or absence of questions, or the length of the answers, influence the way you play.

How do I stop the perambulator from sliding out from under me?

1. Don't stand in it.

How do I get the parasol?

1. Maybe you can dislodge it from the branch.

2. Throw something at it.

3. THROW THE SOCCER BALL AT THE PARASOL.

4. Once you've got the parasol, forget the ball. You won't need it later.

What is a "Wabe"?

1. EXAMINE THE SUNDIAL

Is there anything useful in the Wabe?

1. EXAMINE THE SUNDIAL. Now you know what a Wabe is.

2. EXAMINE THE GNOMON.
3. It's possible to remove the gnomon.
4. UNSCREW THE GNOMON THEN GET IT.

What do the symbols on the sundial mean?

1. They represent various planets, constellations and characters from the Greek alphabet.
2. They are, clockwise from seven o'clock:
 - A. Omega (last letter of the Greek alphabet)
 - B. Mercury (swift messenger of the Roman gods)
 - C. Pluto (Greek god of the underworld)
 - D. Neptune (Roman god of the sea)
 - E. Libra (the Scales; seventh constellation of the Zodiac)
 - F. Mars (Roman god of war)
 - G. Alpha (first letter of the Greek alphabet)

How can I survive the hydrogen bomb attack?

1. You have to get out of the Kensington Gardens.
2. The exits are hopelessly blocked by nannies and tourists.
3. There's an event you want to witness at the right time and place.
4. Try reading the message on the paper bird.

Is there a way to cross the grass?

1. Walking on the grass is not the answer.
2. Did you notice the bicyclists?
3. The grass didn't bother the bicyclists. If only you could find a bicycle.
4. Or some other wheeled vehicle.
5. A perambulator, perhaps?
6. You need to get in the perambulator and find a means of propulsion.
7. Nobody will give you a push. But there's a strong wind.
8. Use the umbrella as a sail to move you while you're in the pram.
9. GET IN PRAM. OPEN UMBRELLA.

The wind is blowing the wrong way! What do I do?

1. You need to do what the bird woman is telling you to do.
2. BUY A BAG OF CRUMBS. GET BAG. FEED THE BIRDS.
3. The wind direction mysteriously changes when the roadrunner steals the ruby. Eerie, isn't it?

What do I do at the Long Water?

1. Examine your surroundings carefully.
2. Get everything you can.
3. Don't take too long. Time is slowed, but not stopped.
4. GO EAST THEN ENTER THE WHITE DOOR to leave the Kensington Gardens.

BEYOND THE WHITE DOOR

Where am I?

1. Wherever you go, there you are.

How can I get the ichor in the flytrap?

1. You can't
2. It's a lure to trap people and insects.
3. Good thing you got away in time.

Who is the boy?

1. He blows bubbles.
2. BIG bubbles. After all, he's a BIG boy (physically, not emotionally).
3. Don't annoy him too much. He's bigger than you now.

How can I get the bubble-blowing equipment from the boy?

1. You can't.

What's a pergola?

1. It's a framework for supporting climbing plants.
2. You can climb it, too.
3. Watch out, it twists and turns in more ways than you might expect.

Who is Felix Klein?

1. He was a German mathematician who described a solid with only, one surface, essentially a three-dimensional version of the Mobius strip. This construct is commonly referred to as a Klein bottle.
2. If you don't know what a Mobius strip is, you can look it up in an encyclopedia.

Everything is backwards! What happened?

1. If by backwards you mean east is west and left is right then...
2. you flipped the universe (changed its handedness) by your actions.
3. Specifically, by your movement.
4. You moved through the pergola loop, which is really a Klein bottle. (See previous question for details).
5. Every time you completely move around the pergola loop, everything outside changes handedness.
6. This is mostly confusing, but it also comes in handy.

Where can I find a light source?

1. See anything that glows besides the lump?
2. Anything phosphorescent?
3. The log glows..
4. It also disintegrates into an easily carried splinter.

My candle won't stay lit!

1. That's what you get for using cheap candles.
2. There are no candles in this story, cheap or otherwise.

How can I get to the mesa?

1. The tree nearby would be useful if you could cross the chasm on a branch.
2. But you can't climb the tree.
3. Maybe you can build a bridge.
4. Chop down the tree with the axe.
5. Don't forget to push the tree in the direction you want it to fall in.
6. CHOP THE OAK TREE WITH THE AXE. PUSH THE TREE NORTH.

I need a cutting tool Where's the nearest hardware store?

1. There are no hardware stores in this story.
2. But there are a couple of cutting tools.
3. One of them is hidden in a dark place.
4. You'll need a light to find it.
5. There's a silver axe at the top of the pergola.

Who is "Wabewalker"?

1. Keep playing. The answer will dawn on you.

How do I open the crypt?

1. You have to move the heavy lid.
2. Aristotle said he could lift the world with a long-enough lever.
3. Use something that's sturdy enough not to break.
4. What you need is inside one of the mushrooms.
5. OPEN THE CRYPT WITH THE SPADE.

An iron door is blocking the tunnel! How do I get out of the barrow?

1. First you have to get past the barrow wight to the north.

2. There's some significance to the hole in the wall.
3. It's a keyhole.
4. There's a key that opens all kinds of locks.
5. A skeleton key.
6. See any skeletons around?
7. In the Ossuary, perhaps?
8. SEARCH THE BONES.
9. When you get the key it will fit in the hole; turning it will open a secret way out of the t/arrow.

How do I stop the barrow wight from killing me?

1. Barrow wights don't like light.
2. As long as you have a working light source, he'll leave you alone and let you pass him.
3. And don't forget that!

How can I carry water?

1. Water would be easy to carry if it weren't a liquid that spilled all over the place.
2. You can't carry water. Not in its liquid state, anyway.

How can I get the lump of metal?

1. You need to cool off the lump first.
2. You can't use water, since you have nothing to carry liquids in.
3. Use frozen water.
4. Use an icicle.
5. Great, big icicles are hanging in the Ice Cave behind the waterfall.
6. Unfortunately, the melting icicle will slip out of your grasp before you can carry it to the lump...

- 7 unless you stop the icicle from melting too quickly.
8. Maybe you can refreeze the icicle. There are some places that are cold enough to do this.
9. High altitudes are cold.
10. You can refreeze the icicle of the Vertex.
11. Take the icicle to the Vertex on the way to the lump. From the Ice Cave go E.E.E.U.U. The icicle will refreeze. D.D.NE.E.E will get you to the crater in time to PUT THE ICICLE ON THE LUMP. (Note: you might have to go W & NW instead of E & NE.)

The icicles are out of reach! How do I get one?

1. Try solving this problem the way you solved another problem.
2. Throw something at the icicles. One (and only one) will fall for you.

What is the significance of the giant book

1. It's a book of records.
2. It records every move you make.
3. "Curiouser and curiouser."

What is the liquid in the cauldron?

1. It's a boiling potion, magically heated.
2. Maybe you can drink the potion.
3. You should finish brewing it first.
4. There's a formula around here somewhere.

What is the magpie babbling about?

1. Magpies just repeat what they hear.
2. When it's not repeating you, it's repeating something else it's heard.
3. Maybe what it has to say is important. You should listen to it.
4. Hmm. Sounds like a recipe.
5. A recipe for a magic spell!

Where can I find some milk?

1. There are no animals around to provide milk.
2. However, you can get milk from other sources.
3. The source of milk is inside one of the mushrooms.
4. The coconut on the tropical island is a source of milk.

How do I milk a grue?

1. Very carefully.
2. There are no grues in this story.
3. But there are plenty of grues in *Wishbringer*[®], our best-selling introductory fantasy which *inCider* magazine called "beautiful and imaginative" and *Compute! Gazette* praised as "a very enjoyable game." Look for it at your favorite Infocom dealer (Wishbringer is a registered trademark of -Infocom, Inc.).

I still don't have any milk. How do I get some?

1. The milk is inside the coconut.
2. You have to find a way of opening the coconut.
3. Break the coconut with something heavy.
4. DROP COCONUT. BREAK COCONUT WITH AXE. GET COCONUT. Then you can either drink the milk or pour the milk into something.

Where can I get some honey?

1. Where is honey usually made?
2. In a beehive. EXAMINE THE BEEHIVE.
3. REACH INTO THE BEEHIVE.
4. You'll get a bee the first time
5. If you reach in a second time, you'll get honey.
6. Don't be too greedy!

How can I get the honey off my hand?

1. You need to dissolve the honey.
2. The honey will dissolve in water. ,
3. Stick your hand in some water.
4. You should stick your hand in the cauldron so that the honey is added to the recipe. Ouch!

How can I stop the bee from chasing and killing me?

1. Keep moving. It can't sting you if you are on the run, nor will it follow you indoors or through toadstools. (This is one of those puzzles that you don't really have to solve. But if you really want to get rid of the bee, then continue).
2. Bees love pollen or other sweet-smelling objects.
3. Move near the flytrap. The bee will get distracted by the ichor and get trapped and eaten. But first, make sure the flytrap is open.

Where can I find a lizard?

1. Study "The illustrated Story of the Atom Bomb" carefully.
2. It's inside one of the mushrooms.
3. It's the skink in the underground area.

Where can I find garlic?

1. Garlic is an herb.
2. Maybe there's some in the Herb Garden.
3. LOOK IN THE PILE OF REFUSE. There's a clove of garlic there.

I've got all the ingredients for the spell, but what do I do with them?

1. There's a potion already brewing in the cauldron.
2. Why not dump the items into the cauldron?
3. "Then stand back! 'Cause it go BOOM?"

How do I survive the explosion?

1. Don't be in the room when it occurs.

I have a dead animal in the cage. What happened?

1. It's probably incinerated. Don't leave caged animals in the Cottage when you brew the potion.

Why are the shades crossing the river?

1. To get to the other side.

How do I cross the river?

1. Remember when you died? (If you don't remember, or haven't died yet, try the next clue.)
2. Do as the shades do.
3. Of course you have to look like a shade first.
4. You need the proper attire (not London vacation clothes).
5. Since you can't borrow the clothes you need from the shades, maybe you can get them from a dead body. Y
6. Open the -crypt and get the burial shroud to wear over your clothes. Then get on the boat and pay the oarsman to cross the river.
7. WEAR THE BURIAL SHROUD. BOARD THE DORY THEN GIVE THE COIN TO THE OARSMAN.

The oarsman won't take my 20 p. Where can I find a silver coin like the shades have?

1. The shades have their coins because they were buried with them.
2. Maybe the body on which you found the shroud also has a silver coin.
3. Remove the bandage and look in the mouth. The silver coin is hidden there.

THE TOADSTOOLS

How do I open the doors in the toadstools?

1. You don't; something else does.
2. Watch a toadstool for a while; just WAIT around.
3. The door opens when the shadow is on the door.

4. All you have to do is be in the right place at the tight time.

I'm inside a toadstool but the door closed on me. How do I get out?

1. The shadow that opened the door kept moving.
2. The door closed behind you when the shadow moved on.
3. Too bad the shadow won't come around again until after the bomb explodes. You need to stop the shadow on the door.

How can I stop the shadow?

1. Have you been to the vertex?
2. There's a gnomon missing from the sundial.
3. If you screw the gnomon from Kensington Gardens into the hole, a lever will appear. Easier said than done.
4. Aristotle said he could lift the world with a long-enough lever. You can stop the world with your lever.
5. The shadow stops moving when the lever is lowered. Or is it the sun that stops?

My threads dash. What do I do?

1. Get a better tailor.
2. Seriously, you need to reverse one set of threads.
3. Look around and see if you can make things reverse.
4. The writing on the sculpture in the Arboretum will reverse.
5. To do this, walk completely through the pergola. N.U.S.D.
6. This switches the handedness of everything outside the pergola.
7. If you carry the gnomon with you, it won't switch, and the hole at the vertex will, allowing you to screw the gnomon into the hole.
8. This will probably mess up your map. but you can fix that by going through the pergola without the gnomon.

How do I get the shadow to stop on the toadstools?

1. If you don't know how to stop the shadow, look two questions earlier.
2. There is an easy way and a hard way.
3. The hard way is to lower the lever as the shadow moves across a symbol.
4. The easy way is to use the ring. Lower the lever, stopping the shadow, then turn the ring (and the sun along with it) so that the arrow on it points to where you want the shadow to stop.

THE MERCURY DOOR

How do I survive in Earth Orbit?

1. You need to bring an air supply along with you.
2. If you could only make a "space suit." You need to be entirely enclosed.
3. Have you noticed the boy at Promontory?
4. Gotten in his soap dish?
5. If you get in his soap dish, you'll eventually end up inside a bubble.
6. Use the bubble as a space suit, but hurry before it pops.

How do I get to the satellite?

1. You need to change your trajectory, but when enclosed inside a soap bubble that's hard to do.
2. You can't change your momentum by propulsion because of the bubble.
3. Gravity is too weak; try another fundamental force of nature.
4. Try magnetism.
5. The satellite is metallic, so if you had a strong magnet you might be drawn there. You never know till you try.
6. Carry the lump of .metal - it's a magnet - along with you into space. It will be attracted to the satellite, taking the-bubble along with it.

How do I get back to the white door?

1. The satellite is heading in the direction you are coming from.
2. Getting on the satellite will help you get back to the door.

3. You have to enter the white door when it reappears.
4. However, the bubble is anchoring you to the satellite.
5. Break the bubble with something sharp. The backblast of the expanding air off of the satellite will propel you through the white door.

Big deal I came, I saw and I left. What's there to do in space?

1. Did you examine your surroundings?
2. EXAMINE THE MOON.
3. It's a crescent moon Ring a bell? The magpie mentioned a crescent moon.
4. You are supposed to kill the skink in the light of a crescent moon.
5. Earth Orbit is the perfect location to KILL THE SKINK.

THE PLUTO DOOR

How do I catch the skink?

1. It avoids light.
2. It runs into the crevice to avoid light.
3. You have to put some light source in the crevice to drive it out.
4. The only light source that fits is the splinter.
5. Now it runs away from the crevice because there's still some light from the splinter.
6. You need to turn on the lantern to track it down.
7. It runs away from the lit lantern, but never runs into the bomb room.
8. If you leave the lantern in the middle underground room while lit, the skink will go to the room with the crevice. It's a creature of habit.
9. Once you've trapped the skink between the two lights it'll be totally flummoxed and you'll be able to get it.

How do I keep the skink once I've caught it?

1. The skink will eventually jump out of your hands, so you need to carry it in

a container.

2. The wicker of the cage is too widely spaced to hold the skink.
3. Remember that it likes dark places.
4. Your nice dark pocket would be the perfect place to carry a skink.

Where do I kill the skink?

1. Where the magpie says.
2. Under the light of a crescent moon.
3. Finding the moon is your problem. Continue only if you can't find a moon.
4. It's through one of the mushroom doors.
5. At Earth Orbit, through the mushroom near the waterfall.

How do I fix the talk button on the walkie-talkie?

1. By taking apart the walkie-talkie, getting out your soldering iron, using the talkie diagram to figure out the wiring, and rewiring the talkie thereby voiding its warranty.
2. You can't.

How do I know what to tune the walkie-talkie to?

1. It starts off tuned to the frequency used by the people testing the bomb that's underground.
2. You can also use it to listen to radio traffic once you go through the "alpha" mushroom (seventh on the ring).

My light went out. What happened?

1. Your battery ran out.
2. You should have conserved your light. You'll need it later.

THE NEPTUNE DOOR

How do I get out of the building?

1. There's a button somewhere that will open the sliding doors.
2. OPEN THE BOX THEN PUSH THE RED BUTTON.

How do I get past the crabs?

1. There sure are a lot of them.
2. You can't.

How do I get the coconut?

1. You need some help to get the coconut.
2. There's a friendly dolphin nearby.
3. The dolphin can't get the coconut until the coconut starts floating on the water.
4. Then DOLPHIN, GET ME THE COCONUT will work.

What are those messages I keep hearing?

1. You must have flipped the toggle switch in the box.
2. It's the countdown for the bomb that's about to explode on your nice tropical island.

THE LIBRA DOOR

How do I get a rodent?

1. You have to find one that isn't moving.
2. Go to the Cliff Edge. It's a distance NE from the Platform.
3. LOOK IN THE CREVICE THEN GET THE LEMMING.

How do I keep a lemming?

1. The lemming will eventually jump out of your hands, so you need to carry it in a container.
2. Lemmings hate being trapped and will escape if they can.
3. It'll fit in the cage.
4. You'll have to let the magpie go.
5. PUT THE LEMMING IN THE CAGE THEN CLOSE THE CAGE.

How do I infiltrate the Russian camp?

1. Put on the Russian uniform you got from the guard on the platform.
2. Uniform? Guard?
3. You can't infiltrate the camp. You probably couldn't speak Russian, and if you could you wouldn't know the password anyway.
4. Password?

What are those messages I keep hearing?

1. They are in Russian.
2. It's the countdown for the bomb that's about to explode on your nice grim permafrost.

THE MARS DOOR

How do I survive falling

1. You need to slow your descent.
2. An umbrella will make a great parachute.
3. OPEN THE UMBRELLA after entering the white door.

Who is the little girl?

1. She's one of the schoolchildren.
2. She likes umbrella-twirling and origami.

How do I get back to the white door?

1. You need to fly back up to the door.
2. No airplanes available? Try something else.
3. Did you notice the origami around the school?
4. There are origami birds.
5. Birds can fly.
6. The children know how to fold origami, unlike you.
7. Try giving the small girl the piece of rice paper. It used to be a bird.

8. She refolds it, and the bird now twinkles because it's magical.
9. The girl won't give you the paper bird unless you give her something she wants in return.
10. GIVE THE UMBRELLA TO THE LITTLE GIRL.
11. The paper bird she refolds will magically enlarge outside the shelter. The bird will carry you back to the white door if you get on it.

THE ALPHA DOOR

How Can I get back through the white door? It closed on me.

1. Run in circles, scream and shout.
2. You can't.

What do the lines on the bookmark mean?

1. It's a circuit diagram.
2. Hold onto it. You'll need it later.

How do I open the access panel?

1. EXAMINE THE ACCESS PANEL.
2. Looks like you'll need a screwdriver.
3. Go get it then come back and open the panel.

What's all the commotion below the shack?

1. The people below are completing some last-minute preparations.
2. They are getting away before the bomb in the shack explodes.
3. You should get away, too.
4. But wait for the others to get away first. If they see you ...

How long do I have before the bomb explodes?

1. Consult "The Illustrated Story of the Atom Bomb."
2. Look at your watch.

3. Subtract B from A.

How do I open the wooden box?

1. EXAMINE THE WOODEN BOX.
2. Looks like you need a key.
3. Go get the key then come back.

I don't have time to do everything before the bomb explodes!

1. There's a lot of ground to cover in moving around. Optimize your movements.
2. If optimizing your movements doesn't help, then continue.
3. If you could only move around faster...
4. The boots you saw in the crypt can help you move faster.
5. Of course, they must be magically energized first.
6. Did you notice the color of the boots?
7. Other items in the story match the color of the boots.
8. The ruby and the emerald. If you don't have the emerald then RESTORE back to the middle section and complete the magpie's magic spell.
9. PUT THE EMERALD IN THE GREEN BOOT. PUT THE RUBY IN THE. RED BOOT. This will help you move faster when you're wearing the boots.

How can I find the correct frequency to tune my walkie-talkie?

1. The correct frequency is that used by the people you heard earlier at the bottom of the tower.
2. It's located on another radio.
3. That radio is in the jeep, on the Paved Road leading northwest.
4. ENTER JEEP. LOOK AT RADIO. LOOK AT OVERSIZED DIAL. Don't forget to turn on the walkie-talkie and raise the antenna or it won't work.

Who are "Able," "Baker" and "Pittsburg"?

1. Consult the map in your Trinity package.

What do I do in the shallow crater?

1. You can search it if you like.
2. But you won't find anything useful
3. The crater is included only for the sake of historical accuracy. It marks the place where the Trinity scientists conducted a test explosion of 100 tons of TNT on May 7, 1945. the test was used to calibrate their instruments and develop safety procedures for the full-scale test on July 16.

Where can I find a screwdriver?

1. Consult "The Illustrated Story of the Atom Bomb."
2. Maybe there's still one in the ranch house.
3. Look around the Assembly Room.
4. The screwdriver is under the brown paper in the Assembly Room.

I got bitten by the snake! What do I do now?

1. First aid won't work.
2. RESTORE.

How can I search the Assembly Room without getting bitten by the snake?

1. Get rid of the snake first. Otherwise you can't.
2. It's hungry, and would rather bite food than you.
3. Find it something to eat.
4. It will eat the lemming. The hard part is feeding the lemming to the snake.
5. The lemming won't leave the cage if it can see the snake.
6. The lemming won't run towards the snake if it doesn't have to.
7. Put yourself in a position where a freed lemming will have to try to escape by running past the snake.
8. Did you notice the open closet in the Assembly Room?
9. ENTER THE CLOSET. CLOSE THE DOOR. OPEN THE CAGE. OPEN THE CLOSET DOOR.

I fell in the reservoir and lost what I was carrying. Where did it all go?

1. You dropped it when you fell.
2. It's at the bottom of the dark, murky reservoir.
3. You'll need a light to see down there.

