Keys to Solving Computer Adventure Games
Keys to Solving Computer Adventure Games

by
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DEDICATION

Keys to Solving Computer Adventure Games is dedicated to my wife and children who so often woke up in the middle of the night, found me sitting in my dungeon dazed in front of the computer, and knew enough to just retrace their bread crumbs and go back to sleep.
CONTENTS

Introduction ix
Computer Availability of The Adventure Games xiii
User's Guide xvii
Tips on Playing Adventure Games xxi
Maps and Hint Sheets 1
   A View to a Kill 2
   Ballyhoo 6
   Black Cauldron 9
   Borrowed Time 15
   Brimstone 17
   Chalice of Mostania 24
   Crimson Crown 31
   Destiny 34
   Fantastic Four 37
   Forbidden Castle 39
   Fraktured Faebles 42
   King's Quest II 44
   Leather Goddesses of Phobos 48
   Lost Ark of the Covenant 52
   Mickey's Space Adventure 57
   Neverending Story 68
   Oo-Topos (New Version) 73
   Rambo 76
   Real Life 78
   Spellbreaker 81
   Tass Times in Tonetown 85
   The Mist 89
   Transylvania (New Version) 91
   Trinity 93
   Voodoo Island 100

Master List of Clues 103
Complete Solutions 147
A View to a Kill 148
Ballyhoo 154
Borrowed Time 164
Crimson Crown 171
Fantastic Four 179
Forbidden Castle 183
Fraktured Faebles 192
Leather Goddesses of Phobos 197
Lost Ark of the Covenant 206
Neverending Story 215
Nine Princes in Amber 221
Oo-Topos 228
Rambo 236
Spellbreaker 240
Tass Times in Tonetown 249
The Mist 255
Transylvania 261
Trinity 266
Voodoo Island 278

Vendors 285
INTRODUCTION

Over the years, people have been intrigued by the mystery of the unknown. Such is the art of adventure. Here, people play the part of: 1) explorers in search of truth, wisdom, or material objects, 2) detectives in search of the solution to a murder case, or simply 3) valiant warriors in search of beloved damsels in distress.

The advent of the personal computer has allowed these real life scenarios to be brought to the computer screen in the form of adventure games suitable for play by young and old alike. This book is addressed to the myriad of computer adventurers who, like myself, spend endless hours in front of the monitor trying to answer such puzzling questions as: where do I find the golden key that opens the dungeon door, what do I do with the chalice now that I have found it, how do I pry open the crypt, etc., etc., etc.

No doubt by now all of you adventurers have experienced the frustrating feeling I am trying to convey yet have been at a loss as to where to look for a clue to get unstuck and go on with the game. Such is the purpose of this book: a place where you can get maps and hints for playing currently popular adventure games with emphasis on the word "current". Most of us who have been playing adventure games for a while have no doubt solved such classics as Infocom's Zork I, II, III series. If not, hints for solving these and other popular games of the past are available in a variety of computer magazines and publications, the most notable being Volumes I and II of the Book of Adventure Games published by Arrays Inc. Thus, rather than repeat "ancient history", this book is devoted to "new" adventure games that have recently come on the market for which hints and clues are, to a large extent, not readily available elsewhere in collective form.

Quite often I have found, particularly with the neophyte adventurer, that even a good set of hints and clues is not sufficient for him or her to completely solve the game. Thus, a book that contained only such information would not have universal appeal. To service the needs of adventure players of all skill levels, Keys to Solving Computer Adventure Games also includes complete step-by-step solutions for many of the adventure games. The reader of this book is cautioned, however, to use these complete solutions only as a last resort since a large part of the fun of playing the game is figuring out the solution to the various puzzles on your own.

Historically, the first adventure, an all-text game appropriately titled Adventure, was developed in the 1960's on a mainframe. Since its first translation into BASIC language for the Apple computer in early 1980, there have been at least 5 different versions of this game that have hit the market (including both commercial and public domain versions). Early games like Adventure were characterized by a two
word (verb-noun) command parser, and an extremely limited vocabulary (on the order of 50 to 100 words). These limitations made the game difficult to play since indeed one often had to type in the exact combination of two words in order to get a favorable response from the computer.

Since that time, adventure games have significantly advanced in two directions. First, the all-text types published by such notables as Mindscape, Synapse/Broderbund, and Infocom (to name a few) now recognize full sentences, multiple commands, and have vocabularies on the order of 1500 to 2000 words! Second, many adventure game manufacturers now offer a mixture of graphics and text in many different formats which many adventure game players find a desirable feature. The first such kind of game was On-Line's (now Sierra On-Line) Mystery House which appeared in late 1981. While indeed its graphics were quite elementary by today's standards (essentially isometric line drawings with no color, fill, or detail), the game represented a milestone from which the industry has moved on to an extreme level of sophistication, e.g., double hi-res graphics with full exploitation of the color capability of the computer.

Contained within this book are maps, hints, and solutions for twenty-six of the newest adventure games currently on the market including Infocom's latest best seller Leather Goddesses of Phobos a racy space age spoof by the author of Infocom's adventure classic Hitchhiker's Guide to the Galaxy. Ten of the games are of the all-text variety while the remaining sixteen are of the graphics/text type. Among the former are adventurers based on: 1) popular movies (Mindscape's A View to a Kill and Rambo), 2) a best-selling book (Mindscape's The Mist based on a Stephen King novel), 3) the history of the atom bomb (Infocom's Trinity), 4) religious material (Relational Systems' Real Life), and 5) a bizarre murder mystery plot that takes place on the grounds of a circus lot (Infocom's Ballyhoo). Included in the mixed graphics/text group are: 1) a sequel to the popular King's Quest I (Sierra On-Line's King's Quest II), 2) two games with a Disney theme and easy-play features appropriate for the younger set (Sierra On-Line's Mickey's Space Adventure and The Black Cauldron based on the corresponding title in Lloyd Alexander's five-volume fantasy epic The Chronicles of Prydain) 3) an adventure starring famous Marvel comic strip characters (Adventure International's Fantastic Four), 4) a modern day fast-paced, action-packed adventure through a bizarre place where only the "totally tass" are successful and only the "tone-ly" survive (Activision's Tass Times in Tonetown), and, 5) a comical experience in a crazy mixed-up world of characters from children's story classics such as The Three Bears, Alice in Wonderland, and Little Red Riding Hood (American Eagle's Fraktured Faebles).

All of the games discussed in this collection are available for the Apple II series of computers and the maps, hints, and complete solves have been compiled by myself from data obtained by playing each of these games to completion on an Apple IIe. I hasten to add, however, that just about all of these very same games are playable and
have the identical solution on Macintosh, IBM PC, Commodore 64/128, Atari 400/800 XL/XE and 520ST, and Amiga computers (a complete tabulation of this availability is given in Table 1). Thus, the book, is in no way limited only to Apple users.

In principle, Keys to Solving Computer Adventure Games resembles the two volumes of The Book of Adventure Games published by Arrays, Inc. However, Keys to Solving Computer Adventure Games has all new material and a somewhat changed format. In particular, the set of clues for each of the games has been scrambled. This has been done to prevent the player from catching a glimpse of the clue following the one he or she is currently interested in thus continually spoiling the surprise. Furthermore, as previously mentioned, a section devoted to complete walk-thru's has been included as an added attraction.
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<th>IBM PC Series</th>
<th>Macintosh</th>
<th>Commodore 64/128</th>
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* Apple Ile/Iic (w/128k) only
# Commodore 128 only
% Macintosh (w/512k) only
@ Apple Ile/Iic (w/128k and 80 column card) only
ACKNOWLEDGMENT

A special word of thanks to Jerry Jones whose efforts were invaluable in the design, layout, and the production of the manuscript. Also, I wish to thank Frank Kollar and Jeff Berner for assisting me with a number of tasks that required a skilled level of computer expertise.
The contents of Keys to Solving Computer Adventure Games is divided into three main sections: Maps and associated Hint Sheets, Master List of Clues and Complete Solutions. The following are instructions on how to use the information in each of these sections in the most productive manner.

A map of an adventure game is, many ways, similar to an ordinary road map. Each rectangular box on the map represents a key location in the game (as would a city on a road map) and movement between boxes is typically achieved by typing in a directional command such as: North, South, Northeast, etc. For these simple directional commands, the following notation is applicable. North and South are indicated by a vertical line between the bottom of the box corresponding to the present location and the top of the box corresponding to the location to which you are headed. Similarly, East and West are indicated by a horizontal between the sides of the same boxes. If the game allows for diagonal directional commands such as Northeast, Southwest, again these directions are indicated by corresponding diagonal lines between appropriate corners of the two boxes in question.

In contrast to road maps, adventure game maps typically allow for movement between boxes with commands such as Up, Down, Climb the ladder, Enter the cage, etc. To avoid confusion with the conventional directions of the above, it is important to establish and maintain a consistent notation for these additional possibilities. In this book, Up and Down will be denoted by a diagonal line between the top of one box and the bottom of another. Specialized (non-directional) commands that cause transition from one box to another will be denoted by a diagonal line from the side of one box to the side of another.

Strange as it may seem, in some cases, the transition from one location (box) to another is not bi-directional, i.e., one might be required to go North to get from box A to box B but must go Southwest to get back to box A from box B. In such instances, an arrowhead pointing in the appropriate direction will be added to the directional line. When no arrowhead exists along a directional line, it is assumed that the transition corresponding to that line is bi-directional.

One other type of transition between map locations can occur in adventure games. Quite often an indirect command such as saying a magic word or casting a magic spell will "teleport" the player from one location to another which may even be far removed from his or her present position. To denote this type of movement, I have used a dashed line between the appropriate boxes.

* Many adventure games accept abbreviations for these commands such as N for North, NE for Northeast, etc.
Finally, it should be noted that, because of limitations on layout, it is sometimes necessary to break a directional line segment transitioning between two boxes. With regard to the directions that this line represents, whether or not it is broken is irrelevant. All that matters is its direction when it leaves or enters the box.

Since many of the adventure game maps are quite complex, it is helpful to identify the starting location on the map. To this end, I have used a box with a shaded perimeter to denote this starting location. If the game takes place in several parts, each being described by its own map drawn on a separate page, then the shaded box notation has been applied to each such page.

Associated with every adventure map is a hint sheet that provides hints and clues for "breaking through" the key locations. The hints are provided in sequential order, i.e., an order in which they would be needed to successfully play through the game from beginning through end. It is to be emphasized that this ordering is not unique; that is to say, in some instances, it is possible to traverse through the key locations in a different order and still win the game. In many cases, however, the solution to the puzzle that allows the player to break through a particular key location can only be accomplished after having broken through certain other key locations. The simplest example of this might be the necessity to find a key (in one key location) that allows opening a door (in another key location). In such cases, the order of events is important and cannot be reversed.

Each clue on the hint sheet (identified by its location number) has a corresponding circled number located on one of the boxes of the map. Since, in general, a given location in the game will be traversed more than one time during play, many of the key locations may have several hints (circled numbers) associated with it. As such, it should not be surprising to find that the starting location (the box with the shaded perimeter) may wind up to be a key location with a clue number other than one, i.e., the puzzle that must be solved in this location only becomes significant after having played a portion of the game.

The actual clues themselves are also identified by numbers (clue number) and their content is obtained by associating these numbers with a scrambled Master List of clues for all of the games. Each clue number is used once and only once (i.e., it is never repeated in any other game) and as such corresponds to a unique clue in this Master List. Also, when a player looks up a particular clue corresponding to a certain key location in the game currently being played, he or she will obtain only the specific information sought after since the adjacent clues in the Master List will in all probability be from totally different games. The use of such an unencumbered yet effective scrambling scheme is essential to preserving the challenge.

A simple example serves to illustrate all of the above points. Suppose that, for the fictitious game entitled The Moldavian Conquest, the first 5 clues of the hint sheet
appear as follows:

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<tr>
<th>Location Number</th>
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<tr>
<td>1</td>
<td>49</td>
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<td>2</td>
<td>358</td>
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To use this information, one would begin the game at the starting location (the box with the shaded perimeter) on the corresponding map and play along until he or she reached the key location (box) with a circled number "1". At this point, if a hint was needed to continue the game, the player would look up clue number 49 in the Master List. Assuming that the player correctly interpreted and used the clues found there, he or she would proceed with the play of the game until reaching the box with a circled number "2". Thereupon, if help was needed, the player would look up clue number 358 in the Master List and, after making successful use of the information found, proceed on to key location #3, etc., etc., etc.

If after using the complete hint sheet, the player is still unable to solve the adventure, Keys to Solving Computer Adventure Games contains an added bonus not found in other books of this type. The third and final section of the book is a series of complete step-by-step solutions (walk-thru's) for those games where it is possible to define unique solutions and which, in the author's opinion, are sufficiently complex as to warrant its inclusion. Starting with these solutions rather than the combination of the map and hint sheet is like giving up on a puzzle before you open the box and remove the pieces. Thus, I strongly urge the player to use these solutions only after he or she has lost as much sleep as I have in arriving at them. In writing these solves, I have incorporated many parenthetical expressions which represent the responses provided by the game to the player's commands. These parenthetical expressions are included merely to add to the enjoyment of playing the game and are not to be typed in as part of any command.

Twenty-five of the twenty-six adventures treated in this book follow a common format, in the sense that the flow of the game is uniquely defined by a map with movement between locations to a large extent carried out by explicit or implicit directional commands. For this type of game, a hint sheet with numbered clues keyed to corresponding map locations is readily constructed. Nine Princes of Amber by Telarium is the exception to the above. In this game, directional commands are not used and movement from one location in the game to another is determined automatically by: 1) execution of the appropriate statement, 2) winning or losing a battle with an opponent, or 3) successfully completing a maze-type game called The Pattern. Thus, the notion of a map, in the sense of our previous discussions, is
inappropriate to this game. Furthermore, according to the manufacturer there are at least thirty different complete solutions each yielding some degree of success. Of the thirty, however, there are only two solutions that yield complete success. Thus, for this adventure, we have merely provided the two correct step-by-step solutions.

Before closing, I would like to point out to the user of this book that every effort has been made to assure the accuracy of the information contained within. To this end, I have personally played every game through to completion twice on an Apple IIe computer, each time using the map and the step-by-step solution and/or the hint sheet as guides. Thus, in theory, the user should expect a perfect manuscript.

However, due to the complex nature and potential randomness of some of the games coupled with the chance of slight variations between versions for different computers* there exists the possibility of imperfections. Because of these uncontrollable factors, neither the author nor the publisher can assume responsibility for the fallibility of the maps, hint sheets, or complete solutions.

* Every adventure game manufacturer that I contacted informed me that no such variations existed.
TIPS ON PLAYING ADVENTURE GAMES

Unlike most other types of software on the market, the typical computer adventure game consists of little else than a disk (or disks) in a box. Although some adventure game manufacturers are now trying to glorify the package by including such items as comic books, newspapers, color wheels, etc., which contain key clues for solving the game, the essence of the matter is that the adventurer is basically left on his or her own to figure out the mysteries of: 1) how do I start the game, 2) what strategies shall I employ along the way, and, 3) what is the ultimate purpose of my mission.

The brief discussion that follows is an attempt at answering these perplexing questions in the general context of the adventure games that are included in this and other books of this type.

A common thread among all adventure games is the necessity of accumulating an inventory of items that you, the adventurer, find along the way. These items (some of which may wind up to be of no value) are used to solve the various puzzles that occur throughout the game. Thus, the first thing to do when starting an adventure game is to determine what items you have in your inventory at the outset. This is typically done by typing the command: INVENTORY (most games accept an abbreviation of this word like "I" or "INV").

Next, you must begin to explore your surroundings. Before leaving your present location, however, LOOK at or EXAMINE every object in the "room." In fact, this is something you should do every time you move to a new location. When you are convinced you have seen all there is to see and taken all there is to take, you are ready to move on. Just type in a directional command such as North, West, etc. (again abbreviations such as "N" and "W" are accepted by most games) and you will move to the next game location in the chosen direction.

The best way to keep track of your movements is with the use of a map such as those contained in the first section of this book. When first playing a game, it is wise to map as much of it as you can without paying strict attention to what is happening in each room. This gives you a feel for the geography of the game before you set out to solve the intricacies of its various puzzles.

Most games only allow for limited inventory, i.e., you can only carry a certain number of possessions with you at any given time. Thus, you must judiciously DROP items from time to time when you think you either don't need them at the present time or have already made full use of them and won't need them again. In certain games, you may find a receptacle such as a sack, a pouch, etc. to carry items in. Putting your inventory items in this receptacle often allows you to carry more than if you carried these same items individually.
Quite often the player will encounter a maze within the adventure game itself that must be negotiated before play can continue. Here again a map is quite helpful. Since typically in a maze, the descriptions of the locations are identical, the construction of such a map is a bit more challenging. Here is another use for the inventory items you have collected thus far. As you move through the maze DROP an item every few maze locations. These then serve as markers to help you distinguish one location from another and find your way back in the same manner that Hansel and Gretel used their bread crumbs to retrace their steps.

Another pointer is to pay careful attention to the description of your inventory items when you LOOK at them after you have TAKEN them. These descriptions often contain clues as to how these items should be used. Don't always expect an item to be used in its most common application. For example, a lock is most often opened with a key; but perhaps a toothpick might accomplish the same by picking the lock.

Always make full use of the vocabulary allowed by the game. For example, SEARCHing an object often reveals more than merely LOOKing at it. CAREFULLY EXAMINing it might even reveal more yet.

Finally, don't try to accomplish too much in one sitting. Even the most experienced adventurers will require many sessions to solve a game. In this regard, SAVE your game often and in as many locations as the game allows SAVE positions. In this way, you can try many different strategies to get through the tough spots without having to start from scratch each time.

Happy adventuring!!
Keys to Solving Computer Adventure Games
MAPS
and
HINT SHEETS
Part 1: Siberia

- Snowdrift (Agent 003)
  - Rocky Ledge on Mountainside
  - Top of Large Hill
    - Sparkling Sunlit Valley
      - Bay Near Kamchatka
        - On a Smooth Ice Floe
          - Small Submarine

Part 2: London

- M's Office
  - Money-penny's Office
    - Submarine in Royal Navy Yard
      - to Base of Eiffel Tower
A VIEW TO A KILL

Part 4: San Francisco

Fisherman's Wharf

City Hall

In Front of City Hall

Lobby of City Hall

Bottom of Elevator Shaft

Emergency Door

Narrow Alley off Hyde St.

Entrance to Zorin's Mine

Flatbed Track

North Wall of Elevator Shaft

Elevator (4th Floor)

Elevator (Ground)

Long White Hall

Howe's Office

Finale

Small Office

Foul Smelling Pit (Zorin)

Small Room (Bomb)

Mine Shaft

Bottom of Shaft
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Standing Room Only (SRO) Maze

from Hypnotist's Parlor to In the Wings
## Ballyhoo

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Below the Parapet

Drawbridge

to Castle Forecourt

to Hallway West of Staircase

Upper Castle Wall

19

18

Lower Castle Wall

Alligator Moat

17

Winding Bridge

Winding Bridge and Waterfall

Castle in the Distance

Rock Climb West

15

Rock Climb East

to and from Base of Solid Granite Cliff

BLACK CAULDRON

En Route to the Horned King's Castle
BLACK CAULDRON
Top And Ground Floors Of Horned King's Castle
Black Cauldron

Actions like GET, OPEN, TALK, JUMP, PUSH, TWIST etc. that are not associated with an object in your inventory are all accomplished with the DO command. Actions like FEED (the gruel), FILL (the flask), SAY (the magic word), GIVE (the lute), GRAB (the rope), RATTLE (the can), etc. that are associated with objects in your inventory are all accomplished with the USE command.

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At this point in the game you can proceed in two different ways to get into the castle. You can either go west across the drawbridge or straight ahead across the moat and up the castle wall. We shall presume the latter for getting into the castle and then use the former for getting out.

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At this point you can win the game by jumping into the cauldron. Unfortunately, you don't live to see the victory and you only have 190 points. To continue further, proceed as follows. Wait until the Gwythaint swoops down and takes the cauldron. Then proceed to the King's secret chamber. Enter it on the ledge above the door (east of the North Dungeon Hall).

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BORROWED TIME

- Rita and Mr. Wainwright
- In Front of 85 W. Polk
- Frame House on W. Polk
- In Front of 85 W. Polk
- Jake's Office
- In Front of 85 W. Polk
- Parking Lot
- Doris' Apt
- Polk W. of Pershing
- One-Room Hovel (Mavis Brown)
- Weather beaten Shack
- West End of 1st
- Intersection of Pershing & W. 1st
- Hot Dog Cart
- In Front of Rita's Apt
- Kitchen
- In Your Office
- Beside Small Shed
- Statue of Geo. Washington
- Post Office Boxes
- Police Station
- Post Office Lobby
- Main S. of 1st
- 6th & S. Main
- 6th W. of Main
- In Front of Medical Office
- In Front of Bruce Light's Place
- In Lobby of Medical Office
- In Front of Bruce Light's Living Room
- Main S. of 1st
- Hotel 1st East of Main
- 1st East of Main
- Inside Bar
- Behind of Hotel
- Side Doorway
- Second Story Window of Bar
- Ledge Outside Window
- Base of Stairway
- Hallway with Window
- Office of Iris Spencer
- In Alley in Front of Hotel
- In Front of Expensive Looking Townhouse
- Room with Table
- Bruiser
- Hawkeye's Newsstand
- Inter. of 1st & Main
- G&W Store
- Inside G&W Store
- In Front of Door to Rita's Apt
- Polk St. In Front of Rita's Apt
- Hawkeye's
- Hot Dog Cart
- Comer of Pershing & W. 6th
- Comer of Pershing & W. 1st
- Comer of Pershing & W. 1st
## Borrowed Time

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Chapter 2: The Condemnation

BRIMSTONE

Deep Powdery Ash

Spiral Staircase

Cell

Courtroom

Forest of Flowers

Bridge Final Threshold to Underworld

Dim Chamber

Cliff

Deep Powdery Ash

Ice at Center of Hall

from Iron Door or Grand Hall
Chapter 3: Ice (cont'd)
Chapter 4: Fire (Maze of the Fury)

- **Lower Sphere of Fury**
- **North of Upper Sphere**
- **Upper Sphere of Fury**
- **East of Upper Sphere**
- **Wide Bolt of White Flame**
- **Turning Current of Lower Sphere**
- **Flame Eruption**
- **Upward Blast**
- **to Orchid Petals (Chapter 5)**

From Narrow Platform
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Inside Tunnel

Secret Mountain Tunnel

Secret Mountain Tunnel

Inside Tunnel

Inside Tunnel

Inside Tunnel

Dead End

Secret Tunnel

Korgi King

Inside Tunnel

Inside Tunnel

Inside Tunnel

End of Tunnel

End of Secret Tunnel
to Hot, Dry Desert
from End of Secret Tunnel

Hot, Dry Desert

In Desert

In Desert

Sandstone Wall

Fat, Hairy Spider

In Desert

In Desert

In Desert

In Desert

In Desert

In Desert

In Desert

In Desert

In Desert

Snake

Dirty Pond

Strangely Shaped Dunes

In Dunes

In Dunes

Sweet Water Inside Cactus

to Edge of Desert

CHALICE OF MOSTANIA

Part IV
CHALICE OF MOSTANIA

Part V

Edge of Desert

In Jungle

In Desert near Jungle

Dense Green Jungle

In Jungle

In Jungle

In Jungle

In Jungle

Bank of River

Floating Down River

In River with Gator

Floating North in River

In River

In Grasslands

Waist-High Grass

On Riverbank

In Grasslands

In Grasslands

In Grasslands

In Grasslands

In Grasslands

to In Grasslands

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Troll's Den
Waterfall
Subterranean Garden
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Dungeon Cavern Maze
Eerie Room with Marble Pillars
Chamber with Armed Centaur
N/S Castle Corridor
Dragon's Den

CRIMSON CROWN
Part II: Karel Thurg (Home of the Vampire)
## Crimson Crown

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to Cave Entrance

Entrance to Orc Tunnel (Guard)

In Front of Gates to Underground City

Tunnel Opening

Narrow Canyon

Cave Entrance Blocked by Boulders

Statue

Tunnel

Chest Surrounded by Green Mold

Clothes Rack

Mess Hall

Ladder Going Down

Orc Sleeping Quarters

Orc Library

Orc Bathroom

Ladder Going Up Tunnel Entrances

Two Orc Guards

Orc's "Fountain of Death"

Orc Prison

Orc Church

Small Room Behind Stage

DESTINY

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Part I

1. Fog
2. Path of Thorns
3. Small Courtyard
4. Chapel
5. Narrow Passage-way
6. Narrow Courtyard
7. Castle Courtyard
8. Thorn Mountain
9. Forbidden Hills
10. Enchanted Forest
11. Valley
12. West Bank
13. Treasure Room
14. Throne Room
15. to Horrible Land
16. to River Path (by boat)
## Forbidden Castle

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KING'S QUEST II
The Land of Kolyma

King Neptune's Throne
- Under the Ocean
- Under the Ocean
- Under the Ocean
- Under the Ocean

Forest (Lake)
- NW Corner of Poisoned Lake
- North Shore of Poisoned Lake
- NE Corner of Poisoned Lake
- Lake (Rock in Center)

Monastery (Entrance)
- Antique Store (East End)
- Antique Store (West End)

Lake (Rock in Center)
- Forest (Burning Trees)
- Forest (Burning Trees)
- Forest (Burning Trees)

Grandma's House
- Forest (Fence)
- Forest (Fence)
- Forest (Fence)
- Forest (Fence)

West End of Poisoned Lake
- West End of Poisoned Lake
- West End of Poisoned Lake
- West End of Poisoned Lake

Forest
- Forest
- Forest
- Forest
- Forest

South Shore of Poisoned Lake
- South Shore of Poisoned Lake
- South Shore of Poisoned Lake
- South Shore of Poisoned Lake

SE Corner of Poisoned Lake
- SE Corner of Poisoned Lake
- SE Corner of Poisoned Lake
- SE Corner of Poisoned Lake

Monastery (West End)
- Monastery (West End)
- Monastery (West End)
- Monastery (West End)