How do I get the binoculars?

1. GET THE BINOCULARS.
2. Oops, you fell into the reservoir. Now the binoculars are at the bottom.
3. DIVE
4. You'll need a light to see down here.
5. Don't carry the unlit lantern with you when you fall into the reservoir.
6. TURN ON THE LANTERN just before you try to GET THE BINOCULARS on the Windmill.
7. Or DROP THE LANTERN outside the reservoir, go for the binoculars, then get the lantern and go diving for the binoculars with a lit lantern.

I have a dead animal in the cage. What happened?

1. It's probably drowned. Don't take caged animals with you when you get the binoculars or go diving.

What's the purpose of the vessel hanging in the steel frame?

1. The mysterious vessel is included for the sake of historical accuracy. "Jumbo," as it was affectionately known, was built to contain the Trinity device and prevent the loss of its precious plutonium in the event of a misfire. In the end, the scientists decided not to use Jumbo, and hung it near the shot tower to see what would happen to it. (The steel framework was utterly demolished, but Jumbo survived more or less intact.)

How do I prevent the roadrunner from eating all my crumbs? I need to drop the bag of crumbs so it doesn't get ruined by water.

1. Don't leave the bag unattended and accessible around the roadrunner.
2. Gary drops the bag at the bottom of the tower on his way from the jeep to the ranch, while the roadrunner isn't in sight.
3. Suzanne leaves the bag of crumbs on the edge of the reservoir. The

roadrunner never goes there.

4. Amy hides the bag of crumbs in the closet.
5. Liz puts the bag of crumbs in the cage, and doses the cage while she's still in the closet with the lemming.
6. Max is cruel. He puts the roadrunner in the cage and leaves the bag outside the cage.

How do I get into the shelter or blockhouse?

1. You can't. You'll get caught if you try.

Where do I find the key to the lock?

1. The people who locked the box probably have it.
2. It is in one of the outposts.
3. There's only one place you can see into without being caught.
4. You can see into the south shelter, while hiding behind the shed.
5. LOOK IN THE SHELTER.
6. You're too far away to see anything clearly.
7. There is a way to make things look closer.
8. Use the binoculars.
9. LOOK IN THE SHELTER THROUGH THE BINOCULARS.

How do I get the key?

1. You can't enter the shelter to get it without being caught.
2. Maybe someone or something will get it for you.
3. Surely not one of the GIs.
4. Not the thin man in the hat.
5. How about your pal, the roadrunner?
6. ROADRUNNER, GET ME THE KEY.

Can I do anything with what's inside the box without getting caught?

1. Yes.
2. You need the walkie-talkie turned on and tuned to the correct frequency when you open the circuit breaker.
3. Listen closely to what they say over the walkie-talkie. There are two pieces of information you need to know.
4. You need to know the circuit that you've broken. **WARNING:** the circuit changes each time you open the breaker for the first time in the game. POS=positive, INF=informer, GND=-ground, or DET=detonator.
5. **CLOSE THE BREAKER** before they scrub the test and come get you!
6. Did you hear what they said about scrubbing the test?
7. If the circuit goes dead **AFTER** the auto-sequencer starts (at zero minus 45 seconds), they will let it go, thinking it's just a damp line.

How do I get back up to the top of the tower without getting arrested?

1. You need to not be seen by the people manning the searchlight.
2. If you could knock out or divert the searchlight long enough they won't get a confirmed sighting on you.
3. It helps a lot to have your walkie-talkie on and tuned while you try to attempt to regain the tower.

How do I prevent the roadrunner from waking up the dog while I'm there?

1. You can put the roadrunner in the cage.
2. You can also drop the bag of crumbs (with crumbs in it) for the roadrunner to eat. However, this only lasts for a few moves before the roadrunner starts to bother the dog.

How do I get rid of the searchlight?

1. You'll get caught if you try to damage the searchlight.
2. The searchlight isn't the problem. The people using it are.
3. Maybe you can divert them.
4. Did you notice that the roadrunner picks a fight with the German shepherd?
5. The people in the blockhouse move the searchlight to see what all the

commotion is about.

6. If you leave right after the roadrunner hops up on the dog you won't get caught, but neither will you make it to the tower before the searchlight is moved back.
7. There's a clever way to delay the fight.
8. If there are crumbs left in the bag, dropping the bag will keep the roadrunner occupied eating crumbs long enough for you to get back to the tower before the roadrunner picks a fight with the dog. Just in time for you to climb the ladder when the searchlight moves away.
9. WAIT at the dog until the roadrunner appears and starts pecking on the dog. DROP THE BAG OF CRUMBS. The roadrunner will start eating the crumbs. NE. NE. NE. NE. U. U. E. You can also drop the bag before the roadrunner shows up. In this case he'll go straight for the bag and leave the dog alone until he's finished the crumbs.

How do I sabotage the bomb?

1. You need to open the access panel in the shack and cut a wire without having the test stopped by the people running it. Piece of cake.

How can I see the wires in the access panel? It's dark in there.

1. You can turn on your lantern.
2. Or you can PULL THE CHAIN to turn on the light bulb in the shack.

Which is the correct wire?

1. There are two pieces of information you need.
2. You need to read the circuit diagram for the color coding of the wires.
3. You need to know which circuit they will ignore being cut. See the question about what's inside the box.
4. RD is red, WH is white, ST is striped, and BL is blue.
5. Check the circuit diagram to see which circuit is which color of wire and cut that colored wire.

I sabotage the bomb but still lose. Why?

1. You may not have known which wire to cut. Did you read the diagram and open the circuit breaker?
2. You may have figured out the wire color incorrectly. (Note: the identity of the "correct"

wire changes. Be very careful when you RESTORE.)

3. You may have cut the wire too soon. You should cut the wire AFTER the autosequencer has taken over the countdown. Listen carefully to the countdown on the walkie-talkie.

EPILOGUE

What's going on?

1. Read the Emily Dickinson quote.

What do I do now?

1. Feel free to do what you like.
2. Read all the test carefully, and don't type new commands until you've read all the text on the screen. Otherwise you may miss the ending.

QUOTATIONS

1. LOOK AT THE SUNDIAL in the Wabe.
The quotation is from Lewis Carroll's *Through the Looking-Glass*.
2. LOOK AT THE SYMBOLS on either sundial.
The quotation is from "The Gospel of St. Matthew" in The New Testament.
3. Watch a bubble pop at Inverness Terrace or the Promontory.
The quote is from Alexander Pope's "An Essay on Man."
4. Wait for the air raid sirens in the Kensington Gardens.
The quote is from Henry David Thoreau's article "A Natural History of Massachusetts"
5. LOOK AT THE SUNDIAL on the Vertex.
The line from Arthur Rimbaud's poem "Entrance" means "There is a dock that makes no sound."
6. LOOK AT THE SCULPTURE in the Arboretum.
Clark's quotation is from his book *Profiles of the Future*. Dave Lebling's version appears in the InvisiClues hint booklet for Spellbreaker.
7. LOOK AT THE CHILDREN in Nagasaki.
The quotation is from Hawthorne's *American Notebooks*.
8. LOOK AT THE SPHERE in the Shack.
The quotation is from "The Tail" chapter of Herman Melville's *Moby Dick*.

9. READ THE POEM on the bookmark.
The anonymous ditty is noted in several books about the history of the Trinity Test and Los Alamos.
10. ENTER THE DOOR in the shack.
The quotation is from David Byrne's song "Once in a Lifetime." From the Talking Heads' album Remain in Light.
11. EXAMINE THE THIN MAN.
The lines appear in "Song of Myself," from Walt Whitman's Leaves of Grass.
12. The epilogue quote is from an untitled Emily Dickinson poem (number 376 in Johnson's Complete Poems).
13. The quote on the bottom of the sundial in the package is from another untitled Emily Dickinson poem (Johnson 1478).
14. The phrase "All prams lead to the Kensington Gardens" is from J.M. Barrie's The Little White Bird.

HOW POINTS ARE SCORED

Action	Points
GET THE BALL	1
GET THE GNOMON	5
BUY A BAG OF CRUMBS	1
GET THE UMBRELLA	5
GET THE PAPER BIRD	3
Kensington Gardens Total	15
GET THE SPLINTER	1
GET THE AXE	1
SCREW THE GNOMON INTO THE HOLE	5
GET THE GARLIC	1
GET THE CAGE	1
GET THE SPADE	1
GIVE THE UMBRELLA AND PAPER TO THE GIRL	3
PUT THE LEMMING IN THE CAGE	1
PUSH THE TREE NORTH	3
GET THE COCONUT	3
GET THE SKELETON KEY	1
GET THE LANTERN	1
GET THE SKINK	3

GET THE WALKIE-TALKIE	1
TURN THE KEY IN THE HOLE	1
GET THE ICICLE	1
PUT THE ICICLE ON THE LUMP OF METAL	3
GET THE LUMP OF METAL	1
KILL THE SKINK	3
REACH INTO THE HIVE	3
BREAK THE COCONUT WITH THE AXE	1
POUR THE MILK INTO THE CAULDRON	1
PUT THE DEAD SKINK INTO THE CALDRON	1
PUT GARLIC IN CAULDRON	1
PUT MY HAND IN THE CAULDRON (honey on hand)	1
GET THE EMERALD	1
MOVE THE LID WITH THE SPADE	3
GET THE BURIAL SHROUD	1
GET THE SILVER COIN	1
PUT THE EMERALD IN THE GREEN BOOT	1

Wabe Total 50

GET THE CARDBOARD SLIP	1
LOOK AT THE DIAGRAM	3
GET THE RUBY	1
PUT THE RUBY IN THE RED BOOT	1
LOOK AT THE OVERSIZED DIAL	3
<u>TURN WALKIE-TALKIE TO ??</u>	3
GET THE STEAK KNIFE	1
OPEN THE CLOSET DOOR (snake eats lemming)	3
GET THE SCREWDRIVER	1
GET THE BINOCULARS	1
LOOK IN THE SHELTER THROUGH THE BINOCULARS	3
BIRD, GET THE KEY	3
GET THE KEY	1
OPEN THE BOX WITH KEY	1
CLOSE THE BREAKER	1
OPEN THE ENCLOSURE WITH THE SCREWDRIVER	3
CUT THE ?? WIRE WITH THE STEAK KNIFE	5

Trinity Site Total 35

GRAND TOTAL 100

FOR YOUR AMUSEMENT

(after you've finished the story)

Things You Can Ask the Bird Woman About

TRINITY or PLUTONIUM

ROADRUNNER (before and after you see it) WATCH

RUBY (before and after you see it)

LONDON

SOCCER BALL

ROUND POND

LONG WATER

STATUE OF QUEEN VICTORIA

BAG OF CRUMBS

GNOMON

PIGEONS

CHANGE

CREDIT CARD

PERAMBULATOR

BOY

GRASS

PAPER BIRD

PIECE OF RICE PAPER

UMBRELLA

ALBERT MEMORIAL

HERSELF

WABEWALKER

HAVE YOU TRIED...

to stand in the perambulator?

to give the credit card or small coin to the oarsman or the bird woman?

to hit the small boy or the giant boy?

to put things in the klein bottle, then going to the top of the pergola?

to read the book in the cottage several times?

to look inside the hole in the tunnel wall?

To eat the skink? to pet the roadrunner?

to ask the roadrunner to look under the brown paper?

to look at the boy in the photo in the wallet in the jeep?

to sit on the missile at Long Water?

to eat a toadstool?

to unscrew the underground bomb?

to refer to:

The river as Styx?

The fin as Jaws?

The dolphin as Flipper? ,

The rodents as lemmings before you recognize the species?

The Japanese city as Nagasaki (or Hiroshima) while falling?

The oarsman as Charon?

The thin man as Oppenheimer?

to die by:

Kissing the wight?

Jumping in the chasm with an open umbrella or inside a bubble?

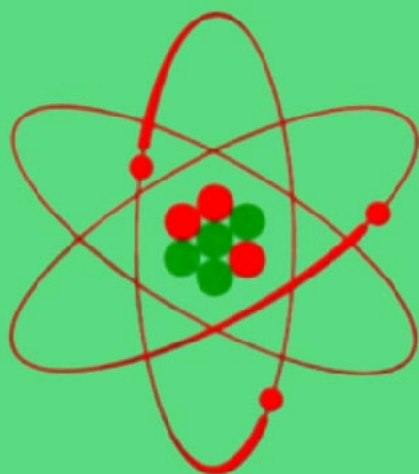
Chopping at a bomb with the axe?

Jumping off the cliff with the lemmings?

Going to the Russian buildings in the tundra?

Reaching into the beehive a third time?

THE ILLUSTRATED STORY OF THE ATOM BOMB



To add to your enjoyment of THE ILLUSTRATED STORY OF THE ATOM BOMB, we have designed maps of many of the locations mentioned in the book. Refer to the maps as you read the story, and you will gain an even greater knowledge of the history of the atom bomb.



Quest For Knowledge Series

LEGEND

- Normal connection
- Connection requiring special equipment or problem solving
- One-way connection
- One-way connection requiring special equipment or problem solving



OMEGA -
last letter in the
Greek Alphabet



LIBRA -
constellation of
the Balance



MERCURY -
swift messenger
of the Roman
Gods



MARS -
Roman God of
War



PLUTO -
Greek God of
the Underworld



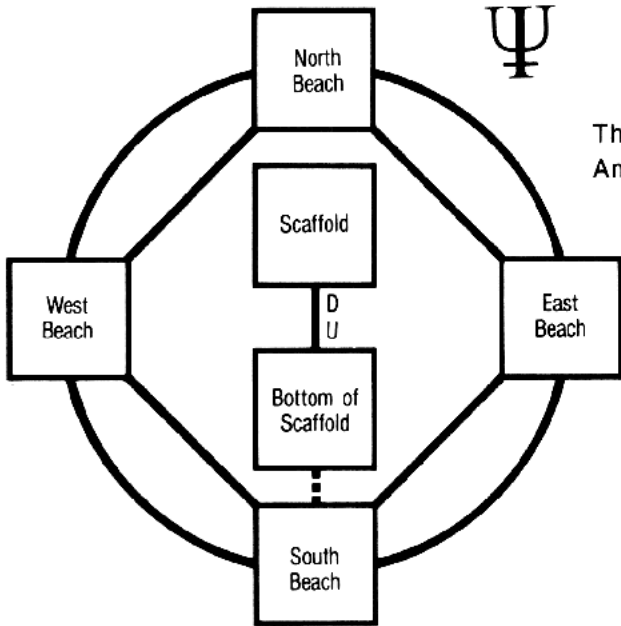
ALPHA -
first letter of the
Greek Alphabet

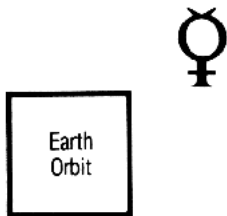


NEPTUNE -
Roman God of
the Sea



The Eniwetok ATOLL was the site of America's first H-bomb explosion.

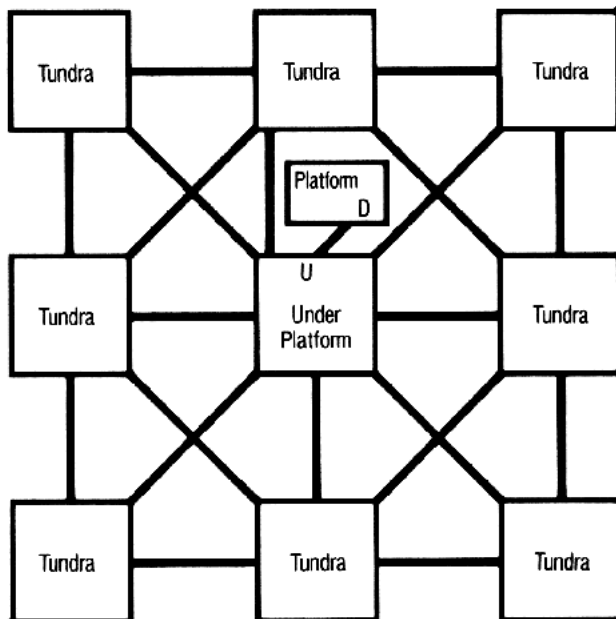




In the depths of OUTER SPACE, an orbiting "umbrella" of high technology defends the Free World from nuclear attacks.

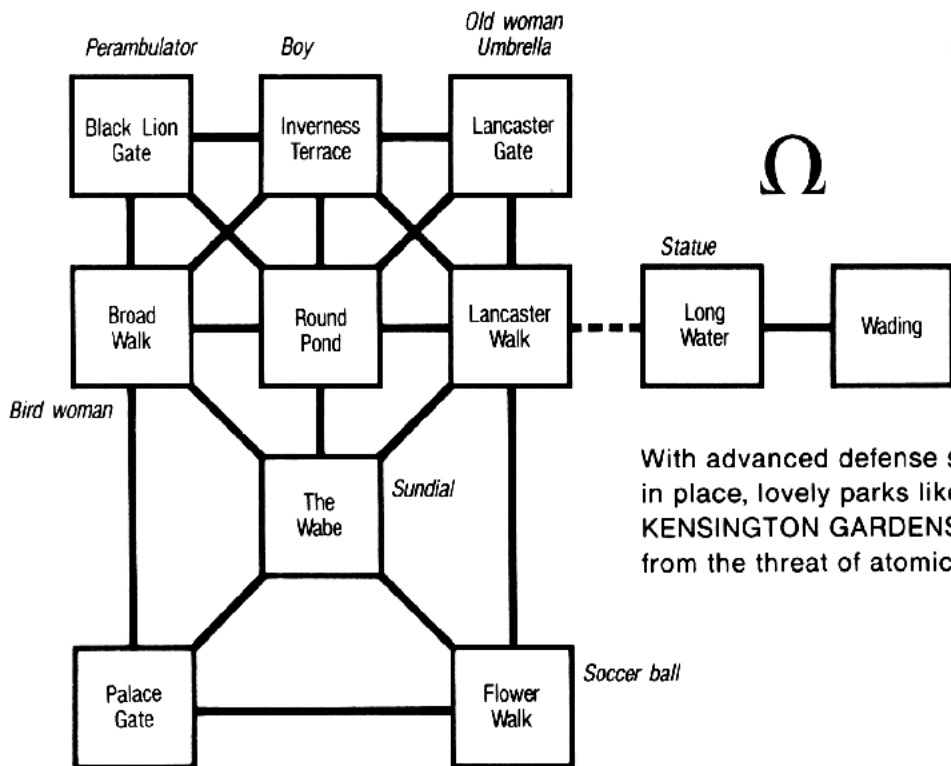


Cliff
Edge



Control
Bunkers

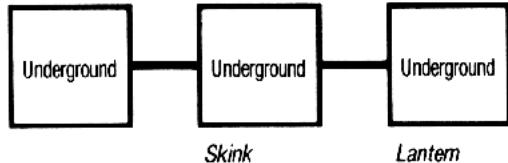
In the wastelands of SIBERIA, the Russians build and test their own atomic weapons.

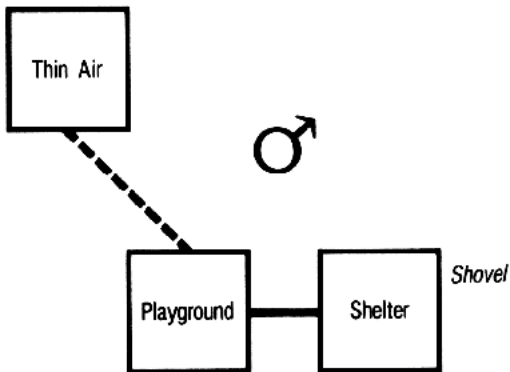


Ω

With advanced defense systems now in place, lovely parks like London's KENSINGTON GARDENS are safe from the threat of atomic war.

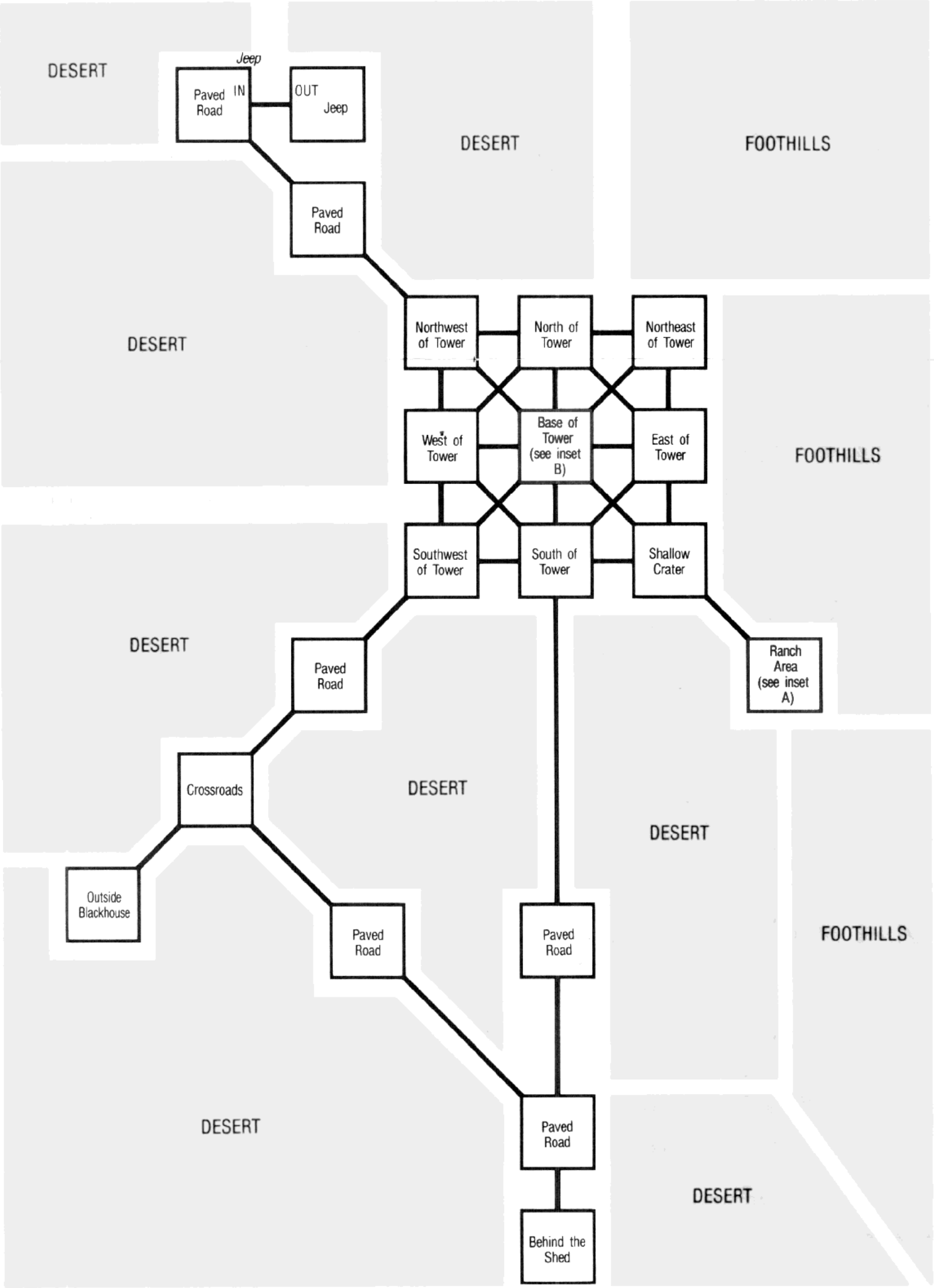
UNDERGROUND testing helps us
to develop more and better nuclear
weapons.

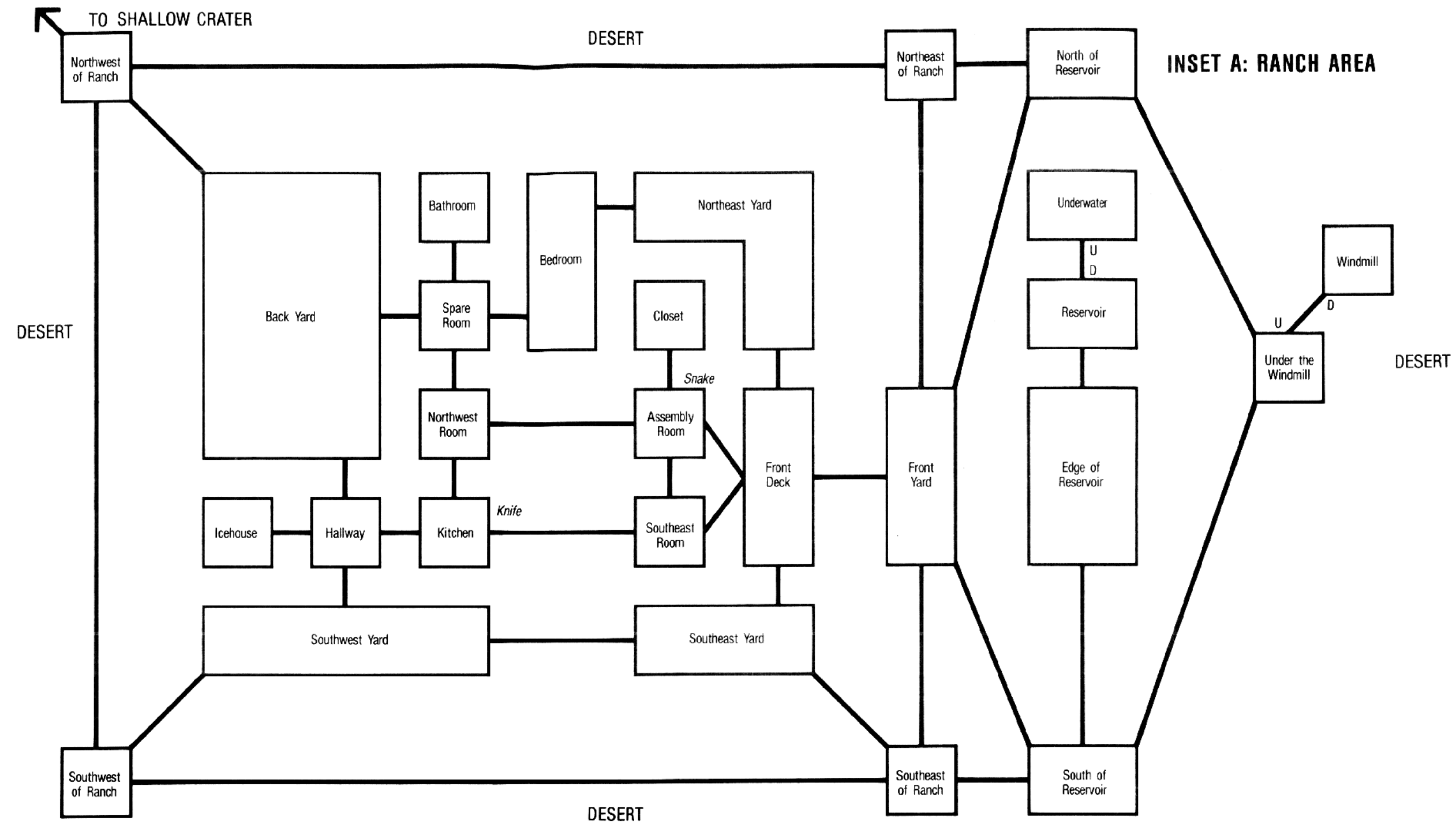


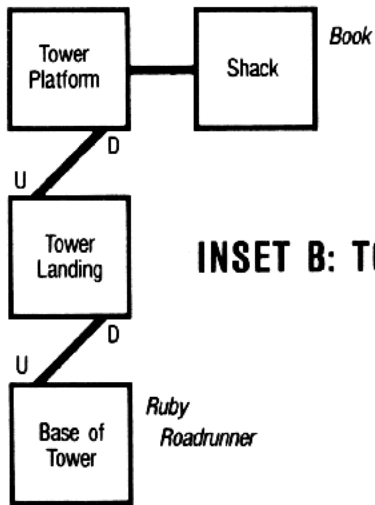


The bombing of the Japanese city of NAGASAKI brought World War II to an end.

The first atomic bomb was built and detonated at this site in the NEW MEXICO desert. A 100-foot steel tower was erected for the test (see map above right). Final assembly of the bomb took place in the nearby ranch house (see map to the left).







Wishbringer

Table of Contents

Festeron

Ye Olde Magick Shoppe

Witchville

The Tower

The Library

The Seven Wishes

How Points Are Scored

How Points Are Lost

For Your Amusement

FESTERON

Somebody inside the Post Office is calling me. What should I do?

1. The Post Office door may give you a clue. EXAMINE it.
2. Since the door is open, why not GO INSIDE and see who's calling?

Where is the Magick Stone?

1. That's for us to know, and for you to find out.

Who is Mr. Crisp?

1. He's your mean old boss.
2. And he isn't very happy about your idle daydreaming.
3. So you'd better do what he says.

When should I open the envelope that came in my Wishbringer package?

1. The story will tell you. Patience!

How do I get into the cemetery?

1. WALK INTO THE CEMETERY.
2. You're not going to let the computer scare you away, are you?
3. Go on, chicken! WALK INTO THE CEMETERY and answer YES to the question.

Who is the gravedigger?

1. LOOK AT THE GRAVEDIGGER and find out.

How do I get the flowers out of the hearse?

1. Did you find the vase?
2. It may be hidden amongst the flowers in the hearse.
3. There aren't any flowers in the hearse.
4. There's no hearse or vase, either.

What should I do with the umbrella?

1. It might come in handy if it rains.
2. You can't WISH FOR RAIN unless you have an umbrella.
3. So maybe you should hold onto it for later.

How do I get through the locked gate in the Twilight Glen?

1. The gravedigger has the only key to the gate.
2. But the gravedigger is nowhere to be seen.
3. You can't unlock the gate. To leave the cemetery, you must go out through the open gate at Creepy Comer.

Why won't the poodle let me near the cottage?

1. It wouldn't be much of a watchdog if it did, would it?

Why won't the poodle let me go north, into the village?

1. It doesn't like people walking past the cottage.
2. It doesn't like mail clerks.
3. It doesn't like you.

How do I get past the poodle?

1. I wouldn't PICK UP THE POODLE THEN KICK IT if I were you.
2. Since violence doesn't work, maybe bribery will.
3. You'll have to find something to bribe it with.
4. Have you been to every location you can visit without getting past the poodle?
5. Have you looked all around the cemetery?
6. Have you investigated the open grave in the Spooky Copse?
7. The gravedigger won't let you into the grave while he's watching.
8. Wait Until the gravedigger goes away. Then GO INTO THE OPEN GRAVE. PICK UP THE OLD BONE. Bring it to the poodle and FEED THE BONE TO

THE POODLE. Now you can GO NORTH-into the village.

I left the envelope behind, and the poodle won't let me go back for it! What can I do?

1. You're not a very good mail clerk, are you?
2. There's no way to wall past the poodle once it has finished eating the bone.
3. So you'll have to start all over again.
4. RESTART. Next time, hold on to that envelope!

Who is Miss Voss?

1. She's in charge of the Festeron Town Library, curator of the Festeron Historical Museum, and author of the best-selling "Local History Series" of booklets, including The Legend of Wishbringer.
2. Aren't you glad you asked?

Why won't Miss Voss give me back my library card?

1. She doesn't like mail clerks.
2. She doesn't like you.
3. What library card?

What should I do with the violet note?

1. Miss Voss asked you to give it to your boss, Mr. Crisp.
2. But delivering the mysterious envelope is more important right now.
3. So give the note to Mr. Crisp after you deliver the envelope.

Who is "Corky"?

1. It might be the name of Miss Voss's poodle.
2. But why would Miss Voss write a note to her dog?
3. Since Miss Voss asked you to give the note to Mr. Crisp, and the note is addressed to "Corky," it's probably Mr. Crisp's nickname.

How do I get inside the Library?

1. Miss Voss probably has the key.

2. Unfortunately, Miss Voss isn't around any more.
3. You don't have time to fool around with the Library right now. The Magick Shoppe doses at five o'clock!
4. Be patient; maybe you can get inside after you deliver the envelope.

Who is Sgt. MacGuffin?

1. He's in charge of Festeron's Police Department.

How do I get the chocolate?

1. Simply TAKE THE CHOCOLATE OFF THE DESK.
2. Of course, Sgt. MacGuffin might have other ideas.
3. Have you tried examining Sgt. MacGuffin?
4. Wait until Sgt. MacGuffin falls asleep before taking the chocolate.

What should I do in the Park?

1. The statue in the middle of the fountain is interesting.
2. But not as interesting as the other objects in the fountain.
3. LOOK INSIDE THE FOUNTAIN.
4. The rest is up to you.

How do I catch the goldfish?

1. Unfortunately, you won't find a net or pole anywhere.
2. What makes you think you have to catch the goldfish?

The movie theater is closed! How do I get inside?

1. The schedule might give you a hint.
2. The theater opens at seven o'clock. Come back later.

Why can't I take things out of the big mailbox?

1. Public mailboxes are built to discourage prying fingers like yours.

How do I play the video game?

1. By scoring as many points as you can.
2. Naturally, you'll have to put a token in the video machine before you can play.
3. Isn't it getting awfully close to five o'clock?

What do I do with the seahorse?

1. If you don't do something quickly, it will probably die.
2. A seahorse can't live long out of water.
3. PICK UP THE SEAHORSE THEN THROW IT INTO THE BAY.

What happened to the church mouse?

1. It ran away when it saw you. Surprised?

How do I get the candle?

1. Try to TAKE THE CANDLE.
2. Try to STEAL THE CANDLE.
3. Taking things that don't belong to you is stealing, especially in a church.
4. At the moment, you can't steal the candle.

What should I do with the pile of leaves?

1. Did you notice the message in the sand near the leaves?
2. Are you going to do what the message says?
3. You might be sorry if you don't.

Who wrote the message in the sand?

1. The person who wrote the message was obviously very concerned that somebody like you might come along and disturb the pile of leaves. Aside from this acute observation, the author of the message is not important.

How do I get to Misty Island?

1. If you had a bathing suit you could put it on and swim over.
2. No bathing suit, eh? Oh, well. You'll just have to wait for the Misty Island ferry.

3. Charter a private seaplane, preferably one equipped with a wet bar and jacuzzi.
4. If all else fails, give up.
5. But watch for new opportunities after you deliver the envelope.

What do I do with the horseshoe?

1. Keep it. It might bring you good luck.
2. Especially if you use it to WISH FOR LUCK after you find the Magick Stone.

How do I get into the lighthouse?

1. It's a phony lighthouse. You can't go into it.
2. Ever.
3. So stop trying.

What should I feed to the pelican?

1. A flapping, juicy fish would be nice if you can find one.
2. The only fish you'll find is in the fountain.
3. Unfortunately, you can't get the fish in the fountain.
4. What makes you think the pelican is hungry?

What's the easiest way into the impenetrable forest?

1. Look up the word "impenetrable" in a dictionary.

What can I do with the gnarled, rotten tree?

1. You can always CLIMB THE GNARLED TREE.
2. Maybe you should have examined the tree first.

What can I do with the dead branch?

1. It probably won't help you deliver the envelope any faster.
2. But it's a good idea to remember where it is. You might find a use for it later.

Mr. Crisp just fired me! What did I do wrong?

1. You failed to deliver the envelope on time, or didn't read it to the old woman. Next time, make sure you're in the Magick Shoppe before five o'clock, and do what the old woman asks you to do!

YE OLDE MAGICK SHOPPE

Why is "Magick" spelled with a "k"?

1. Because.
2. Oh, all right. "Magick" is an archaic spelling popularized by Aleister Crowley (a 20th century occultist) and occasionally seen in pulp fantasies and tales of horror. It's supposed to imply an especially old-and potent variety of supernatural force.

How do I get into the Magick Shoppe?

1. Just OPEN THE DOOR THEN GO INSIDE.

A gust of wind blew the door shut! How do I open it again?

1. You can't open it by yourself.
2. Relax. Maybe somebody will come along and open it for you.

How do I take the naughty birthday cards?

1. By removing them from the glass case.
2. Unfortunately, you can't reach into the glass case.
3. So you can't take the naughty birthday cards.
4. You rascal.

Why can't I approach the curtain?

1. Maybe it doesn't like mail clerks.
2. It's enchanted in such a way as to discourage nosey visitors.

Who is the old woman?

1. She's the proprietor of the Magick Shoppe.
2. The mysterious envelope is addressed to her.
3. So maybe you ought to give her the mysterious envelope.

Why did the Shoppe become strangely quiet all of a sudden?

1. A noise stopped.
2. A nearby mechanism stopped working.
3. EXAMINE THE GRANDFATHER CLOCK.
4. The dock stopped when the old woman appeared. Creepy, isn't it?

I found a bug! The dock on my status line stopped. Should I call Infocom?

1. It's not a bug. See the previous question for details.
2. If it was a bug, you could blame it on one of the Infopeople who playtested the game. In alphabetical order, they are:

"Hollywood" Dave Anderson, Manager

Joanne Avtges

Gary Brennan

Amy Briggs

Mark "Max" Buxton

Liz Cyr-Jones

Suzanne Frank

Jeff O'Neill

plus dozens of beta- and gamma-testers too numerous to list.

Who is "The Evil One?"

1. She's the person who mailed the mysterious envelope.
2. She kidnapped the old woman's pet cat, and is demanding a Magick Stone for ransom.
3. If she doesn't get the Stone before the moon sets, she'll probably do something awful to the cat.
4. Doesn't sound like a very nice person, does she?

What should I do with the metal can?

1. Like all objects in the story, you should EXAMINE it.
2. The rest is up to you.

Why does the metal can rattle?

1. Maybe there are some yummy mixed nuts inside.
2. Then again, maybe not.
3. There's something built into the can that makes it rattle. It's designed to lure innocent victims to their doom by making them believe there may be nuts inside.

Why can't I move when the old woman touches my forehead?

1. She's casting a subtle hypnotic spell on you.
2. So shut up and pay attention.

Who is "Chaos"?

1. It's the name of the old woman's pet cat.
2. It's also the name of Dan Horn's pet skunk.
3. Who is Dan Horn?
 - A. He's the owner of a pet skunk named Chaos.
 - B. He works at Infocom.
 - C. He paid \$10.00 to see his name in print.
 - D. (This space for sale.)

The clock on my status line just went crazy! What's going on?

1. It's not a bug.
2. It's a feature. '
3. It's the sort of thing that happens in Magick Shoppes.

WITCHVILLE

What happened to Festeron? Everything's changed!

1. Exactly.
2. The village seems to have come under an evil, supernatural influence.
3. The influence's initials are T.E.O.
4. The "T" stands for "The," and the "O" stands for "One."
5. Sorry. You have to figure out the "E" yourself.

Where is Wishbringer, the Magick Stone?

1. It may be a lot closer than you think.
2. It seems odd that the old woman didn't simply give it to you, doesn't it?
3. Maybe the old woman gave it to you without telling you.
4. Have you noticed a persistent rattling sound?
5. Have you investigated the metal can since you left the Magick Shoppe?
6. Have you looked inside the metal can?
7. OPEN THE METAL CAN. SQUEEZE IT.

Where is the Evil One?

1. Don't worry. She'll find you.

Who is Thermofax?

1. He's a fire-breathing dragon mentioned in The Legend of Wishbringer and the opening title screen.

Thermofax won't leave me alone! What should I do?

1. Throw the Magick Stone into his open maw.
2. If that doesn't work, throw yourself into his open maw.
3. Except for brief mentions in The Legend of Wishbringer and the opening title screen, Thermofax does not appear in the story.

How do I get down the steep trail? It's too foggy to see!

1. Use the map you drew on your way up the trail.
2. You did take the story's advice when it told you to draw a map, didn't you?
3. If you forgot to draw a map, you can still feel your way down the steep trail. But it won't be easy. And you might die trying.
4. There's another, safer way to get down the trail without a map.
5. You'll need the Magick Stone.
6. One of the Seven Wishes can clear the fog away.
7. If you're holding Wishbringer and an open umbrella, you can WISH FOR RAIN. The resulting downpour will clear the fog and transport you to the bottom of the cliff.

Why can't I blow out the candle?

1. It's magic.
2. It's Magick.

What is the Boot Patrol?

1. Stay in one place for a while. You'll find out.

The Boot Patrol threw me in jail! How do I get out?

1. Maybe you're not the first person who's tried to escape.
2. Have you investigated everything in the Jail Cell?
3. Have you looked under everything?
4. LOOK UNDER THE BUNK.
5. If this is the first time you've been thrown in jail, just MOVE THE BUNK THEN GO INTO THE HOLE.
6. If not, you'll find that the hole has been cemented over.
7. Now you'll need Magick to get out of the Jail Cell.
8. One of the Seven Wishes might work.
9. EAT THE CHOCOLATE THEN WISH FOR FREEDOM.

10. If you don't have the chocolate or Wishbringer handy, relax.
11. The Boot Patrol will be along in just a few moves, and all your troubles will be over.

How do I get rid of the big mailbox?

1. Give it what it wants.
2. Give it mail.
3. Give it stamped mail.
4. There's another mailbox with some stamped mail in it.
5. Find a shimmering trail.
6. The shimmering trail is at the Rocky Path.
7. OPEN THE SMALL MAILBOX. TAKE THE LEAFLET OUT OF THE BOX.
Go to the big mailbox and FEED THE LEAFLET TO THE BIG MAILBOX.
8. Congratulations. You have a new companion.

Why is the small mailbox following me around?

1. It likes mail clerks.
2. It likes you.

How do I get through the Cemetery?

1. Did somebody warn you about going in there after dark?
2. You can't get through the Cemetery. It's a trap.

What is an eldritch vapor?

1. Any relation to Eldridge Cleaver?
2. They're mischievous but generally harmless ghosts that hang around cemeteries at night, annoying passersby with supernatural tricks.

The eldritch vapors stole everything I was carrying! What should I do?

1. Have you looked around the village?
2. Everywhere?

3. The vapors will scatter your possessions randomly around the village, always outdoors. Pesky little critters, aren't they?

What's inside the pit?