Forest (Single Fir Tree)
- Forest (Single Fir Tree)
- Forest (Single Fir Tree)
- Forest (Single Fir Tree)

Forest (Broken Log)
- Forest (Broken Log)
- Forest (Broken Log)
- Forest (Broken Log)

West End of Poisoned Lake (Tree Stump)
- Forest (Tree Stump)
- Forest (Tree Stump)
- Forest (Tree Stump)

Inside Grandma's House
- Inside Grandma's House
- Inside Grandma's House
- Inside Grandma's House

Forest (Fence)
- Forest (Fence)
- Forest (Fence)
- Forest (Fence)

Inside Hagatha's Cave
- Inside Hagatha's Cave
- Inside Hagatha's Cave
- Inside Hagatha's Cave

Top of Ladder
- Top of Ladder
- Top of Ladder
- Top of Ladder

Poisonous Viper
- Poisonous Viper
- Poisonous Viper
- Poisonous Viper

Top of Cliff
- Top of Cliff
- Top of Cliff
- Top of Cliff

Bottom of Dwarf's Room
- Bottom of Dwarf's Room
- Bottom of Dwarf's Room
- Bottom of Dwarf's Room

(Facing the magic carpet)
- (Facing the magic carpet)
- (Facing the magic carpet)
- (Facing the magic carpet)
Count Dracula's Castle

- Bedroom (30)
- Circular Stairwell (31)
- Entrance Hall (29)
- Ghosts Guarding Castle Entrance (28)
- Bramble Bushes (35)
- Top of Castle Tower (34)
- Stairs (32)
- Dining Room (33)
- Coffin (45)
- Empty Room (45)

(boat ride across Poisoned Lake)
KING'S QUEST II

On The Enchanted Island

Blue Sand Beach

Rough Ocean

Blue Sand Beach w/Palm Trees

Lagoon

Stone Tower

Pathway to Stone Tower

Blue Sand Beach

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LEATHER GODDESSES OF PHOBOS

from Closet

6  Spawning Grounds
5  Jungle
4  Fork, of Sorts

13  Back Door
12  Clearing

10  Looks Can Be Deceiving
9  Front Door

14  Laboratory
13  Cargo Hold
12  Vizicomm Booth
10  Rocky Clifftop

6  Space Yacht
5  Private Cabin
4  To Ruined Castle
3  Geronimo
2  Long Corridor
1  Long Corridor
0  Stable

7  At Main Hatch
6  Long Corridor
5  Long Corridor
4  Long Corridor
3  Long Corridor
2  Long Corridor
1  Long Corridor
0  Long Corridor

on foot on foot on foot on foot on stallion

1  on foot on foot on foot on foot on foot on foot

8  Long Corridor

to Royal Docks
## Leather Goddesses of Phobos

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LOST ARK OF THE COVENANT

Cave Maze

from Winding Passage

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

Dirt Tunnel

from Small Dirt Cavity

Dead End

to Oasis in Desert
LOST ARK OF THE COVENANT

Underground Passages

from Ruins

50 Ft. Vertical Shaft

Wide Corridor

Narrow Passage

Narrow Passage

Narrow Passage

Narrow Passage

Narrow Passage

Narrow Passage

Narrow Passage

Small Vault

Ancient Scroll Library

49

Twisting Passage

48

Dug-out Crawl-Space

Holy Tomb

50
## Lost Ark of the Covenant

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Aboard the Spaceship

Sleeping Area

Control Room

Empty Room

Kitchen

Airlock

Oberon’s Surface

Oberon’s Surface

Oberon’s Surface

Outside Spaceship

Oberon’s Surface (Rocks)

Ancient Ruins

Oberon’s Surface

Oberon’s Surface

Inside Ruins

Bottom of Stone Steps

Small Underground Chambers (Statue)
Aboard the Spaceship

Sleeping Area

Control Room

Empty Room

Kitchen

Airlock

Titan's Surface

Titan's Surface

Titan's Surface

Titan's Surface

Titan's Surface

Titan's Surface

Methane Lake to East

Methane Lake to East

Methane Lake to East

Methane Lake to East

Island in Middle of Lake

The Moon Titan of the Planet Saturn
Aboard the Spaceship

Sleeping Area

Empty Room

Kitchen

Airlock

Control Room

Mountain Range to West

Venusian Surface

Deep Chasm Stretching North & South

Outside Spaceship

Venusian Surface

Deep Wide Chasm

Mountain Range to West

Venusian Surface

Large Chasm to East

Bottom of Chasm

The Planet Venus
Cave Creatures
Passageway
Inside Cave

Aboard the Spaceship

Sleeping Area

Empty Room

Kitchen

Airlock

4

Control Room

Mercurian Alien

Mercury's Surface

Mercurian Alien

Cave in Side of Crater

Mercury's Surface

Mercury's Surface

Mercury's Surface

Outside Spaceship

Mercury's Surface

The Planet Mercury
Aboard the Spaceship

Sleeping Area

Empty Room

Kitchen

Airlock

Pluto's Surface

Outside Spaceship

Pluto's Surface

Cave in Side of Mountain

Inside Dark Cave

Small, Furry Aliens

Pluto's Surface

Pluto's Surface

Pluto's Surface

The Planet Pluto
# Mickey's Space Adventure

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The Moon Titan of the Planet Saturn

1. 242
2. 33
3. 108
4. 49
5. 448

The Planet Mercury

1. 21
2. 213
3. 84
4. 101

The Planet Venus

1. 79
2. 322
3. 223
4. 312
5. 460

The Planet Pluto

1. 299
2. 68
3. 325
4. 396

Informational Clues About the Moons and Planets

1. Mars - a planet with giant polar ice caps which are made of water ice.
2. Io - a moon of Jupiter, the largest planet in the solar system.
3. Triton - a moon of Neptune, a gas planet that has two moons.
4. Titan - a moon of Saturn, the second largest planet in the solar system.
5. Venus - the second planet from the sun.
6. Oberon - a moon of Uranus, a planet that has five moons.
7. Mercury - the planet closest to the sun.
8. Pluto - the smallest planet in the solar system.

Codes for the Map of the Solar System

| Planet   | Code         |
|==========|--------------|
| Mercury  | 1 orange     |
| Venus    | 1 blue       |
| Earth    | 1 orange, 1 blue |
| Mars     | 2 orange, 1 blue |
| Jupiter  | 1 orange, 2 blue |
| Saturn   | 2 orange, 2 blue |
| Uranus   | 3 orange, 2 blue |
| Neptune  | 2 orange, 3 blue |
| Pluto    | 3 orange, 3 blue |
NEVERENDING STORY
Part 2

Northern Patch of Great Forest

Remains of Roofless Building

Small Graveyard

Ancient Church

Large Open Courtyard

Center of Apple Orchard

Main Gate of Spook City

Inside Main Wall Remains

Sparsely Wooded Area

Deep in Great Forest

East End of Main Wall Remains

Main Corridor

Well Room

Bottom of Stone Well

West End of Dining Room

East End of Dining Room

Kitchen

Pantry

Main Dungeon Corridor

Dungeon Guard Area

Gmork's Cell

Treasure Room

Center of Torture Chamber

Main Bedroom

Tiny Box-Shaped Room

Narrow Corridor

Narrow Corridor

Passage

Large Pothole

Northen Patch of Great Forest

Remains of Roofless Building

Small Graveyard

Ancient Church

Large Open Courtyard

Center of Apple Orchard

Main Gate of Spook City

Inside Main Wall Remains

Sparsely Wooded Area

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East End of Main Wall Remains

Main Corridor

Well Room

Bottom of Stone Well

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East End of Dining Room

Kitchen

Pantry

Main Dungeon Corridor

Dungeon Guard Area

Gmork's Cell

Treasure Room

Center of Torture Chamber

Main Bedroom

Tiny Box-Shaped Room

Narrow Corridor

Narrow Corridor

Passage

Large Pothole
NEVERENDING STORY
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End of Game (4 screen sequence)

OO-TOPOS (New Version)

Part 2

Top of Tunnel

Middle of Tunnel

Bottom of Tunnel (Gravcar)

To Lounge Area (Part 1)

Lush Shifting Jungle

Strange Alien Jungle

Small Clearing Heading to Jungle

Jungle (Huja)

Beach (Robot)

Dense Jungle

Jungle Clearing (Reeds)

Overgrown Path in Jungle

Base of Pyramid Steps

Inside Pyramid-Shaped Room

Top of Pyramid Steps
### Oo-Topos
*(New Version)*

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In helicopter flying over camp.

You run out of fuel and die.

Above River

Above Temple

Helicopter

Over Rice Paddies

Graveyard

Iron gate

Circular Punji Pit

Torture Area

Officer's Quarters

Clearing (natural cover)

Grass Field

Swamp (natural cover)

Boar Trail

Sandbar

On Board the Junk

Pirate Camp

Temple

Jungle Trail

Narrow Ledge

Orchid Bushes

Streambed

Canyon

Palm Tree

River Bank

Graveyard

Field of Mud

Tree with Guard Tower

Dirt Road

Tea Plantation

Above Temple

Cave

Barbed wire fence

Rice Paddies

You run out of fuel and die.
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REAL LIFE

Woods Maze

Path in the Woods

Woods

Woods

Woods

Woods

Small Clearing in Woods

Place Called Grace

North of House

West of a White House

South of House

Rocky Dirt Road

Tracks

Foot of Mountain

Suicide

go up

Broad Ledge on Mountain

to Path in the Woods
## Real Life

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As you continue to wander around, eventually the adventure will be interrupted by a flashing screen signaling the second coming of the Lord Jesus Christ. This signifies the end of the game.
### Spellbreaker

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TASS TIMES
IN TONETOWN

Lab
Hallway
Bedroom
Kitchen

Eastern Part of Lab (Hoop)
Living/Dining Room

Construction Site (North)
N/S Sidewalk

Construction Site (South)
N/S Sidewalk (Floatfone)

Sidewalk (Newspaper Dispenser)
Office of Local Newspaper

Newsroom

Fast Freddie's
Jamac Salon
Clothing Boutique

to Town Square

to Tonetown
TASS TIMES
IN TONETOWN

TOWER ISLAND

- Elevator (5th floor)
- Elevator (4th floor)
- Elevator (3rd floor)
- Elevator (2nd floor)
- Elevator (1st floor)

Penthouse
Hallway
Hallway
Hallway
Tower Entry

25
24

to Outside Tower
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THE MIST
## The Mist

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TRINITY
Part 1: The Kensington Gardens

- Black Lion's Gate
- Inverness Terrace Gate
- Lancaster Walk
- Round Pond
- The Wabe
- Palace Gate
- Flower Walk
- Lancaster Gate
- Long Water
- Wading
- To Meadow (Part 2)

In the perambulator
white door
TRINITY
Part 2: Beyond the White Door
Through the Neptune Door

North Beach

Scaffold

East Beach

South Beach

28

27

26

to Mesa

to Herbe Scaffold

Through the Libra Door

Platform

Tundra

Tundra

Tundra

Tundra

Tundra

Tundra

Tundra

Under Platform

40

Cliff Edge

to Herb Garden

Cliff Edge
TRINITY
Part 3: Trinity Site
TRINITY
McDonald Ranch Site
## Trinity

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MASTER
LIST
of
CLUES
MASTER LIST OF CLUES

1. Enter the circle. (This is the last time this clue will appear. Hereafter you will have to figure this one out on your own).


3. Get the ticket. Open the panel. Look under the table. Open the panel. Now go back to Near White Wagon and find Comrade Thumb. Wait and follow his advice.

4. USE flint stones.


6. Take cube.

7. Put the balm on your lips. Put the clothes pin on your nose. Drop all. Cover your ears with your hands. Close your eyes. Kiss the frog. Get the blender. Take off the lip balm. Take the pin off your nose. Drop the pin and the balm. Show the painting to the mouse. Get the mouse. Get all but the pin and the balm.

8. Take flypaper.

9. Rub lamp (the genie appears and gives you a sword). Rub lamp (the genie appears again and gives you a leather bridle). Throw bridle on viper (this transforms it into a winged horse). Talk horse (it gives you a magic sugar cube that will guard against poisonous brambles; it then flies away).


11. Give the cigarette case to harry.

12. Take amulet. Look amulet (it has the word "HOME" on its back).


14. Lift up the midget.

15. (The Catacombs – The following sequence of commands is offered as a means of getting through both lower levels of the catacombs. For further explanation, consult page 7 of the 3-D comic and catacombs maps that came with the game). Say "kweepa". hop, clap, nw, n, ne, e, clap, ne, hop, ne, say "kweepa", clap, se, d (to very lower level), nw, hop, clap, ne, n, say "kweepa", s, clap, hop, ne, u (to lower level), nw (Forgotten Storehouse), clap, get phone book, say "kweepa", hop, nw, clap, s, se, se, d (to very lower level), clap, hop, say "kweepa", ne, w, clap, e, hop, w, s, clap, say "kweepa", sw (Burial Chamber), get raft, hop, clap, n, s, e, nw, clap, say "kweepa", hop, n (Ladder Room).

16. Show bookmark.
17. Get the stain.
18. Take key.
19. Wave wand.
20. LOOK at the raft (between the giant's legs). BUY the raft (offer 100 gps).
22. Give the flashlight to the salesman. Get the machine. Knock on the door.
24. Listen david (alternately, you'll find him in the Fellowship Church).
26. Turn on the calculator. Shine the calculator on the checkbook. Read the letter.
27. Throw switch. Enter hoop.
28. Listen mike.
29. Yes. Scotch. Ask Zorin a question or two -- he will then leave. Go west and learn of the meeting with Howe about the pipelines - Operation Main Strike.
31. Cut wire.
33. Cross lake. Use mattress.
34. ENTER the store. BUY the fireproof shield (for 200 gps) and a rope (20 gps).
35. PUT spike. PUT rope.
36. LOOK at the ring of keys hanging on the side of the left guard. GET the ring of keys.
37. Get the jar. Put all in the basket but the stool. Enter the circle.
38. Feel walls. Feel floor. Take bar.
39. Press button. Remove spacesuit.
40. Unlock chest (with silver key). Open chest. Take tiara.
41. Get mitts. Wear mitts.
42. Get bone.
43. Close airlock.

44. Get card.

45. Look ground. Take clamshell. Take bracelet.

46. Show the spreadsheet to eddie smaldone. Show the newsprint to eddie smaldone. Show the ribbon to eddie smaldone. Show the trade card to eddie smaldone. Show the note to eddie smaldone. Wear the dress-suit. Wear the shawl-jacket. Wear the veil. Knock on the door.


48. Unlock the cage with the key. Open the cage.

49. Press button. Remove spacesuit.

50. Open drawer. Take candle.


52. (Assuming Blue Faerie is here). Faerie, do you want to trade? (Continue to trade with her until you end up with the vase and the key -- you may have to give her the chest and sword for now). Carefully examine the vase.

53. Get the bucket. Get the meat. Get the headphones. Rewind the headphones. Play the tape. Wait (a few times until you hear Rimshaw's voice in the background). Stop the headphones.

54. Examine the ring. Screw the ski pole into the ring. Remove the skis.

55. Hide behind chair.

56. Talk to the raven. Remove the cape. Drop the cape. Talk to the raven. Take the cape. Wear the cape. Wait for the dragon. Ride the dragon.

57. Listen roger.

58. Open the door.

59. ENTER the store. BUY the decoder book (for the red rubies) and the magic powder (for the shroud).

60. Shoot arrow.

61. Play reed. Take gyro.


63. Rimshaw, tell my future. Rimshaw, read my head. Get up.
Flip switch. Now type in the code corresponding to the planet you are to visit next in accordance with the information given by XL-30. For example, if you want to go to Jupiter, then execute the following sequence of commands: Press orange, Press blue, Press blue. Pull throttle. Push throttle.

Drop the sword. Put all in the basket. Get the message and the lip balm. (The message is coded with a sliding (shifted by 3 letters) alphabet. After decoding it, read it backwards and take note of the four digit wife number, say XXXX).

Drop key. Take bandages. Wrap hands with bandages (so you can carry more than 2 inventory items). Take scrap of paper and key.

Open the tube. Drop the circle on the ground.

Get crystal. Give bone.

Hawker, hello. (Follow his advice and you will then wake up from the hypnotic spell).

Put shield in starboard engine.

Crawl.

Hit thorbast with the sword. (Repeat this until you knock the sword out of his hand). Get his sword. Give his sword to thorbast. Hit the monster with the sword. Untie the woman.

Give chicken soup to grandma (she thanks you and tells you to look under the bed). Look under bed (you find and get a black cloak and ruby ring). Wear cloak. Wear ring.

Take jewel.

Ignore statue. Listen edward.

Break window. Take shard.

PULL the picture. ENTER behind the bookcase.

Get the suit. Wear the suit. Open the hatch.

Wear spacesuit. Press button. Go venus.

Put thumb in the crawl space. Wait (until he rescues Chelsea). Get chelsea.

Look in the garbage. Get the ticket.

Press button. Remove spacesuit.

Throw rope.

Press button. Remove spacesuit.

Take the stone. Carefully examine the stone. Go west and ride the dragon (twice).
86. Feed flies to frog.
87. Ask frog about elowynd.
88. Rub lamp (a genie appears and gives you a magic carpet). Ride carpet.
89. Drop novel and shard. Go north into the medical office and answer "yes".
91. Take purifier and cylinder.
92. Take reed.
93. Get clothes pin.
94. Open mailbox. Take basket. Open door (if wolf is in bed, leave immediately. Keep going back in until grandma is in bed).
95. Get the sack. Open the sack. Empty the sack. Put all in the sack.
96. Turn off tv.
97. Say hiyo.
99. LOOK at the club in the kettle. GET the large club. LOOK at the plate on the seat of the table. GET the plate full of orc food.
100. Wait around for Little Red Riding Hood to show up. Give basket to red riding hood (in return she gives you her bouquet of flowers).
102. Open the compartment. Put the jar in the compartment. Close the compartment. Turn on the compartment. Open the compartment. Get the jar. Rub the cream on the daughter. Get the angle.
103. FEEL the pillow (you find a gem). USE the spell book (another gem appears behind the wardrobe doors). GET the blue gem.
104. PUT the orc food (in the fountain of water). FEEL the water (you get a yellow gem).
105. Reflect (on your uninformed conscience). Read book (on each subject pertaining to your right and wrong doings including RIGHT & WRONG). Reflect (on your informed conscience). Think (each of the 12 persons you have listened to and choose answer 1) in each case). Go E.
106. Carefully examine the pillar. Put the stone on the pillar. Go south, ride pegasus back to Path's End, and take the vase.
108. Get crystal. Leave island.
109. Enter gravcar. Push up (twice).
110. Throw spear.
112. Insert pick (4 times).
113. PULL the bed. CLIMB the ladder.
114. Look mirror. Look 4-d mirror.
115. Examine the door. Ask stacey for help. Kiss stacey. Ask stacey about the passcard. Stacey, give me a passcard. Unlock the door with the passcard. Open the door.
117. (Make sure you are not carrying the sword when you try to enter here). Carefully examine the altar. Carefully examine the case. Open the case. Put the vase on the altar. Put the chalice on the altar. Open the case.
118. Wave hand. Now you have to kill time and wait until you see a shooting star go by (the alien returns in a flying saucer). Try repeating the pattern: S,S,E,N,N,W until it happens. Go saucer. Look box.
119. Pry the door with the crowbar.
120. Read map (write down the codes).
122. Look table. Take ham.
123. USE rubber gloves. FEEL the water in the bathtub (you get a black gem). Don't feel the toilet hole in the floor. It will cost you 20% damage for acting like a sick person.
125. Yes. Tree. (you get 50 gold pieces, a full bottle of water, and some food).
126. Give the blender to trent. Give the rubber hose to trent. Give the cotton balls to trent. Give the angle to trent. Give the headlight to trent. Give the mouse to trent. Give the photo to trent. Give the phone book to trent.
128. Kiss girl. Home (sit back and enjoy the big finale).
129. Carefully examine the dome. Unlock the dome with the key. Open the dome. Take the tape off of the green chip. Shine the calculator at the green chip. Drop the calculator. Draw the gun.

130. Shoot zorin with the gun. Shoot the rock with the gun.


132. Put the stain on the circle. Drop the stain.


134. Show the ticket to rimshaw. Rimshaw hypnotize me. Stand up.


137. Pour the water on the detective. Get the note. Drop the stool. Get the trade card.

138. Put the raft in the water. Enter the raft. Wait (until a dock is close enough to grab on the southern shore). Grab the dock.

139. Hold tongue.

140. Remove the shawl-jacket and the dress-suit and the veil. Drop all except the radio. Get the stand.

141. Remember the word "Nordauq" carved on a nearby tree.

142. Get comrade thumb.

143. Unlock door. Read door (whosoever chooses to seek the last key must have a stout heart).

144. Get the key with the pole. Unlock the cage with the key. Open the cage.

145. Lock the door. Look on the desk. Get the spreadsheet. Push the desk under the panel. Climb on the desk.

146. Leva (this teleports you back).


149. Swim out to the rock in the middle of the lake. Look inside hole (in the rock). Take brooch.

150. Unlock the cage with the key. Open the cage.
Punch blue (if you're a male) or punch pink (if you're a female). Insert the ticket in the slot.

Enter the witch Hagatha's cave. If she's there, go back out and wait near the entrance until she shows up outside the cave. Then quickly go back in the cave.


Unlock door.

Say coastal.

Take the flyrod. Examine the flyrod.

(Kangaroo takes your inventory.)


Get the cotton balls.

(Assuming Mankin is here). Ask beard belt for magic power. Ask beard belt about findolwyr.

Listen woman.

To defeat May Day and make her succumb to your charms, you must follow her moves -- the following sequence will do it. Flip may day. Kick may day. Flip may day. Kiss may day. Examine the key.

Take book.


Refuse offer.

Press button.

Take cage (with the nightingale in it). Instead of waiting for the witch to leave the cave in step 13, you can first: Look inside bottle. Take cloth. Look cloth. Then, go inside the cave (even though the witch is there). Cover cage with cloth. Now when you take the cage, the witch will not bother you.

Get the stool. Urinate.


Love return.

Flip switch. Type in code for next planet corresponding to information obtained from XL-30. Pull throttle. Push throttle.
172. Look. Open the north panel.
176. Insert the ticket under the front.
177. Open the door. Get out. Drop the watch. Drop the car key.
178. USE the raft.
179. Press button. Remove spacesuit.
181. Mail letter.
182. Say hello to griffin. Ask griffin about elowynd.
183. Insert pick. Read articles 1 - 5.
184. Open airlock.
185. Carefully examine the pool. Take the locket. Carefully examine the locket. Wear the locket.
186. Turn on printer. Turn on terminal. Type "the legend". Yes. Get pass. Drop key and paper.
188. Congratulate.
189. If werewolf is here, go down (D) and then go up (U) again, repeating this as often as necessary until he is not there when you are in the attic. Then: Take pistol.
190. Carefully examine the metal box.
191. Heal your wounds. Fight some more enemy between the gorge and cave to accumulate some more (about 130 total) gold pieces if necessary.
192. Say tinplayer.
194. Get the crumpled paper. (Contained within the "hidden word" puzzle found on the paper are 8 key words for building an Anti-Leather Goddesses of Phobos machine, and an important message about Venus flytraps)
196. Witness.


198. Down (Unless Ennio says "I smell Snarlmeat!", implying Snarl is in the well. Then repeatedly go North and South (or East and West) until Ennio doesn't say this any more).

199. Take pistol. Wait for the first chance you get where the werewolf is not on your back. Then: Load pistol. Wait for the next time you meet him. Then: Shoot werewolf. Drop pistol.

200. Climb wire.

201. Get crystal.

202. Yes. Say "riddle".

203. Get crystal. Throw rock.

204. Take candlestick. Wait. Hit rocco with candlestick.


206. Shoot the russian with the ski pole.


208. Fill bottle (with the clean drinking water).

209. Go boat. Sail boat.

210. No. Jadin the forest-dweller joins you.


212. Wear spacesuit. Press button. Go oberon.

213. Get crystal. Give sunglasses.

214. USE the raft.


216. Enter the barge. Press the orange button. Wait. Press the orange button. Wait (until you wind up at My Kinda Dock).


218. Examine wall.
219. Exit boat. You can either try the difficult task of walking through the brambles without letting them touch you (believe it or not, it can be done) or, first: Eat the (sugar) cube. This will prevent the brambles from harming you.

220. Open the door. Get out. Drop the car key.

221. Look ball.


224. Take vial.

225. Sing some enchanted evening (Zin appears and gives you a wooden cross).


228. Nordauq. Take sword.

229. Listen rhamish.

230. Drop the stand. Climb on the stand. Clap hands. Roustabout, get the net. Wait (until the net is in position). Turn on the radio then climb the ladder and make your way across the high wire.

231. Unlock door.

232. Open the bench. Take the backpack. Wear the backpack.


234. Listen sally. Listen charles. Go to path.


236. JUMP in the tub.

237. If the coffin is open, then Dracula is not home. Close the coffin, go out and come back in. Open coffin. Kill dracula (the sword won't do it...you need the mallet and stake... If you don't have them, Dracula will turn into a bat and be scared off by the cross around your neck and you won't get to kill him). Take key (the silver one). Look inside coffin. Take pillow. Take key (the gold one).

238. Read door (whosoever chooses to seek the key for the door will undoubtedly make a splash).

239. Unlock door. Read door (whosoever chooses to seek the key for this door should set their sights high).

240. KILL the wizard. GET the shroud. MOVE the rock (on the right). GET the fuse.
241. Enter boat.
243. XXXX (i.e., the 4 digit number (read backwards) in the coded message).
244. Give the coin to the proprietor. Search the dust (until you find a tube-shaped object).
245. Drop all and then enter rita's apartment.
246. Pull horns.
248. Take book.
249. Look stove. Move stove. (Note: if you had done this the first time you came into Rita's apartment and then "used the tube" to heal your burned hands so you could carry more inventory, you would get your fingerprints on the tube and it would have then not been an acceptable piece of evidence to arrest Mongo). Take key. Take report.
250. Put converter in beam. Take navchip and converter.
251. Wait for pegasus. Ride pegasus (3 times).
252. Light candle (with the torch on the wall).
253. Enter boat.
254. Carefully examine the cabinet. Drop the passcard. Take the wires. Unlock the cabinet with the wires. Open the cabinet. Wear the wires. Take the folder. Carefully examine the folder. Open the folder. Drop the folder. Take the note. Read the note (remember the sequence and direction of the numbers -- in the context of the combination for a lock).
256. Look desk. Read notepad.
257. Open door.
258. No. Tell me about lebock. Tell me about mongo. No. Look newspaper.
259. Get rock.
260. TURN the head of the statue. PULL the spear.
261. Dig. Take suitcase.
263. Listen ken (alternately, you'll find him where your friend is having a party). Take manuscript. Examine manuscript. Drop manuscript.