1. Maybe you should LOOK INSIDE THE PIT.
2. If you found a platypus, congratulations.
3. If not, you must have disturbed the pile of leaves that used to cover the pit. Shame on you!
4. You can't possibly finish the story if you disturbed that pile of leaves.
5. RESTART. Next time, heed the message in the sand!

What is a platypus?

1. Look it up in an encyclopedia.
2. A platypus has webbed feet, a flat tail, dense fur, and a bill that looks like a duck's bill.
3. Amazing, aren't they?

What's the significance of the vulture?

1. It's watching you.
2. Doesn't that make you uneasy?
3. It ought to. The vulture is the Evil One's spy.

How do I get past the toll gate?

1. Why not just pay the troll?
2. The troll won't take your gold coin? Gee. Tough luck.
3. Maybe there's something else you can give the troll.
4. What about the metal can?
5. Troll still bothering you? This just isn't your lucky day.
6. There are three ways to get past the troll.
7. Two of the ways involve using the Magick Stone.
8. The other way doesn't.

9. The troll may or may not bother to examine your gold coin.
10. If you're lucky, he won't examine it.
11. If you're holding Wishbringer and the horseshoe, and you WISH FOR LUCK before giving the coin to the troll, the troll won't bother to examine the coin.
12. Another way past the troll is to WISH FOR DARKNESS. It will scare him away just as thoroughly as the snake.
13. You can't WISH FOR DARKNESS until you've found the grue's milk.
14. You won't find the milk until after you get past the troll.
15. Using the Darkness Wish to get past the troll is only useful if you have to go past him twice.
16. If you've already released the snake, you'll have to use Magick.
17. The non-Magick way is to give the closed metal can to the troll, or to open it in front of him. The snake will scare him away.

What is the significance of the giant stump?

1. It affords an excellent view of the surrounding area.
2. Have you examined it lately?
3. OPEN THE STUMP. Surprise!

What is a grue?

1. The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Adventurers, but its insatiable appetite is tempered only by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale.

How do you milk a grue?

1. Very carefully.
2. Fortunately, you don't have to milk a grue to finish the story.

Where do I find the grue's milk?

1. Grue's milk must be kept in a cool, well-lighted place to stay spoiled.
2. Grue refrigerators are cool and well-lighted.
3. There's a grue refrigerator in the Grue's Nest.

How do I get the grue's milk without being devoured?

1. Avoid waking up the beast with light or noise.
2. The light source you're carrying is waking up the beast.
3. Cover the beast so it can't see.
4. Blankets make an excellent cover.
5. Get the blanket in the Jail Cell. **COVER THE BEAST WITH THE BLANKET** before it wakes up.

How do I get around in the dark?

1. You'll need a source of light.
2. Have you found the small stone yet?
3. Have you examined it?
4. There's another, more conventional source of light.
5. It's in the church.
6. Go into the church and **STEAL THE CANDLE**.

What do I do with the platypus?

1. Maybe you don't have to do anything with it.
2. Unless you want to finish the story.
3. It'd be really nice if you rescued the platypus.
4. Not as easy as it sounds, eh?
5. There are two ways to rescue the platypus
6. One of them involves the use of Magick.
7. Platypuses are great swimmers.
8. If you filled the pit with water, the platypus might be smart enough to swim out.
9. One of the Seven Wishes might help you fill the pit with water.
10. While standing at Edge of Lake, **OPEN THE UMBRELLA THEN WISH FOR RAIN**.

11. If you don't have the umbrella or Wishbringer, or if you've already used the Rain Wish, you'll have to find another way to rescue the platypus.
12. How deep is the pit?
13. There's something you can get that might help you reach into the pit.
14. Did you notice the dead branch at Cliff Bottom?
15. PUT THE BRANCH IN THE PIT. The platypus will hold on to the end of the branch; PULL THE BRANCH OUT OF THE PIT.

Why are there so many platypuses in the story and packaging?

1. That's what our marketing department wanted to know.
2. But we wouldn't explain it to them.
3. And we won't explain it to you, either.
4. Marketing Department's Note: Actually, Brian Moriarty is a bit strange, and we decided it was best to humor him.

What should I do with the silver whistle?

1. What silver whistle?
2. Oh, that silver whistle! Well, you can always EXAMINE THE WHISTLE.
3. If you're really adventurous, you could even (dare we suggest it?) try to BLOW THE WHISTLE.
4. If nothing happens the first time you blow the whistle, EXAMINE THE WHISTLE. Then take the whistle to the place where you found it, and EXAMINE THE WHISTLE again.
5. The whistle only twinkles when you're at Edge of Lake.
6. BLOW THE WHISTLE only when it's twinkling ... unless you just like to hear the music.

How do I get to Misty Island?

1. Read the above hint. You may discover something unexpected.

What should I say to King Anatinus?

1. You don't need to say anything. Just do what he says.

2. If he offers you a gift, take it.
3. TAKE THE HAT.
4. If he asks you to do anything, do it.
5. BLOW THE WHISTLE.
6. Don't annoy the King. You might be sorry.

What should I do with the wizard's hat?

1. Do what the King told you to do.
2. Take the hat to the pelican.
3. GIVE THE HAT TO THE PELICAN.

What is the significance of the pelican?

1. Read the above hint.

How do I get into the movie theater?

1. There are two ways into the movie theater.
2. The first way into the theater involves the use of Magick.
3. Go into the theater lobby and WISH FOR DARKNESS. You can sneak inside while the gravedigger is stumbling around in the dark.
4. Or GIVE THE GOLD COIN TO MISS VOSS. GO INSIDE. GIVE THE TICKET TO THE GRAVEDIGGER. GO INTO THE THEATER.

The movie is all fuzzy and indistinct! What's wrong?

1. Did you read the marquee outside the theater?
2. Did you examine the empty carton in the lobby?
3. This is a 3D movie. You need a pair of 3D glasses to see it.
4. Did you look inside the carton in the lobby?
5. Oh, well. Looks like they're all gone. But maybe somebody dropped a pair somewhere.
6. Have you searched everywhere in the theater?

7. LOOK UNDER THE SEATS.

Where can I get a token for the video arcade?

1. Ask one of the humanoids. They seem to have plenty of tokens.
2. Oh, well. Maybe somebody dropped one somewhere.
3. Have you been to the Park lately?
4. LOOK IN THE FOUNTAIN.

I found the token! How do I get it?

1. Simply TAKE THE TOKEN OUT OF THE FOUNTAIN.
2. But the piranha might have other ideas.
3. Remember the poodle?
4. Maybe you can distract the piranha the same way you distracted the poodle.
5. It's not likely that the piranha would be interested in a bone.
6. But it might be interested in something else.
7. If you were a fish, what would you be interested in?
8. Have you found the Grue's milk yet?
9. Have you visited the Grue's Nest yet?
10. There's more than one item in the Grue refrigerator.
11. TAKE THE WORM OUT OF THE REFRIGERATOR. Then go to the Park and FEED THE WORM TO THE PIRANHA. The piranha Will leave you alone long enough to TAKE THE TOKEN OUT OF THE FOUNTAIN.

How do I play the video game?

1. It would help if you turned on the machine.
2. PUT THE TOKEN IN THE SLOT.
3. Have you tried to EXAMINE THE SCREEN?
4. The screen looks just like the map in your Wishbringer package.
5. Did you EXAMINE THE STAR?

6. Did you EXAMINE THE JOYSTICK?
7. To experiment, try to PUSH THE JOYSTICK TO THE WEST.
8. Then EXAMINE THE STAR.
9. Maneuver the star to an interesting square on the grid. When you're satisfied, PUSH THE BIG RED BUTTON.
10. You're not afraid of a bunch of stunted humanoids, are you?
11. Go on! PUSH THE BUTTON!
12. Most of the squares in the video game aren't very interesting.
13. But one of them is VERY interesting.
14. Move the star to square C-5, which is over the Post Office on the map. Then PUSH THE BUTTON. You'll end up outside the Tower, without having to get past the hellhound.

The hellhound won't let me past! What can I do?

1. Maybe you can bribe the hellhound the same way you bribed the poodle.
2. Then again, maybe not.
3. There are three ways to get past the hellhound.
4. One of them involves Magick.
5. One of the Seven Wishes might help you.
6. WISH FOR DARKNESS while standing outside the cottage. The hellhound will cower in fear long enough for you to get past.
7. Another way involves the video game in the arcade.
8. Refer to the previous hint for instructions on how to play the video game.
9. The last way to get past the hellhound only works if you've already been inside the Tower.
10. Have you read all of the mail in the story?
11. Have you read the violet note?
12. You can't open the violet note yourself.

13. Wait until Mr. Crisp opens the violet note. After he leaves, read the note.
14. Then go to the hellhound and say ALEXIS, HEEL. The hellhound will become considerably less ferocious.

THE TOWER

How do I get into the Tower?

1. Didn't King Anatinus say something about getting into the Tower?
2. You need a Word of Power.
3. The pelican knows what it is.
4. The pelican won't give you the Word unless you give it something in return.
5. GIVE THE WIZARD'S HAT TO THE PELICAN. A Word will be revealed to YOU. Go to the tower and say the word (just type it in). The drawbridge will lower automatically.

How did the Princess get captured again?

1. She isn't a very smart platypus, is she?

Help! Mr. Crisp is getting ready to torture me!

1. He's sleazy enough to take a bribe.
2. Didn't somebody ask you to give him something a long time ago?
3. GIVE THE VIOLET NOTE TO MR. CRISP.

Mr. Crisp is gone, but I'm still in chains! What should I do?

1. There are two ways to get out of the chains.
2. One of them involves Magick.
3. WISH FOR FREEDOM will work.
4. But you wouldn't need Magick if you had the key to the chains.
5. Mr. Crisp dropped the key in his lab coat, remember?
6. He dropped the lab coat on the floor.
7. PICK UP THE WHITE LAB COAT. TAKE THE KEY OUT OF THE COAT.

UNLOCK THE CHAINS WITH THE KEY.

Where did Mr. Crisp go?

1. He went to visit his sweetheart, Miss Voss.
2. But who cares, as long as he isn't here to torture you?

How do I free the Princess from the torture machine?

1. Just do what she says.
2. PULL DOWN THE LEVER.

How do I get out of the torture chamber?

1. The same way Mr. Crisp did.
2. OPEN THE HATCH. CLIMB UP THE LADDER.

What is the significance of the paintings in the Round Chamber?

1. The story they illustrate may sound vaguely familiar.
2. Especially if you read The Legend of Wishbringer.
3. The paintings also conceal an important secret.
4. LOOK BEHIND A PAINTING.

The drawbridge is closed! How do I get out of the Tower?

1. Read the previous hint for clues.

The suit of armor is chasing me! What should I do?

1. Hit it with the dead branch.
2. Throw the stone at it.
3. Light the grue's milk on fire with the candle, then give the milk to the suit of armor to drink. It'll still chase you, but at least it will be laughing.
4. There is no suit of armor in this story.

Why is the room above the Round Chamber all blurry?

1. Blurry, huh? Gee. Maybe you need glasses.

2. PUT ON THE 3D GLASSES after you walk into the blurry room.

What should I do with the telescope in the Laboratory?

1. You could ignore it. It's probably just a prop.
2. The telescope is just a prop.
3. So ignore it!

What is the significance of the bubbling chemicals?

1. They're not significant at all. Leave them alone.

What is the purpose of the control panel?

1. It has two switches, so it probably controls two things.
2. Have you examined both of the switches?
3. The first switch controls the power in the Palace Theater. (If you watched the entire movie, you'd already know this.)
4. The second switch controls the "security" for something. Hmm. Wonder what the Evil One wants to keep secure ...
5. TURN OFF THE SECOND SWITCH.

THE LIBRARY

How do I get into the Library?

1. Wait until Miss Voss opens it tomorrow morning.
2. Unfortunately, you haven't got time to wait. Looks like you'll have to unlock the front door somehow.
3. Miss Voss locked it earlier. Maybe she put the key somewhere.
4. Have you visited Miss Voss's cottage yet?
5. It's easy to get into the cottage once you tame the hellhound.
(But that's another hint.)
6. The key to the Library is on Miss Voss's bookcase.

How can I see in the Library? It's Dark.

1. The candle is a source of light.
2. Too bad the candle fizzles out when the Library door doses.
3. Wishbringer is also a source of light.
4. If you haven't found the Stone yet, you're in trouble. But there is another way to see in the Library.
5. Have you examined the wizard's hat?
6. Have you looked inside the wizard's hat?
7. Have you dropped anything inside the wizard's hat?
8. Things you drop into the wizard's hat disappear. But they might turn up someplace else.
9. Things you drop into the hat appear in the Museum's display case.
10. DROP THE CANDLE INTO THE WIZARD'S HAT before it gets blown out. You can later retrieve the candle for use as a source of light.

Where's the key to unlock the circulation desk?

1. The steel key might work. After all, it unlocked the library door.
2. Then again, why should a door key work in a desk?
3. There is no desk key. You can't open the circulation desk.

How do I get the spider out of the Library books?

1. You'll have to pick up the books first.
2. You'll need a library card to take the books.
3. Shucks! You forgot your library card.
4. There isn't any spider in the library books.
5. Or anywhere else, either.

How do I open the glass display case in the Museum?

1. Did you try the rusty key?
2. Did you try the steel key?

3. Did you try the key in the circulation desk?
4. Did you read the above hint about unlocking the circulation desk?
5. You can't unlock the display case.
6. Force may be necessary.
7. You'll need a heavy object to break the case.
8. Try BREAK THE DISPLAY CASE WITH THE HORSESHOE. You can also use the broom, the umbrella, the conch shell, the bottle or the dead branch.
9. Naturally, you remembered to EXAMINE THE DISPLAY CASE before breaking it.
10. You must deactivate the security system before breaking the case.
11. The switch for the security system is in the Laboratory.

How do I get out of the library with the sculpture?

1. Try unlocking the door.
2. Lock's on the outside? Oh, well. Why not WISH FOR FLIGHT?
3. Nope, you're indoors. But you can still WISH FOR FREEDOM.
4. Not confined; eh? There must be another way out, then.
5. Have you tried to EXAMINE THE SCULPTURE yet?
6. Go on to the next hint.

What should I do with the sculpture?

1. Such a fine work of art should probably be examined.
2. Hmm. Seems to be a piece missing.
3. Have you tried to WISH FOR ADVICE?
4. Have you tried to WISH FOR FORESIGHT?
5. Something might fit into the forehead of the statue.
6. PUT THE STONE INTO THE FOREHEAD.

Who's the old woman in the Library?

1. She looks familiar, but somewhat fuzzy. What can you do to make fuzzy things clearer?
PUT ON THE 3D GLASSES. Yipes!

How do I escape from the sinister being?

1. Just walk right past her. She won't mind.
2. Much.
3. You could try bribing her with something.
4. Maybe she'll accept that nice, glowing stone you're holding.
5. But if you want to finish the story, you won't give it to her.
6. Stop fooling around! Kill her before she turns you into something awful!
7. Too tough, eh? Maybe you should continue what you were doing before she interrupted.
8. PUT THE STONE INTO THE FOREHEAD.
9. Don't listen to her! PUT THE STONE INTO THE FOREHEAD!

THE SEVEN WISHES

What Advice can I get from the shell?

There are seven bits of Advice. In order of appearance, they are:

1. "If ye hath not kept a Map, only patience or Magick can help thee."
2. "Magick may help thee cross the Bridge."
3. "Release a Prisoner, and be Rewarded."
4. "Learn the Word of Power, else never gain the Tower."
5. "One path Magick, one path Science; both lead to thy Goal."
6. "Many wonders await thee in the Halls of Knowledge."
7. "Fit the Pieces together, and the Puzzle is complete."

Where is WISH FOR RAIN useful?

1. If you're lost in the fog, wishing for Rain will wash you safely down to the Cliff Bottom.
2. If you're at Edge of Lake, wishing for Rain will fill the narrow pit with water and free any creatures that may be trapped there.
3. Wishing for Rain anywhere else is harmless, but the downpour might irritate nearby characters.

When should I WISH FOR FLIGHT?

1. Whenever you want to go back to the Magick Shoppe. Just make sure you're outdoors (or in the Laboratory), and off you go!
2. It's not a good idea to go back to the Magick Shoppe until you've found Chaos, the old woman's black cat.
3. Make sure the black cat you've found is the right one.
4. If you locate the real Chaos, you won't need to WISH FOR FLIGHT.
5. So you'll never need to WISH FOR .FLIGHT. It's a trap.

Why would I want to WISH FOR DARKNESS?

1. Some characters might not like the sudden Darkness.
2. One of them is the troll at the toll gate.
3. If you WISH FOR DARKNESS with the troll present, he'll run away across the bridge.
4. The gravedigger is afraid of the dark, too.
5. If you WISH FOR DARKNESS in the Theater Lobby, you may be able to sneak past the terrified gravedigger into the theater. (Not a very good movie usher, is he?)
6. There's one other creature who doesn't like Darkness.
7. It's the hellhound.
8. If you WISH FOR DARKNESS at Outside Cottage, the hellhound will cower in fear long enough for you to sneak past.

What happens when I WISH FOR FORESIGHT?

1. You get a tantalizing, heavily symbolic glimpse of the future, all mixed up with snippets of the past and present.
2. Don't worry about what it means.
3. It's a dream sequence.

Why didn't the WISH FOR MAGICK work?

1. You weren't holding Wishbringer.
2. You weren't holding the Magick Wand.
3. You didn't wave the Magick Wand over the Magick Rutabaga.
4. Magick Wand? Magick Rutabaga? WISH FOR MAGICK?

Why should I WISH FOR LUCK?

1. Luck gives you all sorts of little benefits that make it easier to finish the story.
2. There are five ways the WISH FOR LUCK can help you.
3. The five ways are:
 1. If you're Lucky, the troll won't notice that your gold coin is a "counterfeit."
 2. If you scare the troll away by wishing for Darkness, he'll drop your gold coin on the bridge ... but only if you're Lucky.
 3. Normally, the eldritch vapors in the cemetery will carry you away and scatter all your possessions once they've taken a good look at you. But if you're Lucky, they'll steal your possessions, one at a time, before they carry you away.
 4. The hellhound will eat you up if you hang around for more than three moves. But if you're Lucky, it'll just keep roaring at you.
 5. Your chances of being eaten by a grue in the dark are much lower if you're Lucky.

I just neutralized my Luck Wish! What should I do?

1. Next time, avoid opening the umbrella indoors or walking under the ladder. These are very Unlucky things to do.

Where should I WISH FOR FREEDOM?

- 1. It only works in two situations.
- 2. If you're thrown in jail more than once, the only way out is to WISH FOR FREEDOM. You'll usually end up on Lookout Hill (unless the Boot Patrol is there, in which case the Stone will thoughtfully deposit you outside the Police Station).
- 4. You can also free yourself from the chains in the Torture Chamber with a WISH FOR FREEDOM.
- 5. Just make sure Mr. Crisp isn't there when you try it.

HOW POINTS ARE SCORED

ACTION	POINTS
Enter the Post Office	1
Take the mysterious envelope	5
Take the old bone	1
Feed the bone to the poodle	3
Take the note from Miss Voss	3
Take the gold coin	1
Arrive at Cliff Edge	1
Give envelope to old woman	5
Read letter to old woman	1
Take metal can from old woman	3
Frighten troll with snake	3
Take the small stone	5
Remove dead branch from pit	5
Take the silver whistle	3
Take the wizard's hat	1
Give wizard's hat to pelican	5
Buy ticket	3
Take the 3D glasses	3
Take the blanket	3
Cover beast with blanket	3
Take the earthworm	3
Take token from fountain	3
Put token in arcade machine	1
Transport to Hilltop	5
Open the drawbridge	3
Take the rusty key	3
Unlock your chains	1
Read the violet note	3
Turn the crank	1
Turn off second power switch	3

"Alexis, heel."	5
Take the steel key	3
Unlock the library door	3
Put small stone in sculpture	5

HOW POINTS ARE LOST

ACTION	POINTS
Fail to take the violet note	-10
Disturb the pile of leaves	-10
Give small stone to vulture	-10
Give small stone to pelican	-10
Torture the Princess	-10
Torture the black cat	-10
Feed grue's milk to Chaos	-10

FOR YOUR AMUSEMENT

Have you tried:

Reading the theater marquee before delivering the envelope?
 Listening to the conch shell before delivering the envelope?
 Examining the grandfather dock repeatedly?
 Examining the video game in Festeron? in Witchville?
 Opening the metal can inside the Magick Shoppe?
 Examining the wanted posters in Festeron? In Witchville?
 Staying in the Jail Cell after being captured by the Boot Patrol?
 Getting captured three times by the Boot Patrol, after saving the seahorse? Without saving the seahorse?
 Ignoring King Anatinus?
 Dropping the whistle or the hat?
 Letting the small mailbox meet the big mailbox?
 Looking around the Museum after the mailboxes have met? If the mailboxes never met?
 Leaving things in either mailbox, letting the boxes meet, and looking inside the fossil afterward?
 Putting things inside the wizard's hat? And finishing the story?
 Trying to KILL THE STUNTED HUMANOIDS?
 Dropping the lighted candle into the bay, lake or river?
 Wishing for freedom while Mr. Crisp is watching?
 Pushing the lever on the torture machine UP while the Princess was damped inside?
 Putting interesting objects (like the black cat) into the torture machine, and pushing the lever up?
 Torturing the Princess and the black cat at the same time?
 Pouring out the grue's milk near the black cat? Near Chaos?
 Putting on the 3D glasses just before you put the stone into the sculpture? And then NOT

putting it in?

Giving the stone to the old woman in the Museum?

BORDER ZONE HINTS

THE TRAIN

Well, there you were, minding your own business waiting for the train to get to Litzenburg when suddenly this character burst into your compartment. He muttered something about an assassination plot and gave you a document and a carnation, mumbled something about a recognition phrase (your phrase book will come in handy there), bled all over your carpet, and then left!

Before we start, a couple of notes. First of all, the verrst en of text contains important information. When the agent tells you that your contact will say "xxxxx", write it down! There are several phrases that are almost identical, and you're going to be faced with several people saying very similar things. If you don't know the exact phrase your contact will use, you will be in real trouble! Also, you won't have time to fumble around when the time comes, so look up the propsonse phrase in your phrase book and write it down, too.

Secondly, the real-time clock is JUST THAT. You can pause the action, but the clock will continue running. This game is not very difficult. Your main object is to "beat the clock" and accomplish things before you get killed. Okay, here we go.

Your first job is to get rid of that blood. If someone comes looking for the .agent, the blood will be a dead giveaway (and will cause you problems later). REMOVE CARNATION, then DROP ALL and go to the corridor. You'll notice some sinister looking characters north of you. Just ignore them, and if you don't hang around, they'll ignore you. Now go south and west to the lavatory. Hmmm, you lucked out. There's one towel left. GET TOWEL and TURN ON WATER THEN WET TOWEL. TURN OFF WATER, go east, north, and west back to your compartment, and CLEAN BLOOD WITH TOWEL.

Now you don't want to get caught with that document (which you can't read by the way), but you must deliver it. If you EXAMINE BAG 11 see n camera and a roll of film: EXAMINE CAMERA will tell you that there is film in it and a couple of pictures left. So GET CAMERA THEN PHOTOGRAPH DOCUMENT. You've seen those old movies about spies. One of the first things the KGB does is to confiscate any film they find; so REWIND FILM, OPEN CAMERA, then GET COLOR FILM and PUT OLD FILM IN CAMERA THEN CLOSE CAMERA. Now GET THE CARNATION AND DOCUMENT. PUT CARNATION AND COLOR FILBAG. DROP CAMERA.

Now to get rid of the other evidence. OPEN WINDOW then THROW DOCUMENT OUT WINDOW, and THROW TOWEL OUT WINDOW. (For some reason known only to Mark Blank, you can't throw them both out at once!)

You have nothing left to do now except WAIT until something happens. After about two or three WAITs, a man in a trench coat will come in and ask you if you've seen anybody. Answer

NO and he will leave. (If you were wearing the carnation at this point or the document was in sight you'd arouse his suspicion and this would have dire consequences later.

WAIT again until the man returns with guards. If you've done everything right they will search your compartment, confiscate the dummy roll of film you put in the camera, ignore the carnation and the color film, and leave you alone.

GET CARNATION AND FILM and go east and south twice. Once you're on the platform, WEAR CARNATION and begin walking north. The contact scenario is variable. You can walk about three "rooms" north and then three "rooms" south on the platform. You will be accosted by various characters who will say things to you in Frobnian. All of these phrases will be very similar to the one the Agent told you about, but only one will be exact. When you hear the exact phrase, you have about five seconds to answer with the proper response in Frobnian. If you stop at this point to look it up in the phrase book, your contact will walk away and you'll have . The correct syntax is SAY "XXXXXX."

Once you've given the proper response the only thing left is to GIVE FILM TO CONTACT.

You've successfully completed Chapter 1! Now type CONTINUE to go on to Chapter 2.

Suddenly you find yourself standing on the railroad tracks. You are no longer the businessman. Now you are the Agent who was shot!

Off to the northeast you see smoke rising into the sky. This is a good landmark, but for now we'll ignore it. Your first course of action should be to get into hiding, so go east into the forest. Now you have a chance to take INVENTORY. You'll find thou have a pen and are wearing "everyday black shoes." (Now anyone who knows Infocom knows that they wouldn't have told you about an insignificant detail like shoes if wasn't important.) EXAMINE PEN and you will discover that it is a James Bond contraption which is really an explosive device, along with complete instructions on how to use it. Remember all the blood in the businessman's compartment? Better do something about your arm. EXAMINE LEFT ARM will show that you apparently have a damaged artery. TEAR CLOTHES and you'll have a nice scrap for a bandage. TIE SCRAP AROUND LEFT ARM and you will have solved one of your health problems.

Right about now you'll hear dogs barking. We'll have to do something to throw them off the track. Go east twice and you'll be at the edge of a swamp. Now ENTER SWAMP. Go north and that should be enough to confuse the best nose in the world! Go west then northeast and you should be at a running from north to east with a spur leading north.

At this point you'll have to pay attention to the action. You will hear the sound of a car periodically. That car will drive up the north spur to a house. Two men will get out, talk to the man in the house, then get back in the car and drive away. You will need to know where the car is. If you arrive at the house while the men are there, you'll have to wait around for a while. If you hear the sound of the car starting again, you'll have to get off road until you hear it drive away to the south. In any event, you want to arrive at the house shortly after the car leaves.

From the branch of the roads go north and you'll be just south of a clearing. Now you have to WAIT until the man leaves the house. While you're waiting, you'll be told how cold you're getting. Don't worry, if you've followed the walkthru so far, you won't freeze to death.

When the man comes out of these, WAIT again until he's out of sight then go north. (Sometimes the game will take control at this point and tell you that you were worried about being seen so you went east instead. If that happens, go northeast to get back to where you wanted to go.)

You've no time to waste here so OPEN DOOR, go east, and CLOSE DOOR. You don't have any time to explore (one of my real irritations with this game) so go east into the Storage Area. You'll see several items. GET WORK SHOES, OIL AND PARKA THEN WEAR PARKA. Now OPEN DOOR. You will notice that it squeaks loudly. You can't leave yet or you'll run into the owner, so OIL HINGES. Then WAIT until the owner returns then LEAVE HUT, and the door will close quietly behind you.

Go northwest, west, and northwest again and you'll come to a shed. ENTER SHED (isn't it strange how sometimes you have to open doors and other times you don't?) and you'll see some tools. GET BOLT CUTTER AND RUBBER GLOVES. At this point it might be a good idea to get into some more effit shoes for walking on ice, so REMOVE SHOES THEN WEAR WORK SHOES. Then LEAVE SHED and go north and northeast and you should be at the Border Zone Center. (If you're East or West, move to the center now.)

You'd better save the game here, because you are about to attempt an arcade game which needs split second timing. WATCH LIGHTS and you'll see on the Status Line a display of the lights. The center light turns exactly twice as fast the East and West lights. You're going to have to make a mad dash for the fence at a time when none of the lights will get you. Type an "N" (don't hit return!), and then watch the East light. When it is pointing SSE hit return and you should make it to the fence.

Now WATCH GUARDS and the display will show the guards moving between their posts. This is the reason you chose the Center Zone. It is the only place where you can be out of sight of both guards at once. You will have to perform any moves when both guards are about half way between you and the outside post and moving away from you. You can use the command "WAIT 1 MINUTE" or "WAIT 30 SECONDS," and so forth to speed up the action.

When the guards are in the proper position WEAR RUBBER GLOVES THEN CUT FENCE WITH CUTTERS then BEND FENCE. At this point you'll probably have to wait for the guards to make their round-trip back to the mid-way point going away from your north, REMOVE CAP FROM PEN, and PUSH BUTTON three times. REPLACE CAP THEN PUT PEN ON NORTHWEST POST.

Timing is very critical here. As soon as you replace the cap you have three minutes to finish the game. However, you don't want to get into the tower TOO soon, or they will have time to break in before the explosion. At some point here you're going to have to WAIT. You want to enter the tower when the timer reads about 2:18 or so. If the coast is clear, go up right away,

GET ON BRACE and then WAIT the coast is NOT clear, WAIT where you are, and then go up and finish the action.

When you're on the brace and the time is right, and the guards are far enough away, KNOCK ON DOOR. The guard will come out and put his foot on the ladder. TRIP GUARD then GET OFF BRACE and ENTER TOWER. CLOSE DOOR THEN LOCK IT. Now all you have to do is wait a few seconds for the explosion! Your part of the tower will end up across the border.

THE ASSASSINATION

Before we start, note Parts 2 and 3 run in fast mode. In Part 3, it is impossible to complete the game in fast mode if you do things in a logical order. The only way to complete Part 3 in fast mode is to know in advance every move to make and use some shortcuts to complete the action. Therefore, before beginning Part 3, type SLOW to get into the slow clock mode. Keep in mind that while your primary objective here is to prevent the assassination, you must also protect your identity as a double agent. This means you have to keep anyone from discovering that you stopped the assassination, and also avoid being caught.

In the opening screen you will discover that your contact is at Riznik's Antique Shop. If you look at the business card in your package, you'll find a map telling you where you'll find Riznik's. Go south three times. Oops! There's Topaz (looks awfully familiar doesn't he?). Don't worry, if you keep moving he won't see you. Go south again to the Southwest edge of the square, and then west to Riznik's Antiques. Go south into the store. If there is another customer in the store, go north and WAIT until he leaves. If the coast is clear when you enter, Riznik will smile at you and wave you to the back. Go south again. Riznik will tell you that the assassination is going to take place at noon when the Ambassador is speaking to the crowd. He will also tell you the password to get near the sniper. He tells you that the sniper is located in a window on the

Yup, you guessed it! He is interrupted at that point and shoves you into the back room. Checking the clock you see you have very little time before noon, so go west out of the store then north, east twice, and north again. From this vantage point you can see all the windows surrounding the square. LOOK AT WINDOWS and you'll find that there are several open windows in the apartment building to the east. Make note of the locations of those windows. Now go west, north, and west into the Lobby of the apartment building.

LOOK AT THE DIRECTORY and you'll find that the only empty apartment that could be in the same position as an open window is 3D. That's got to be where the assassin is. You've got to stop him, but you want Topaz to be blamed for it, so we're going to get him to follow us.

Go east out of the building and south twice to the Cafe. YELL AT TOPAZ to attract his attention, then go north to cart. You don't want Topaz to be too close, so UPSET CART then go west into the alley. You'll see a fire escape ladder here, but it's too far away to reach. GET CAN THEN PUT IT UNDER FIRE-ESCAPE. GET ON CAN and then go up three times to the third floor and in to the building. Go north twice. You'll see that you're about halfway down the hall,

and you know the apartment you want has to be on the East side of the building, facing the square.

You want Topaz to be able to follow you, so **DROP MATCHES KNOCK ON EAST DOOR**. When the assassin answers, **SAY "RIZNIK"** and he'll let you in. Remember that at this point Topaz is after you, not the assassin,. so **STAND BEHIND DOOR**. You may have to wait a turn or two, but suddenly Topaz will burst into the room and kill the assassin for you. Now **HIT TOPAZ WITH GUN**.

Congratulations! You have completed the assignment, and your double-identity is **LURKING HORROR HINTS** .

Hints

Poor Nord and Bert. Some sort of disharmonic convergence of linguistics has left their town of Punster in chaos. You've been traveling the countryside, passing Muster, going through Changes, and now you find yourself in inveterate Punster, where your generous offer of help has been accepted. To set things straight, you'll need to leave no phrase unturned, no cliché unmined, and no pun unintended.

There are eight scenarios in NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT. But it's not as if Infocom has up and left you without a clue. During any of the scenarios, simply type the word "hint," and you're offered a menu *or*: topics related to the scenario (which, in themselves, can tip you off to puzzles you may have missed). By choosing a topic, you're given anything from a mere drop of a hint to a saturated solution.

The first seven scenarios can be completed in any order, but the eighth requires, randomly, one of the seven passwords obtainable only at the ends of the preceding seven. Some can be played through without scoring all the available points; others must be completely solved before the password is given.

Let's take the scenes in the order in which the game presents them. The first is GO TO THE SHOPPING BIZARRE. Designed to make a basket case out of the player, this segment utilizes homonyms (words that sound the same as other words) as solutions. You start off in the Dessert Aisle. Health codes notwithstanding, there is a moose in the aisle. To change an item into its homonym, just type that homonym type MOUSSE and the moose will become just that. Then you might notice some frozen numbers in your grocer's freezer: a 22 over 7. Using simple division, even garnerers of the lowest common denominator will take only a fraction of second to realize that this is 3.1416 (and so on; or "pi." Type PIE. and the frozen pi becomes frozen pie.

Proceed to MISC, or Miscellaneous. Change TACKS to TAX, SAIL to SALE, and MUSSELS to MUSCLES. You're going to want the tax and the sale for later, so keep them.

Moving to your Write (I'll Write), you'll find flour, a clause, some stationary reams of paper, and a stack of quartz. Change them, respectively, to FLOWER, CLAWS, STATIONERY, and QUARTS. There's a door behind the quarts, so take a quart. You still can't access the door until you've changed the LOCKS to LOX and the JAMB to JAM. Take the lox. Smell the flower. Notice the wonderful scent. Which you then change to a CENT. Find the penny. Pick it up. Now you can open that door and go down into the cellar. Change it to SELLER, but don't buy anything from her yet.

At some point (it's not important when), you'll run across a pesky little girl. Examine her and read the ribbon she's wearing. It's an award for being the "worst brat." Change her to BRATWURST and take her along.

Head over to the Meets, Here you'll find mince and steak. You'll need them both, but not before you change them into MINTS and STAKE. Now run over to the British Aisle. The sign above the box boy informs you that this is the putting section. Change it to the PUDDING section. Before you know it, ants will be crawling in the muck. Change them to AUNTS. They'll be milling around, looking for their niece. Change the bratwurst back into WORST BRAT, and they'll be out of your hair.

Now for the big game. Go to the Manicotti Aisle where a cereal murderer is tearing the stuffing out of boxes of cereal and pasta. Notice those fangs? You could attack him with the stake, but his lousy breath drives you back. Give him the mint, and though he won't eat it, he will taste it enough to improve that halitosis. Now ATTACK MAN WITH STAKE.

Go back to the Cellar. If you try to buy something, you'll find you can only buy it if it's on sale. We're using lox in this example, though there are other items you can buy as ,.weil. Since you've got a sale with you, PUT LOX ON SALE. Now BUY LOX. As long as you've got the cent and the tax, you've done it! Upon receiving the code phrase "Super Saver." you leave the Bizarre Bazaar and go back to the opening menu.

In PLAYING JACKS, all the solutions are in some way connected to the word "Jack." There's a wooden house: go inside. Here you'll find a contraption with an electric switch, a furry ball, a crank. a piece of metal, a faucet, and sleeves. You first want to try all the different gadgets in the Jack-of-all-Traits. PULL the BALL. and a jackrabbit jumps out. TURN THE SWITCH. and the contraption turns into a jackhammer. TURN OFF THE SWITCH. and you've got your contraption back. PULL METAL, and it's a jackknife: CLOSE JACKKNIFE and the contraption returns. TURN CRANK and the Jack-in-the-box comes out: CLOSE BOX and (surprise) the Jack-of-all-Traits is whole again. TURN THE FAUCET, and you've got a jacuzzi! PULL THE PLUG, and before you can say "Jack Robinson,"you're back in business. Now WEAR THE SLEEVES and the contraption transforms into a jacket (one of those Lumberjack jackets, no doubt).

Now you're ready to hit the road, Jack Wearing the jacket, head out into the forest until you start getting snippets of a vaguely familiar song. Who nips at one's nose? Type JACK FROST, and suddenly you're near a pond and Jack himself is there, looking frightfully unhappy. And he won't let you out,, on the ice until you cheer him up.

TAKE OFF THE JACKET and TURN THE CRANK.

Jack Frost is easily amused, isn't he?

CLOSE THE BOX again and notice the mermaid. She's tangled in fishing line. Since you can't untangle her. PULL METAL, CUT THE FISHLINE, and CLOSE KNIFE. TURN THE FAUCET and go for a swim with the grateful mermaid. Lastly, PULL THE PLUG, and you hit the jackpot. You're given the code word "Jackster."

You're back at the beginning, and you're ready to BUY THE FARM. Here, clichés are taken literally. You start out on the road again. Notice the old dog? TEACH OLD DOG A NEW

TRICK. He comes to life, runs about, and brings you a stone. Take the stone and go to the Barn. The dog'll follow you in and knock over a canister of milk. DON'T CRY OVER SPILT MILK, you've got more important things to do if you're going to save the McCleary's farm. Go up to the loft. You'll notice a grindstone and a hammer. PUT NOSE TO GRINDSTONE, TAKE THE HAMMER. then go down and to the Field.

There's a molehill here. Given your circumstances, you'll naturally want to MAKE A MOUNTAIN OUT OF THE MOLEHILL. A couple of birds begin hovering about. (Here I spent a lot of time trying to figure out how to get them into a bush, (so I could get one in the hand.) Take the bloodthirsty approach: KILL TWO BIRDS WITH ONE STONE. And before you leave for greener pastures. LOOK FOR A NEEDLE IN THE HAYSTACK.

Now go to the Barnyard. Swords are definitely inappropriate implements: fortunately. you've got the hammer which enables you to BEAT SWORDS INTO PLOWSHARES. They were resting against the broad side of the barn. an irresistible target. HIT THE BROAD SIDE OF THE BARN. TAKE THE TAIL and the SOW'S EAR. With the needle. MAKE A SILK PURSE OUT OF SOW'S EAR. Open the purse, and you've got pretty penny.

Head over to the stable. The horse has a ribbon tied around it: you can tell it's a gift by its very "presents." LOOK THE GIFT HORSE IN THE MOUTH. Since it's apparently quite dry. LEAD THE HORSE TO WATER. MAKE IT DRINK. He trots off, but don't go anywhere yet. If you examine the trough. you'll notice it's divided into two parts, one of which is full of wild oats. Here's your big chance: SOW THE WILD OATS. How anti-climactic!

Get your act together and take it on the Road. There's a wooden cart here. PUT THE CART BEFORE THE HORSE. GET IN THE CART. Now, and only now, can you proceed to the Market.

Get out of the cart and take a good look around. The applecart looks ripe for picking on: UPSET THE APPLECARD. EXAMINE THE PEPPERS. PICK A PECK OF PICKLED PEPPERS. Now, this last item can be solved in two different ways. You can, with the pretty penny, either BUY THE PIG IN A POKE, or PAY THE PIPER. Either way, you're left holding the bag. Not really, though, you have to be sure to take it. Get in the Cart and go back to the Road. Get out of the cart and go to the Stable. PIN THE TAIL ON THE DONKEY. And remember those pesky mice you couldn't seem to do anything with? While the cat's away, the mice will play. And since you can tell by the mewling that the bag's got a cat in it, LET THE CAT OUT OF THE BAG. And you've done it. you've saved the farm. Your code word is "Sodbuster."

EAT YOUR WORDS is the next item on the menu. In this little adventure. you again use clichés to alternately antagonize and placate the waitress. Most of the game can be played right at your table. The description of the room points out the shadowy umbrage. You're a bit piqued already. so you might as well TAKE UMBRAGE WITH WAITRESS. Examine her. and you'll find she's got a woolen headband, making it a cinch to PULL THE WOOL OVER HER EYES. Once you've blinded her. TAKE THE SIGN and examine it. It says "Comeuppance." And so you GIVE THE WAITRESS HER COMEUPPANCE.

Her shoulders also seem to be littered with paraphernalia: KNOCK CHIP OFF HER SHOULDER and GET HER DANDER UP. At some point. she'll be serving you food despite our persistent annoyances. When she gives you the collective of lions' meat. follow your "haunch" and SWALLOW MY PRIDE. Eventually. you'll also need to EAT HUMBLE PIE..

And. as the table seems to-wobble, perhaps you can TURN THE TABLES ON THE WAITRESS. Do an inventory, and you'll find you have many items you can use on her. That pain in your spleen will subside if you VENT SPLEEN ON WAITRESS (which sounds messy). You should also GIVE WAITRESS THE EVIL EYE and LOOK AT WAITRESS WITH JAUNDICED EYE. TAKE THE HATCHET, you'll need it later.

Examine your tablecloth, and you'll find you've gotten the short shrift. TAKE it and GIVE IT TO WAITRESS. By now, she should have served you a fortune cookie with a salt shaker. SHAKE THE SALT SHAKER and you'll get a grain of salt; OPEN THE COOKIE and READ THE ADVICE. TAKE THE ADVICE WITH A GRAIN OF SALT. If she's served you any crow, you can (of course) attempt to eat crow, but you'll find it's too nitty-gritty. So GET DOWN TO THE NITTY-GRITTY. And when she serves you the unevenly cooked rump roast, TURN THE OTHER CHEEK. She'll also provide you with a small, white napkin. Take it and WAVE THE WHITE FLAG then go upstairs.