264. Move the sod.

265. Throw mace.

266. Enter gravcar. Push down (twice).

267. Open the chest. Drop the chest. Put the feather in the chest. Remove the cape. Put the cape in the chest. Remove the ring. Put the ring in the chest.

268. Unlock the door with the car key. Open the door. Get in. Drop the notepad. Drop the flyrod. Take the envelope. Open the envelope. Take the printout. Read the printout. Drop the printout. Take the badge. Examine the badge. Wear the badge. Drop the envelope. Close the door.

269. Drink elixir.

270. USE the spell book.

271. CLIMB the rope.

272. Teach others.


274. Ride carpet.

275. Drop the calculator. Take the wires. Unlock the door with the wires. Wear the wires. Take the calculator. Open the door.

276. Take book.

277. Get crystal. Pluto dig.

278. Get devil.

279. Turn the crank. Look in the panel. Knock on the door. Climb in the panel.

280. Unlock the compartment with the key. Open the compartment. Get the bullwhip.


284. Feed mice to cat. Take bottle. Look bottle.
285. Put the stone on the carving. Take the stone.
286. LOOK in the chest. GET the rubber gloves. LOOK under the closest cot. GET the orange gem.
287. Kill warrior. Take key.
288. Take the bag.
290. Kill spider. Take potion.
292. Turn the dial on the radio to 1170. Rewind the headphones. Record. Wait (4 or 5 times until you have recorded sufficient classical music onto the tape). Stop the headphones.
293. Take the chalice. Carefully examine the chalice. Wait for the dragon. Ride the dragon (twice).
294. LOOK at the book on the lower shelf leaning diagonally to the left against a stack of books. GET the orc spell book. (The other books are all orc comic books and you can't get them anyway).
298. Get the pole.
300. Get the mask.
301. Give change (to blind man).
302. Give ham to lion. Open door.
303. Avoid jogger.
304. ENTER the store. BUY the pick hammer (it costs 30 gps).
305. Enter the barge. Press the orange button (twice). Wait (until the barge comes to a stop at Wattz-Upp Dock). Press the orange button (after you exit the barge).
306. Get the photo. Open the door.
307. Carefully examine the body. Take the watch. Wear the watch. Examine the arr.
308. Drop the letter. Drop the checkbook. Take the watch. Take the car key. Get in. Close the door.

309. ENTER the store. BUY the dragon blade (for the blue diamond) and the fireproof armor (for the 9 gems you should have by now).

310. ENTER store. BUY steel shield, rope, and spike (the steel shield will increase your strength from 3 to 4).

311. Look flower. Touch flower. Take emerald.

312. Press button. Remove spacesuit.


314. Look under the table. Get the suitcase. Open the panel.

315. Fill the bucket with water.

316. Take light rod. Now, before going into any room that's dark, turn on the light rod. Remember to turn it off when you leave that room since it has finite energy.


318. Take knife.

319. Drink potion.

320. Get crystal. Use crowbar.

321. Search the garbage. Get the granola bar.


323. Shoot laser at guard.

324. Open trap door.

325. Press button. Remove spacesuit.

326. Wander around going EAST and WEST between the gorge and the cave entrance fighting off the enemy until you have accumulated about 110 gps and have 0% damage. You reduce your damage in the Adventurer's Inn at the cost of 1 gp per 2% damage.

327. Examine pouch. Take bottle, food, spear, gem, javelin, sabre, arrow, potion.


330. Crawl under the tent.
331. Get baptized.

332. Somewhere in the SRO maze a hawker will ask you if you want to buy some food item(s). Wherever this happens: Buy (food item). Give $1.85 to hawker.

333. Take the wires. Unlock the door with the wires. Wear the wires. Open the door.

334. Call wpdl. Now make your way across the high wire again and rescue Chelsea.


336. Open door.

337. Take the card. Read the card.

338. Approach the altar. Pray. (The monk asks your name). Graham. (He gives you his cross on a chain to protect you from evil). Wear cross.

339. Carefully examine the desk. Open the trap door. Unlock the drawer with the key. Open the drawer. Take the checkbook. Take the letter.

340. PUT torch (in the well). PUT rope (in the well). CLIMB the rope (you find the blue diamond).

341. USE the flint stones (to relight the torch). PUT the board (the top of the coffin) across the lava.

342. Get all.

343. KILL the guard. Go back to the Adventurer's Inn to get healed. If you have enough gold pieces, improve you strength by BUYing steel armor and/or a strong sword in the store. Before going back to where you killed the guard, have at least 50 gps (to bribe the enemy) and 0% damage.

344. Enter the barge. Press the purple button. Press the orange button. Wait (until a dock is visible on the northern shore). Press the orange button.

345. Look desk. Write letter.

346. Lock door.

347. Hold jadin.


350. Give chocolate to the male (or female, depending on how you identified yourself at the beginning of the game) gorilla. Wait (until you are inside the gorilla). Touch the male (or female) gorilla. Get the hose. Eat the chocolate. Pull the bars. Exit the cage. Untie myself. Untie trent. Drop the hose. Pull the switch. Stand up. Get the hose.
351. Carefully examine the fountain. Pour the liquid in the fountain.
352. Close the door. Look in the ashes. Get the newsprint. Read the newsprint. After Chuckles the Clown throws you out: Crawl under the tent.
354. Take candle.
355. ENTER the castle.
356. Wait for the dragon (if it's not here). Ride the dragon.
357. Enter boat.
359. Empty the basket into the sack. Get the baby. Put the baby in the basket. Put the blanket on the baby.
361. Take crystal. Put crystal in projector.
362. Give the cage to lady (she gives you an oil lamp and hastens you out of the store).
363. Drop most of your inventory here, like the shell, jewel, gyro, ring, laser, cube, and emerald.
364. Open door.
365. Get the balloon.
366. Get the sheet. Tear the sheet. Tie the strips together. Tie the rope to the bed. Throw the rope out the window. 190 (or any larger number). Wait (until the ceiling collapses and Trent reappears). Get the headlight. Climb down the stairs.
367. Open the door.
368. Give the coin to the penguin.
369. Close the door. Get the crowbar. Move the moose head.
370. Carefully examine the body. Examine the butterfly. Take the notepad. Take the car key.
371. Lock door (this prevents the thug from following you in). Look fireplace. Take scrap of paper. Look scrap of paper.
372. If dwarf is home, go back out and then in again until he is not there. Take pot (of chicken soup from fireplace). Open chest. (If the dwarf has taken any of your possessions, you will find them here). Take earrings.
Yes. You get a gem. Remember the words "Coastal" and "Notark" told to you by the wizard.

Show picture.

Talk nuyu. Get camera.

PUT the crystal key in the lock. BREAK the door. The crown and all its kingdom are yours to claim. Long live the king!!!

Because you are wearing the black cloak and ruby ring, the ghost guards won't bother you. Open door.

Throw reed in sea. Take shield.

Say ijnid. Take key.

PUSH the idol's right eye. ENTER the opening in the middle of the curtain.

Drop the mousetrap (Don't set it). Go south and north a few times. Catch the mouse in the bucket.

Use crystal. Open door. Enter door.

Look cars. Look desoto.

Kiss stacey.

Buy rope (5 gold pieces). Buy sabre (10 gold pieces).

Take horn. Play horn.

Hit cuffs with zagtone.

Carefully examine the carving. Drop the key.

Look tree. Take stake.

Take rod.

Before proceeding here, make sure you have enough gold pieces to offer (50 gp each) or little enough damage to sustain 3 successive encounters. USE the orc keys. Fight or offer gold to the 3 enemies. ENTER the prison cell (your torch light is too dim to see anything). FEEL around the prison cell (you get a red gem).

Chop tree.

Wait for the boat (if it's not here). Ride the boat.


Get crystal. Throw rock. Get crystal.


398. TURN the safe. Enter 2 then 8, then 55. OPEN the safe. GET the gem.

399. You are likely to have an encounter with the enemy here. Hopefully you will sustain little damage and come out with some gold pieces. CLIMB ladder.

400. Turn off the radio. Rewind the headphones. Play the tape. Look under the cage. Look under the straw. Open the trap door. Get the red ribbon.

401. Enter trench. Get jar.

402. Listen mary (alternately, you'll find her in the United Protestant church).

403. Look sand. Take net. Fish (keep fishing until you catch one... you may alternately fish at either of the two screens south of here). Take fish. Throw fish in water. Ride fish.

404. Listen marvin.

405. (Assuming Blue Faerie is here). Faerie, you are beautiful. Faerie, give me the chest. Carefully examine the chest. Carefully examine the chalice. Carefully examine the tooth.


407. Press button. Remove spacesuit.

408. Carefully examine the model. Carefully examine the manhole cover. Dial 25 to the right. Dial 62 to the left. Dial 17 to the right. Open the manhole cover.

409. Take vial.


411. Turn on the flashlight. Stand on trent (or Tiffany). (For simplicity, we shall hereafter refer to your companion as Trent). Enter the circle.

412. BREAK the coffin. USE the club. GET the top of the coffin. LOOK at the coffin. Write down the number 2-8-55.

413. Open door.

414. Drop matches. Take bookmark and tube and check.

415. USE the pick hammer (you get the red rubies).

416. If the vampire is here, then: Show cross. Otherwise, you will do that later when you return to the castle.

417. Unlock the door with the key. Open the door.
418. Talk to farnham. Tell me about rita.
420. Take invitation. Examine invitation.
421. Talk to doris. Tell me about mongo. Tell me about rita.
422. BREAK the log. USE the large club. GET the blue gem.
423. Look ground. Take trident.
425. Swim out to the mermaid on the rock. Give flowers to mermaid. (in return she summons a seahorse). Ride seahorse. The two of you will go through three underwater scenes and arrive at King Neptune. Instead of riding the seahorse, try swimming underwater. You'll never get to King Neptune, but the jumping fish are neat to watch.
426. Drop the card. Take the hardhat. Wear the hardhat.
427. Pull the knob. Open the box. Get the coin.
428. Open the bag. Take the tooth. Carefully examine the tooth. Wear the tooth. Drop the bag.
429. Take flask and box. Open box.
430. Ask wife to kiss my kneecaps. Get the torch and the map. Drop the stool and the message.
431. Put the basket on the stoop. Wait (until the woman opens the door and takes the basket inside). Open the door.
433. Look inside log. Take necklace.
434. Show the cigarette case to andrew. Show the cigarette case to jenny.
435. Insert card. Press button 5.
436. Climb ladder.
438. Take carcass.
440. Take the cape. Carefully examine the cape. Wear the cape.
441. Wait (until Comrade Thumb passes through the turnstile). Untie the balloon. Inhale the helium. Harry, hello.


445. ENTER store. BUY wood shield (20 gps) and dagger (60 gps).

446. GET the potion.

447. Drop the vase. Wait for pegasus (if it's not here). Ride pegasus (twice).


449. Look sink. Fill flask.

450. Give trident to king. (He gives you a bottle and then waves the trident in front of the huge clam causing it to open up). Take the golden key.

451. Wear the mask. Knock on the door.

452. Ask M a question or two — Q will pop his head in and leave you wires and a calculator. Take the wires. Wear the wires. Take the calculator. M, what do I do with the microchip? Examine the gun. M, do you have a clip for my gun? Insert the clip in the gun.

453. Light match. Light candle.

454. Take the mouse. Show the mouse to the elephant (2 times). Wait (until the elephant stampedes southwest through the fence).

455. Show pass to stelgad.

456. Show the painting to the mouse. Get the mouse.


458. Take the feather.

459. Take bottle and food. Break lock (three times).


461. Move about in random directions (like north, east, south) until the shaft that is thrust upwards through the burn hole lingers momentarily. Grab the shaft. Pull the prod.
462. Research various subjects until it is Tuesday. Go forward.

463. Get the radio.


465. Examine the crate. Open the crate with the sword. Take the chest. Carefully examine the chest.

466. Take recirculator.

467. FEEL in the dark (you find a gem).

468. LOOK at the crack (looks like a black spot) between the two cave entrances. GET the flint stones. USE the flint stones (to light the torch). Every time you return to this location from the west, you must USE the flint stones to relight your torch before going east or north.

469. Take wand. Join wand.

470. HEAL your wounds. Fight some more enemy between the gorge and cave to accumulate some more (about 220 gps total) gold pieces if necessary.


472. Drop the torch and the map.

473. FEEL crack in big rock. GET torch.

474. Read writing (you need the translator to do this). Taka (this teleports you to a solid steel wall).

475. Row.

476. Ask frog about the chalice.

477. (Assuming Ogre is here). Give me the ring. Carefully examine the ring. Wear the ring. Talk to ogre.

478. WEAR the orc suit on the left (the small one). Later when you return through here on your way out, PUT the orc suit.

479. Edi Dori.


481. Take snarl. Since the game is inventory limited, you might want to drop some of it here temporarily, like the block, bottle, food, sphere, book, goggles, and card.

482. Cross the bridge (only if it's down. If it's up, then wait for it to go down. Also you can't cross the bridge if you are carrying the book that you will find later).
483. USE skeleton key. OPEN the door. KILL the dragon (at the end of the fight you get the crystal key).

484. Yes. Buy matches (5 gold pieces). Buy robe (15 gold pieces).

485. Bring all your inventory here. Now when the computer asks for your mission code, type: TSE957X.

486. Fill bottle (with the dirty water).

487. PUT the magic powder (in the hole). PUT the fuse (in place). LIGHT the fuse (and run).

488. Hiss.

489. Take the sword. (If it's not here now, come back in a few moves). Carefully examine the sword.


491. USE the potion (on the green mold). OPEN the chest. GET the skeleton key.

492. Visit mother.

493. Flame on low. Pull lever left. Flame off. Rest 15 turns. Flame on low. Look watch. Flame off. (Repeat these four commands until you are about 90% rested).

494. Erik, take the sword.

495. Wait (repeat until you become yourself again). Get all. Up. Blorp the cube (to the Light Room).

496. Look mist.

497. Take the frog. Drop the frog. Take the coin. Now, go to the attic in the abandoned house. On the way, the frog will turn back to Erik.

498. Swim.

499. Wait (repeat until the Roc bird takes you to its nest).

500. Open door. Say please.

501. Open the door. Get in. Close the door.

502. Get the cube from the box. Throw the box at the outcropping.

503. Read sign. Take sign. Read sign.

504. Kill tay with the knife. Shoot the guard with the gun. Survey the terrain. Cut the thongs with the knife. Wear the knife. Take the canteen. (If the guard appears again, shoot him with the gun). Give the water to banks. Wear the canteen. Take the bow. Banks, come with me (If the guard appears again, shoot him with the bow).

506. Get in. Close the door.

507. Open the door. Get out. Examine the fence. Dig a hole with the shovel.

508. Take the scepter.

509. Walk into the water and face the footbridge. Look at it. Get the food wallet from under the bridge.

510. Take the branch.

511. Crone, "can you help me?". Sword, "light up".

512. Drop the lump and coin and bag. Enter the white door.

513. Drop coin.

514. Turn on the walkie-talkie. Raise the antenna. Open the door. Enter the jeep.

515. Go gap.

516. Search the pile of refuse. Take the garlic.

517. Take leather. Take fragment.

518. Open the umbrella.

519. Enter the white door. Take the skink then kill it. Wait (until the satellite is headed straight for the white door). Break the bubble with the axe. Go to the sundial and TURN THE BRASS RING TO LIBRA.

520. Learn snavig. Learn blorple. Put all in the zipper. Close the zipper.

521. Find the cube you got in the outcropping. Put everything else in the zipper except the burin and the vellum scroll. Open the sack. Get the flimsy scroll. Write girgol on the vellum scroll. Get the sack. Empty the zipper into the sack. Put the flimsy scroll into the zipper then close the zipper. Drop the zipper. Blorple the cube (to the Magic Room).


525. Dream (or sleep).

526. Rezrov the alabaster.
527. Get back to the Packed Earth Room by blorpling the appropriate cube.

528. Lone wolf (4 times). Survey the terrain. Take the bow. Take the gun.

529. Take the bible. Read the bible.

530. Get the bread and fish.

531. Take the doll.

532. Take the crown. Erik, wear the crown. Touch erik.

533. Jump (DO) on to the wall and climb it staying off the big (slippery) stones and avoiding the falling boulders.

534. Unscrew the panel with the screwdriver. Wait (until the countdown reaches "zero minus thirty seconds" -- this is fifteen seconds after the auto-sequencer turns on). Turn on lantern. Cut the ZZ wire with the knife (where ZZ is the color of the wire corresponding to YY in step 58 and the legend in step 45).

535. Drop the bible. Remove the necklace. Trade the necklace with moma (she gives you a linen shirt). Carefully examine the shirt. Wear the shirt. Take the bible. Trade the bible with moma (she gives you back the necklace). Wear the necklace. Who is the island girl? Wait for the donkey (it takes you to the airfield).

536. Learn caskly then caskly the hut. Get the cube. Learn blorple then blorple the cube (to the Soft room).

537. Open the crypt. Carefully examine the crypt. Drop the bible. Take the necklace. Carefully examine the necklace. Wear the necklace. Take the bible.

538. Buy the blue carpet from the merchant. Offer 300 zorkmids to the merchant. Offer 400 zorkmids to the merchant. Offer 500 zorkmids to the merchant. Drop the red carpet. Get the blue carpet from the merchant.

539. You must now determine which of the 12 cubes (6 in each pile) glows brighter than the rest. Start with: Get x1 and x7 then jindak. If both piles glow with identical brightness, you were lucky and your job is over since the correct one is x1 or x7. Put them back in their respective piles, then jindak, and see which pile glows brighter. If you were not that fortunate on the first try, take note which pile glowed brighter (that one contains the correct cube). Now: Get x2 and x8 then jindak. Continue in this manner until you find the correct cube. Blorple xN (where N is the integer of the cube you just got).


541. Fly down at high flame.

542. Look at the sand. Dig in the sand. Take the shell. Look at the shell. Listen to the shell.

543. Examine the radio. Examine the dial. Set the slider to XX (where XX is the number found on the dial). Get out of the jeep (The countdown to zero hour has begun).
544. Drop fragment. Drop leather.
546. Drop glowglobe. Take knife.
547. Take the tablet (you can't). Talk to the witch. Look kettle (Erik drinks some of the potions). Now, go to the Lake Shore. On the way, Erik will turn into a frog.
548. Look (you get a clue from Morla).
549. Search the bones. Take the skeleton key.
550. Take rod. Go airplane.
551. Take the diamond.
552. Liskon the serpent.
553. Put the key in the hole. Turn the key.
554. Open the crypt with the spade. Look inside the crypt. Examine the corpse. Remove the bandage and drop it. Look inside the mouth. Take the silver coin. Remove the shroud. Drop the spade. Take the boots and examine them. Go to the vertex (sundial) and TURN THE BRASS RING TO NEPTUNE.
555. Pull lever.
557. Take glasses.
558. Put the splinter in the crevice. Take the skink. Put the skink in the pocket.
559. Get the Changing Room cube and put it in the box.
560. Open the breaker (a lot of information comes over the walkie-talkie -- one of the statements will be: "Ask the kid.......the YY line on....". Remember what YY is). Close the breaker.
561. If Dr. Beauvais is not here, then, WAIT FOR DR. BEAUVAIS. Break the doll.
562. Wave the scepter.
563. You must get to the top of the ivory tower by ascending through the 3 mazes. Hint: Each time you get to an "up" staircase, LOOK FRAGMENT. This will tell you whether it is a true "up" staircase or a false one (Remember the slogan on the scrap of paper).
564. Open the closet. Take all your inventory.
Wave the censer. Drop the censer. Sabrina, take the scroll. Sabrina, read the scroll.

Take black. Take vine. Take glasses.

Take all.

Carefully examine the skeleton. Take the pouch. Open the pouch. Carefully examine the pouch. Drop the tote. Take the powder. Drop the pouch. Take the tote.

Put sharleen in the crypt. Close the crypt.

Drop the shroud and lantern. Take the book then read it. Drop the book. Take the cardboard and the lantern. Read the cardboard. Look at the diagram (Remember this information -- RD = Red, BL = Blue, ST = striped, WH = white, GND = ground, POS = positive, DET = detonator, INF = informer). Drop the cardboard.

To get to the hidden cottage you must head northeast behind the rocks and the green bush just east of them to the tall blue and green bush on the right of the screen. Then, head west toward the center of the screen till you are out of sight and immediately go north (4 points).

Snavig the grue.

Approach the withered tree (but not far enough to crash into the solid granite rock). Use the rope. Depending on where you stood, it will attach itself so that it runs northwest or northeast up the cliff. Go to the side of the tree where the rope is attached and grab it. Then, climb it (The simplest way to do this is to press either the "", or the "" key whichever is appropriate for the direction the rope is pointing) (5 points).

Give the island girl to moma. Where is the doll? What do I do with the doll? Wait for the donkey. Take the donkey (back to the airfield).

Enter the white door.

Drop tin.

Survey the terrain. Carefully examine the mine. Take the bow. Shoot the bow at the mine. Wear the bow.

Learn blorple. Learn snavig. Put all in the zipper except the knife. Close the zipper.

Wait (until the dory arrives and has landed). Board the dory then give the silver coin to the oarsman.

Fly down at nova flame.

Stick the hand in the cauldron. Put the lizard in the cauldron. Take the cage. Take the garlic. Put the garlic in the cauldron. Go to the north bog to let the flytrap consume the bee. Then come back to the cottage. Look inside the cauldron. Take the emerald.

Take key (the golden one).
583. Get the dusty scroll and the gold box. The "espnis" spell written on the dusty scroll will be used whenever you get tired. When this happens, just: Learn espnis then espnis myself.

584. Wait (repeat until the boat arrives and escorts you and your party off to safety aboard a merchant ship).

585. Give egg.


587. Get off the carpet. Get all. Learn blorple then blorple the cube (to the String Room).

588. Take key.

589. Remove planks.

590. Tell the little girl (Enitharmon) who you are, answer her questions, and give her the golden tooth and silver key. Go north through the passages, read the iron door, and then open it.

591. Take the knife.


593. Take orange.

594. Lone wolf. Immediately after Co Boa leaves to the west into the jungle, go west.

595. Wait for the donkey (repeat until it shows up). Take the donkey (repeat until it lets you ride - it takes you to the cane fields). Take the donkey (it takes you to town).

596. Take container.


598. Wait for the donkey. Take the donkey (4 times until you get back to moma in the banana grove).

599. Carefully read the book. Where is the island taxi? (The locked French doors open).


601. Light bush.

602. Twist the gargoyle’s head (to the left of the stairs). Go up the ladder.

603. Get the cube. Go west and then up to the Ruins Room. Blorple the cube (to the Changing Room).

604. Light the candle.

605. Light branch.
606. Take auryn.

607. Wait (until the troll appears). Pull the lever. Erik, kill the troll. Push the lever.

608. Open the door of the shed (attached to Dalben's house). Reach inside and get the dried corn. Open the gate to the pen and go in. Feed the gruel or the dried corn to Hen Wen (5 points). Follow Hen Wen back to Dalben's cottage, go inside, watch Hen Wen's vision, and get the rope from Dalben.

609. Turn on the lantern. Take the binoculars (you wind up in the reservoir).

610. Take matchbook.

611. The green knight asks if you wish to fight with blades or bare hands. Choose bare hands. Hit the green knight with bare hands. Duck the green knight (now it is time for the magic words). Knight, "honi soit qui mal pense".

612. Get the weed (twice). Go back to the Packed Earth Room by casting the blorple spell on the appropriate cube.

613. "Take tin. Open tin.


615. Survey the terrain. Take the knife. Cut the fence with the knife. Give the knife to co. Co, give me some food. Eat the food. Co, stay here.

616. Carefully examine the mirror. Break the mirror. Take the mirror.

617. Examine the shelter through the binoculars. Drop the binoculars. Roadrunner, get the key (If the roadrunner is not here, WAIT for it). Take the key.

618. Take coconut.

619. Fish. Take fish.

620. Drop the shovel. Take the notebook. Open the notebook. Read the notebook (3 times). Drop the notebook. Take the shovel.


622. Shoot bear. Take red.

623. Get the lute from the hole in the tree.

624. Get the cube. Snavig the grouper.

625. Open the door. Get out. Spray the thing with the pesticide (3 times). Open the door.

626. Take gun powder.
627. Take candle.

628. Drop the carpet. Sit on the carpet.


630. Shoot the bird with the pistol. Look. Drop the raid. Take the key. Carefully examine the key.

631. Lower the lever (this stops the movement of the shadow on the sundial). Turn the brass ring to mars (this "dials" the symbol Mars causing it to appear under the shadow).

632. Learn malyon. Learn esnis. Malyon the idol. Wait (until the idol is looking around the room searching for you). Espnis the idol. Wait (repeat until it turns back into basalt). Climb the idol. Look in the idol's mouth. Get the cube. Learn blorple then blorple the cube (to the Air Room).

633. Look etchings (yora croker 2ba prince tellim xxx - remember the three character alphanumeric string xxx).

634. Look in the fissure. Take the lemming. Put the lemming in the cage then close it.

635. Take the scepter.

636. Change point of view (from Thing to Human Torch).

637. Look under the paper. Take the screwdriver. Put the screwdriver in the pocket.

638. Go hole.

639. Talk to sabrina. Sabrina, cast a spell.

640. Open the box with the key.

641. Sometimes the creature Gurgi appears here. If at all, it will only happen if Hen Wen is not with you. Feed it the apple or cookies (10 points).