Perhaps you'll get some satisfaction if you'll HIT THE CEILING. But probably not. There's a carpet here. The waitress should have followed you. What better time to CALL WAITRESS ON THE CARPET? Take the rake, break off and take the olive branch, and take the desserts somebody has thoughtfully left. Read the sign -- it's the riot act. READ THE WAITRESS THE RIOT ACT and RAKE WAITRESS OVER THE COALS.

And as if that weren't enough. GIVE WAITRESS HER JUST DESSERTS. Now. be nice. OFFER WAITRESS THE OLIVE BRANCH. At last, you can say ciao to the waitress for good. Head downstairs and into the kitchen.

Note that the red curtain comes off in your hands. Once you've entered the kitchen. you'll see that there's a lot of bad blood between you and the cook. CLEAN BLOOD WITH CAPE. The grindstone is there. No use putting your nose to it anymore, but you do have an axe to grind with the cook, so GRIND AXE. WAVE THE CAPE. A couple of beasts will enter: a goat and a goose. Presuming they belong to the cook. COOK HIS GOOSE and GET HIS GOAT.

The cook's got a can he seems to be concerned with. Examine the can and notice that it's Laughing Stock. MAKE COOK A LAUGHING STOCK. About now. the floor will start getting hot, so JUMP INTO FRYING PAN, then JUMP FROM FRYING-PAN INTO THE FIRE. The cook will by now be fiddling with his devices. Best. of course, to LEAVE COOK TO HIS OWN DEVICES. Before you know it, an ox storms into the room. Fortunately. you've got an axe; GORE THE OX. And at last, you've quelled the tempest in the Teapot. Your code phrase is "Satisfied Customer."

In ACT THE PART, you take over the role that Brad Watkins used to play. and the game requires you to "play along" with the gags. In this segment. offstage voices prevent you from

doing much that's off the track of the game. Since you need to perform ALL the tasks before the game will let you continue, you can do them in just about any order.

First, go along with the "Knock, knock" joke. You don't need to use a say command, just type WHO'S THERE and BOB WHO? You're going to have to shake his hand whether you want to or not, then follow Bob into the kitchen. Once you're there, TAKE THE GLOVES and WEAR GLOVES. Also, TAKE SPONGE and TAKE BOTTLE. It's used like a whoopee cushion. so before you do anything else, BLOW INTO BOTTLE so it'll be ready when you need it. TAKE SCALPEL.

Go back out into the Living Room. Bob will set you up with a riddle, and you have to provide the punchline: THE BACKSTROKE. Understandably, he'll get up and head into the (otherwise locked) bathroom. While he's gone, PUT THE BOTTLE UNDER THE CUSHION. He'll come back in, sit down, and the audience will go wild.

See that live wire? TAKE THE CORD. TOUCH THE CORD TO BOB. We've come a long way since that kind of humor was in style, haven't we? Notice that you're wearing a coat and that the coat contains a match.

LIGHT THE MATCH and PUT THE MATCH IN THE HOLE in Bob's shoe. He'll get a hotfoot.

About this time there'll be a knock on the door. Again, play along: WHO'S THERE and GORILLA WHO are the obvious. and correct. responses. For a painfully predictable gag. EXAMINE LADY. Now. do anything with the sponge. For example. THROW SPONGE. The game will prompt you to clarify which sponge you mean. the blue sponge or Bob. Say BOB. and the audience will hoot at the merry mix-up of which sponge is-which.

There's a lamp with a lampshade on it. Go on. cut up: WEAR THE LAMPSHADE. Bob goes back into the bathroom, and there's a third (3 is. after all, the funniest number) "Knock, knock" joke. WHO'S THERE. and DWAYNE WHO for those who haven't caught on yet. Lastly. remember how the bottle in front of you gave you ideas.? The old .joke. to which the punchline is "I'd rather have a free bottle in front of me than a pre-frontal lobotomy." is the solution. GIVE BOB A FRONTAL LOBOTOMY. That's a wrap! You get the code name "King of Comedy" and return to the beginning.

The MANOR OF SPEAKING isn't really a wordplay puzzle, it's much closer to a typical Infocom scenario. The main problem here is to fix the attic, which has reversed itself. To do so, first go to the Pharmacy and OPEN THE MEDICINE CABINET. If you examine it, you'll find an intricately decorated old bottle. TAKE THE BOTTLE and go back to the Interior Decorated. You're going to need the chair, so PUT BOTTLE ON MANTLE. The room will ask you if you think the bottle makes the right statement there. YES. When the room asks you what it can give you in return, say CHAIR.

TAKE THE CHAIR (you can't be carrying anything else) and move it to the Kremlin. Drop it there and proceed to the Doldrums. In here, you can't use any word more than once; you need to

find synonyms for every word you use once you've used it. So don't mince words here. TAKE CLOCK Go back to the pharmacy and TAKE BOX. PUT THE CLOCK IN THE BOX. WIND CLOCK. and CLOSE BOX.

Proceed directly to the Kremlin, The portrait of Karl Marx. assuming you've got a bomb, will dislodge itself from the wall, revealing a safe. You can only open the safe with a key, and the only key around is the one in the clock. Now, you can't remove that key from the clock, but that doesn't matter. OPEN BOX, TAKE CLOCK. and OPEN SAFE WITH WINDING KEY. Inside the safe is a revolution. TAKE THE REVOLUTION.

What around this house really needs to go through a revolution? The attic, of course. Go to the attic and REVOLVE THE ATTIC. get the code phrase "Honored Guest." and you'll be turned out of the house and back to the beginning.

SHAKE A TOWER utilizes Spoonerisms (the interchange of the beginning sounds "of words in a phrase) as solutions. Thus, the title might really be TAKE A SHOWER. Get it"? Then gear we hoe.

You start in a Clearing, and can go nowhere from here until you solve the first couple puzzles. Turn the lead house into a HEAD LOUSE. which will stay with you for quite awhile. Also turn the gritty pearl into a PRETTY GIRL. who will "shine on the door." Turn that to DINE ON THE SHORE. and you find yourself on the shore!

She's holding a pan of keys. Transform it into a CAN OF PEAS, and when it does. one single shining key will be left, as well as the can of peas. Take them both. The pretty girl dives into the river. Try to dive after her, and the game will tell you that you can't until you shake off your toes. Now you need to TAKE OFF YOUR SHOES. You'll automatically dive into the water and retrieve the pretty girl. who's somehow returned to the gritty pearl state.

Your path is blocked by the rocks. Examine the rocks, and you'll see they're just hungry. FEED PEAS TO ROCKS and you wind up with fed rocks. Switch that to RED FOX (no relation), and the scenery changes. The next sight you'll see is that of a queer old dean and a shoving leopard. These two Spoonerisms (and several to come) are attributed in histories directly to the Reverend Spooner himself. Change the former to DEAR OLD QUEEN and the latter to LOVING SHEPHERD. As the shepherd departs, he'll scrawl a message in the sand -- a message that's unreadable (perhaps because it's written in Sandscript). As he "leads between the Rhine." change that to READ BETWEEN THE LINES. You'll be advised to follow your shepherd. Do just that.

Now you're in the Old Factory. Here you see the shepherd trying to pull a habit out of a rat. PULL A RABBIT OUT OF A HAT. TAKE THE HAT and WEAR IT. The head louse jumps onto the hat, an important detail. Your "oldfactory" senses lead you to a pile of burning foam underneath an icicle, and a book of riddles. TAKE THE BOOK and RIDDLE WHILE FOAM BURNS. The icicle, by now well-boiled. drops to the ground. TAKE IT and change it from a well-boiled icicle to a WELL-OILED BICYCLE.(another supposedly authentic Spoonerism). You can drop the book if you want, but TAKE THE BICYCLE and head into the Stock Room.

See the Jean Client? Turn him into a CLEAN GIANT. He'll climb up the large pile of--jeans. The long description of the room holds the key to the correct Spoonerism here: Back of the Jean Stock must be reversed into JACK AND THE BEANSTALK (though simply BEANSTALK is sufficient). If you're carrying anything, drop it (except for the hat, which you need to be wearing).

You'll hear a mare's squeal, which should be turned into a SQUARE MEAL. which you may remember hearing the pretty girl lament about. The blushing crow must be made a CRUSHING BLOW. Leave them both there and go up.

On Cloud 673, the Clean Giant will pour melted butter on the beanstalk, making escape impossible for the moment. Notice how the clouds are sagging underneath the giant?. TAKE OFF THE HAT and GIVE IT TO THE GIANT. Now change the head louse (which is still in the hat) back into the LEAD HOUSE, and the giant sinks slowly in the west. To get back down the beanstalk, there's a shed of beets which you must rename BED SHEETS. Now TIE SHEETS and go down. Immediately upon your descent, the Giant will attempt to sew you to a sheet. SHOW ME TO A SEAT. He'll attack you with the needle. Quickly, pick up the crushing blow, and DELIVER THE CRUSHING B LOW TO THE GIANT.

Change the sold elf to your OLD SELF. He was trying to make a tall smock, so change that to MAKE SMALL TALK WITH OLD SELF. He'll tell you that you need transportation to get to the Clearing. Before you go anywhere, be sure to take the gritty pearl, the shiny key, and the square meal. Then get on the bike and go to the Clearing.

Turn the gritty pearl back into the Pretty Girl. GIVE SQUARE MEAL TO PRETTY GIRL. Turn her back into the gritty pearl, take the pearl, and UNLOCK DOOR WITH SHINY KEY. And for all your hard work. you're given the code spoonerism "Kinkering Cong."

Now you've got the seven codes. and you're ready to MEET THE MAYOR. If necessary, provide the codes to the first seven scenes. and you'll end up in the Public Square.

Here again, clichés are applied to a sensitive situation. This time you're trying to put the mayor and his administration back on the right track. Look around. Apparently, somebody's already been stumping for the mayor and has left with one-tenth of the laws of the land. You can't simply take the town crier's horn, but since possession is nine--tenths of the law. TAKE POSSESSION OF THE HORN. Around tire Town House are laurel bushes, so BEAT AROUND THE BUSH. You'll find a ticket "redeemable" for a blessing. Leave it outside. But do TAKE A BRANCH from the laurel bushes.

Go inside and notice the six-pack of politicians, made older, Budweiser by the ravages of time. Read the document above the six-pack -- a number of false pretenses. Like the horn, you can't just take the beer: you have to TAKE BEER UNDER FALSE PRETENSES.

Upstairs in the bathroom. there's a lame duck in the bathtub. TAKE LAME DUCK. The duck turns into the mayor, who'll be glad to hear somebody else (namely you) TOOT YOUR OWN

HORN for a change. There'll be a jar in the room, so say AJAR. Suddenly, there's a closet door ajar. In a puddle on the floor, there's a fine-tooth comb. TAKE COMB and SEARCH CLOSET WITH FINE-TOOTH COMB. True to form, the Mayor's got a skeleton in the closet. TAKE THE SKELETON and GIVE THE SKELETON THE DEEP SIX (Wouldn't it be nice if it were all that simple?).

There are two more things you have to do in the bathroom. Number one. TAKE THE LINEN. Number two, TAKE THE DISGUISE (it'll fall out of the linen while you're doing Number One). As you leave, you'll want the mayor to come with you, and as he's unlikely to get out of the bath without your help, just THROW THE BABY OUT WITH THE BATHWATER. Head down and out.

Once you're outside again. take the blessing. Now PUT THE BLESSING IN DISGUISE. Perfect! AIR THE DIRTY LINEN. Go back inside and GIVE BLESSING TO MAYOR (he seems to need a lot of positive reinforcement). Now you can at last GIVE DECREE TO MAYOR. He'll sign it, and when he does. you get that warm glow of satisfaction, knowing that you've restored the natural order of things in Punster. So REST ON YOUR LAURELS and be prepared to have honors heaped upon you the hero of the day!

SHERLOCK

Part 1

Well, here you are, standing in the fog outside Holmes's house. Maybe there's another mystery afoot and you can reclaim some of that excitement you used to feel. No sense in just standing there staring at the door. Let's get on with it! **KNOCK ON DOOR** and Mrs. Hudson (my God, is she going to live forever?) will let you in and inform you that Holmes has been locked in his room for three days. (You know how moody and depressed he gets.) There's an important visitor in the parlor, but don't bother trying to go there; you can't get in there yet. Instead go up to the Vestibule and then north to Holmes' study. You'll find Holmes slumped in his chair apparently ready to use the hypodermic syringe next to him (full of Vitamin B-12 no doubt). Your first task is to renew his interest in life. Either of two things will work. **GET NEWSPAPER THEN SHOW IT TO HOLMES**. He will immediately come to life. Then **TELL HOLMES ABOUT VISITOR** (you can do that first if you wish, either will work). The visitor will tell Holmes about the theft of the Crown Jewels and give him a paper which he will give to you. **READ PAPER** and you will find four riddles. The answers all have to do with English history but should be easy to solve for anyone. The answers, in the order of the riddles are: Westminster Abbey, Queen Elizabeth I, Sir Isaac Newton, and King Henry V.

Now **TAKE KNIFE, GUN, PIPE, SLIPPER**. (You don't really need the gun, but who ever heard of a detective going anywhere unarmed?) Now **OPEN BAG** then **PUT ALL IN BAG**. (You'll be **AMAZED** at how much this "little" black bag will hold!) The visitor will then remind you that the jewels must be returned to the Palace before 9 a.m. on Monday. He will leave, and Holmes will go into his bedroom (which was locked until now). He'll come right back out and tell you he will wait for you downstairs.

Go west into the bedroom. You'll see an ampule on the workbench. **GET AMPULE THEN READ IT** and you'll discover it's Etherium. Now **TAKE LAMP AND GLASS** and **PUT ALL BUT LAMP IN BAG**. Now go east, south, and down to the Entry Hall. The Parlour door is open now, so go north into the Parlour and **GET MATCHBOOK**. Then south, **OPEN DOOR THEN OUT** and you'll be on the sidewalk where Holmes is waiting for you. He will tell you that you are in charge of the investigation, and we're ready to start detecting!

It's very foggy out here so our first job is to **LIGHT LAMP**. The first clue in the note was about Westminster Abbey so let's begin there. Following the map that came with the package go south three times, southeast twice, east twice, and you're there. You'll see that the sign tells us that we're a little early, so **WAIT UNTIL 7**. At 7:00 a.m. **TURN OFF LAMP THEN IN**. If you want to explore the Abbey, come back later. Right now you want to get finished as fast as possible (you'll see why in a minute). From the Nave go south and southeast, and you'll see some materials for making brass-rubbings. **GET PACKET AND CRAYON** then **OPEN PACKET**. You'll see six pieces of paper of different colors. Go northwest and north and you're back at the Nave.

EXAMINE TOMB and you'll see it's the tomb of Isaac Newton, one of the names on our list. Now-**GET YELLOW PAPER THEN PUT IT ON TOMB**. Then **RUB YELLOW PAPER WITH CRAYON THEN GET PAPER**. You won't see anything exciting on the paper yet, but wait. Now

go east, north, east again, and EXAMINE TOMB. This is the tomb of Elizabeth I. GET BROWN PAPER THEN PUT IT ON TOMB. Then RUB PAPER WITH CRAYON THEN GET PAPER. Now go south and west and you'll see two tombs. GET BLUE PAPER THEN PUT IT ON TOMB. You'll be asked "Which tomb?" Just type HENRY. Now RUB PAPER WITH CRAYON THEN GET PAPER. Now it's time to see what all this rigmarole has accomplished.

Go east, north, west, and north. LOOK and you'll see a lot of candies. HOLD BLUE PAPER OVER FLAME then TURN PAPER OVER. You'll discover another riddle! The "Son of Mars" is Admiral Lord Nelson. The second part refers to the Tower of London. Now HOLD BROWN PAPER OVER FLAME then TURN PAPER OVER and you'll find another clue referring to Big Ben and the second part refers to King Charles I, whose head was chopped off.

Now HOLD YELLOW PAPER OVER FLAME then TURN PAPER OVER and you'll find a clue referring to Under London Bridge. The second part is about the hardest riddle. Translated, it says when you need a number at a BANK, subtract 1066 (the date of the Battle of Hastings) from 1666 (the date of the Great Fire). This will give you 600. (I'll show you where to find this information as we go along.)

We've got some solid information now and no time to spare, so go south twice and west twice. If you've done everything according to these moves and not wasted any time, you'll just have time to get under London Bridge at High Tide. Check your copy of the Thames of London for High Tides. If you miss it here you can do it at the next high tide, but we'll assume you haven't wasted any time and we'll go take care of it now.

From the Broad Sanctuary go northeast, north, and east into Scotland Yard. Now LIGHT LAMP THEN DOWN to the Black Museum. In the boat you'll find an oar. TAKE OAR THEN UP. Now TURN OFF LAMP THEN WEST. Now north, northeast, east, and south to the Embankment. GET IN BOAT THEN RAISE ANCHOR. Now LAUNCH BOAT then ROW EAST until you are Under London Bridge. Then DROP ANCHOR. Now LOOK AT BRIDGE and you'll see nothing of interest except some moss. EXAMINE MOSS and you'll see something different about one clump. So GET MOSS and you'll be left holding an Opal.

Now RAISE ANCHOR then ROW WEST until you're back at the embankment. LAND then DROP ANCHOR and LEAVE BOAT. A very angry boat-owner will row off with the boat, but trust me: you'll be seeing it again. Now, having learned all you know from Holmes, let's GET GLASS (remember, you put it in your bag) and EXAMINE OPAL WITH GLASS. Voila! You'll discover the words "Password - Swordfish" inscribed on it.

Now TELL HOLMES ABOUT OPAL and he will tell you that it's obviously NOT part of the Crown Jewels (but don't despair!) and he will also give you his ring and tell you that if anything happens to him you should contact his brother, Mycroft Holmes, at the Diogenes Club. Now let's go north, west, then southwest. Take a look at the statue and you'll discover it's Admiral Lord Nelson! The clue said something about his "watchful eye," but you'll get nowhere by examining his eye -- the statue is 167 feet high! Let's leave that for later. For now let's deal with the Big Ben puzzle. From here go south twice, southeast, and up. Inside the bell, attached to the clapper, you'll see a blue sapphire. We need a little preparation here, so GET BLUE BOTTLE from your

bag. Then OPEN BLUE BOTTLE and you'll see some orange pills and some cotton. GET COTTON BALLS THEN PUT THEM IN EARS, and you're ready for action. If you've been following this exactly, it should be a little before 10:00 a.m. WAIT UNTIL 10 (or whatever the next hour is). When the bell begins to strike GET SAPPHIRE. You may have to do this several times, but eventually you'll be successful! Now LOOK AT SAPPHIRE WITH GLASS and you'll find "2:00 a.m." inscribed on it. Go down and REMOVE COTTON FROM EARS. (If you don't, Holmes will soon remind you that you look absurd.)

We've been working awfully hard so maybe it's time for a relaxing walk in the park.

Part 2

From Parliament go northwest, north three times, east, then south, and you're in Covent Garden. Suddenly you'll see that a girl has collapsed and needs medical attention. Remember, even though you are a detective, you're STILL a doctor!

The first thing you need to do is get your stethoscope, so REMOVE HAT THEN GET STETHOSCOPE THEN WEAR IT. (Nope! Everyone else has taken a potshot at these fairly obscure trivia...I'm not going to comment on it here!) Now WEAR STETHOSCOPE then LISTEN TO GIRL. This next is a variable. Either the girl's heart will be beating very fast or very slow. READ BLUE BOTTLE. The label will either say "Belladonna. For bradycardia and other decelerated arrhythmias" (slow heartbeats), or it will say "Digitalis leaf. For tachycardia and other accelerated arrhythmias" (fast heartbeats). Now GET THE XXXXX AND GIVE IT TO GIRL. If you've given her the proper medication she will revive, put a carnation in your lapel, and you'll get a round of applause from the crowd. Now REMOVE STETHOSCOPE THEN PUT IT IN BAG.

Now it's time to deal with the "chopper" clue. Go north, west, north, then west, and you'll find yourself in front of the Wax Museum. If you try to enter the museum, the dog will bark at you and the guard will inform you they are worried about fire. You're going to need some fire in there, but we'll have to fool the guard and the dog. Remember the slipper you took? Well, it has tobacco in it, so GET TOBACCO, PIPE, AND MATCHES. Now PUT TOBACCO IN PIPE. Then OPEN MATCHBOOK. Now GET MATCH THEN LIGHT IT. And LIGHT PIPE WITH MATCH. Now you can DROP MATCH, TOBACCO, MATCHBOOK, AND LAMP. Now north and you're in the museum. Holmes will discover a spot of ash on the floor. You can't waste time at this point so go west into the Chamber of Horrors. EXAMINE STATUES will tell you that there are three figures there. EXAMINE FAWKES and you'll see a torch in his hand. GET TORCH then GET NEWSPAPER (this is why we didn't throw it away!). Now LIGHT NEWSPAPER WITH PIPE then LIGHT TORCH WITH NEWSPAPER, and we have a source of light! Now DROP NEWSPAPER then EXAMINE CHARLES. GET HEAD. Now MELT HEAD WITH TORCH and you'll have an emerald to add to your collection!