642. Take glowglobe.

643. Learn blorple. Learn liskon. Put all in the zipper except the knife. Close the zipper. Liskon myself. Enter the outflow pipe.

644. Throw the red switch.

645. Take rope.

646. Wait (until the coconut from the palm tree "bobs gently on the surface of the lagoon") Dolphin, get the coconut. Take the coconut.

647. Grab Fum's hand. He will ask you for the coin but don't give it to him. You may show it to him if you like. Then, immediately go east.
648. Drop the coconut then break it with the axe (which you picked up on the way back). Take the coconut. Pour the milk into the cauldron. Drop some of your inventory (e.g., coconut, shroud, silver coin, boots.). Then go back and get the lump (by the moor) on the way to the vertex where you TURN THE BRASS RING TO PLUTO.

649. Press DO to learn how to end the evil spell.

650. (The island girl is usually here; if not, WAIT FOR THE ISLAND GIRL). Throw powder on the island girl. Take the island girl.


652. Drop all.

653. Move cobwebs. Wear glasses. Read scroll (it is a clue which will be used in step 50.) Go passage.

654. One of the King's henchmen will pick you up here, throw you in a cell in the dungeon, and take all your inventory. Make sure you drink some water and eat some food before this happens.

655. Throw the sphere at the centaur. Take the bow and arrow.

656. Fly south.

657. Go to the rock which blocks you from getting to the waterfall. Say the magic word. The rock moves revealing a hidden cave. Enter it to the east (13 points).

658. Drop vulture. (you can now cross over the river).

659. Flame off. Change point of view (from Human Torch to Thing).

660. Say the magic word.

661. Hit man with sword (a few times until you break Master Adams's staff and he disappears.) Then go north.

662. Take torch. Read sundial.

663. Take black.

664. Take can.

665. Take the lantern.

666. Move the log. Take the splinter then examine it.

667. Take vine.

668. Learn lesoch. Leosch. Get the cube. Learn blorple then blorple the cube.

669. Open the cage. Drop the cage. (Wait for the roadrunner to go into the cage and begin to peck at the crumbs in the bag).
670. Show sign. Take apple.

671. Wait (until the dolphin appears).

672. Close the closet door. Open the birdcage (letting the lemming out). Put the bag in the cage. Close the cage. Open the closet door.

673. If Sharleen is not here, then, WAIT FOR SHARLEEN. Hit sharleen with the stick. Take sharleen.

674. Drop the flute. Take the censer.

675. Shoot the dragonfly with the pistol.

676. Take cannon.

677. Carefully examine the coffin.

678. Light candle.

679. Say aracadara (abracadabra with the letter "b" removed). Take hive.

680. Show the cube to belboz (Answer his question correctly -- the answer comes from information in the Fanucci Clue Cards).

681. Think warm. Think spring. Think summer. Think green. Type a period or two and the ice will melt thus freeing you.

682. Erik, take the broadsword.

683. Take all.

684. Pour water on sabrina. Ask sabrina for help. Sabrina, whistle. Take the branch and beehive. Look hole. Plug hole with beehive. Wait (repeat about 6 times until the water level rises - eventually you will float up and out of the pit on the branch.

685. Turn on the lantern. Drop the lantern.

686. Feed horse (the plant). Ride horse.

687. Take cover. Survey the terrain. Take the machine gun. Shoot the sniper with the gun. Wear the gun.

688. Wait for the donkey. Take the donkey (3 times until you get back to moma in the banana grove).

689. Open the chest and free the frogs. Hang around and the three witches, Orwen, Orddu, and Orgoch, will appear. Press DO to introduce yourself. Then offer them the magic mirror in exchange for not turning you into a frog. Now to get the cauldron, give them the magic sword before they disappear. Go outside and the cauldron will be waiting for you. (18 points).
690. Give the tablet to the wizard.
692. Take rod.
693. Wait for fum (this may take many periods). Show the coin to fum. Fum, "do you know a word?". He tells you the fifth key word: QUI
695. Kill the bug with the salt.
696. Open the grate with the broadsword.
699. Read message (you get a clue about how to get back across the river).
700. Get the cube. Wait (repeat until you become yourself again). Blorple the cube (to the Fire Room).
701. Put the scepter in the sack. Take the censer. Look at the censer. Light the censer. Windmill (you are teleported back to the subterranean crypt).
703. Drop all but lantern.
704. Take the dagger holding up the "NO TRESPASSING" sign on the tree.
705. Open the perambulator then get in it. Open the umbrella.
706. Throw the soccer ball at the umbrella then take it (the umbrella).
708. Get the rose.
709. Assuming you went up the cliff to the northwest, you will be on a ledge in the lower right of the screen. Walk left around the ledge to the vertical wall and move on to it. Climb up and to the left and descend on the next ledge. (Stay away from the top and sides of the wall). Walk left around this ledge and again move on to and up the next wall. Continue this procedure until you reach the ledge in the upper right corner of the screen (6 points). If you went up the cliff to the northeast, reverse the procedure.
710. Get the cube.
711. Enter the white door.
Press DO to introduce yourself. Give the lute (or the harp if you have it) to King Eiddileg (10 points). He in turn gives you Fair Flying dust and a magic mirror. Use the dust and fly up through the hole in the roof.

Lorelei.

Dive into the moat and swim across avoiding the alligators.

Open the crate. Burn the zombie. Drop the coin. Take the sack. Look inside the sack. Put the coin in the sack. Put the mouse in the sack.

Wait for the seaplane. Take the seaplane.

If Randall is not here, then, WAIT FOR RANDALL. Hit randall with the stick. Drop the stick. Take randall.

Take the ruby. Put the ruby in the red boot.


Go to alicia. Take alicia.

Burn tar with high flame. Fly up.

Take the lantern and the walkie-talkie. Examine the walkie-talkie. Turn off the lantern when you get out of the underground. Then go back to the vertex and TURN THE BRASS RING TO MERCURY.

Take plant.

Wait for the ferry (this may take many periods). Show coin to charon. Give coin to charon. The crone on the ferry will ask you to grant her one wish. Tell her "yes". She tells you to follow her when you get off the ferry. Wait (a few periods) till you get to the far shore.

Shoot the centipede with the pistol (3 times). Open the door.

Drink water. Climb tree.

Go door (you wind up back in the subterranean crypt).

Approach the rear wall on the left. Push on the wall (3 or 4 times). (10 points).

Take thing. Fly up shaft at high flame.

Take bug.

Throw coconut.

Read sundial. Remember Jane's note? Start counting moves and arrange to arrive at Dense Jungle (just north of ivy-covered pyramid) on the 99th move (3 moves after High Noon). The best way to do this is to keep reading the sundial till it says "092 moves". Then go south once and east six times.
734. Ape, "Do you know a word". Again. Again. (you learn the third key word: HONI)
735. Take leather.
736. Look at the ball.
737. Get the keys. Use the key to unlock the door on the rear wall.
738. Unlock the door with the key. Open the door.
739. Climb branch.
740. Drop the shovel. Drop the sprayer. Take the clip out of the pistol. Put the old clip in the pistol. Take the sprayer. Wear the clip.
741. Drop the sack. Take the mouse. Drop the mouse. Take the sack.
742. Get the stained scroll. Gnusto caskly (in your spell book). Learn blorple then blorple the cube.
743. Go east to the gravel spit. Wait for the raft. Take the raft (twice until you get to the park).
744. Enter the white door.
745. Unlock cell. Drop key.
748. Take the salt box. Open the salt box. Take the salt out of the box. Drop the salt box.
749. Get all. Get the No Place cube and blorple it.
750. Change point of view (from Thing to Human Torch).
751. Take the soccer ball.
752. Screw the gnomon in the hole (Take notice why you can't do this).
753. Take the sphere.
754. Rest 15 turns. Look watch. (Repeat two or three times until you are about 80% rested -- note that the wind is now only strong instead of hurricane force).
755. Take cape.
756. Plant the weed. Learn throck. Throck the weed.
Examine the golden apple. Read the golden apple. Now, don’t take it and you will get the second key word: SOIT as you exit the vault.

Open the box. Get the cube. Put the cube in the box (notice what happens). Get the cube from the box. Learn blorple then blorple the cube (to the Water Room).

Get out. Prisoners, come with me. Get in.

Play the flute.

Take the ring. Wear the ring.

Enter the dish. Wait (until you are inside a soap bubble).

Carefully examine the tank. Pour insecticide out of the sprayer. Pour pesticide into the sprayer. Open the door.

Throw pebble hard up shaft. Change point of view (from Thing to Human Torch).

Shoot rattlesnake. Take scimitar. Look scimitar. Look pommel. Break scimitar (you now have the indigo gem). Drop scimitar.

Get the white scroll. Gnusto tinsot (in the spell book).

Take the frame. Carefully examine the frame. Take the photo. Drop the frame. Carefully examine the photo. Put the photo in the tote.

Move on to the yellow rectangle behind the twisted vines. Cut the vines using the dagger (18 points)

Spray beehive. Drop can. Drop whip. Wear glasses. Read door (Remember the word abrayoo - you will be back here later). Climb pyramid.

Climb statue. Up.

Look at the wall. Push the button (even though it says "nothing happens", something actually does When you finally get out of here, you can go back and forth across the tree stump without falling in). Read the inscription. Windmill.

Read sign. Knock on door.


Take the card. Read the card. Put the card in the tote.

Learn jindak (repeat about 4 more times). Learn blorple. Put all in the zipper. Rezrov the door.

Get the gold coin.
777. Drop the gems you have accumulated thus far and go back up the vertical shaft and get the rest of them. Before going up from the wide corridor, make sure you drop the torch (which puts it out) and then take it again. Look sarcophagus (the word WARBOIN is a scrambled version of the word RAINBOW in accordance with the code on the scroll, i.e., W = 7, A = 2, R = 1, B = 5, etc.). Now place the gems in the order they appear in the rainbow color spectrum. Place red. 1. Place orange. 2. Place yellow. 3. Place black. 8. Now, depending on how much "life" you have left in the torch light, you can either "Wait" (just keep typing "N" for north) here until it is high noon (move #96 according to the sundial), or instead, go out to the sundial and "Wait" there arranging to be back at the holy tomb by move #96 (Remember to drop the torch before going up on the way out). Take ark. (Again, remember to drop the torch before going up on the way out).

778. Get the cube. Learn blorple then blorple the cube (to No Place).

779. Examine the boats. Take the paper bird. Unfold the paper bird then read it.

780. Learn blorple. Put all in the zipper except the fish and knife. Close the zipper.

781. Fly to castle.


783. Empty jug.

784. Put salt.


786. Give card.

787. Shoot the tower with the gun. Shoot padovsk with the gun.

788. Take all. Wait (until a little girl appears). Give the paper to the little girl. Give the umbrella to the little girl. Get on the bird.

789. Give fish (to papa bear).

790. Take letter ("w").

791. Take shovel. Take suit.

792. Pull knob (you get a clue as to what to do with the jug of wine).

793. Take stone.

794. Cut the web with the mirror. Drop the mirror. North (into the cane fields). Keep going south and north, alternately, until you find a walking stick. Take the stick. Carefully examine the stick. If Bob is not here, keep going north and south, alternately, until you find him. Then: HIT BOB WITH THE STICK. Take bob. Again, go north and south, alternately, until you get out of the maze (usually at the jungle road).
Walk to the edge of the ledge. The King is busy putting skeletons in the cauldron. Before the third skeleton is released from the cauldron, attempt to jump off the ledge. Gurgi appears and jumps in for you. The cauldron shakes and explodes (20 points). You then float down the river on a log. Sit back and enjoy the ride. Eventually, the three witches appear and want to make a deal for the cauldron. They offer you: 1) the book of knowledge, 2) a pot of gold, or, 3) Gurgi alive again. Try all three endings and the correct one will become obvious resulting in a grand finale!

This is a maze. Ultimately you have to climb to the top center of the screen. Begin by going behind the grey rocks on the lower right edge of the screen. For a while Taran will be obscured; when his head reappears (just before he's ready to go off the screen to the right), go north and then west behind the next (blue) rocks. Continue in this fashion (north and west) until you reach the rock pile at the upper left of the screen. Go east to the center of the screen and then finally go north (5 points).

Take pistol.

Take matchbook. Drop black.

Get the cube. Climb the rock (Now you must chase and catch up with the brown eyed rock -- the sequence to win changes each time you play the game. Here is an example of how to get started). Rock, go s (the brown eyed rock is to the NE and heading N). Rock, go n (the brown eyed rock is to the NE and heading W). Rock, go n (the brown eyed rock is to the E and heading S)......After You catch up with it: Climb the brown eyed rock. Get the cube. Learn blorple then blorple the cube (to the Dark Room).

Drop the salt. Drop the key. Take the shovel. Take the old clip. Carefully examine the old clip.

Drop the censer. Drop the candle. Take the flute. Take the ring. Wear the ring. Take the coin. Drop the sack.

Talk to the wizard.

Wear suit. Drop everything else except the jug of wine. Go ocean.

Take the tote. Examine the tote.

Take the sack. Take the candle.

Wait 5 turns (if Thing breathes, then: HOLD BREATH).

Open the door.

Open the office door (Ollie Weeks will usually appear; otherwise, gowest into the manager's office and you will find him). Ollie, calm down. Ollie, do you have anything to help me? Ollie give me the gun.

What power does the necklace give me? Where is moma? Who is dr. beauvais?

Turn off lantern. Take all but roadrunner. Wear binoculars.
813. North. Up. Take the silver axe. South. Down. (You are back at the arboretum but have traversed a complete pergola loop - this has the effect of changing the handedness, i.e., right-to-left and left-to-right of everything outside the loop, in particular, the screw threads in the sundial hole. Now go back there and SCREW THE GNOMON IN THE HOLE. Then come back here and traverse another complete pergola loop as above to restore everything back to normal).
814. Read sign. Spit in the right eye of lucifer (you learn the first key word: MAL)
815. Throw fire down tunnel. Change point of view (from Human Torch to Thing).
816. Take branch.
817. The crone asks to join you if you succeed in reaching the Overworld. Grant her wish by telling her "yes". Follow crone.
818. Put the rose in the carving. Get the rose.
819. Unlock the cabinet with the key. Open the cabinet. Get the vellum scroll. Learn blorple (repeat about 5 times). Put the book in the cabinet. Close the cabinet. Lock the cabinet with the key. Rezrov the door. Blorple xN (to the Sand Room).
820. Take the coin then buy a bag of crumbs with it. Take the bag. Take the credit card then drop it. Feed the birds with the bag of crumbs. Take the ruby.
821. Change point of view (from Thing to Human Torch).
822. Put the branch across the pit (this provides a means for entering the camp. For a more exciting approach, skip steps 6 and 7 and go directly to step 8).
823. Take jug.
824. Feel down. Smash machinery.
825. Push the perambulator east (twice). Push the perambulator south.
826. If Hen Wen was stolen by the Gwythaint and thus you didn't get the Magic Word from Gwystyl, you can come back here later after you rescue Hen Wen and enter the Fair Folk cave from here. You will see pig tracks. Stand on them (near the inlet on the left of the screen closest to a rock), face the lake, and jump. You will wind up on a rock. Continue jumping from rock to rock until you reach the large one in the right center of the lake.
828. Take the feather, coin, and handkerchief. Ask the prisoner (Jeremy Diddler) to help you exit the cell. He will tell you to: Call for fum.
829. Take auryn. Take falkor.
Inventory. Carefully examine the log. Carefully examine your inventory items. Take the parachute. Hide the parachute in the log. Take cover. Wait (until the gunship goes by). Survey the terrain.

Look gramma. Take no-doz.

Dig sand. Drop shovel. Move plate. Take blue. Take orange. Take indigo. Take matchbook. Take torch. Tie vine. To plate. Go back to the oasis (just to the left of here) and drink water. Then come back here and: Go hole.

Drop the fish. Get the cube. Get the bottle. Blorple the cube (to the Water Room).

Shoot the guard with the bow. Wear the bow. Co, give me the knife.

Fly the helicopter.

Take egg.

Ollie, do you have a truck key? Ollie, give me the truck key.

Wait (repeat until huge rocks and boulders are tumbling down and you will die if you don't do something soon). Girgol.


Put the icicle on the lump and take it (the lump).

Get the gruel (from the fire). Open the cupboard and get the knapsack, apple, bread, and flask. Talk to Dallben.

Wait (repeat until a molten lava fragment appears). Learn tinsot then tinsot the fragment. Get back to the Water Room by blorpling the appropriate cube.

Fill tank. Drop container. Drop rod.

Cut web. Drop knife.

Take the magic sword from the coffin (8 points). You can use the sword to temporarily stun the King's henchmen whenever they get in your way.

Push the red button.

Fly up.

Learn tinsot (repeat 3 or 4 times). Put all in the zipper except the knife. Close the zipper. Tinsot the outflow pipe (twice). Wait (repeat until the oubliette is full of water). Rezrov the trap door. Tinsot the water. Get on the ice floe.

Look prince. xxx (this is the three character string you saw in the etchings).

Shoot the arrow. Call fury.
851. Talk to sam. Give the coin to sam.
852. Wake erik. Talk to erik.
853. Sabrina, cast a spell. Drop the scroll. Take the tablet.
854. Unscrew the gnomon then take it.
855. Give candle to thing. Take watch from thing. Change point of view (from Human Torch to Thing). Hold breath. Wait 10 turns (this should be enough for you to go BLUB! and be sucked down).
856. Look at the basin. Dip the arrow in the water. Load the bow.
858. Take the raid. Spray the raid on the spider. Take the sprayer. Examine the sprayer.
859. Tie rope.
860. Go behind the stool and up to the prisoner. Untie him and he gives you the harp (9 points).
861. Chop the tree with the axe. Push the tree north. Drop the axe.
862. Wait (repeat until the sphinxes' eyes blink).
863. Shoot boa. Take violet.
864. Tell moma the bodies are at rest. Take the donkey.
865. Go opening.
867. Frotz the knife.
868. Assuming that the Gwythaint has not taken Hen Wen, you will meet Gwystyl, one of the Fair Folk here who soon thereafter will take the pig from you and lead it to safety. He will also give you a Magic Word which will be useful to gain access to the Fair Folk town (20 points). (If you don't have Hen Wen, no one will be in the cottage.) Open the cupboard (at the rear of the house) and get the cookies.
870. Smell. Feel east. Listen.
871. Kiss beauty.
872. Fire cannon at blob. Throw high flame at blob.
873. Look watch. Rest 15 turns (Repeat these two commands about 3 or 4 times until you are 100% rested).

874. Take the bag of crumbs (you will need it in Part 3).

875. Open bookcase. Read book. Go east to the sitting room and wait for Blake. Talk to him and he will ask you if you have a sword. Tell him "no" and he will tell you where to find it.

876. Reach into the beehive (twice).

877. Examine banner. Type 3 periods (the breeze stiffens and unfurls the banner). Examine banner.

878. Put bob in the crypt. Put randall in the crypt. Go east and take the stick.

879. Listen to the magpie (repeat a number of times -- he will give you significant information about mixing a magic potion).


881. Take head. Break head (with the pitchfork - you find a blue gem). Drop head.

882. Examine the truck.

883. Wait for Blake to show up here again. Again he will ask if you have the sword. Tell him "yes" and he will ask if you have a token of love. Say "yes" and: Show the handkerchief to Blake. He says he'll give you a word if you have a pen. Give the feather (quill pen) to Blake. He will tell you the fourth key word: PENCE. When you are through talking to Blake, as he leaves he will tell you how to fight the Fury.

884. Take apple. Take pole. Take card.

885. Carefully examine the memo. Open the closet. Take the rubber suit. Wear the rubber suit.

886. Open the cage (to let the magpie fly out). Enter the white door.

887. Hold the cube. Wait (repeat until the shadowy figure prepares to jump into the hypercube). Girgol. Get the cube from the hypercube. Put the sack in the hypercube.

888. Touch the rose to the west rune.


890. Take canister.

891. Take the spade.

892. Throw the umbrella at the icicles. Take the umbrella and the icicle. Now go immediately to the crater stopping on the way at the vertex to harden the icicle after it starts to melt.

893. Carefully examine kinh. Take the camera. Kinh, trade the camera for the canteen. Wear the canteen. Wait (repeat until Kinh says it's time to go).
894. Use the magic sword to break the chain lowering the drawbridge.
895. Flame off.
896. Enter fire.
897. Take the tin can. Rattle the tin can against the door (6 points.) In a few seconds, a flagstone in the floor will open up (10 points).
898. Get the zipper. Learn blorple then blorple the cube.
899. Wait for the donkey. Take the donkey (he takes you to the banana grove - moma is usually here; if not, WAIT FOR MOMA).
900. Unlock door. Drop key.
901. Fill the flask with water from the lake.
902. Give bug.
903. Survey the terrain. Fire the rocket at the hedgerow. Land the helicopter.
904. Open the crypt. Drop the doll. Take sharleen. Go north and take the raft back to the gravel spit.
905. Either jump from stone to stone across the swamp or use the flying dust and fly across it (15 points)
906. Take the silver coin and the shroud and the boots. Wear the shroud then wear the boots. Put the emerald in the green boot. Go to the vertex (for the last time) and TURN THE BRASS RING TO ALPHA.
907. Put handkerchief in right hand. Put sword in left hand. Go up to the platform and: Raise tip of sword to flame.
908. Take the candle.
909. Open the coffin. Put sharleen in the coffin. Close the coffin.
910. Give crystal.
911. Carefully negotiate the winding bridge (5 points) across the drawbridge or straight ahead across the moat and up the castle wall. We shall presume the latter for getting into the castle and then use the former for getting out.
COMPLETE SOLUTIONS
A VIEW TO A KILL
A View To A Kill

You are agent 007 about to begin a perilous adventure that takes you from Siberia to Paris to San Francisco as you pursue the evil industrialist Max Zorin. Only you can diffuse the madman's plot and save the fate of the Silicon Valley.

The following is a step-by-step solution to the adventure. Expressions in parentheses are not to be typed but are there merely for keeping track of where you are.

n carefully examine the body
take the watch
examine the watch
wear the watch
examine the arr (it's an Advanced Rescue Receiver - a black box with 5 lights - white light indicates you've found your target)
e
ed shoot russian with ski pole
s examine the ring
screw ski pole into ring
remove skis
d (after a 5 day trip, you arrive...)
u (limo arrives and escorts you to familiar gray building opposite Regent's Park)
talk to miss moneypenny
w
talk to m
m, where is max zorin? (agent Aubergine can fill you in on that)
m, tell me about 003 (his death was a great loss - Q pops his head in and leaves you wires and a calculator)
take wires
examine wires
wear wires
take calculator
examine the calculator
m, what do i do with the calculator? (It has a UV light that reveals things)
m, where do i find Aubergine? (he'll meet you in the restaurant atop the Eiffel Tower)
m, what do i do with the microchip? (it is impervious to the magnetic pulse of a nuclear explosion - it's almost identical to one being designed by a research group in California - 003 found it in a remote Russian installation - since it isn't Russian in origin, we must find out what the Russians are up to)
examine the gun (it's missing it's clip - you threw it away when you damaged it)
m, do you have a clip for my gun? (he gives you one)
insert clip in gun
e
s (you board a plane to Paris - you arrive at the Eiffel Tower - note that you no longer have the ARR)
examine the 325 (it's a BMW 325)
open the door (it's locked)

u e (restaurant atop the Eiffel Tower - agent Aubergine falls dead in his soup a hooded figure in the wings is controlling butterflies for the stage show dancer) carefully examine the body (he has a butterfly with poison in his cheek - a hooded figure heads for the lookout deck)
look e (hooded figure jumps off railing - as it descends it's cape changes into a CRUSLITE - figure glides toward the Seine like a GRACEful bird)
w take notepad examine the notepad (Chateau is north of the city; pick up eggplant and tomatoes)
take car key
examine the butterfly (a broken fishing line is attached to it)
e examine the bench (OPEN ONLY IN CASE OF EMERGENCY)
open bench
take backpack
examine backpack (label reads CHUTE FOR THE STARS WITH A CRUSLITE)
wear backpack
n w take flyrod examine the flyrod (it's a fishing pole with a broken line - the other part of the line is attached to the butterfly stuck in Aubergine's cheek)
s w d unlock door with car key (it fits but won't turn - this is not 007's car)
n (on the bridge) e e unlock door with car key (this time it works)
open door get in examine car drop notepad drop flyrod take envelope open envelope take printout read printout (it's a report on Max Zorin and his female companion and bodyguard May Day) drop printout take badge examine badge (it reads ANNUAL HORSE AUCTION -- ZORIN'S CHATEAU -- MR. JAMES ST. JOHN-SMYTHE)
wear badge drop envelope close door
n e n
open door
get out
drop watch
drop car key
e (in foyer of chateau)

u
e

e open east door
e (Zorin's bedroom)
take card
read card (B.G. HOWE -- DEPT. OF CONSERVATION -- CITY HALL -- SAN FRANCISCO,
CALIFORNIA)

w

n
e open north door
n (in May Day's room)
flip may day
kick may day
flip may day
kiss may day (she succumbs to your charms and gives you a key)
examine the key (it has eight metallic contacts instead of the usual ridges)
s
w
d
s
w (bartender asks if you want a drink)
y(es)

scotch
zorin, what do you know about microchips? (he leaves the party)
w (you learn of meeting with Howe about pipelines -- Operation Main Strike is almost ready to go)

e
e
s
take wires
unlock door with wires
wear wires
open door
s (Zorin's study)
carefully examine the desk (you see a locked drawer in the desk and a trap door below)
open trap door
unlock the drawer with the key
open the drawer
take checkbook
take letter
d (through the trap door into Zorin's laboratory)
carefully examine metal box (front plate reads: Ultra Violet EPROM eraser. Caution: even brief
exposure to UV light may result in erasure of microchip memory)
n (in the stable)
turn on calculator
shine calculator on checkbook (the ledger is kept in invisible ink -- last check was made out to one $5,000,000)
read letter (International Committee for the Impervious Chip (ICIC) is resuming it's investigation of Zarin)

e
n
w (next to you 635cs)
drop letter
drop checkbook
take watch
take car key
get in
close door
w
open door
get out
drop car key
w (you fly to San Francisco arriving at Fisherman\'s Wharf)
s (in front of City Hall)
e
drop calculator
take wires
unlock door with wires
wear wires
take calculator
open door
e
e (elevator takes you to the fourth floor -- Stacey Sutton (alias S S) is here)
e
examine door
ask stacey for help
kiss stacey
ask stacey about passcard
stacey, give me a passcard (she does)
unlock door with passcard
open door
e (in Howe\'s office)
carefully examine the cabinet
drop passcard
take wires
unlock cabinet with wires
open cabinet
wear wires
take folder
carefully examine the folder (it\'s marked "Main Strike")
open folder
drop folder
take note
read note (it reads "Turn right on 25th street, then make a left on 62nd street. The building is on the right -- number 17. On the back is written: Main Strike detonates at spring flood -- Tuesday 9:00 a.m.")

w
w (stuck in elevator between floors)
look
open north panel
n
d
s
open door
s (you are in a narrow alley on Hyde Street -- you and Stacey drive to Zorin's mine)
drop card
e
take hardhat
wear hardhat
w
d
e (small office)
carefully examine the model (it's a 3D model of San Francisco's Bay Area and the Silicon Valley -- a place has been marked on it where an explosion would cause an incredible earthquake)
carefully examine the manhole cover (it has a dial in the center -- numbers from 1 - 75 are marked on it's face)
dial 25 to the right
dial 62 to the left
dial 17 to the right
open the manhole cover
d
carefully examine the dome (it's a closed metal dome anchored in a concrete block -- a steady ticking sound is coming from it)
open dome (it's locked)
unlock dome with key
open dome (it contains the red chip, the blue chip, and the green chip with tape on it)
take tape off of green chip
shine calculator at green chip (the ticking stops - you have disabled Operation Main Strike - congratulations)
drop calculator
draw gun
n (Zorin appears - there is a slate-colored rock in the roof -- that is your escape hatch)
shoot zorin with gun (you got him)
shoot rock with gun (you put a hole through the fake rock)
u
kiss stacey

CONGRATULATIONS
Mission accomplished and you've maintained your touch with the ladies, 007.
BALLYHOO
Here you are on the grounds of The Circus That Time Forgot after the show is over. You decide to stick around hoping to catch a glimpse of an after-hours performance. Instead, you overhear a conversation between the circus owner and a hired detective concerning the mysterious disappearance of the owner's daughter. Disturbed by the apparent ineptness of the detective and the blind loyalty of the circus owner to his overworked performers, any of whom might be guilty of the kidnapping, you set out to find and rescue a girl you've never met, in a place you know nothing about, among bizarre people who want nothing to do with you.