GET GEM THEN EXAMINE IT WITH GLASS and you'll find the date 20/6/87 inscribed on it. If you haven't already done so, now is a good time to DROP the Packet, all the papers you used for brass-rubbings, and the crayon. You can also WEAR RING just to get it out of the way, and PUT ALL BUT TORCH AND GLASS IN BAG. Now go east into the main museum, and on

the way out EXAMINE WILLIAM THE CONQUEROR. This will give you the date of the Battle of Hastings (the conquest in the clue).

Go south, GET LAMP, east, south, east twice, south, and west. The Pet Store owner will tell you all he has is a half-trained pigeon. ASK ABOUT PIGEON and he'll tell you that all you have to do is show him something red, and he'll go get it for you. ASK FOR PIGEON and you'll get the bird (sorry, couldn't resist!). Go east, north, west twice, south three times, then west, and you'll come across a man selling telescopes. Just the thing for examining Lord Nelson more closely! ASK ABOUT TELESCOPE and he'll start his sales pitch. Don't be too eager. He'll tell you can have it for one pound. HAGGLE WITH VENDOR and he'll come down to nineteen and six. HAGGLE WITH VENDOR and he'll come down again to nineteen shillings even. Now that's better! BUY TELESCOPE and go back east and north twice to the square. Now LOOK AT EYE THROUGH TELESCOPE. You'll see a ruby in the eye. SHOW RUBY TO PIGEON. The pigeon will look interested. Say PIGEON, GET RUBY and he'll start trembling with excitement. Now RELEASE PIGEON, and he'll go get the ruby. But he'll then take off for parts unknown!

Not to worry. This is obviously a homing pigeon. So go back to the Pet Shop by going north, east twice, south, and west. Now ASK ABOUT PIGEON and Sherman will give you the ruby. EXAMINE RUBY WITH GLASS and you'll see "wear a carnation." Hmmm, good thing you treated that girl! Now it's time to deal with the bank. Let's go east, north, and east again. There's a familiar looking street urchin here, so EXAMINE URCHIN and you'll recognize him as Wiggins, one of the Baker Street Irregulars. If you try to enter the bank, the guard will stop you and tell you not to even THINK about bribing him. Hmmm. EXAMINE GUARD and you'll see he has a bunch of keys which might come in handy.

Say WIGGINS, STEAL KEYS, and Wiggins will remind you that the standard price for Baker Street Irregulars is one shilling. Lucky you didn't pay full price for the telescope! GIVE SHILLING TO WIGGINS and then repeat your request. Wiggins will come back with one key, and if you EXAMINE KEY you'll find it's a Master Key. Now to deal with the guard who doesn't want you to think about bribing him.

Without thinking about it...this man is VERY greedy. You can give him the gems you've collected one at a time to see his response to each one, or you can GIVE OPAL, SAPPHIRE, RUBY, AND EMERALD TO GUARD. Now go north into the bank.

The vault needs some professional safe-cracking so WEAR STETHOSCOPE. This MAY be a variable so I'll explain how to crack a safe. LISTEN TO DIAL. Now TURN DIAL RIGHT (most safe combinations start in that direction. If you are going in the proper direction you will hear a "whirr." If it doesn't "*whirr*," you're going in the wrong direction. Continue turning the dial in the same direction until you hear a "click." Now TURN DIAL LEFT (or the other direction) until you hear a "click." Now TURN DIAL RIGHT again (or the first direction) until you hear a third "click" and a "kerchunk," and the vault door will swing open.

You're faced with all those boxes! How to know which one to open? Well, remember the riddle? The answer is 600, right? So UNLOCK BOX 600 WITH KEY. Now

GET TOPAZ THEN EXAMINE IT WITH GLASS. Holmes will interrupt you to show you an important clue -- a thread from an Indian turban. You'll see that the Topaz has "Bar of Gold" inscribed on it. Now go east and south out of the bank.

As soon as you leave the bank you will be knocked out, and Holmes will be kidnapped! Looks like you're on your own from here on, Doctor.

When you wake up, Wiggins will tell you that he'll help you, and he'll follow you for the rest of the game. (Good thing, too!) Remembering what Holmes told you about his brother, go west twice, south twice, southwest, and west. When the butler asks you if he can help you, ASK ABOUT HOLMES. He'll return shortly and tell you Mycroft Holmes asked for a token. GIVE RING TO BUTLER, and Mycroft will show up and tell you the password to get in the Tower of London.

Go east, northeast, east, south, and east five times. At this point, a guard will show up and challenge you. Give him the password you got from Mycroft, and you'll find yourself in the Outer Ward. Go north twice, southeast, and up. Here is where the Crown Jewels were kept, and you'll see the weapon used to break the case. EXAMINE WEAPON and you'll discover it is a Mace. GET MACE then go down, northwest, and northeast. Here in the Bowyer Tower you'll see a keg. EXAMINE KEG and you'll see a bung. (That's kind of a cork to you and me.) You can't pull it out, but HIT BUNG WITH MACE, and the wine will spill all over the place. (What a waste!). Now EXAMINE KEG again and you'll see a garnet. You can't reach into the keg (you're too big), but Wiggins can! Say WIGGINS, GET GARNET, and it's yours!

Now EXAMINE GARNET WITH GLASS and you'll see "Give me to Akbar" inscribed on it.

Now to get out of here. You CAN'T go back out the front entrance. Trust me on this one; you really can't. So go southwest, east, and down to the Dungeon.

There's a suit of armor here so WEAR ARMOR, then go up, out, and south three times. Now you're inside Traitor's Gate. The reason for the armor is that you're not heavy enough to open the gate by yourself. With the armor you are. Now PULL CHAIN and REMOVE ARMOR THEN DROP IT. For some strange reason, there's a paddle lying here so TAKE PADDLE then south. Remember I told you that the boat would show up again? Well, here it is! GET IN BOAT then RAISE ANCHOR then LAUNCH BOAT. Now PADDLE west until you are south of the Embankment then LAND. DROP ANCHOR and GET OUT OF BOAT.

The only thing remaining now is to follow the instructions on the gems. Go east twice and down. You'll find yourself outside the Bar of Gold. According to the gems, the date of your meeting is June 6. If you look at the Thames of London you'll discover that this makes it Monday morning. If you've followed all the instructions to the letter, it should be Saturday night. Nothing left to do but make a few preparations and then wait.

The ampule of Etherium you took from Holmes's bedroom might come in really handy. But you're bound to be searched. Where to hide it? Wait a minute! The guy you're going to contact is named Akbar, and Holmes said the thread he found was from a turban. Now, these people have a

taboo against going around with their heads uncovered, so you might get to keep your hat. That's the ticket! REMOVE HAT then PUT AMPULE IN HAT THEN WEAR HAT. Now we're ready for anything.

Nothing left to do but pass the time, so WAIT 24 HOURS which will make it Sunday night. Now WAIT UNTIL 1:59. When you're through waiting, go east into the Pub. Say PROPRIETOR, SWORDFISH and he will get Akbar for you. (If you go in early he won't pay any attention to the password.) When the Indian shows up GIVE GARNET TO AKBAR. He will take you, blindfolded, to the Lair, stripping you of almost all your possessions along the way...except for your hat!

The thief, who turns out, unsurprisingly, to be our old friend, Professor Moriarty, will start gloating about how clever he is and what he's going to do to you. Pay no attention. The following actions must be made EXACTLY as told here -- timing is critical! First REMOVE HAT THEN GET AMPULE FROM HAT. Now HOLD BREATH THEN BREAK AMPULE. UNTIE HOLMES THEN TIE AKBAR TO MORIARTY THEN TAKE KEY,

At this point, you'll pass out from the Ether, too. Since you tied up the bad guys before passing out you're safe. When you wake up, you STILL don't have any time to lose, so GET WHISTLE AND JEWELS. Now UNLOCK DOOR WITH KEY THEN OPEN DOOR then OUT.

This next little secret is revealed NOWHERE except in the sample script in the instruction book (a sneaky little move on Infocom's part). BLOW WHISTLE then BLOW WHISTLE again, and a Hansom cab will show up. GET IN CAB and when you're asked "Where to?" say PALACE. Once there, LEAVE CAB then GIVE JEWELS TO GUARD.

Now sit back and wait for your audience with the Queen and the satisfaction of having performed every bit as well as the Master Detective himself!

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Joe's Bar

How can I get out of the bar area?

- A. There's no way to leave the bar through the front door.
- B. There's another way to leave, but you won't be able to until you've relieved your bladder.
- C. Just enter the bathroom of your choice (NW or NE), relieve yourself, then wait for a few turns.

This section on Joe's Bar sure was a short section, huh?

- A. Yup.

The Prison Area (Phobos)

How can I get out of my cell?

- A. You're gonna feel pretty silly when you get to the hint B.
- B. Try OPEN THE DOOR.

Is the hunk of brown food important?

- A. Smell it.
- B. You could try eating the chocolate to see what happens...
- C. ...but since you're not hungry, it's probably best to hang onto it until you need it.

How can I prevent being killed by the Leckbandi guards?

- A. Just don't go east or west from End of Hallway.

Is this Trent/Tiffany character important?

- A. You'll never finish the story without him/her.
- B. Once you've met in the Other Cell, he/she will follow you around. The places where he/she can help you will be revealed in the hints to other questions.

Is there any way to light the closet that is north of the Observation Room?

- A. Sure. Turn on the flashlight.

How can I get the basket off the shelf?

- A. There are two ways. Both involve increasing your height.
- B. If you brought the stool from the bathroom, you can get the basket by standing on it.

- C. Otherwise, find Trent/Tiffany. When he/she follows you into the closet, climb on him/her.

How can I leave the prison area?

- A. The answer has something to do with the black circles on the Roof and in the Closet.
- B. They're teleportation devices. Standing on them transports you elsewhere.

Is the basement important?

- A. No.
- B. This space intentionally left blank.

Is the scrap of paper in the other cell meaningful?

- A. Yes, it's a word search.
- B. It will become more meaningful once Trent/Tiffany gives you the matchbook with the parts list on it.
- C. Search for the items on the parts list within the grid of letters on the scrap of paper. As you find each of the eight items, circle or cross off its letters.
- D. When you've crossed off the letters on all the items, the remaining letters in the grid form a message.
- E. Namely: HISSING FRIGHTENS FLYTRAPS.
- F. This is one of two methods of getting past the Venus flytrap. Just HISS when you're in the same location as the flytrap.

Venus

How can I get past the Venus flytrap?

- A. There are two ways. The more straightforward way is to kill it. The knowledge of how to kill it comes from the scrap of paper in Trent/Tiffany's cell. See the previous question.
- B. A second way to get past the flytrap is to trap it.
- C. Don't go on unless you've been to Cleveland.
- D. You can set a trap at the tree hole (Fork, of Sorts) using stuff you've seen in Cleveland.
- E. Put the trellis over the tree hole...
- F. ...and the leaves over the trellis.
- G. If the flytrap sees you setting the trap, it won't fall for it, and therefore won't fall into it. "Shake off" the flytrap by going to the clearing. Then return to the tree hole, set the trap, go to the jungle

to attract the flytrap again, and finally return to the fork and wait a few turns.

Is the unangling cream important?

- A. Yes.
- B. Don't go on unless you have the odd machine.
- C. Don't go on unless you understand what the odd machine does.
- D. Have you seen any use for unangling cream?
- E. It's on Mars...
- F. It's in the Ruined Castle area...
- G. See the question about King Mitre.

How can I get out of the tree hole?

- A. There's no reason to ever get into the tree hole.
- B. But if you do, you can climb out by standing on the stool or by standing on Trent/Tiffany. If you don't have the stool, or if you're alone, you're stuck.

What is the can of stain for?

- A. Have you read what it says on the can?
- B. It's for staining those black circles black. Of course, it's possible that all the ones you've seen are already black.
- C. See the question about the white circle at the Oasis in the Mars section.

What can I give the salesman to get his machine?

- A. There are no clues in the story about this. You'll have to try everything you can find.
- B. OFFER THE FLASHLIGHT TO THE SALESMAN.

How does the odd machine work?

- A. Have you examined it?
- B. You can put one item at a time in its compartment.
- C. You can only turn it on while it's closed.
- D. It's a TEE remover. Think about that for a while.
- E. Try using the odd machine on a number of different items.
- F. The odd machine removes any "T" from the name of the thing you use it on.
- G. For example, open the odd machine. Put the basket in it. Close the machine. Turn it on. Open it. You'll find that the basket has been turned into a baske.
- H. You'll also find that you can't carry things around in a baske the way

you could in a basket.

- I. The odd machine is a lot of fun, but it's also needed to solve one puzzle. You'll find out more when you get to that puzzle.

Can I get into the house?

- A. The doors are locked and you cannot unlock them.
- B. How would you normally get into someone's house?
- C. Knock on the door (either front or back).

How can I get the rubber hose out of the cage?

- A. Have you tried to bend the bars?
- B. You'll go ape solving this puzzle.
- C. WAIT a bit once you've gotten to the Laboratory.
- D. You end up switching identities with the gorilla of your sex, and can now easily get the rubber hose. But, unfortunately, you're now trapped in the cage and in the body of a gorilla! See the next question.

Egad! I'm stuck in the cage in the body of a gorilla!

- A. Have you tried to bend the bars as a gorilla?
- B. You need a little more energy...
- C. ...like you might get from a sugar rush...
- D. ...from eating the chocolate you were given in your cell!
- E. Before the mad scientist straps you down to the slab, give the chocolate to one of the gorillas, or just put it in the cage.
- F. Wait until the mad scientist transfers you to the body of the gorilla and leaves the room. (You can facilitate his leaving by getting erotic with your mate.) Now, eat the chocolate, bend the bars, and leave the cage with the rubber hose.
- G. You still need to get back into your own body, of course. How did the mad scientist cause the transfer?
- H. The red power switch, of course! Throw the switch and you'll be back in your own body.
- I. But don't forget to untie yourself first, or you'll be trapped on the slab when you get back in your own body!

Is the Vizicomm Booth important?

- A. Yes.
- B. It's broken and can't be repaired, so you can't make any calls. But there's something you can get in the booth.
- C. Push the coin return knob...
- D. ...then look in the coin return box.
- E. This ten marsmid coin will come in very handy.

How can I get off Venus?

- A. Using the black circle at the Rocky Clifftop.
- B. There's also a black circle beyond the flytrap.

Mars

The Ruined Castle Area

What should I do about the frog?

- A. You won't be able to solve this puzzle until you've been around a bit.
To other sections of the story, that is.
- B. Examine the frog.
- C. The frog is an enchanted prince or princess.
- D. What's the usual way to break such an enchantment?
- E. Kiss the frog.
- F. Repelled by the sight of the frog, eh? Do something about it.
- G. Type CLOSE MY EYES or COVER MY EYES WITH MY HANDS. Now try kissing the frog.
- H. Now it's the smell of the frog that's causing the problem.
- I. So, hold your nose. (If you're using your hands to cover your eyes, you can pin your nose with the clothes pin from the Laundry Room.) Kiss again.
- J. Oh well. Now it's the sound of the frog.
- K. Cover your ears with your hands. (If you're already using your hands, you could plug your ears with the cotton balls from the Orphanage Foyer.)
- L. You say you still haven't scored with the frog? Can't stand the thought of the frog's lips against yours? Seen any dead aliens?
- M. Put the lip balm on your lips. Now kiss the frog again.

How can I catch the mouse?

- A. Mice are terrified of cats.
- B. There's a painting of a cat in your Cell.
- C. Show the painting to the mouse. You will be able to take the mouse until its fright wears off several turns later.

>HINTBOOK, TELL ME ABOUT KING MITRE AND THE ANGLES.

- A. You can't use multiple indirect objects with "tell." Hey, King Mitre and the Angles -- sounds like a 50's rock and roll group, huh? But seriously, Mitre is obviously pretty dejected. Do you know why?
- B. Because he's turned his daughter into a 45 degree angle. (She's the angle with the golden hair and satin robes.)

- C. I bet that if you found a way to "cure" her, the King would be VERY grateful.
- D. You won't be able to solve the Mitre puzzle until you've defeated the Venus flytrap.
- E. It has something to do with the odd machine.
- F. See the question about the untangling cream in the Venus section.
- G. Put the unangling cream on the princess to "cure" her.

Along the Grand Canal

How can I control the royal barge?

- A. Examine the controls. Read the buttons. Try pushing them.
- B. The orange button turns the magnetic mooring mechanism on or off. If you're docked, pushing the orange button will send you off into the canal. If you're in the canal near a dock, turn on the MagnetoMoor to dock. If you're in the canal but not near a dock, turning on the MagnetoMoor will have no immediate effect -- but if you subsequently pass a dock, you'll dock at it automatically.
- C. The purple button turns the engines on or off. When the button reads "Full Speed Ahead" the engines are on, and the barge will move to a new canal location every turn. When the button reads "Go With The Flow" the engines are off, and the barge will move to a new canal location only every other turn.

How can I decode the coded message from among the dunes?

- A. Reread "The Adventures of Lane Mastodon #91."
- B. Look at the center-left panel on page five of the comic. This tells you how to decode Martian messages.
- C. One additional catch: once you've decoded the message you also have to read it backwards! (Including the number.)

Just past the bend, there are docks on both sides of the canal, but I can only get the barge to stop at one of them. Is there any way to get to the other?

- A. You can get to either dock using the barge -- but not in the same play-through of the story. Once the barge has docked at one of the docks, there's no way to get the barge to the other dock.
- B. You should use the barge to get to the dock on the east bank.
- C. It has something to do with the barge controls and the river current.
- D. Control the barge's speed with the purple button. When the engines are

on, the barge will make a wider turn and end up near the east bank.
With the engines off, you'll drift around the bend and end up near the west bank.

- E. Later, to get to the dock on the west side of the canal, you'll need something from the palace area.
- F. Use the raft from the Catacombs. (Teleport to the ruined castle region, put the raft in the water, get in the raft, and drift until you're at Donald Dock or the Abandoned Dock.)

How can I land if I'm in the canal on the raft?

- A. You can only land when you're near a dock. To do so, just GRAB THE DOCK.

Is there anything to do at the Dunetop?

- A. No. It's just a view of what's beyond the bend in the canal.

Is there anything to do around Canalview Mall?

- A. The only interesting thing is the Exit Shop.

How can I buy an exit?

- A. You won't have what it takes until you've been to several different parts of the story.
- B. You need to have been to Venus...
- C. ...and gotten the coin from the Vizicomm Booth.
- D. However, the proprietor will only accept a one marsmid coin.
- E. You also need to have been to the South Pole...
- F. ...and "traded" coins with the penguins.
- G. Now just give the one marsmid coin to the proprietor.
- H. When he drops the tube into the dust, simply search the dust.
- I. The exit is inside the tube! It's a portable black circle! It must be on the ground to function.

What does the buoy mean?

- A. There's danger further down the canal.

How does the white circle at the Oasis work?

- A. It's just like the black circles you've seen, only it's faded to white.
Try stepping on it.
- B. I guess they only work when they're black.
- C. Have you been to Venus?
- D. You'll need the can of stain from the Clearing.
- E. Put the stain on the white circle. It will now function as a normal

black circle.

Is the rabbit important?

- A. No.
- B. Eh...What's up, Doc?

Is there any way to get past the ion beam without dying?

- A. Yes.
- B. There's no way to turn off the beam, and no way to pass through that section of the canal without being affected.
- C. There is, however, a way to "jump past" the beam.
- D. Have you been in the room off the Catacombs called Well Bottom or climbed down the well in the Oriental Garden?
- E. Where does this black circle take you?
- F. If you said "My Kinda Dock," you're wrong!
- G. The black circle at Well Bottom takes you to the royal barge, wherever it is!
- H. Examine the barge while standing on a dock.
- I. Have you realized that you can push the buttons on the barge while standing on the dock?
- J. From My Kinda Dock, send the barge downstream by pressing the orange button while standing on the dock. Wait long enough to allow the barge to pass the beam. Now go to Well Bottom and step on the black circle, or climb down the well in the Oriental Garden.

The Sultan's Palace

Is there anything for me to do in the Laundry Room?

- A. Get the clothespin.

Is the Oriental Garden important?

- A. The well is somewhat interesting. Look into it.
- B. Try climbing down it.

What should I do at the Minaret?

- A. Nice view. There's also a black circle.
- B. Hey, wait a minute! It takes me to a place with no exits.
- C. Like I said, wait a minute! The floor will collapse, creating an exit from the Cramped Space, and revealing a new black circle, as well!

The Sultan/Sultanness keeps getting impatient and killing me.

- A. You didn't answer when he/she asked if you were ready for the riddle.
Type ANSWER "YES."

The Sultan/Sultanness keeps sneezing and then killing me.

- A. You didn't give an answer to the riddle! You have only three turns to do so.

Omigosh! The Sultan/Sultanness killed Trent/Tiffany!

- A. Don't worry about it.

What is the answer to the riddle?

- A. The riddle is designed to mislead you into thinking that the answer is something like "SEX" or "LOVE."
B. However, it IS something intangible.
C. It's something you've encountered in the game.
D. In fact, it's something you encountered in the palace area.
E. In fact, it's something you've encountered in this very room (the Audience Chamber)!
F. The answer to the riddle is the riddle! Type ANSWER "RIDDLE."

What number should I give to the harem guard?