The following is a complete step-by-step solution. Do not type the words in parentheses. They are there for explanatory purposes.

- Look at the midget
- Lift up the midget
- Get the pole
- Get the mask
- Wait (Chuckles the Clown barks hello into the cage and then passes through the turnstile)
examine the cage
look inside the cage (you see a silhouette of a man)
wait (while Comrade Thumb sings Russian folk songs in a high pitched squeaky voice)
applaud
wait (repeat until Comrade Thumb says "Hello Harry" toward the cage, then passes through the
turnstile)
untie the balloon
inhale the helium
hello harry (since after sucking in the helium your voice is high pitched like Comrade Thumb's, Harry
(who is blind) will let you through the turnstile)
(score = 20/200)
s
wear the mask
w
examine the trailer
knock on the door
(score = 30/200)
s
close the door (because of your disguise, Chuckles thinks you're Malcom)
examine the ash tray
look in the ashes
get the newsprint
read the newsprint (you will get thrown out by Chuckles the Clown)
crawl under the tent (herein you can leave the tent by going south and reenter by going north from Camp,
West)
(score = 40/200)
examine taft
wait
hide (behind Taft)
wait (Munrab is telling the detective about the plight of his circus)
wait (Munrab gives the detective a ransom note and a picture of his kidnapped daughter, Chelsea and
asks him to find her. Munrab and the detective leave)
s (you see a piece of wood just inside the tent)
n
gather the wood
curse
curse
examine the wood (it's an unset mousetrap with a piece of cheese in it -- it's now in your inventory)
e
ask harry about munrab
ask harry about chuckles
ask harry about comrade thumb
e
n
n (note: the passage to the northeast was not available when you started the game here)
ne
look in the garbage
(score = 50/200)
gather the ticket
sw
s (you must now get through the turnstile to the east of here)
punch blue (blue for boys or pink for girls)
insert ticket in slot
show the ticket to rimshaw
rimshaw, hypnotize me (you wind up in the grandstand high above the arena floor -- you now must pass through the standing room only (SRO) maze)
stand up (somewhere during the next sequence of moves a hawker will ask you if you want to buy some food items, e.g., cotton candy, Old Coke. Wherever it happens (we shall assume it occurs after two moves) just proceed as shown below.)

(e (the hawker appears)
buy FOOD (where FOOD is one of the food items he is selling)
give $1.85 to hawker (he disappears in the crowd without giving you your food)

e (in the wings)
s
get in line
wait
wait
get out of the long line
get in the short line
wait
wait
wait
get out of the long line
yes
get in the long line
eat the banana
drop the banana (this gets the monkey off your back)

(n hello hawker (he tells you to go back to the place in the SRO maze where he supposedly gave you a granola bar for your $1.85)

(u w)
d
w
u

w (a man in the audience throws the $1.85 granola bar at you but it bounces off your head and falls below -- you wake up from being hypnotized)

(score = 60/200)
rimshaw, tell my future
rimshaw, read my head
get up
s
w
crawl under the tent
search the garbage
get the granola bar
crawl under the tent
get the stool
give the granola bar to tina
hello tina
take tina's hand
kiss tina's hand
nw
get the radio
(score = 70/200)
s
w
w
sw
se (the menagerie nook)
look in the cage (you see a key -- it is on the wall of the cage out of reach)
get the key with the pole
(score = 80/200)
unlock the cage with the key
open the cage
n
get the bucket
get the meat
get the headphones
examine the headphones
rewind the headphones
play the tape (it's a tape of Jimi Hendrix -- a rock 'n roll guitarist of the 1960's)
wait (the tape continues to play...in the background you hear Rimshaw's voice saying over and over again: "At the clap of my hands you shall obey my every command")
stop the headphones
s
nw
n
w
sw
w
drop the mousetrap (now go in and out of the prop tent two times -- the second time you return the mouse will be busy gnawing at the cheese)
s
n
s
n
catch the mouse in the bucket (if you set the mousetrap when you dropped it, you will catch him, but he will be dead and thus useless)
(score = 90/200)
s
e
examine the trailer
unlock the compartment with the key
open the compartment
get the bullwhip
n
harry, tell me about the lions (you learn about Nimrod and Elsie, one of which will not accept the
whip)

unlock the cage with the key
open the cage
whip the smooth lion (3 times)
open the grate
throw the meat in the passage
close the grate
lift the stand (you find and get a cigarette case)
give the cigarette case to harry (he tells you it belongs to Andrew who has been trying to hide his
smoking from Jenny)
harry, tell me about andrew jenny (the implication is that he/she is really a two person sideshow
freak)
harry, tell me about mahler (you learn that the ape likes "good" music)
give the cigarette case to harry (he tells you it belongs to Andrew who has been trying to hide his
smoking from Jenny)
harry, tell me about andrew jenny (the implication is that he/she is really a two person sideshow
freak)
harry, tell me about mahler (you learn that the ape likes "good" music)
insert the ticket in the slot
jenny, tell me about andrew
show the cigarette case to andrew
show the cigarette case to jenny (you learn of a meeting of thugs later on at Katz's trailer -- Jenny chases
Andrew out of the sideshow)
drop the whip
get the shawl-jacket
get the dress-suit
look in the pocket (you see a veil)
(not down as you might expect)
examine the elephant (it's Hannibal of the Jungle chained up)
take the mouse
show the mouse to the elephant (2 times -- now you know why you had to catch it alive)
wait (the elephant breaks the chain and stampedes southwest through a fence)
drop all except the radio and the headphones

turn the dial on the radio to 1170 (a nice, soothing music AM station)
rewind the headphones
record
wait (about 4 or 5 times until you have recorded sufficient music from the radio onto the tape)
stop the headphones
d (if you die, just keep playing -- it's a scare tactic to make you think you lost the game)
get all
nw
unlock the cage with the key
open the cage
w
turn off the radio
rewind the headphones
play the tape (Mahler goes off in the corner of the cage to listen to the music)
(score = 130/200)
look under the cage
look under the straw
open the trap door
get the red ribbon
e
sw (note that by entering NEAR WHITE WAGON through the fence, which was made possible only by setting the elephant free, you can now see a stepladder attached to the rear of the trailer)
drop all
u
turn the crank
look in the panel
knock on the door (Munrab steps outside closing the door behind himself)
climb in the panel
(score = 140/200)
lock the door
look on the desk
get the spreadsheet
read the spreadsheet (you learn about Eddie Smaldone)
push the desk under the panel
climb on the desk
d
get all except the pole
w
harry, tell me about eddie smaldone (he's Chuckles the Clown)
e ne
se
insert the ticket under the front
(score = 150/200)
e
get the ticket (now play blackjack for a while....when you've had enough, then try to leave)
open the panel (you go back and decide to play one more hand... this time after you are dealt your cards, someone under the table will try to help you cheat by tapping your foot a certain number of times)
look under the table (it's Comrade Thumb)
open the panel
w
nw
sw (Comrade Thumb is here)
wait (he motions for you to go back to the Blue Room)
insert the ticket under the front
e (there is a different dealer behind the blackjack table)
look under the table (the dealer disappears)
get the suitcase (as you lift it, you hear a muffled voice (must be Chelsea in there). Billy Monday appears)
open the panel (Billy and the dealer wrestle the suitcase away from you. Billy takes it and bolts out through the panel)
w
drop all
u
u
n (or any other direction -- as long as you are moving)
e (or any other direction)
s (or any other direction -- the shaft that is thrust upwards through the bum hole lingers momentarily)
grab the shaft
pull the prod
(score = 160/200)
d
d
get all
nw
sw
n
fill the bucket with water
s
ne
n (the detective is lying in the sawdust)
examine the detective (it appears he is sick)
read the flask (it's Dr. Nostrum's extract)
pour the water on the detective
get the note
drop the stool
get the trade card
s
sw
w
w
s
e (outside Katzenjammer's trailer -- Chuckles is here)
show the spreadsheet to eddie smaldone
show the scrap of newsprint to eddie smaldone
show the ribbon to eddie smaldone
show the trade card to eddie smaldone
show the ransom note to eddie smaldone (Chuckles leaves)
(score = 170/200)
wear the dress-suit
wear the shawl-jacket
wear the veil
knock on the door
e
close the door

161
get the crowbar
move the moose head
climb into the crawl space (you're too big to fit)
open the door
w
w
examine the door
pry the door with the crowbar
s
get thumb
n
e
e
put thumb in the crawl space
wait (until he rescues Chelsea)
get chelsea
(score = 180/200)
w
w (Chelsea prefers that you don't go in this direction)
n (you pass through the turnstile and are congratulated by Harry)
e
ne
n
w
n
n (in the performance ring with Mahler holding Chelsea in one arm high above you)
climb the rope ladder (you can't reach it)
w
remove the shawl-jacket
remove the dress-suit
remove the veil
drop all except the radio
get the lion stand
e
drop the lion stand
climb on the lion stand
clap hands (the roustabout stands at attention)
roustabout, get the net
(score = 190/200)
wait (the net is placed in position)
u (Mahler takes off for the guy wires above the platform)
u (Mahler moves across to the opposite platform)
turn on the radio
e
e (the classical music is interrupted by a WPDL pledge break)
e (to get the classical music to continue you must phone in a pledge)
w
w
w
w
w
d
call wpdl (your pledge is accepted)

climb on the lion stand

(Mahler lets loose the girl who falls safely into the net -- Mahler bounces you off your perch and you are left hanging from the high wire)

(score = 200/200)

wait (a few times until your sweaty hands can no longer continue to grip the wire)

CONGRATULATIONS!!

You have saved Chelsea and won the game.
BORROWED TIME
BORROWED TIME

The year is 1934 and you are Sam Harlow, private investigator. Nice guy, but somebody wants you dead. Guess who? Think quick because you're living on "Borrowed Time". Investigate your way through a web of seedy characters and try to discover who is trying to bump you off. Save the game often. You will be continuously harassed and bumped off by thugs.

The following is a complete step-by-step solution. All the steps below are not necessary but are nevertheless included for the complete enjoyment of the game. Do not type the words in parentheses. They are there merely for explanatory purposes.

open desk
take check
look check (it's an overdue alimony check for your ex-wife Rita Sweeney)
answer phone
open file cabinet
read case 1
read case 2
read case 3
read case 4
read case 5
read case 6
read case 7
e (office of Iris Spencer)
look desk
read notepad
drink water

e (in hotel)
hide behind chair
n
lock door
u
break window
take shard
e
climb wire
cut wire (this took care of the thugs following you)
d (you are in the Dublin Rose bar - Mavis Brown, the barmaid tells how she overheard Farnham's man Charlie Lebock tell your wife and Fred Mongo that you'd never finish your investigation)
sit down
look men
show gun (ugly thug tells you to look for Lebock on north Main)
show gun (ugly thug tells you to say "tinplayer" at the door)
buy drink
drink scotch
buy drink
drink scotch (you are getting drunk... you begin to sing 99 bottles of beer on the wall...you'd better stop
drinking otherwise you wind up with a splitting headache back in the office)
w (Iris tells you that someone has kidnapped Rita -- better check her apartment)
w w (Hawkeye asks if you've heard the latest)
no (watch out for Charlie Lebock -- will need password to get into his townhouse)
tell me about lebock (if Farnham's king, then Lebock is prince)
tell me about mongo (word is that you are about to put him away for the Acme warehouse torch job...
have you been able to tie it to Farnham yet?)
no
look newspaper
e n
listen woman (learn the password "tinplayer")
n
say tinplayer (the bruiser lets you in the building - you are in Charlie Lebock's living room)
lock door (this temporarily keeps the bruiser outside - otherwise Lebock will immediately ask him to
throw you out)
look fireplace
take scrap of paper (bruiser knocks the door off it's hinges)
look scrap of paper (it's a notice for Charlie to pick up a package at the post office being held there for
Farnham)
e
take candlestick
wait (Rocco appears through the curtains)
hit rocco with candlestick
e (in the kitchen)
e (at intersection of 1st and Main)
n w
w
w
n (in Doris' apartment)
talk to doris (you took her car Friday, instead of waiting until Saturday deadline)
tell me about mongo (he and your ex-wife are an item - he's in trouble with everyone even Farnham)
tell me about rita (she took Mongo away from me - she may be making a play for Jim Shuman - she saw
them walking up Pershing this morning)
s w
n (Jake's office - a shed no bigger than a telephone booth)
look cars
look desoto (license plate 324 C4U)
s e
e s
w
n (in front of weatherbeaten shack - Fred Mongo comes out and takes a cab - mailbox reads '960')
drop candlestick
break window
enter window (you see Mavis Brown bound and gagged)
untie mavis (she tells you that Fred Mongo tied her up - when he left he said he had to see someone
about a car)
take novel and tube
look novel (it's "Babes and Bullets")
take bookmark
look bookmark (it's for parking a car on December 6, license 324 C4U - Mavis leaves to go stay with a
friend)
look tube (the yellow label reads, "Fred Mongo, per Dr. Lafferty, use as necessary, $3.89")

n (in front of Bruce Light's place)
open door
look bottles (empty diet pill bottles - Dr. Lafferty is physician)
wait (three times - Bruce Light appears)
show gun
tell me about mongo (he and Lebock are trying to squeeze Light's bar... Dr. Lafferty knows a lot more
about him)
wait (enough times until Light comes to)
show gun
tell me about lebock (he came to Light's bar with Mongo - he said bar would torch up like Acme
warehouse if Light didn't buy "insurance")
wait (enough times until Light comes to)
show gun
tell me about doctor lafferty (he writes prescriptions without asking delicate questions - he does jobs for
Farnham)

w (in front of medical building)
drop novel and shard
n (in waiting room of Dr. Lafferty's office)
yes
listen (hurry doc, I gotta get back to the broad I stashed on West 1st)
look diplomas
look table
take bandages
look north (you see a balding man applying a dressing to the right hand of..... Fred Mongo)
n (you get thrown out back on the street in front of the medical office)
w
look trash (you find a bone - leave it here for now)
n
n
w (in Doris' apartment)
show bookmark (it says car was parked at Stiles Safe Park on Friday - she thought you got it Friday
night in front of her house - she heard the engine but the car was gone by the time she got
downstairs)
n (in front of door to Rita's apartment)
drop all (except gun of course)
open door (you are in Rita's apartment - kitchen to the west)
look table (you are now hanging by your wrists tied with twine over two ceiling pipes)
take matches
take candle
light match
light candle
burn twine
w (into the kitchen)
look waste can
take receipt
look receipt (it's a pharmacy receipt "burn salve $3.89")
look matches (cover has a lavender shamrock on it)
e
s
drop matches
take bookmark and tube and check
s
w
w
w
n (by Jake's office the size of a telephone booth - you see two men having a heated discussion - it's Fred Mongo and Jake)
hit mongo (you send a right hook to Mongo's jaw stunning him - you get some cans and gloves)
look cans (they are empty lighter fluid cans)
look gloves (three fingers of right glove are burned completely through)
wait
wait (detectives Hardcase and Jones have arrived on the scene - they ask you for evidence to arrest Fred Mongo - you must show 5 items relating Mongo to Acme warehouse fire)
show gloves
show cans
show bookmark
show receipt
show tube (Mongo is arrested - he tells you to find a key he hid in Rita's place and use it to open post office box 999 - now you must nail Farnham)
s
w
w
n (in Farnham's living room)
talk to farnham (note that he says "hiyo" to quiet the dogs)
tell me about rita (he says "I saw here with Mongo a couple of times")
s
e
n
say hiyo (dogs calm down)
n (you surprise Shuman and see Rita and Wainwright tied back to back)
talk to shuman (he works for Wainwright... he thought kidnapping Rita would keep you off the track long enough for him to get out of town)
untie rita
give check to rita
talk to wainwright (he gives you a report)
wait (2 times - until police come and take Shuman away)

open door

look stove

move stove (you burn your hands and can only carry 2 items besides your gun.

NOTE: if you had done this the first time you came into Rita's apartment and then USED THE TUBE to heal your hands so you could carry your inventory, you would get your fingerprints on the tube and it would have then not been an acceptable piece of evidence to arrest Mongo - TRY IT AND SEE)

take key

take report

drop key

take bandages

wrap hands with bandages (these cover up the burns on your hands so you can once again carry more than 2 items)

take scrap of paper and key

e (post office boxes on 3 walls)

look boxes

open box 999

read poem (it reads "in the country, in the city, under the father's eye, dig six feet and you'll have all that money can buy" scribbled on the back side is the number 6316)

look shed

look lock

enter 6316

drop key

take shovel

dig (you find a suitcase)

take suitcase

hide in the trash (a dog also hiding in the trash growls at you)

drop shovel
take bone
give bone (this make the dog content)
e
e
e (in police station)
open suitcase (you find money and a manilla folder)
take folder
look folder (it reads, "Richard Gray, Gray & Wainwright, public accountants". On a piece of G&W
stationary beside a column of bank account numbers is written "Farnham, here are the account
numbers; we'll wash this batch in January, Dick Gray")
arrest farnham (the police look at your evidence and accompany you to 85 W. Polk - entrance to
Farnham's headquarters)

show folder
show suitcase
show scrap
show report

You are congratulated for getting Boss Farnham - You saved Mavis, Wainwright, and Rita, and sent Shuman, Mongo, and Farnham up the river for a long time.
Not bad for a day's work!
CRIMSON CROWN
This is a complete (step-by-step) solve for the adventure by Penguin software alternately called Transylvania II. Don't type in the words in parentheses. They are only there for help in keeping track of where you are.

From time to time, a spectral sage will appear. When you "talk to sage", he will remove his hood and give you one of the following five pieces of advice (clues):

Noble wayfarers, Pause! I say!
As you wander on your way.
I am a teller of truthful tales
Heed my words upon your trails.

The glimmer that lies in the lake
Is no quirk of moonlight - Is no fake.
You can't get it. But do not weep,
Ask the one who can dive deep.

When the right way has been shown
And that strange word is known
A visit from me is also needed.
Summon me. Let my advice me heeded.

The ebony warrior is a mighty foe
A sleek point will kill him, though
If baptized and blessed with a dip,
Evil succumbs to an unforgiving tip.

The fiery one will come to your aid
Do not give up and don't be afraid.
Wave a symbol of your beloved land
And forth it'll come to lend a hand.

And now on to the solution:

look lake (you see a glint of silver in a crag)
look crag (you can't reach it)
u
talk to the owl (he's disinterested)
d
e (you see a tree stump)
n (you fall down a trap door into a subterranean crypt)
look ball (you learn the object of the game - to destroy the vampire before he learns the secrets of the crown)
open doors (you can't)
look wall
push button (it says "nothing happens" but actually something does happen; when you finally get out of here you can go back and forth across the tree stump without falling in - if you push the button again will hear a whirring noise, and you will once again fall down the pit every time you try to pass the tree stump)
read inscription (this is a riddle whose answer is a windmill)
windmill (the doors open)
n
take sword (it's stuck fast)
erik, take sword
s
w
look mist (a secret passage down is revealed)
d
d
n (you are in the gryphon's den)
talk to the gryphon
yes (he tells you break the seal on the parchment that came with the program and read three riddles)
fean (answer to first riddle)
cloud (answer to second riddle)
dream (answer to third riddle)
take scepter
s
s
w
(w you see a cat - don't pet him else you will die)
talk to sabrina
sabrina, cast spell
w (you see a witch and a stone tablet)
take tablet (you can't)
talk to the witch (she just cackles)
look kettle (Erik drank some of the potion)
e
e
s (Erik doesn't fell well)
w (Erik turns into a frog)
take frog
drop frog (he hops in the lake and gets the silver coin for you)
take coin
e
n
(frog turns back to Erik)
n
e (you are in front of an abandoned house)
n
u	take candle
d
s
w
w
n (in front of castle drawbridge)
n
n
u (in high chamber)
n (spirit winds hurls you down staircase into hall)
d
go door (wind blows and you are back in subterranean crypt)
w
d
d (believe it or not, that is a torch on the wall)
light candle
s
w
n
e
n
open crate
burn zombie
drop coin
take sack
look inside sack (you see a flute and a ring)
put coin in sack
put mouse in sack
s
w
n
e (you are in a forlorn cemetery)
open grate with broadsword
d
put scepter in sack
take censer
look censer
light censer
windmill (poof! you are teleported back to the subterranean crypt)
w
d
d
s
w
s
s
s
w
u
drop sack
take mouse
drop mouse (the owl takes the mouse and tells you to whistle if you need help)
take sack
d
e
n
n
n (you are in front of a cave)
drop censer
drop candle (it's flame goes out)
take flute
take ring
wear ring
take coin
drop sack
n
take diamond
n (you meet a cobra)
play flute
w
talk to sam
give coin (he gives you a glowing sphere)
n (you see a skull on a ledge - you can't cross yet)
s
s
s
drop flute
take censer
s
w
n
n
d (in the former treasure chamber)
wave censer
drop censer
sabrina, take scroll
sabrina, read scroll (it's a spell of laughter)
u
u
n (you are in the Wizard of Zin's chamber)
talk to wizard (he wants the stone tablet that the witch has stolen)
s
d
s
s
s
s
w
w
sabrina, cast spell
drop scroll
take tablet
e
e
give tablet to wizard (he tells you the secret word [lorelei] needed to cross the fortress)

s

d

s

s

s

en
take sack
take candle
n

n

lorelei (you wind up in Karel Thurg .... in a pit)
pour water on sabrina
ask sabrina for help
sabrina, whistle
take branch and beehive
look hole
plug hole with beehive
wait (keep repeating (about 6 times) while the water level rises...
   eventually you will float up and out of the pit on the branch)

wake erik
talk to erik
n (if the troll appears, just ignore him and go on with the game)
w
erik, take broadsword
n
n
take scepter
e
take ring
wear ring
w

n
take sphere
s
e
wait (the troll will appear)
pull lever (the gate closes)
erik, kill troll
push lever (the gate opens....now go to the troll's den and get back the
   scepter he took from you)
w
s
n (in the troll's den)
take scepter
look sand
dig sand
take shell
look shell
listen shell (it transforms into a sword)
throw sphere at centaur
take bow and arrow
look basin
dip arrow in water
load bow
wave scepter (you learn the dragon's name, "Fury")
shoot arrow (this kills the knight)
call fury
n (you meet the vampire)
take crown
erik, wear the crown
touch erik (your spell is broken too...now go directly to the seaside before the mountain collapses on you and your party)
wait (keep repeating this until a boat arrives and escorts you and your party off to safety aboard a merchant ship)

CONGRATULATIONS!!
You have rescued the Crimson Crown and restored it to its rightful owner.
FANTASTIC FOUR
In Questprobe #3: Fantastic Four by Scott Adams you must free Alicia Masters from the castle of Doctor Doom -- to do this you must master the powers of two Marvel Super-Heros ----- THE THING and HUMAN TORCH. You can switch between them at any time in the game.

The following is a complete step-by-step solution. The words in parentheses are not to be typed. They are only for explanation.

talk to chief
look self (as THING you are in tar up to your knees)
change point of view (you are now HUMAN TORCH)
look self
enter shack
take candle
s
fly up (you are being shot at by deathray from the castle)
fly down (you are over THING)
give candle to thing
take watch from thing
change point of view (you are THING again)
hold breath
wait
wait 10 turns (usually this is enough for you to go BLUB! and be sucked down; if not wait some more until this happens)
change point of view
burn tar with high flame
fly up (smoke cloud now shields you from being seen)
fly to hills
enter cave
land
throw high flame at boulder (it chips)
look (you see a pebble)
take pebble
push pebble under boulder
change point of view
wait 5 turns (if THING breathes, then hold breath)
feel down (you should feel machinery; if not continue to wait until you are no longer being sucked down; then feel down again)
smash machinery
w
n
n
e
light candle
w
s (you see a hole in the ceiling and the pebble that TORCH pushed under the boulder and fell down the shaft)

throw pebble hard up shaft (dust rains down)
change point of view (boulder has been moved exposing the hole)
look watch (you should be about 25% rested)
rest 15 turns (you probably must repeat this about 3 or 4 times until you are 100% rested as determined by looking at your watch; unfortunately, this is a very dull if not unnecessary part of the game)

enter hole
d
d
fly down at nova flame (you are now at the bottom of the shaft - it is dark)
n
w
n
n
e (at the wall of fire)
enter fire (as TORCH you can do this)
e
flame off
e
e
smell
feel east
listen
enter hole
flame on low (you see a lever, a hole in the floor (the one you came in through) and a locked door)
pull lever left
look watch (you should be about 20% rested)
flame off
rest 15 turns (do this 4 times - you won't see anything displayed on your screen during each of the rest sequences - the computer will only acknowledge the end of each sequence)
flame on low
look watch (you should be about 91% rested)
flame off
enter hole
w
w
w
enter fire
w
s
s
s
take thing
fly up shaft at high flame
u
u
u (as TORCH, you are back up at the top of the shaft in the cave; now, however, THING accompanies you)
exit cave
fly up
fly to castle
flame off
s
s
change point of view
enter tent
take cannon (Ringmaster commands you to leave - you do)
enter village
enter shop
take gun powder
e
drop cannon
put gun powder in cannon
drop torch
enter cannon
change point of view
fire cannon at blob
throw high flame at blob - blob steps into alcove - sorry flame misses! BOOM! OK! - now watch this neat animation sequence - blob returns to his post but THING is inside castle)
fly up
fly to hills
enter cave
look watch (you should be about 60% rested)
rest 15 turns (do this a one or two times until about 78% rested - since there is only a strong rather than hurricane force wind now, you don't need nova flame and hence need not be 100% rested)
enter hole
d
d
fly down at high flame
n
w
n
e
enter fire
e
throw fire down tunnel
change point of view (gas explodes and tunnel collapses causing a small earthquake in castle above - you are in a castle entrance - a THING size dent is in the wall)
s (in a great room - you see RUBY OF DOMINATION, ALICIA MASTERS)
go to alicia
take alicia (you are back at chief examiner's office - he tells you to save the password - MAEGEN)

The Game is Over!!!!
FORBIDDEN
CASTLE
In FORBIDDEN CASTLE by Mindscape, many people and creatures appear at random times throughout the game although usually in the same vicinity. Because of this, it is difficult to write an exact solution that will work each time you play the game. I will write the step-by-step solve corresponding to where these people and creatures occurred when I played the game. With slight improvisation you can then make the solution work for yourself.

A few general comments should help make this transition easier. If an item is not where I indicate it to be found, just move around a bit or come back later and it will generally by there. The reason this occurs is that the characters in the game are often holding these items and they will either drop them on their own, or you must ask the characters for them. If neither of these work, you must then TRADE for them. In this regard, when trading with the Blue Faerie, observe the following rules. Say FAERIE, DO YOU WANT TO TRADE? She will then offer you an item and ask if you want it. If you say YES, sometimes she will keep it and not trade with you. Other times, she will trade it with you. Sometimes, if you say NO, she will still proceed with the trade. Next, she will tell you what she wants in trade for it and ask if you will give it to her. If you say YES, she will not execute the trade. Thus, if you want to complete the trade, say NO and she will take it from you by magic. If you know what she has to trade and you know what you want to give here, you can just say, TRADE XXX WITH FAERIE FOR YYY.

When you want to converse with one of the characters you need not address them by name unless there is more than one present. Then to avoid ambiguity as to who you are talking to, it is best to address them directly, such as Faerie, do you want to trade?, or, mankin, tell me about the dragon.

And now on with the game.......
room behind a drawn curtain. Excusing himself, the man tells you to feel free to browse.

On the counter before you is a strange book. It is very old, and the gold lettering on the cover is almost worn off. You can barely make out the ancient word, METHWYR.

You pick up the book. Gazing at its yellowed pages, you are drawn into the old engravings. To your amazement, the odd letters form words you understand. As you read, childhood memories and thoughts long forgotten pour back into your consciousness.

You feel someone calling to you from beyond time. All you know is that she is in pain, held captive. Then you fell yourself falling into a swirling tunnel of light. Deeper and deeper you fall. The buzzing of summer flies awakens you to streams of morning sun poking through the high, thick foliage of an ancient forest.

Suddenly the buzzing is stilled, and a foul stench overcomes you as an enormous slathering beast steps out from among the trees. Nothing in your life has prepared you for this hideous sight.

The thing has not noticed you. It stops and puts down a filthy leather bag. It scratches itself, sniffs the air, then lumbers up a thorn-covered hill. Shaking from head to toe, you stand. You have just seen an ogre, and it may return.

n (Star Faerie says you need a locket first)
* take bag
* e
* n
d
* ride the boat (it takes you to the other side of the river...if it's not there WAIT FOR THE BOAT)
s
* open bag
take the tooth
carefully examine the tooth (scratched on its surface you see TYNWYN)
wear tooth (so you can carry more inventory)
drop bag
e
* e (Mankin is here)
* e (Blue Faerie is here)
n
n
w
cross the bridge (only if it's down... if it's up, WAIT FOR BRIDGE TO GO DOWN)
open door
w (in the Great Hall)
n
w (in the garden)
carefully examine the pool
take the locket
carefully examine the locket (engraved on the back are the words: over beauty, over sleep, place the word that wizards keep)
open the locket (there's a spell on it and it won't open here)
wear the locket
e (King Coldor is here)
s (you see the sword)
take the sword
carefully examine the sword (on the other side of it's blade you see the inscription: WYRMOG)
u
s
take the cape
carefully examine the cape
wear the cape
n
u (in the tower room)
examine the crate
open the crate with the sword
take the chest
carefully examine the chest (the letters FINDOLWYR are carved on it's lid)
open the chest (there's an enchantment on it... you can't open it here)
d (King Coldor is here)
n (the door is locked)
d
e
cross the bridge (if it's up, WAIT FOR BRIDGE TO GO DOWN)
e
s
s
w (the Blue Faerie is here)
faerie, do you want to trade? (she asks if you want the vase)
y(es) (she asks if you will trade the chest)
n(o) (she takes the chest and gives you the vase)
faerie, do you want to trade? (she asks if you want the leather bag)
y(es) (she asks if you will trade the sword)
n(o) (she takes the sword and gives you the leather bag)
faerie, do you want to trade? (she asks if you want the key)
y(es) (she asks if you will trade the leather bag)
n(o) (she takes the leather bag and gives you the key... that's enough trading for now)
carefully examine the vase (it contains a wilted rose)
e
e
n
w
cross the bridge (if it’s down... else WAIT FOR BRIDGE TO GO UP)

unlock the door with the key
open the door
take the book
carefully examine the book
open the book
read the book (you learn of a treasure room in the castle)
read the book (you learn of a ring on the other side)
read the book (you learn of a feather that lets you talk to the animals)
read the book (you learn of a powerful cape)
read the book (you learn that the little man’s name is Beard Belt and he can give you magic power)
drop the book
take the feather
carefully examine the feather

(The Blue Faerie is here)

(The mankin is here)

ask beard belt for magic power (in recognition of his name, he gives you the power to visit the griffin in his cave)
ask beard belt about findolwyr (do the deed, do not worry, free the caged angelic fury)

(garden path - frog is here)

ask the frog about tynwyn (it means WHITE DRAGON)
ask the frog about findolwyr (if he told you, the wizard would turn him into something awful like a human)
ask the frog about the ring (the ogre respects two things; the ring is not one of them)
ask the frog about the cape (that’s special and should be returned — it is one of the treasures)
ask the frog about the locket (make sure you have it)

(at the wasted land - sometimes the white dragon will be here; else WAIT FOR THE DRAGON)

ride the dragon (he takes you to the horrible land - the raven is there)
talk to the raven (he tells you to drop your cape)
remove the cape
drop the cape
talk to the raven (he tells you to ask him about the Blue Faerie)
ask the raven about the blue faerie (he tells you to flatter her when you meet her)
take the cape
wear the cape
wait for the dragon (if he's not already there)
ride the dragon (he takes you to a desolate mountain peak)
take the chalice
carefully examine the chalice (it contains the liquid; on the lip are tiny letters that spell: Tonda bellith wyrmendolynn)
wait for the dragon (if it's not already there)
ride the dragon (he takes you back to the gorge)
ride the dragon (he takes you back to the wasted land)
e n e
ask the frog about the chalice (that makes the ogre more agreeable)
w s
wait for the boat (if it's not already there)
ride the boat
u s w
n (at thornt mountain --- the ogre is here)
give me the ring (he takes a small ring from his mouth and gives it to you)
carefully examine the ring (engraved on the inside is the word: ELowyNND)
wear the ring
open the door
n (you can't pass)
s (the ogre kneels and lets you pass --- try moving around in the ogre's presence without the chalice --- if you TALK TO THE OGRE you will find out that the liquid in the chalice is the tears when dragons cry)
e n d
wait for the boat (if it's not already there)
ride the boat
n e
ask the frog about elowynd (the griffin is very good to talk to)
w s s
w (Blue Faerie is here)
faerie, you are beautiful (she thanks you for the compliment)
faerie, please give me the chest (she gives it to you claiming it to be worthless -- NOT TRUE as you will see)
carefully examine the chest (letters carved on the lid spell: RELEASE THE DRAGON --- notice that since you are now wearing the ring, you can read the strange words)
carefully examine the chalice (the tiny letters on the lip spell out: I hold the tears when dragons cry)
carefully examine the tooth (the letters spell: WHITE DRAGON --- as the frog already told you)
carefully examine the ring (notice that since you are wearing it, you cannot see ELowyNND engraved on the inside)
u (the mouth of the cave -- the griffin is here)
say hello to the griffin (he greets you)
show the feather to the griffin (you've now found out the second treasure that must be returned)
ask the griffin about elowynd (this is the name of TYNWYN's bride -- he gives you the power to enter the tower)
d
e
e
e
n (in the forest deep -- there is an old wooden tower here)
u
carefully examine the carving (the center of it is slightly hollowed)
drop the key
drop the vase
d
e
w
w
n
n (path's end -- pegasus is here; else WAIT FOR PEGASUS)
ride pegasus (he takes you to the swamp)
ride pegasus (he takes you to the overlook)
w (at the stone bridge)
w (on the desert road - there is a grey stone here)
take the stone
carefully examine the stone
w (you are back at the horrible land)
wait for dragon (if he's not here)
ride the dragon (he takes you to the desolate mountain peak)
ride the dragon (he takes you to the gorge)
w
n
u
put the stone on the carving (the Star Faerie appears: she tells you that
   The grey stone has but one true resting place;
   Take it there and find revealed
   The wizard's secret now concealed.
   On your journey swiftly fly
   On winged steed (pegasus) through sunlit sky)
take the stone
d
e
w
w
n
n
wait for pegasus (if he's not there)
ride pegasus (he takes you to the swamp)
ride pegasus (he takes you to the overlook)
ride pegasus (he takes you to the flat mountain)
n (at the ring of stones --- the wizard is here)
carefully examine the pillar (the top seems to have been snapped off)
put the stone on the pillar (the wizard gives you the power to enter the Forbidden Castle)
wait for pegasus (if he's not already here)
ride pegasus (he takes you back to the path's end)

take vase
d
w
n
ride the boat (if it's here; else WAIT FOR THE BOAT)

u
s
w
n (thorn mountain)
n
n (in the castle courtyard)
carefully examine the fountain (on top is a statue of a dragon)
pour the liquid in the fountain (the fountain is full of water and the dragon is reflected in it)

open the door (Treasures three must be at rest. Within the magic treasure chest)
e
open the door
n (the throne room)
open the trap door
d (in the treasure room)
open the chest (the spell has been removed allowing you to do so)
drop the chest (the small stone chest turns into a large alabaster one)
put the feather in the chest
remove the cape
put the cape in the chest
remove the ring
put the ring in the chest

open the door (it swings open)
s
carefully examine the altar
carefully examine the case (a beautiful girl lies in an enchanted sleep within the case - FINDOLWYR is etched on the glass)
open the case (two vessels to the altar take)
put the vase on the altar (the rose blooms)
put the chalice on the altar
open the case

CONGRATULATIONS!! YOU HAVE WON THE GAME
The girl awakens and stares into your eyes -- the case then explodes and a golden dragon rises from the destruction. This is ELOWYND who thanks you so that she may now join TYNWYN who has waited for her release. As the dragon spreads its wings and takes off, you awake with a jolt and find yourself back in the little antique shop in London. You find out that the word METHWYR on the book means RIDDLE OF THE DRAGON. On the wall of the shop is a tapestry of two beautiful dragons, one gold (ELOWYND) and the other white (TYNWYN). You also see the dragon tooth, ring, and a beautiful inkstand holding the feather. On the coat hook hangs the cape. All of your dream has become reality. As you leave you notice that the name of the shop is the Forbidden Castle and that you are wearing the dragon tooth.
FRAKTURED
FAEBLES
FRAKTURED FAEBLES

This adventure by American Eagle handles only a two word (verb-noun) command parser. Many commands can be one word. For example, to see if there are any visible objects, just type "LOOK". Also, if you want to examine an item or person, it is sufficient to type only its name without having to say "look" or "examine" item. Don't bother "talking" to persons (or animals) in this game. You get no information from this.

The following is a complete step-by-step solve for the game. Do not type the words in parentheses - they are there only for explanation.

n
read sign
take sign
read sign (the letter "g" in "golf" is missing)

n
take pole
rabbit
give watch
take string
put string (it's tied to the pole)

s
s
e
red
wolf
w
s
w

search rip (you find a key)
take key
look key (it reads "one good turn deserves another")
turn key
look key (it reads "say wendi")
say wendi
e
n
e
e
beggar (read his clue)
give key (he tells you that off and on he will stick one [goodie] in the stickers)
read card (it says "tea party - admit one")
e
grandma
take no-doze
wake rip
give no-doz
take comb
e
w
goldilocks
give comb
take note
read note (when you find the beehive, say: ARACADARA which is ABRACADABRA without the letter B's)
take packet
open packet (you have a handful of salt)
e
drop note
drop sign
u
say aracadara
take hive
take egg (you can't because the bird attacks you)
d
w
mama (don't put salt in porridge)
papa (he doesn't want the porridge anyway)
n
give hive (baby smashes it because he is angry)
take honey
honey (it's sticky)
diaper
take diaper
move baby
take pin
put pin (it goes on the end of the string)
s
drop honey
u
u
put salt (salt on the bird's tail prevents him from flying and attacking you when you try to take the egg from the nest)
d
take egg
egg (it has dimples - no surprise here, it's a golf ball)
d
n
give egg
house
vane
n (you see the letter "w")
take letter
s
s
take honey
glue honey
drop card
take sign
glue letter
look sign (it reads "wolf season now open")
e
show sign (wolf runs away)
basket
drop sign
take apple
apple
e
e
give apple
take worm
gramma (she's in shock over the sight of the worm)
worm
put worm (it goes on the hook - you now have a bona fide fishing rod with bait)
take apple
apple (it's been nibbled on)
w
w
w
s
fish
take fish
look fish
n
n
give fish (papa bear tells you there's a "bug" in the game)
mama (she says to go find the bug)
s
e
u
climb branch
take bug
bug
branch (this part of the branch is above grammas backyard - now remember the beggar's message - soon you will drop your inventory items from here and they will land in the backyard)
w
d
s
give bug
frog
n
take card
take pole
take card
take pole
mad (he says "invitation only...")
give card
queen (she says there's not enough goodies to go around)
take mints (Queen says hands off)
candle
tea
drop apple
queen (she says "the only key now is blind luck" - remember the beggar’s message)
blow candle (you get thrown out)
search bush (you find a mint)
take mint
eat mint (your breath is kissing sweet)
vault
kiss beauty

YOU HAVE WON THE GAME AND HAVE SCORED XXXXXXX POINTS.
(Find out for yourself just how many points!)
LEATHER GODDESSES OF PHOBOS
The place is Upper Sandusky, Ohio in 1936. You are a captive of the Leather Goddesses of Phobos. As an experimental subject, your painful death would help their effort to enslave humanity and turn the Earth into their private pleasure world. Your mission is to build a machine allowing you to escape from this imprisonment and save the Earth from this impending doom.

The game may be played on any of three levels depending on the type of language you desire in the responses. Choose your level by typing in: TAME, SUGGESTIVE (default level), or LEWD at the beginning of the game.

The following is a complete step-by-step solution for accomplishing this mission. Do not type the words in parentheses. They are there merely to aid in the understanding of the game and as indicators to assure that you are getting the proper response).

The game begins in Joe's Bar.

nw (or "ne", depending upon whether you are a male or female, respectively)
get the stool
urinate
se (or sw)
wait (7 hours and 8 minutes later you wind up in a cell)
(score = 8/311)
get all
look at the painting
open the door
s
open the narrow door
s (Trent ((or Tiffiny)) is here. He ((or she)) will join you and remain with you for the rest of the game.
For simplicity, we shall hereafter refer to your companion as Trent.)
get the crumpled paper
read the crumpled paper (this is a "hidden word" puzzle -- contained within it are 8 words that represent the items you need to build a machine to free you from Phobos. These are: rubber hose, headlight, cotton balls, phonebook, photo, angle, mouse, and blender. When these words are removed from the puzzle, you will be left with the important message "hissing frightens flytraps")
read the rule book (it describes your plight)
n
turn on the flashlight
stand on trent (to reach the shelf and get everything on it)
enter the circle (you wind up in the Jungle -- in front of you is a Venus flytrap)
hiss
(score = 24/311)
w
get the jar
pull all in the basket but the stool
enter the circle (you wind up in a Cargo Hold)
get the sword
s
mount the horse
w
dismount the horse
get the suit
wear the suit
open the hatch
n (in space -- you encounter Thorbast, Chief Assassin for the Leather Goddesses of Phobos - he is struggling with a woman trying to force her in the hatch of the smaller spaceship).
hit thorbast with the sword (repeat this until you knock the sword out of Thornbast's hand)
get his sword
give his sword to thorbast (this is a sign to Thorbast that you are the good guy and thus he has no chance of winning)
(score = 31/311)
hit the monster with the sword
untie the woman
n (the woman gives you a photo)
(score = 56/311)
look at the photo (it's Jean Harlow -- on the back is written: Elysia's Daddy, The Big House With All the Windows, Ganymede)
open the door
e (the two of you have a grand time in the private cabin after which you tiptoe out)
s
s
mount the horse
e
look at the matchbook
read the cover (these are the 8 items you found in the "hidden word" puzzle that are needed to build the Anti-Leather Goddesses of Phobos machine).
dismount the horse
w
w
w
enter the circle (you wind up in midair high above a canal-studded desertscape)
wait (you wind up at a ruin)
w
w
nw
show the painting to the mouse
get the mouse
(score = 73/311)
s enter the circle (you wind up in a Basement)

u

u

n enter the circle (you are back in the Jungle)

e

e get the stain

nw (you are approached by a door-to-door salesman)
give the flashlight to the salesman (he gives you an odd machine -- not the Anti-Leather Goddesses of Phobos machine)
(score = 80/311)
get the machine
knock on the door
d give chocolate to the male (or female if you went "ne" from Joe's Bar) gorilla
wait
wait (you should now be inside the gorilla)
touch the female (or male) gorilla
get the hose
eat the chocolate
pull the bars
exit the cage
untie myself
untie trent
drop the hose
pull the switch (you're back in your own body)
(score = 119/311)
stand up
get the hose
enter the circle (you wind up in the Vizicomm booth)
pull the knob
open the box
get the coin
se enter the circle (you wind up at the Royal Docks)
enter the barge
look at the controls
read the orange button
read the purple button
press the purple button
read the purple button
press the orange button
read the orange button
wait
wait
wait (a dock should now be visible on the northern shore)
press the orange button
exit the barge
n drop the sword
put all in the basket (as much as will fit)
get the message
get the lip balm
read the message (it is coded with a sliding alphabet -- to decode it just write the alphabet next to it shifted backwards by 3 letters, i.e., D becomes A, E becomes B, F becomes C, etc. Now read the message backwards. When you do this it will read: "Your mission is to contact wife number XXXX of the sultan and get the secret map. Identify yourself to her by asking her to kiss your kneecaps" -- Note that XXXX (a four digit number that changes each time you play the game) is the reverse of what you see in the message since you read it backwards to decode it).

s
enter the barge
press the orange button
wait
press the orange button
wait (you wind up at My Kinda Dock)
exit the barge
e
yes
say "riddle"
(score = 132/311)
w
XXXX
w
w
wait
ask wife to kiss my kneecaps
get the torch and the map
drop the stool
drop the message
d
say "kweepa"
hop
clap
nw
n
ne
e
clap
ne
hop
ne
say "kweepa"
clap
d
n
nw
hop
clap
ne
n
say "kweepa"
s
clap
hop
ne
u
nw (in the Forgotten Storehouse)
clap
get the phone book
(score = 170/311)
say "kweepa"

hop
nw
clap
s
se
se
d
clap
hop
say "kweepa"
ne
w
clap
e
hop
w
s
clap
say "kweepa"
sw (in the Burial Chamber)
get the raft
(score = 180/311)

hop
clap
n
s
e
nw
clap
say "kweepa"

hop
n (in the Ladder Room)

u
get the clothes pin

n
e
se
u

enter the circle (you wind up in a Cramped Space)

drop the torch and the map
enter the circle (you wind up in the Main Hall of the Palace)

w
enter the barge
press the orange button (twice)
wait
wait
wait (the barge comes to a stop at Wattz-Upp-Dock)
exit the barge
press the orange button
w
put the stain on the circle
drop the stain
enter the circle (you wind up in Cleveland)
s
get the sack
open the sack
empty the sack
put all in the sack (except the raft, of course)
n
ne
u
get the sheet
tear the sheet
tie the strips together
tie the rope to the bed
throw the rope out the window (Trent asks how many pounds you weigh?)
190 (or any larger number)
wait (repeat until the ceiling collapses and Trent reappears)
(score = 216/311)
get the headlight
dimb down the stairs
e
move the sod
enter the circle (you wind up back in the End of the Hallway)
n
enter the circle (you wind up back in the Main Hall of the Palace)
e
d (at the Icy Dock, in the royal barge)
exit the barge
(score = 221/311)
s
se
give the coin to the penguin (they take your 10 martrim coin as a donation and return to you a 1 martrim coin as change)
se
empty the basket into the sack (except for the mouse and the machine)
n
get the baby
put the baby in the basket
put the blanket on the baby
s
s
put the basket on the stoop
wait (repeat until the woman opens the door and takes the basket inside)
open the door
enter the igloo
get the cotton balls
(score = 240/311)
exit the igloo
n
nw
w
enter the circle (you wind up back at Wattz-Upp-Dock)
w
w
nw
put the balm on your lips
put the clothes pin on your nose
drop all
cover your ears with your hands
close your eyes
kiss the frog
(score = 259/311)
get the blender
read the blender
take off the lip balm
take the pin off your nose
drop the pin and the balm
show the painting to the mouse
get the mouse
get all but the pin and the balm
w
n
n (in the Throne Room)
open the compartment
put the jar in the compartment
close the compartment
turn on the machine
open the compartment
get the jar
rub the cream on daughter
(score = 282/311)
get the angle
n
put the raft in the water
enter the raft
wait (repeat 5 more times until a dock is close enough to grab on the southern shore)
grab the dock (believe it or not, it's Donald Dock)
s
e
s
give the coin to the proprietor
(score = 290/311)
search the dust (repeat until you find a tube-shaped object)
n
open the tube
drop the circle on the ground
enter the circle (you wind up in the Boudoir, on the divan)
wait (repeat until you are discovered by the Leather Goddesses of Phobos - the floor opens up and you
and Trent plunge down a long chute to the Plaza – it's time to start building the Anti-Leather
Goddesses of Phobos Attack machine)
(score = 311/311)
give the blender to trent
give the rubber hose to trent
give the cotton balls to trent
give the angle to trent
give the headlight to trent
give the mouse to trent
give the photo to trent
give the phone book to trent (that's it — the machine is complete)

Congratulations! You have defeated the entire Main Attack Fleet of the Leather Goddesses of Phobos and saved the Earth from their threat. You have achieved the rank of Interplanetary Emperor.

As a part of the farce, Infocom has made the maximum number of achievable points (e.g., 311) different each time you play the game. All that counts, of course, is that you do everything right and achieve the maximum.
LOST ARK
OF THE
COVENANT
LOST ARK OF THE COVENANT

This game accepts only a two word command vocabulary. There are also some situations where it is essential to arrive at a particular location after a certain number of moves. Shortly after beginning the game you will discover a sundial which keeps track of your move count. Thus, whenever it is necessary to know how many moves you have made thus far, return to the location where the sundial is and READ SUNDIAL.

The object of the game is to find 8 colored gems and then place them in the appropriate holes in a sarcophagus. Proper completion of this activity will allow to you to recover the Lost Ark of the Covenant.