- A. I hope you've been to Among the Dunes.
B. Have you deciphered the message?
C. Ask for the husband/wife number mentioned in the message. Remember that the message is backwards, and so is the number. Type ANSWER "123" or ASK GUARD FOR 789 (for example).

What should I do in the Inner Harem?

- A. Do you really have to ask me?
B. If you've asked for the correct husband/wife (see the previous question), you should know what to do.
C. Ask him/her to do what the secret message tells you to ask.

It's too dark in the Catacombs to see!

- A. Take the torch that the husband/wife lays at your feet, you ninny! Or use the flashlight, if you still have it.

How can I find my way around in the Catacombs?

- A. Use the secret map, which the husband/wife gives you, which is also the map that comes in your package.
B. There's an arrow on the "Lower Level" side which shows you the point at which you enter the Catacombs.

- C. The map is very old, however. Since it was made, many of the passages have collapsed into rubble, blocking your way. You have to figure out which ones are blocked and which are still open.
- D. There are four interesting locations within the Catacombs; these are shown on the map as squares rather than circles.

Ack! I keep getting attacked in the Catacombs!

- A. Reread "The Adventures of Lane Mastodon #91."
- B. Specifically, the lower left panel on page 7.
- C. Do what Professor Ziggeraut suggests, as often as he suggests, if not more often. (You can assume that one turn equals one minute).

How can I get out of the Catacombs?

- A. Via the ladder in the Ladder Room, or the black circle in the Well Bottom.

What do I need to do in the Catacombs?

- A. You need to get the phone book (one of the items on the parts list) from the Forgotten Storehouse, and you need to get the raft (see the question, earlier in this section, about the two docks on opposite sides of the canal).

The South Polar Region

Omigosh! I lost Trent/Tiffany at the Icy Dock!

- A. Don't worry about it.

How can I get past the penguins?

- A. Read the sign.
- B. You'll need something from Venus.
- C. Give the coin from the Vizicomm Booth to the penguins.

How can I stop the gypsies from getting killed?

- A. You can't.

What should I do with the baby?

- A. Its parents have been killed.
- B. That makes it an orphan. Perhaps you can find an orphanage somewhere.

How can I get into the igloo?

- A. Read the sign.
- B. Have you seen anything that might interest those running an orphanage?
- C. The baby from the Tent in the Gypsy Camp.
- D. The matron of the orphanage will never accept an abandoned baby if the abandoner is in sight. You'll have to figure out a way to abandon the baby and get away.
- E. Certainly, getting the baby to stop crying is important.
- F. There's a cliched method of abandoning a baby.
- G. You'll need a couple of items from the prison area.
- H. Wrap the baby in the blanket (from your Cell). Then put the baby in the basket (from the Closet).
- I. Now put the basket on the front stoop of the igloo. Wait a few turns.
- J. When the matron gets the baby, she forgets to lock the door. You can now open it. Once inside, you have a few turns to grab the cotton balls before the matron discovers you.

What's with the weird geography around the igloo?

- A. You're at the south pole of Mars. The only direction you can go from a south pole is north! To enter the igloo, type ENTER THE IGLOO.

Cleveland

Are the rake, the sack, or the leaves useful?

- A. The rake is completely useless.
- B. The sack is necessary only to carry the leaves around. It's also useful for carrying things once you reach the limit of individual items that you can hold at once.
- C. The leaves are important for solving one puzzle.
- D. You'll find out more when you come to the particular puzzle.

Can I get the telephone directory without flooding the basement?

- A. Don't go on until you've been in the Basement of House.
- B. Have you opened the trunk labeled "Old Appliances"?
- C. Surely you examined the boomerang!
- D. Can we assume that you thoroughly interrogated Winston Churchill and Attila the Hun?
- E. Have you realized that this is one of those fake questions designed to keep you from reading hints to puzzles you're not stumped on? There's no basement in Cleveland!

Is there anything interesting about the bedroom?

A. Have you looked out the window?

How can I get the headlight?

- A. There's no way to access the Ford other than via the Bedroom window.
- B. The sheet on the bed isn't long enough, and there's not a rope to be found.
- C. Seen any good prison escape movies lately?
- D. You can MAKE a rope from the sheet!
- E. You'll have to tear the sheet first.
- F. Tie the resulting strips together.
- G. Tie the rope to the bed then throw it out the window.
- H. If YOU climb down the rope, it breaks and you die. However, if Trent/Tiffany is with you, he/she seems willing to take the risk! Just wait a turn.

Ack! Trent/Tiffany got killed by a truck!

- A. Jolly bad show, but things are not always as they appear.
- B. WAIT another turn after the "accident."

Is there a way to stop the Ford's brakes from failing?

- A. Get the brakes a good tutor.
- B. But seriously, folks, when did your brakes fail? There's no way to get to the car, let alone get into it, let alone start it, let alone experience a brake failure. Remember the warning in the introduction? This is one of those fake questions.

Is there anything to do in the Garden?

- A. There are several interesting items in the Garden.
- B. The flowers, however, are not one of them.
- C. You might want to snatch the trellis, though.
- D. Also, see the next question.

HELP!!! How can I get out of Cleveland?

- A. Millions ask this question daily.
- B. There's an exit in the garden.
- C. EXAMINE THE SOD.
- D. LOOK UNDER IT.
- E. ROLL IT UP! Voila, a black circle.

The Spaceship Scene, Near Saturn

Ack! When I get to the Hold, I'm blown up!

- A. Don't step on the black circle in the Spawning Ground unless Trent/Tiffany is with you.

Ack! Trent/Tiffany keeps getting blown up when we go to the Hold!

- A. Don't worry about it.
- B. See the question in this section about what to do after saving the young man/woman.

Is the stallion useful?

- A. Yes.
- B. You can ride him.
- C. Mount the horse then type the direction you want to go.
- D. Only by riding the horse can you reach the hatch at the other end of the Long Corridor before the other spaceship blasts away. (See the next question.)

What is that rumbling noise?

- A. Have you looked through the window in the hold?
- B. Try being in the Hold when the rumbling noise occurs.
- C. It's the small passenger yacht leaving. You must get to it before it leaves.
- D. But the only exit from this battleship is down at the other end of that Long Corridor.
- E. You can't walk to the hatch in time to get to the other ship before it rumbles away.
- F. But you can make it in time if you ride a horse!

I keep dying from the cold in space.

- A. You missed something obvious.
- B. You need to wear the therma-suit you'll find at the Main Hatch.

How can I get past Thorbast/Thorbala?

- A. You'll never get past him/her while he's/she's alive.
- B. Try killing him/her with the sword from the Hold.
- C. Thorbast/Thorbala is a tough opponent, but after several attempts to kill him/her with your sword you will succeed in knocking Thorbast's/Thorbala's sword out of his/her hands. Take it as it floats toward you, disarming Thorbast/Thorbala.
- D. Trying to kill Thorbast/Thorbala at this point is the wrong move, however. Thorbast/Thorbala is just too quick for you, even disarmed. Have you ever noticed that you're dressed all in white, and Thorbast/Thorbala all in black?

- E. What would the "good guy" in any sword fight do upon disarming his/her opponent?
- F. Once you're holding Thorbast's/Thorbala's sword, give it to him/her.
- G. You must get Thorbast/Thorbala to "give up" before the bug-eyed monster carries away the young man/woman.

How can I save the young man/woman from the space monster?

- A. You'll have to get past Thorbast/Thorbala first.
- B. Once you've done that, it's easy!
- C. Just kill the monster. Even your bare hands are sufficient.
- D. Then, don't forget to untie the young man/woman.

What should I do after saving the young man/woman?

- A. He/she enters the small spaceship and beckons you to follow.
- B. So follow!
- C. Once you enter the Space Yacht, Elysia/Elysium will give you the photo you need. And when you return to the battleship, you may have an unexpected meeting!

Is there any way to land on Titan without crashing?

- A. A ship this size must have an auto-pilot.
- B. It's probably behind the panel in the Control Room.
- C. Did you turn the auto-pilot on?
- D. Perhaps it can be repaired by the French robot.
- E. See the question about gourmet cooking in the section called "The Planet of the Snobby Robot Chefs."
- F. No section by that name? Perhaps, then, you should reread the Introduction. Especially the part about not looking at questions except those relating to puzzles you're stumped by.

How do I get away from this spaceship section of the story?

- A. There's a black circle aboard the battleship.
- B. It's in the third Long Corridor location west of the Stable.

Among the Mountains of Neptune

Is there any way to get a light source into the cave?

- A. Probably.
- B. But considering the "interests" of the creature who lives in the cave, would you really want to ruin things by bringing a light?

Is the love potion useful?

- A. Surely you've met someone who's not as interested in you as you are in him/her.
- B. It's someone in the Mine Shaft City.
- C. Natasha/Ivan seems pretty aloof, wouldn't you say?
- D. Put the love potion in his/her vodka.
- E. Don't put it in the orangutan's milk by accident.

How can I keep the baboons and the gibbons away from me?

- A. Let's face it, you just have animal magnetism.
- B. Have you ever wondered what the extra machine on your spacesuit was?
- C. It's an animal magnet! Switch it off.
- D. The Vaseline will help loosen the switch.
- E. Once the monkeys have stopped bothering you, the bouncer will let you into the bordello.

How can I leave Neptune without being blasted by the Throbber Rays?

- A. You'll need the germanium shielding from Mercury.
- B. You'll also need some fruit from the orchard on Callisto.
- C. And you'll definitely need the makeup kit from the transvestites on Ceres.
- D. But mostly, you'll need to reread the Introduction of this hint booklet, where it tells you not to look at the answers to questions you're not stuck on.

The Boudoir and Plaza (Phobos)

What is this Boudoir and what do I do here?

- A. You find out more about the Boudoir a few turns after your arrival. Meanwhile, why not "enjoy" the company of your divan-mate?
- B. At long last, you have come face to face with your archenemies, the Leather Goddesses of Phobos TM!

Okay, now I'm in the Plaza. What do I do here?

- A. If Trent/Tiffany isn't with you, not much.
- B. It's time for Trent/Tiffany to build his/her Super-Duper Anti-Leather Goddesses of Phobos Attack Machine. Just give him/her whatever item from the parts list he/she asks for. You must do this immediately... you can't spare a single turn.
- C. If you got to the Plaza without all eight items from the parts list, you're lost. You'll have to RESTART (or RESTORE) and collect them all

before returning.

- D. If you give the eight items to Trent/Tiffany at the right moments, you will WIN THE GAME! Yow!!!

General Questions

What's my goal in this story?

- A. You'll get a better idea once you've met Trent/Tiffany.
- B. A few dozen turns after meeting him/her, Trent/Tiffany will give you something.
- C. This matchbook contains a parts list for the items that Trent/Tiffany needs to build a machine that will defeat the Leather Goddesses.
- D. Therefore, your goal is to find these eight items, and then get to a location where Trent/Tiffany can build the machine.

How can I change the gender of my character in the story?

- A. You determine the sex of your character by entering either the Men's Room or the Ladies' Room in the bar. Once you've established your gender, you can't change it without restarting.

The scoring seems pretty cockamamie. How does it work?

- A. You always get points at given places in the story, but there are elements of randomness.
- B. For one thing, you don't always get the same number of points each time you reach the same point in the story. For example, for reaching the prison cell on Phobos, you will get somewhere between 1 and 8 points.
- C. Another element of randomness: when you use the STATUS command, you are told the total points that your score is "out of." This number starts at 9309, but decreases randomly each time you get points.
- D. Your points increase and your "out of" number decreases, until they finally meet on the final turn of the story.
- E. This is all designed to confuse you, of course.

Shucks! It won't let me into LEWD mode.

- A. You must be at least 18 years old.
- B. If you are, just type 18 (or whatever) when prompted to input your age. If you're not, you simply can't play in LEWD mode!

I'm not really picking up the 3-D in the comic. Can you give me some tips?

- A. Sure. For one thing, make sure you have the blue "lens" over your right eye, and the red "lens" over your left eye.

- B. It takes a few seconds for your eyes to adjust. The 3-D effect should improve noticeably within twenty seconds or so.
- C. Hold the comic directly in front of you and move it slowly toward and away from your face until the 3-D effect is maximized.
- D. Where else but here could you develop invisible ink to learn how to read 3-D? What a wild and crazy bunch we are, eh?

What exactly are the seven scratch 'n' sniff odors, and where do they appear in the story? (Don't develop the answers until you've finished the story, or you might see things you don't want to see!)

- 1. Pizza (in the bathroom after urinating)
- 2. Chocolate (whenever the hunk of chocolate is present)
- 3. Mothballs (in the Closet)
- 4. Perfume (in the Harem)
- 5. Garlic (In Space, when Thorbast/Thorbala speaks)
- 6. Leather (in the Boudoir -- this scent is admittedly weaker than the others)
- 7. Banana (on the last turn before winning)

Some other odors we were considering: Skunk, Peanut Butter, Grapefruit, Bubble Gum, Whipped Cream, Mushroom, New Car, Anchovy, Martini, Fried Chicken...

Is a marsmid anything like a zorkmid?

- A. They're both coins...

I have this friend who would like to know where all the sex scenes are in Leather Goddesses of Phobos. Would you please tell me? Uh, I mean, him?

That is, tell me, and I'll pass the info along to him.

- A. Reading the next hint will give things away. Don't go any further until you finish the story.
- B. There are five opportunities for some "foolin' around": 1. Solving the frog puzzle. 2. Your hour in the Inner Harem. 3. When you're a gorilla in the cage. 4. Following Elysia/Elysium into his/her private cabin after he/she gives you the photo. 5. On the divan in the Boudoir.
- C. Don't forget to experience these "episodes" in all three naughtiness levels. (Unless you're underage, of course. Or unless you're a personal friend of Ed Meese. If you're a personal friend of Ed Meese, we're just joking and there really aren't any sex scenes at all.)

This section tells you where to find the eight items on the parts list. Use it only as a last resort.

Item

Common household blender
Six feet of rubber hose
Pair of cotton balls
Eighty-two degree angle
Headlight from a 1933 Ford
White mouse
Photo of Jean Harlow/Douglas Fairbanks

Cleveland phone book

Location

From the frog prince
In the cage in the Laboratory
In the igloo (Orphanage Foyer)
From King Mitre
Out the Bedroom window (Cleveland)
On Hickory Dickory Dock
From Elysia/Elysium, aboard the SpaceYacht near Saturn
In the Forgotten Storehouse off the Catacombs

How All the Points Are Scored

This section should only be used as a last resort, or for your own interest after you've completed the game. For more information about how scoring works in Leather Goddesses of Phobos™, see the scoring question in the General Questions section.

Event

Waking up in the prison cell
Getting the mouse *
Getting the odd machine from the salesman
Returning to your body in the Laboratory *
Getting the headlight *
Killing or trapping the flytrap
Answering the riddle
Getting the Cleveland telephone book *
Getting the raft
Arriving at the Icy Dock un-irradiated
Getting the cotton balls *
Killing Thorbast/Thorbala
Getting the photo *
Getting the blender *
Getting the 82 degree angle *
Getting the flexible black circle
Arriving at the Plaza

Points

From 1 to 8 points
From 14 to 23 points
From 3 to 10 points
From 19 to 43 points
From 14 to 47 points
From 2 to 17 points
From 8 to 19 points
From 13 to 39 points
From 8 to 11 points
From 4 to 19 points
From 16 to 45 points
From 5 to 20 points
From 17 to 30 points
From 17 to 34 points
From 16 to 26 points
From 5 to 17 points
From 9 to 22 points

TOTAL

From 171 to 429 points

* These events also increase your rank. Your rank is increased for a ninth time on the final turn of the story.

For Your Amusement

You shouldn't develop anything in this section until you've finished Leather Goddesses of Phobos(tm). Things in this section will invariably give away the answers to puzzles in the game.

Have you ever tried to...

- ...play Leather Goddesses of Phobos™ as a man if you're a woman, or vice versa?
- ...buy a beer in the bar before relieving yourself?
- ...enter the men's room after entering the ladies' room first (or vice versa)?
- ...flush the toilet?
- ...eat the pizza? And then typed VOMIT?
- ...urinate in something other than a toilet?
- ...not go to the bathroom?
- ...knock on the door of Trent's/Tiffany's cell before opening the door?
- ...lead Trent/Tiffany into your cell? (Try in all three naughtiness levels.)
- ...call Trent "Tiffany" (while playing as a man), or vice versa?
- ...walk west in the Observation Room?
- ...jump off the prison Roof on Phobos?
- ...touch, examine, or put something on one of the black circles?
- ...push Trent/Tiffany into the tree hole (Fork, Of Sorts)?
- ...jump into the tree hole while being chased by the flytrap?
- ...get into the tree hole after trapping the flytrap there?
- ...ask Trent/Tiffany about the odd machine?
- ...T-remove the tray and then examine it?
- ...use the odd machine on the rabbit?
- ...use the odd machine on the raft then put the raft in the canal?
- ...run the cotton balls through the odd machine then examine them?
- ...DIAGNOSE and examine yourself as a gorilla?
- ...examine your body on the slab while you're a gorilla?
- ...examine Trent's/Tiffany's body on the slab while you're a gorilla?
- ...leave the Laboratory while you're a gorilla?
- ...whip someone with the rubber hose (not in TAME mode)?
- ...give anything to King Mitre?
- ...shake King Mitre's hand?
- ...examine (the unangled) Princess Theta?
- ...marry Princess Theta (in both her angled and unangled forms)?
- ...put the unangling cream on the pile of angles? On King Mitre?

...touch the frog?
...ask Trent/Tiffany to kiss the frog?
...click the mouse?
...sink the royal barge?
...examine, awaken, or kiss the dead alien messenger?
...put the lip balm on the dead alien messenger?
...give the flexible black circle back to the proprietor?
...show the dead alien's coded message to the Sultan/Sultanness?
...ask the harem guard for a different number than the "correct" number?
 Several times?
...ask the harem guard for the same number twice in a row?
...wait instead of answering "yes" when the Sultan/Sultanness asks if
 you're ready for the riddle?
...wait instead of answering the riddle right away?
...SAVE your position in the Audience Chamber before answering the riddle?
...return from the Inner Harem to the Harem holding the secret map after
 the Sultan's wife/Sultanness' husband warns you that if you leave that
 way "the harem guards will..."
...thank the Sultan's wife/Sultanness' husband after getting the torch and
 secret map?
...measure the Sultan's wife?
...measure the Sultanness' husband (in all three naughtiness levels)?
...make love to the Sultan's wife/Sultanness' husband a second time (not in
 TAME mode)?
...speak to the Sultan's wife or Sultanness' husband by his or her wrong
 number? (e.g., SULTAN'S WIFE #123, HELLO, instead of SULTAN'S WIFE
 #789, HELLO)
...move around in the Catacombs without a light?
...read the Cleveland phone book?
...deflate the raft? While it's in the water? While it's in the water and
 you're in it?
...put the raft in the Oasis?
...take or open the buoy (if you've solved Zork® I.)
...have sex with anyone while radiated from the ion beam?
...talk to the robot baby?
...kiss or rock the robot baby while it's crying?
...suckle the robot baby (playing as both a male and a female)?
...toss the robot baby into the canal?
...count the leaves? (That's also how many were in the pile of leaves in
 Zork I.)
...tie the strips of cloth (from the partially-made rope) to anything?
...screw the stallion?
...go into space from the battleship without putting on the white suit?

- ...tell Elysia/Elysium to shut up while he/she is screaming?
- ...read the photo that Elysia/Elysium gives you?
- ...ask various characters about the Leather Goddesses? (such as Trent/Tiffany, the salesman, the mad scientist, Thorbast/Thorbala, Elysia/Elysium, King Mitre, Princess Theta, the Sultan/Sultaness, the Sultan's wife/Sultaness' husband, the Exit Shop proprietor...)
- ...get fresh with the Leather Goddess in the Boudoir in TAME mode?
- ...kiss the Leather Goddess, not in TAME mode, while Trent/Tiffany is also in the Boudoir?
- ...get to the end of the Plaza scene without Trent/Tiffany present?
- ...get to the end of the Plaza scene without giving all of the eight parts to Trent/Tiffany?
- ...use "four letter words" in your inputs while in TAME mode?
- ...smell the barge or the flowers in the Garden?
- ...put the blanket, sheet, or sack on your head (if you've played _The Hitchhiker's Guide to the Galaxy_(tm))?
- ...open your mouth?
- ...give an age less than 5 while trying to enter LEWD mode?
- ...LOOK with your eyes closed? With your hands over your eyes?
- ...look through something that isn't transparent?
- ...look inside your overalls, loincloth, or bikini?
- ...typed control-B followed by a carriage return? (IBM version only!)

The Hints for this game are within the game itself.

Acrobat Document Preparation by

ScanType Corporation

Authorized Adobe Acrobat Developer

Project Manager:

Michael Brunson

Image Master:

Michael James

OCR Specialist:

Michael Craft

Project Coordinator:

Marina Goom



Services for the WEB, Paper, and Digital Publisher

ScanType Corporation
6557 Via Barona
Carlsbad, CA 92009

Email: info@scantype.com
WEB: <http://www.scantype.com>
Tel: (619) 438-5125
Fax: (619) 438-4956