And now the complete step-by-step solution:

n
n
n
take torch
read sundial (it indicates a certain number of moves)
s
e
go plane
take glasses
s
e
s
s
s
w
go shed
take can
s
s
take plant
n
e
feed horse (with the plant)
ride horse
n
n
e
e
en
take pistol

207
shoot boa (you find a violet gem)
take violet
d e
whip native
read note (it reads: when the time is 99 - go to my husband and he'll give you a vine --Jane.....This is obviously Jane referring to her husband Tarzan)

w n
shoot vulture
take egg
break egg (you find a green gem)
drop eggshells
take vulture
s s s
s spray beehive
drop can
drop whip
wear glasses
read door (it indicates an important word: "abrayoo")
climb pyramid
read message (it's a clue on how to cross the river: "some banks are slippery, piranahs like scavengers")
d n w
w d (you find an orange gem)
take orange
u w w w n
read sundial (Remember Jane's note? Start counting moves and arrange to arrive at Dense Jungle (just north of the Ivy-Covered Pyramid) on the 99th move (3 moves after High Noon). The best way to do this is to keep repeating the command: Read Sundial until the sundial says "092 moves")
s (move #93)
e (move #94)
e (move #95)
e (move #96)
e (move #97)
e (move #98)
e (move #99 - Tarzan swings out of the trees and drops me something)
take vine
w w
take matchbook
light torch
drop matchbook
drop vine
remove glasses
drop glasses
go cave
s (you find a red gem)
shoot bear
take red
n
e
e
w
es
s
w
w
take canister
s
w
drink water
push ceiling
go crevasse
s
shoot rattlesnake
take scimitar
look scimitar
look pommel
break scimitar (you get an indigo gem)
drop scimitar
n
drop red
drop violet
drop green
drop indigo
drop orange
w
drink water
climb tree
take coconut
d
s
e
s
es
s

throw coconut
n
w
s (you find a black gem)
take black
n
e
e
take matchbook
drop black
e
e
e
n
take jug
s
s
s
say abrayoo (the door disappeared)
take whip
go pyramid
take rod
s
examine beam
whip beam (I swung right over into the next room)
s
whip light (a pitchfork came flying out as the light disappeared)
drop whip
take pitchfork
s
go opening (into the worshipping chamber)
climb statue
u
n
pull knob (you get a clue as to what to do with the jug of wine: "maneaters can never be alcoholics")
s
take head
break head (with the pitchfork - you get a blue gem)
drop head
n
go gap
d
d (you find a yellow gem)
drop canister
take yellow
shoot canister
drop pistol
drop pitchfork
go pit
s
w
n
w
s
w
s
w
go crevasse
e
drop blue
drop yellow
drop torch
drop matchbook
w
drink water
s
e
e
take black
take vine
take glasses
e
e
take shovel
take suit
w
w
w
w
w
s
s
wear suit
drop black
drop glasses
drop rod
drop shovel
drop vine
go ocean
empty jug (the shark swam away)
d
take container
u
u
remove suit
drop suit
drop jug
take black
take glasses
take rod
take vine
take shovel
n
e
fill tank
drop container
drop rod
n
w
n
e
dig sand (you find a square plate)
drop shovel
move plate
take blue
take orange
take indigo
take matchbook
take torch
tie vine
to plate
w
drink water
e
go hole
d
light torch
w
w
w
w
w
w
w
s
s

move cobwebs (you get a scroll)
wear glasses
read scroll (it's a clue which will help in using the colored gems: "high in the clouds - after a rain - when the wetness is no more; just remember the combination 721-5634")
go passage
w
look sarcophagus (it has seven holes on its side and an eighth hole in the lid -- an inscription above the holes reads: WARBOIN. The word WARBOIN is a scrambled version of the word RAINBOW in accordance with the code on the scroll, i.e., W = 7, A = 2, R = 1, B = 5, etc. Now place the gems in holes of the sarcophagus in the order they appear in the rainbow color spectrum)
place black
  8
place orange
  2
place blue
  5
place indigo
  6
e
n
n
drop torch
u
u
take red
take yellow
take green
take violet
go hole
d
take torch
light torch
s
s
go passage
w
place red
  1
place yellow
  3
place green
  4
place violet
  7 (now go back to the sundial and wait there (just keep typing "N") arranging to be back here by move #96, i.e., high noon -- assuming you know how to do this by now, I will continue the solution from the time you arrive back here. Remember to drop the torch before going up the vine and then take it and light it when you come down again. You can arrive back here a few moves early and then wait (type "N" here)
take ark
e
n
drop torch
u
w
s
take rod
go airplane
unlock compartment
open compartment
take manual
read manual
fly plane

CONGRATULATIONS

You have rescued the lost ark of the covenant and returned it home to its place in the British Museum of Natural History.
NEVERENDING STORY
NEVERENDING STORY

In this graphics-text adventure, you play the part of Atreyu, the mightiest warrior of Fantasia, the world of human fantasy. Together with Artax, your faithful steed, Falkor, a Luckdragon you befriend, and Auryn, a magical medallion that you find, you set out to rescue your world from the Nothing, the empty cloud of human despair that consumes the very fabric of the land.

This game takes only two word (verb-noun) commands although you can link two of them together with the word "and". Also, it does not accept the commonly-used verbs "TALK" and "EXAMINE". Thus, you cannot communicate with the characters you meet, e.g., Artax, Falkor, etc. or examine the objects you find. The objects in your inventory are, however, displayed on the hi-res portion of the screen. The text portion is readable with a color monitor but some words, e.g., "Auryn", are indecipherable on a monochrome monitor. Your inventory is limited to 5 items and one character. It helps somewhat to have seen the movie by the same name.

Here is the step by step solve:

Part 1

ne
e
look
take auryn
sw
take stone
ne
n
n (Morla tells you that the only person that can help in your quest is the southern oracle)
w
sw
take cape
ne
e
se
se
e
s
sw
take leather (forget about the food -- you can take it if you wish and eat it to restore your energy when it is sapped in the swamp area but, if you don't stay too long in that area, you don't need it)

ne
w
w
w
sw
s
w
n
take branch
s
e
ne
w
sw (back where you started the game)
light branch
ne
e (6 times)
d (the entrance is blocked by sharp thorn bushes)
light bush
d
smash box
drop stone
take crystal
take fragment (you need the leather to hold it without cutting yourself)
s
sw
s
sw
s
s
sw
drop cape
take horn
blow horn (Falkor appears)
take falkor
drop horn
take cape
w
se
fly south
e
d
s
e
give crystal (Engywook the gnomic tells you that on rare occasions the stony eyes of the sphinxes will blink and it is only then that you may just get through)
s
s
wait (repeat until the sphinxes' eyes blink)
s (you are teleported deep in a great forest — along the way you lose Falkor and Auryn)

Part 2

e
n
take glowglobe
w
n (you don't need the shiny apple -- you can take it if you want and when you get to the spider, eat it first before attacking him thus preventing him from harming you -- however, there is another way around the spider as you will see shortly)

w
take rope
ne
n
drop rope
take paper
read paper (it's a slogan: Fantasia glass is the only true glass)
drop paper
take rope
s
remove planks (underneath are some stairs)
e
drop rope
take book
read book (it explains that the only way to gain entrance to the ivory tower if it doesn't wish you to enter it is with the ancient golden key which has been lost for centuries)
drop book
take rope
e (you fall into a large pothole)
w
nw
w
w
w
tie rope
d
d
take pouch
drop pouch
take coin
d
u
e
drop fragment
drop leather
s
drop glowglobe
take knife
e
take tin
open tin
drop tin (the white powder attracts the rats)

n
take key
s
sw
d
cut web
drop knife
w
sw
unlock cell
drop key
w
drop coin (an entrance appears in the west wall)

w
take key
e
e
d
e
take leather
take fragment

nw
u
s
s
e
take auryn
take falkor (Fantasia explodes and you enter part 3)

Part 3
(All that remains of Fantasia is the ivory tower. You must make it to the top of the tower and return Auryn to the Empress in hope that Bastian will then finally believe in Fantasia)

e
n
unlock door
drop key
e
e
uw
nw
look fragment (this is a "true" UP staircase)
e (you see blue sapphire, egg-sized diamond, red ruby, jewelry casket--IGNORE THEM ALL!!)

w

se
look fragment (this is a "true" UP staircase)

u

w (the viewing room -- nothing to do here)

e

look fragment (this is a "false" UP staircase -- it actually goes down)

Open door

say please

e

look fragment (this is a "false" UP staircase -- it actually goes down)

look fragment (this is a "true" UP staircase)

u

Open door

say please

e

Open door

say please

e (Empress quarters -- end of the game)
NINE PRINCES IN AMBER

2. (On street corner) Go to Pleasantville.

3. (In front of mansion) Knock on door.


8. (Road at night) Leave road.
   Approach clearing.

9. (Deirdre tied to stake) Ask Random about Deirdre.
   Rescue Deirdre.
   Go to Amber (twice).

10. (Small clearing - ten men clad in red and black) Wait (Eric appears).
    Greet Eric.
    Propose alliance.
    Ok.
    Follow Eric.

    Confess amnesia.
    Ask for help.
    Take hand.

12. (Underwater with Deirdre) Down.

13. (Fiery pattern glowing greenly through the water) Ask Deirdre about the pattern.
    Walk the pattern.
    Now you must play the pattern game. After you successfully complete it, then: Think Amber.

    Examine clothes.
    Examine clasp.
    Pick lock with clasp.
    Contact Bleys.
    Corwin.
    Propose alliance.
    No.
    Kill Eric.
    Take hand.
    Ask Bleys. (Eric strolls into library).
    Fence Eric.
    Drop sword.
    Open door.

15. (Dungeons beneath Amber). Open door.
    Run.
    Contact Deirdre.

16. (In royally-appointed chamber in Rebma) Confess.
    Contact Brand.
    Yes.
    Go to Brand.
17. (Tower where Brand is imprisoned) Examine serpent.
   Attack serpent.
   Attack eyes.
   Enter tower.
   Kill guard.
   Break chains.
   Take Brand.
   Run.

18. (Near Peculiar Black Road) Examine road.
   Go to Amber.

19. (Benedict on Horse) Greet Benedict.
   Lie.

20. (In tent in armed camp) Examine Brand.
   Talk to Brand.
   No.
   Accept contact (Fiona enters).
   Yes.
   Ally with Fiona.
   Ask who (Benedict enters tent).
   Ok.

21. (Family meeting) Greet family.
   No.
   Tell about Brand.
   Tell about tower.
   Accuse Bleys.
   Take charge.
1. (In the hospital room) Grab hypo.  
   Remove casts.  
   Look.  
   Exchange clothes.  
   Read chart.  
   Leave room.  

2. (On street corner) Go to Pleasantville.  

3. (In front of mansion) Knock on door.  

4. (In the study) Hug (or kiss) sister.  
   Ask sister for help.  
   Join sister.  
   Shrug (she leaves the room).  
   Examine desk.  
   Open drawer.  
   Answer telephone.  
   No.  
   Corwin.  
   Yes.  
   Take deck.  
   Examine deck.  
   Examine books.  
   Read book.  
   Replace deck (Evelyn (Flora) returns).  
   Greet man.  
   Offer help.  
   Throw statue.  
   Yes.  
   Follow Random.  
   Enter car.  

5. (In Flora's car) Ask about situation.  
   Join Bleys.  
   Go ahead.  

6. (In Forest of Arden) Drive.  
   Exit Car.  
   Jump Julian.  
   Consult Random.  
   Take Julian hostage.  

   Spare Julian.  
   North.
8. (Road at night) Leave road.
Approach clearing.

9. (Deirdre tied to stake) Ask Random about Deirdre.
Rescue Deirdre.
Go to Amber (twice).

10. (Small clearing - ten men clad in red and black) Wait (Eric appears).
Greet Eric.
Propose alliance.
Ok.
Follow Eric.

Confess amnesia.
Ask for help.
Take hand.

12. (Underwater with Deirdre) Down.

13. (Fiery pattern glowing greenly through the water) Ask Deirdre about the pattern.
Walk the pattern.
Now you must play the pattern game. After you successfully complete it, then: Think Amber.

Examine clothes.
Examine clasp.
Pick lock with clasp.
Contact Random.
Corwin.
No.
Ok.
Take hand.
Talk to Random.
Fence Eric.
Sneer.
Attack smith.

15. (Blind in cell) Wait (keep repeating... you will see a glimmer of light, outlines of objects, a room with an oak door, etc. finally someone will whisper your name).
Yes (Rein enters).
Take food and water.
Examine bundle.
Ask Rein for help.
Ask Rein about Amber.
Ask Rein about Random.
Light cigarette and then Wait (repeat until Dworkin appears).
Talk to Dworkin.
Light match (twice).
16. (Dworkin's study) Examine painting.
   Flatter Dworkin.
   Ask about Amber.
   Ask about pattern.
   Take talisman.
   Go to Cabra.

17. (Lighthouse) Go to lighthouse.
   Enter lighthouse.
   Talk to Jopin.
   Yes.
   Go to desert.

18. (Red sand desert) Wait.
   Show talisman.
   Take sand.
   Go to Earth.

19. (Back on the shadow Earth) Go to guns.
   Go to troops.
   Go to Amber.

20. (Battlefield) Attack chaos.
    Go to Eric.
OO-TOPOS
This is a redo of the all text version of this game originally issued by Sentient software into a graphics/text adventure. The size of the game is greatly reduced from the original 142 rooms and the method of solution is quite different. Aside from the theme, it is virtually a new adventure.

The following is a complete (step-by-step) solve for it:

take bottle and food
break lock (3 times)
open door
w
n
push red
push green
take laser and goggles
e
shoot laser at guard
n
n
n
n
n
n
u
take light-rod
d
e
look mirror
look 4-d mirror
turn on light-rod
n
look screen (you see a room filled with bright light)
push blue (you see a strange frozen room)
push red (the chest opened! - if you PUSH RED again, the chest will close)
push blue (you see the pirate fleet as it travels through space - if you PUSH RED, you will send them a recall message)
push blue (you see a strange domed room)
push blue (you see a tractor beam controller pointing out into space)
push red (the beam shuts off)
take card
s
turn off light-rod
look 4-d mirror
s
wear goggles
e
take sphere
look sphere
w
w
remove goggles
w
w
turn on light-rod
w
take crystal
look crystal
look projector
put crystal in projector
push button (an image of a slim woman appears - you hear a voice saying "Help me Obi Wan Kenobi"
[shades of "Star Wars"]) open door
n
take book
look book
s
e
turn off light-rod
e
s
s
s
w
s
turn on light-rod
s (in biology lab)
take flask and box
open box
n
turn off light-rod
n
w
look game
look screen
pull lever
take block
look block (it's a bar of Vegan silver)
turn on light-rod
w (in chem lab)
look sink
fill flask (with acid)
e
turn off light-rod
e
s
w
throw flask
shoot laser at scanner
take translator
turn on light-rod
read writing (it says "Taka Ele Leva")
say taka ele leva
turn off light-rod

n (strange floor maze)

w exit (solarium)
take snarl
drop food and silver and sphere and book and goggles and bottle and card

s (strange floor maze)

n exit (top of medical amphitheater)
n (in the presence of the Grix)
release snarl
drop box
take converter

s (strange floor maze)

e (in the presence of the Grix)

exit (corridor intersection)
w
look writing (it reads "Battle of Androli Kalaptus")

e (main gravtube room)
look gravtube
push button (surprise! - it's the power button)
enter gravtube
push red (twice)
n (garbage disposal)
push button (this lets the gas dissipate)
look inside garbage
take suit and helmet and gloves
s push blue (twice)
exit
wear suit and helmet and gloves
e
put converter in beam
take navchip
take converter
w
w
n (in strange floor maze)
n
w
exit (solarium)
drop navchip and converter
open airlock
e (on roof)
take ring
read sign
n
yes (in a lush shifting jungle - actually it's a bit of a maze)
s
n
e
take reed
look reed
w
w (you see a Huja)
play reed
take gyro
e
look robot
n (you can't -- the sea is a form of hot molten mineral)
throw reed in sea (being a collector robot, it goes in after the box and dissolves in the molten mineral)
take shield
look shield
e
shoot laser at crab
take shell
look shell
e
n
s
turn on light rod
go opening
take cube
look cube
exit
turn off light rod
u
take jewel
look jewel
d
n
e
look flower
touch flower
take emerald
look emerald
w
n
n
232
w (at computer console)
drop shell and jewel and gyro and ring and laser and cube and emerald (now go back to the room where
the saying "taka ele leva" was written on the pillar)
e
open air lock
s
w
w
w
s
s
enter gravcar
look gravcar
push up
turn on light rod
push up
turn off light rod
exit
e
e
turn on light rod
s
taka (you are teleported to a solid steel wall)
e
e
take purifier and cylinder
w
d
s
take vial
n
u
w
leva (you are teleported back to the narrow room)
n
drop purifier and cylinder
s
taka
e
e
d
n
take recirculator
s
u
w
leva
n
turn off light rod
drop light rod and translator and shield
take purifier (unfortunately, you can't also carry the cylinder because of inventory limitations..... you
will have to come back for it along with the other things you left at the solarium)
w
w
n
enter gravcar
push down (twice)
n
n
n
n
w (at computer console)
drop vial and recirculator and purifier
e
s
s
w
w
w
s
s

enter gravcar
push up (twice)


take light rod and cylinder and shield and translator
n
n
n
n (strange floor maze)
n
w

exit (solarium)
take book and navchip and silver and sphere
s
e
exit
s
s
s
w
w
w
n
enter gravcar
push down (twice)


w (at computer console)
drop book and navchip and silver and sphere
drop light rod and cylinder and shield and translator
(now go back to the solarium (you should know your way by now), get the rest of your inventory items, bring them back and drop them here -- the computer asks for your Mission Code:)
TSE957X (the computer will now talk to you and give you the ship's status)
take navchip and gyro
w
put navchip in control panel
put gyro in control panel
e
take light rod and recirculator and shield
n
put light rod in life support
put recirculator in life support
e
put shield in starboard engine
s
w
w
take cylinder and purifier and converter and card
e
e
put cylinder in port engine
put purifier in port engine
put converter in port engine
w
w
put card in computer (all systems should now be "go" - you can check this by typing STATUS)
value ring
value shell
value silver
value jewel
value sphere
value emerald
value cube (this should give you 527 frods... more than the 497.9 needed to buy fuel on Mealy Sukas)
e
close airlock
w
w (you take off and complete your mission to Labport 5V)

CONGRATULATIONS
RAMBO
In this game you will die quite often; so save the game (even though this is painstakingly slow) whenever there is a chance of danger. There is a chopper after you continuously. You must stay close to a location where you can take cover (such as under a tree) or are naturally hidden from view (as in bushes). Even though the Rambo of the movies is invincible, the Rambo of this game is not!

inv (you are holding nothing and wearing the parachute, machine gun, knife, camera, bow, and pouch)
carefully examine the log (it is hollow)
carefully examine the camera (it's shutter and back are jammed from the fall)
carefully examine the gun (it is an AK-47 Soviet assault weapon)
carefully examine the magazine (it holds six bullets)
take the parachute
hide the parachute in the log
take cover (you hear the whomp-whomp of an approaching chopper)
wait (a huge Vietnamese gunship roars by overhead but doesn't spot you)
survey the terrain (you see a path to the north and a dark forest to the west)

w

take cover (under the tree)
survey the terrain (you spot the movements of a sniper in the bushes)
take the machine gun
shoot the sniper with the gun (rat-tat-tat -- you got him)
wear the gun
survey the terrain (there is no trace of the sniper)

n
survey the terrain (you see a Claymore mine bulging from the trunk of a teak tree to the north)
carefully examine the mine (it is filled with small steel balls in an explosive bed)
take the bow
shoot the bow at the mine (you detonate it)
wear the bow

n
(at the Buddha temple)
lone wolf (Co Boa emerges from within the shadows and tells you to follow her to the enemy camp... she leaves to the west into the jungle)
w (you must type this immediately after you see the prompt ... else you will die at the hands of pirates when you go west....if you try to type FOLLOW CO, the game will respond with "Co is not here" and you will have blown it)
carefully examine kinh (a dirty canteen hangs from his belt)
take the camera

kinh, trade the camera for the canteen (he calls you a filthy American wimp but makes the trade)
ask kinh about the junk (he tells you it's his and it's the best on the river)
wait (once or twice ... until Kinh says it's time to go)
carefully examine the canteen (a little water sloshes in it)
wear the canteen

w (you and Co board the junk)
n (the junk moves upstream... you hear the muted whomp-whomp of the chopper)
take cover
n (you proceed further upstream... again you hear the chopper)
wait (the junk comes to a stop... you and Co jump out and wade to shore.... Kinh takes his junk back
downstream telling you that your money was only good enough for one way)
w
carefully examine the branch (it's ten feet long and two feet in diameter)
take the branch
(at this point you can go EAST back to sandbar and then NORTH to the boulders, PUT THE BRANCH
ACROSS THE PIT, and then go NORTH across it into the camp... or, instead proceed as follows in
which case you don't need the branch at all)
give the branch to co
w (at the swamp... if you come here without Co, you will need the salt in your pouch to kill the
leeches... otherwise, the salt serves no purpose in the game....you hear the chopper)
take cover (the surroundings of the swamp provide natural cover)
n (at the grass field)

survey the terrain (you see that the barbed wire fence has trip wires)
carefully examine the bones (they belong to Americans)
take the knife
cut the fence with the knife
give the knife to co
c, give me some food (she gives you the rice)
eat the food (you gain strength)
c, stay here
n (you are hit over the head and knocked out... when you awake you find yourself strapped to a bed
with rusty bedsprings... through a small window in the western wall you see the starved remnant
of a man tied to a cross....looking over you is Podovsk, a member of the KGB... he asks what you
are doing here....)
lone wolf (he throws a switch sending waves of electricity through you...again he asks what you are
doing here...remembering Trautman's words you continue not to cooperate with the enemy...he
throws the switch again)
lone wolf (he walks over to a bank of communications equipment and threatens Trautman that you will
not come back... again the throws the switch again)
lone wolf (Tay approaches you with a knife.. Podovsk sends him away and again asks what you are
doing here)
lone wolf (Sgt. Tay draws first blood by cutting the other American prisoner's flesh with a knife....you
break loose with the little strength you have left....Co breaks into the officers' quarters and
rifles Podovsk's equipment... Podovsk dives out the door)
survey the terrain (you see much of your inventory)
take the bow
take the gun
n
w (a guard points a rifle at you)
shoot the guard with the bow (save your bullets)
wear the bow
c, give me the knife
s (the POW hangs from the cross - Sgt. Tay is here holding a knife to your throat)
kill tay with the knife (a guard appears with a gun)
shoot the guard with the gun
survey the terrain (you see the prisoner, Lt. Banks, strapped to a Y-shaped bamboo cross with leather
thongs)
cut the thongs with the knife (Banks is free - a guard appears blocking your way)
wear the knife
take the canteen (a guard appears with a gun)
shoot the guard with the gun
give the water to banks
wear the canteen
take the bow
banks, come with me (a guard appears)
shoot the guard with the bow
n
e (back at the compound - a guard appears)
shoot the guard with the bow
e
s
shoot the tower with the gun (this takes care of the guard up there)
shoot podovsk with the gun
u (the body of Podovsk lies before you)
d
n
w
w
fly the helicopter
u
e (you are flying over the rice paddies)
survey the terrain (in the hedgerow you see someone guarding the POW's)
fire rocket at hedgerow (you hit it sending it into an orange ball of flame)
land helicopter
get out
prisoners, come with me
get in
u
w
w (you fly to Wolf Den....there you see your commanding officer Trautman holding a gun to Murdock's head. You realize what is going on and that the odds were stacked against you from the beginning.... Nevertheless, there is some loyalty left and Trautman smiles proudly as you descend in the helicopter. The crowd salutes Banks and the other prisoners, and Co acknowledges you as a real American hero....

YOU HAVE WON THE GAME!!!
SPELLBREAKER
The object of this game is to recover 13 cubes each of which is white and featureless except for the last one you obtain. Casting a particular spell on each of these cubes teleports you to different rooms in the game. Thus, it is important to tell them apart. To do this, you must put the cube in a gold box that you will find early in the game. The box will then become ornamented with an animal which is different for each cube placed in the box thus allowing you to distinguish among them. Listed at the end of the solve, in order of appearance, are the animals associated with the various cubes and the rooms to which you are teleported when casting the appropriate spell on them.

It is not always necessary to put a given cube in the gold box before taking action on it. For example when you perform a particular command involving a cube such as: get the cube, put the cube in the zipper, blorple the cube, etc., the game always assumes that you mean the cube that last entered your inventory or that you last addressed in another command.

In proceeding though this solve, it is important to point out that many times the process of learning a particular spell and casting it appropriately may not result in the correct action taking place the first time. When this happens, just repeat the procedure one or two times more and it is sure to work. And now the complete step-by-step solve.

inventory (you are carrying: a spell book, magic burin, knife)
examine the burin
read the book (you learn the meaning of the lesoch, yomin, rezrov, frotz, gnusto, malyon, and jindak spells)
wait
s
get the bread and fish
s
learn lesoch
lesoch
get the cube
(score = 25/600)
learn blorple then blorple the cube
(score = 40/600)
frotz the knife (you are in the Packed Earth room)
e
get the zipper
(score = 50/600)
open the zipper
enter the zipper
look around (you discover that the zipper contains a flimsy scroll)
exit the zipper
learn blorple then blorple the cube (back to the Packed Earth room)
d
(d you get the cube back)
wait (repeat about 6 times until the Roč bird takes you to its nest)
get the stained scroll
(score = 60/600)
read the stained scroll (it tells about the caskly spell)
gnusto caskly (the scroll vanishes after the spell is written in your book)
learn blorple then blorple the cube (back to the Packed Earth room)
s (you get back the cube)
get the dirty scroll
(score = 70/600)
read the dirty scroll (it tells about the throck spell)
gnusto throck (the scroll vanishes after the spell is written in your book)
get the flimsy scroll
(score = 80/600)
read the flimsy scroll (it tells about the girgol spell)
u
wait (repeat until huge rocks and boulders are tumbling down and you will die if you don't do something soon)
girgol (the flimsy scroll vanishes and the rocks are no longer falling)
u
u
u
u
get the gold coin
w
learn caskly then caskly the hut (the stone hut begins to melt; then the stones start flowing back in place)
get the cube (your inventory should now show 2 cubes)
(score = 105/600)
learn blorple then blorple the cube (the one you just found -- you wind up in the Soft Room)
s (you get back the cube you lost)
put the cube and the gold coin in the zipper
get the weed (twice)
learn blorple then blorple the cube (back to the Packed Earth room)
put the burin and the bread in the zipper
w (you get back the cube)

n
plant the weed
learn throck then throck the weed (it grows to a spectacular size ragweed -- the ogre starts sneezing)
d (in the ogre lair)
get the dusty scroll and the gold box
(score = 125/600)
u
s
read the dusty scroll (it tells about the espnis spell)
gnusto espnis
look at the box (it's ornamented with dolphins and cryptic symbols)
open the box
get the cube (your inventory should show 3 cubes)
(score = 150/600)
learn blorple then blorple the cube (you wind up in the Water room)
learn espnis then espnis myself (you get some needed sleep)
learn blorple
put all in the zipper except the fish and the knife
close the zipper
s (you get back the cube but lose it in the fall)
drop the fish
get the cube
get the bottle
blorple the cube (you wind up back in the Water room)
n
open the zipper
get the spell book
get the cube from the zipper
learn blorple then blorple the cube (you wind up back in the Packed Earth room)
open the bottle
look inside the bottle
get the damp scroll
(score = 160/600)
read the damp scroll (you learn about the liskon spell)
gnusto liskon
learn liskon
e (you get back the cube)
n
liskon the serpent
n
n
learn malyon
learn espnis
malyon the idol
wait (the idol is looking around the room searching for you!)
espnis the idol
wait (repeat until it turns back into basalt)
climb the idol
look in the idol's mouth
get the cube
(score = 185/600)
learn blorple then blorple the cube (you wind up in the Air Room)
n (you get back the cube)
get the white scroll
(score = 195/600)
read the white scroll (you learn about the tinsot spell)
gnusto tinsot
learn blorple then blorple the cube (you are back in the Air Room)
w
e (in the emporium)
buy the blue carpet from the merchant
offer 300 zorkmids to the merchant
offer 400 zorkmids to the merchant
offer 500 zorkmids to the merchant
inventory (note that he tricked you and gave you the scruffy red carpet)
drop the red carpet
get the blue carpet from the merchant (grudgingly, he gives it to you)
(score = 205/600)
w
get the gold box
put the cube in the box (if it's not the cube that decorates the box with dolphins, then repeat the
    following sequence until it is: get the cube from the box, put the cube in the zipper (the one you just
    took out of the box), put the cube in the box)
get the cube from the box
learn blorplo then blorplo the cube (you wind up back at the Water Room)
n (you get back the cube)
learn tinsot (repeat about 3 or 4 times)
put all in the zipper except the knife
close the zipper
tinsot the outflow pipe (twice)
wait (repeat until the oubliette is full of water)
rezrov the trap door
tinsot the water
get on the ice floe
u
get the cube
(score = 230/600)
e
n
rezrov the cabinet
get the moldy book
(score = 240/600)
read the moldy book (the spells are not legible)
open the zipper
get the spell book
learn caskly then caskly the moldy book
(score = 255/600)
read the moldy book (one spell is readable: the snavig spell)
gnusto snavig
s
w
u
drop the carpet
sit on the carpet
u
w (repeat until you are over the bird's nest)
d
get off the carpet
get all
(score = 280/600)
learn blorplo then blorplo the cube (you wind up in the String Room)
s
show the cube to belboz (he then asks you a question (different each time the disk is booted) whose answer is in the Double Fanucci Clue Cards -- correctly answer his question and he gives you a wrought iron key)
(score = 505/600)
get the gold box
get the cube from the zipper
put the cube in the box (it should be the one that decorates the box with dolphins. If not, keep trying as before)
learn blorple then blorple the cube (you wind up back in the Water Room)
learn blorple
learn snavig
put all in the zipper except the knife
close the zipper
s (you back get the cube but lose it in the fall)
get the cube
snavig the grouper
d
wait (repeat until you become yourself again)
get all
(score = 330/600)
u blorple the cube (you wind up in the Light Room)
w wait (until a fragment of molten lava appears)
open the zipper
get the spell book
learn tinsot then tinsot the fragment (it's now cool enough to touch)
get the fragment
learn espnis then espnis myself
put the cube in the zipper
get the gold box
put the cube in the box (again you want the dolphin cube -- if not keep searching)
get the cube from the box
learn blorple then blorple the cube (you wind up back in the Water Room)
n (you get back the cube)
learn blorple
learn liskon
put all in the zipper except the knife
close the zipper
liskon myself
enter the outflow pipe
w
get the cube
(score = 355/600)
w
u blorple the cube (you wind up in the Changing Room)
n (you get back the cube)
get the rose
(score = 365/600)
look at the rose
open the zipper
get the spell book
learn blorple then blorple the cube (you wind up back in the Changing Room)
w (you get back the cube)
put the rose in the carving
get the rose
n
touch the rose to the west rune
w
touch the rose to the northeast rune
ne
touch the rose to the northwest rune
nw
rezrov the alabaster
w
get the cube
(score = 390/600)
learn blorple then blorple the cube (you wind up in No Place)
s (you get back the cube)
climb the green eyed rock (it asks for food)
give the fragment to the rock
climb the rock (now you must chase and catch up with the brown eyed rock -- This is a cat and mouse
game and the sequence to win is not unique - it changes each time you play the game. Here is one
eexample of how to do it based upon a particular set of responses)
rock, go s (the brown eyed rock is to the northeast and heading north)
rock, go n (the brown eyed rock is to the northeast and heading west)
rock, go e (the brown eyed rock is to the southeast and heading east)
rock, go s (the brown eyed rock is to the southeast and heading west -- now you can "head it off at the
pass")
rock, go s (you caught up with it and it is mesmerized by the green eyed rock)
climb the brown eyed rock
get the cube
(score = 415/600)
learn blorple then blorple the cube (you wind up in the Dark Room)
d (you get back the cube)
learn snavig
learn blorple
put all in the zipper
close the zipper
d
snavig the grue
enter the pool
climb the pillar
get the cube
(score = 440/600)
wait (until you become yourself again)
blorple the cube (you wind up in the Fire Room)
open the zipper
get the cube
get the box
put the cube in the box (it should ornament the box with butterflies)
n (you get back the salamander cube)
get the cube from the box
look at the outcropping
throw the box at the outcropping
get the spell book
learn blorple then blorple the cube (you wind up back in the Changing Room)
e
get all (this consists of the gold box and a cube which will ornament the box with unicorns)
(score = 465/600)
get the cube from the zipper
put the cube in the box (it should ornament the box with owls)
get the cube from the box
learn blorple then blorple the cube (you wind up back in No Place)
e (you get back the cube)
learn jindak (repeat about 4 more times)
learn blorple
put all in the zipper
rezrov the door (save the game here since the circumstances that occur in in the next room you enter change each time you play the game)

n (you must now determine which of the 12 cubes (6 in each pile) glows brighter than the rest. The following systematic trial and error procedure is probably the easiest. First, "get x1 and x7 then jindak". If both piles seem to glow with identical brightness, you are lucky since your job is almost over. The correct cube must be either x1 or x7. Just, "put x1 in first pile then put x7 in second pile". Then, "jindak" and note which pile glows more brightly. Get the cube (x1 or x7) corresponding to the brighter pile. Then, blorple that cube and you will wind up in the Sand Room. Assuming you were not that fortunate on the first try, note which pile glowed brighter after your first "jindak". Now you know for sure which pile the correct cube is in. Next, "get x2 and x8". Then, "jindak". If you get identically glowing piles, you can now decide that x2 or x8 is the correct cube depending on which pile you previously determined to contain the correct one. If the piles still glow with unequal brightness, continue along in this fashion until you wind up with 2 piles that glow with equal brightness. Finally, when you get the correct cube, blorple it and, as mentioned above, you will wind up in the Sand Room. One minor irritation happens to you while you are going through this procedure. After about 3 or 4 tries, guards will detect your presence, break down the iron door to the north, and come in and kill you. That's why you saved the game before entering this room. Just restore the game and try again.)

blorple xN (where "N" is the integer of the cube you just found - you wind up in the Sand Room)
(score = 490/600)
d
unlock the cabinet with the key
open the cabinet
get the vellum scroll
(score = 500/600)
read the vellum scroll (it's blank)
get the spell book
learn espnis then espnis myself (this is the last time you will have a chance to regain your strength)
learn blorple (repeat about 5 or 6 more times)
put the book in the cabinet
close the cabinet then lock the cabinet with the key
rezrov the door
blorple xN
(score = 525/600)
get the box from the zipper
get the cube from the zipper
put the cube in the box (if it's not the unicorn cube then: get the cube from the box then drop the cube. Continue to search in the zipper until you find the unicorn cube. Then, put it in the box)
close the box
get all (the cubes you dropped)
put the cube in the zipper (repeat as many times as necessary until all the cubes (except the one in the box) are in the zipper)
get the burin
g (you get the xN cube back)
put xN in the zipper
open the sack
get the flimsy scroll
read the flimsy scroll (this is the same one you had earlier that had the girgol spell written on it)
write girgol on the vellum scroll
get the sack
empty the zipper into the sack
put the flimsy scroll in the zipper then close the zipper
drop the zipper then get the box from the sack
open the box then get the cube from the box
blorple the cube (you wind up in the Magic Room)
(score = 550/600)
e (you get back the unicorn cube)
wait
hold the cube
wait (repeat (about 7 times) until the shadowy figure prepares to jump into the hypercube)
girgol
get the cube from the hypercube
put the sack in the hypercube
(score = 600/600)

CONGRATULATIONS -- you've destroyed the shadowy figure -- you find yourself back in Belwit Square with all the Guildmasters and even Belboz crowding around you. The age of magic is ended and a new age begins.

<table>
<thead>
<tr>
<th>Animal</th>
<th>Room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mole</td>
<td>Packed Earth</td>
</tr>
<tr>
<td>Rabbits</td>
<td>Soft Room</td>
</tr>
<tr>
<td>Dolphins</td>
<td>Water Room</td>
</tr>
<tr>
<td>Eagles</td>
<td>Air Room</td>
</tr>
<tr>
<td>Worms</td>
<td>Boneyard (place of death)</td>
</tr>
<tr>
<td>Spiders</td>
<td>String Room</td>
</tr>
<tr>
<td>Fireflies</td>
<td>Light Room</td>
</tr>
<tr>
<td>Butterflies</td>
<td>Changing Room</td>
</tr>
<tr>
<td>Owls</td>
<td>No Place</td>
</tr>
<tr>
<td>Grues</td>
<td>Dark Room</td>
</tr>
<tr>
<td>Salamanders</td>
<td>Fire Room</td>
</tr>
<tr>
<td>Unicorns</td>
<td>Magic Room</td>
</tr>
<tr>
<td>Turtles</td>
<td>Sand Room</td>
</tr>
</tbody>
</table>
TASS TIMES IN TONETOWN
Gramps has disappeared into another dimension, and all that's left behind is a cryptic message and a receipt for an anchovy and pepperoni pizza. Accompanied by your doggy-guide, Ennio, you travel through Tonetown in search of Gramps while at the same time keeping up to speed on the latest tass-happenings in this outer parasphere. In pursuing your mission, it is important to keep up your mental and physical health. Jumpsuits, hooplets, and die cuts obtained from Chaz, the keeper of the clothing boutique, are helpful in this regard as well as globurgers (tass hamburgers) obtained at Fast Freddie's. Furthermore, you must avoid the villain, Franklin Snarl, who is thought to be linked with Gramps' disappearance. In short, only the "totally tass" will succeed in Tonetown.

What appears below is a step-by-step solve for the game. Each line represents a command to be typed or entered from the on-screen commands with a joystick. The expressions in parentheses are not to be typed but are included solely to help the player along.

s
look jar
get key
n
w
unlock door
look fishbowl
get picks
get book
read book
e
throw switch
enter hoop (you enter Tonetown)
n
enter trench (you see a jar -- leave it there for now)
s
e
insert pick (Top tune is "Tass" by the Daglets)
insert pick (Best pick is Troppowear from Down Under)
insert pick (Dyecuts are tone)
insert pick (Warm up with a fizzie at Fast Freddie's)
e
look dyeorama
buy foil (for 10 picks)
e
look clothes
buy jumpsuit (for 5 picks)
buy hooplet (for 2 picks)
wear jumpsuit
wear hooplet (now you look Tone)
w
w
s
insert pick (you get a newspaper)
read article 1 (Snarl linked with mysterious disappearance)
read article 2 (Boom feared! Franklin Snarl purchases choice in-town sites for the project of Snarl Construction Crop. "Location, location, location! That's everything in real estate.", Franklin Snarl was quoted saying)
read article 3 (Pets or pests? The furor over the blobpets rages as many citizens find themselves rugless. "It burns me up," says Hessie Loch, recent blobpet purchaser. "They're cute but tough to housebreak!")
read article 4 (The search is on! Tonetown travellers disppear in the vicinity of the Wetlands. Search party feared lost, too.)
read article 5 (LOST NEAR NATURE TRAIL: Debossed metal card. Reward offered by F. Snarl)
s
talk nuyu (he tells you to go print a press pass at a free terminal. He also gives you a camera for your assignment of taking a close up picture of the Daglets)
get camera
e
turn on printer
turn on terminal
type "the legend"
yes
get pass
drop key and paper
w
n
n
n
n (concert in the park)
show pass to stelgad (he lets you in to see the Daglets)
take picture
look picture
get zagtone
talk daglets
wait (3 times -- Stelgad puts you out)
drop press
drop camera
s
s
s
s
s
show picture (Nuyu tells you that Gramps is in deep water with Snarl. He's being held in the tower. Be sure and "sic" Ennio on Snarl.)
get jar
e
e get mitts
wear mitts
w
n
n
n
n
n
n
get devil (you put it in the jar)
n
n
w
w
get mushroom
throw mushroom at eye (creature)
drop book
drop jar
s
s
s
s
s
s
w
s
e (party store)
buy mask (black or gold)
get black
wear black
w
w (Snarl's pet shop)
wait (repeat until Snarl arrives)
buy blobo (for 5 picks)
look sign ("Sonic Lock Alarm")
e
s
e
look sign (it's the restaurant menu)
order burger
get burger (it's a Globurger)
w
n
n
w (If Ennio says "I smell Snarlmeat!", implying Snarl is in the well, then repeatedly go North and South (or East and West) until Ennio doesn't say this any more)

d
w
w
n
n
u (you surface on Snarl's estate)
n e
unlock gate
drop black (mask)
open gate (you slip through the brick wall and wind up by the wooden fence and the eye creatures)
s
s
w
w
w
s
s (Blobo digs a hole in the patch of sand and finds a card)
get card (it's a debossed metal card)
e

n (Ennui estates with a boat landing)
enter boat
w
s
w
n
n
w
insert card
press button 5
e (you see Gramps chained up)
hit cuffs with zagtone
w
press button 1
e
s
enter boat
s
w
w
w
w
get book
get jar
open gate
w
w
n (Snarl's lab)
sic ennio
give book to gramps
open jar
throw snarl through hoop (that ends the game)
THE MIST
THE MIST

In this game, you encounter several insects (e.g., dragonfly, spider, bug) each of which can be killed providing you are holding the proper item in your inventory. Some of these insects occur at fixed locations in the game, while others occur at random locations. In writing the solution, I will kill each insect as I encountered it in playing the game. I will also list the commands for killing each insect at the end of the solve. This way you can apply these commands whenever you yourself encounter the insect. Although I cannot guarantee this, the order of the solution is such that you should have the proper item in your inventory at that time.

You will also encounter at various locations in the Federal Foods store human characters (e.g., Ollie, Mrs. Carmody, Mrs. Reppler) who you can talk to and ask questions of. Again since these characters can occur randomly throughout the store, I will include any necessary conversation with them directly in the solve at the locations where I encountered them in playing the game. Also, I will tabulate this necessary conversation at the end of the solve so that you as the player can integrate it into the game at the locations where you yourself meet these characters.

You can only carry a limited number of items in your inventory; so you must be efficient.

e (in the bakery)
carefully examine the salt box
take the salt box
open the salt box
take the salt out of the box
drop salt box
s (in the meat section)
e
open locker door
e
carefully examine the dead soldiers (they are hanging on separate meat hooks -- insignias read CAPT. JONES and SGT. DANIELS -- each wears a patch which says: ARROWHEAD PROJECT)
w
w (in the beverage section)
s (in the household goods)
n
n
w

256
open the office door (Ollie Weeks will usually appear; otherwise go west into the manager's office and you will find him)

ollie, calm down
ollie, do you have anything to help me? (he has a pistol)
ollie, give me the gun
carefully examine the gun (it's a 45 calibre Colt model 1911A1)

in (in the supermarket lot - usually you encounter the bug here)
kill bug with salt (this kills it)
w (bugblasters store - you will encounter the spider here)
take raid
spray raid on spider (this kills it)
take sprayer
examine sprayer (it is filled with insecticide - gypsy moth spray)

e (the bird has appeared)
shoot the bird with the pistol (this kills it)
look (the bird has dropped a key he was carrying in his slimy mouth)
drop the raid
take the key
carefully examine the key (it's labeled, "front door")

s (the door is locked)
unlock the door with the key
open the door
e (in the hardware store - Mr. Reppler lies dead on the floor)
drop the salt
drop the key
take the shovel
carefully examine the shovel
take the old clip
carefully examine the old clip (it holds three 45 calibre bullets)
carefully examine the broom

w
s
w (westport road -- cinema marquee spells out: T E D E D Z N E -- (THE DEAD ZONE with some letters missing))
w (at the intersection - the dragonfly is here)
shoot the dragonfly with the pistol (this kills it)

examine the truck (it belongs to Federal Foods)

w
s
carefully examine the dumpster
drop the shovel
take the notebook
examine the notebook (it belongs to JOHN JONES)
open the notebook
read notebook (repeat 3 times)
drop notebook
take shovel
n
w (in the storage area -- you see Norm the bag-boy get sucked up by
   the mist)
n (in the produce section)
e
n (in the checkout area - Ollie is here)
ollie, do you have a truck key?
ollie, give me the truck key
s
w
s
e
(e at the truck)
open the door
get in
close the door
s
w
n
e
n
(s (on a muddy dirt road)
open door
get out
examine the fence (it's electrified!!)
dig hole with shovel
s (under the fence)
drop shovel
drop sprayer
take the clip out of the pistol
put the old clip in the pistol (now you have three more bullets)
take the sprayer
wear the clip
e (carport - the centipede is here)
shoot the centipede with the pistol (repeat three times)
open the door
e
e
(e (in Capt. Jones's office)
carefully examine the memo
carefully examine the closet
open the closet
take rubber suit
wear the rubber suit
w
w
n
open the door
e (in a spotless steel-walled room)  
carefully examine the tank (it contains the pesticide)  
pour insecticide out of sprayer  
pour pesticide into sprayer  
open door  
w  
s  
w  
w  
(n (the truck is here)  
get in  
close door  
n  
w  
n  
w  
s  
e  

(e (Lake Drive - the Giant Thing is here)  
open door  
get out  
spray thing with pesticide (repeat three times)  
open door  
s  
d (you find Billy and the two of you head for the highway------

CONGRATULATIONS — you've won the game)

TO KILL THE SPIDER  
   spray raid on spider

TO KILL THE BUG  
   kill bug with salt

TO KILL THE BIRD  
   shoot bird with pistol

TO KILL THE DRAGONFLY  
   shoot dragonfly with pistol

TO KILL THE CENTIPEDE  
   shoot centipede with pistol (three times)

TO KILL THE GIANT THING  
   spray thing with pesticide (three times)
CONVERSATION WITH OLLIE, THE STORE MANAGER

When you first meet Ollie in the store, say:

Ollie, calm down
Ollie, do you have anything to help me? (he has a pistol)
Ollie, give me the pistol

After you discover the truck on the driveway and go back into the store, then when you meet Ollie again say:

Ollie, do you have a truck key?
Ollie, give me the truck key
TRANSYLVANIA
The new version of Transylvania has an improved vocabulary (COMPREHEND) which accepts full sentences. The graphics are the same as in the original version. The game is for the most part the same except for small changes in the story line and a new graphic screen or two. As such, some of the objects found in the original (e.g., the wooden cross by the gravestone) are not in the same places and some of the puzzles (primarily, the way in which they were resolved) have been changed. For example, in the original version, when you got to the broken wagon, you merely said GO WAGON, OPEN COFFIN and you were given the opportunity of taking the mice and silver bullet that was inside it. In this version, the coffin is nailed shut and thus you will need a different method for opening it as you will see shortly. Without any further discussion, the following is a complete solve for the game:

As in the original version, first go to the frame house and get the (unloaded) pistol. To do this, proceed as follows (ignoring the werewolf if he appears):

n
w
n
n
n
enter house
u (in the attic).
If the werewolf is here, go down (d) and then go up (u) again repeating this as often as necessary until he is not there when you are in the attic. Then:
take pistol
d
leave
n (this is a new location not in the original version)
open trap door
d
feel walls
feel floor
take bar
u
look bar
look pressings
s
w
drop pistol
go wagon
pry coffin
drop bar
take mice
take bullet
leave wagon
take pistol.
Now the first chance you get where the werewolf is not on your back: load pistol. Then, the next time you meet him: shoot werewolf (This takes care of him and ends the harassment).
drop pistol
s
go cabin
pull horns
take cloak
look inside cloak
take pick
wear cloak
pull horns
sing some enchanted evening (This clue comes from inside the business card you get in the package - Zin appears and gives you a wooden cross)
w
n
e
n (in the castle).
If the vampire is here now, then: show cross. Otherwise, you will do that later when you return to the castle.
e
take flypaper
w
s
s
s
go hut
feed mice to cat
take bottle
look bottle
leave hut
n
w
w
s
s
s
s
pour acid on stump
read stump
knock stump
take flies
drop flypaper
read book
pick lock
drop pick
n
look ball
s
take book
n
w
s

feed flies to frog (you learn the word "IJNID" to tell the goblin)

say ijnid
take key
n
w
w
n
(Note: the wooden cross is not here as in the original version)
move gravestone
unlock grate
drop key
go grate
take vial
u
s
n
n
edd
d
open coffer
take ring
wear ring
u
u
u
s
s

wave hand (you free the alien who then disappears).
Now you have to kill some time and wait for the alien to return in a flying saucer. You can try repeating this pattern: s,s,s,e,n,n,n,w until you see a shooting star go by. Then go to the location where the statue was.

go saucer (You get a little black box)

look box

e


n


u

climb ladder

move vines

look sarcophagus

push button

wave vial

pour vial

clap (you awaken Princess Sabrina)

d

d


w

s

s

s

go boat

sail boat

You have won the 'New' Transylvania
TRINITY

It's your last day as an American tourist in London. As you are enjoying a relaxing stroll through the famous Kensington Gardens, World War III breaks out and the city is vaporized moments later. You have no hope of survival....unless, of course, you enter another time, another place, and another dimension. Within this universe, you will pass through a series of white doors each corresponding to a different planet. On the other side of these doors are fantastic places in which you will encounter strange creatures, giant fly traps, and other inconveniences. If you are able to figure out the pattern of events associated with these mysterious and exotic places, you will ultimately wind up in the New Mexico desert with little time to spare before the occurrence of Trinity, the code name for the test of the first atomic bomb.

In the usual Infocom tradition, this game accepts full sentences as commands. Just key them in as below (ignoring the statements in parentheses) and you will have completely solved the game.

Part 1: The Kensington Gardens

inventory (you are carrying a credit card and a seven-sided coin in your pocket and are wearing a wristwatch)

n take the coin then buy a bag of crumbs with it (for fun, try first to buy it with the credit card) (score = 1/100)
take the bag
take the credit card then drop it
feed the birds with the bag of crumbs
take the ruby (note: the direction of the wind changes from blowing from the east toward the west to blowing from the west toward the east - this is important later when you use the umbrella to get you going in the right direction)
se
examine the sundial
examine the gnomon
touch the gnomon
unscrew the gnomon then take it.
(score = 6/100)
se
take the soccer ball
(score = 7/100)n
read the notice
look at the woman
throw the soccer ball at the umbrella
take the umbrella
(score = 12/100)

hit the boy (this is just for fun to see the little boy get upset)

examine the boats
take the paper bird
(score = 15/100)
examine the paper bird
unfold the paper bird
read the paper bird (it says, "Long Water, Four O'Clock")

push the perambulator east
push the perambulator east
push the perambulator south
open the perambulator
get in the perambulator
(try standing in the perambulator and see what happens)
open the umbrella (now you know why it was important to reverse the direction of the wind - you wind up at Long Water)
look at the statue
take all

enter the white door

Part 2: Beyond the White Door

move the log
take the splinter then examine it
(score = 16/100)

screw the gnomon in the hole (you can't because the screw threads on the gnomon are reversed in direction with respect to those tapped into the hole)

take the silver axe
(score = 17/100)


d (you have just traversed a complete pergola loop — analogous to a Klein bottle (a 3-dimensional version of the Moebius strip) this has the effect of changing the handedness (e.g., right-to-left or left-to-right) of everything outside the loop — in effect, your actions flipped the east-west relationship of all locations of your adventure map. To restore it, just traverse another pergola loop (N,U,S,D) starting at the arboretum. However, don't do this yet since traversing the complete loop also had the effect of reversing the screw thread direction on the sundial hole so that you can now go back and screw the gnomon in).

w
ne
n
n
n
screw the gnomon in the hole (voila! - it fits)
(score = 22/100)

examine the sundial (note that the inscription is reversed)
s
s
s
sw
e (note that the inscription of the sculpture of Felix Klein is reversed)

n
u
s
d (the universe is back in order)
w
ne
nw
ne
chop the tree with the axe
push the tree north
(score = 25/100)
drop the axe
w
sw
n
n (in the barrow - a spiked door prevents you from returning south)

n
examine the bones
search the bones
take the skeleton key
(score = 26/100)
s
put the key in the hole
turn the key
(score = 27/100)
d (in the ice cavern)
throw the umbrella at the icicles
take the umbrella and the icicle
(score = 28/100)
e
e
e (the icicle is beginning to melt)

n
n (the icicle hardens in the cold air)
snes
put the icicle on the lump
(score = 31/100)
take the lump
(score = 32/100)
examine the lump
w
nw
open the door
e
read the book (it's a record of your moves)
examine the map (it's your adventure map)
listen to the magpie (repeat a number of times -- it tells you four important things -- "Milk and honey, fresh whole lizard", "Mix 'em with a pinch of garlic" (these are ingredients of a recipe for a magic spell), "cause it go BOOM!" (why you should stand back after you mix the potion), "killed in the light of a crescent moon" (this will become clear after you find the skink))
open the back door
e
examine the pile of refuse
search the pile of refuse
take the garlic
(score = 33/100)
w
drop the garlic
w
sw
sw
e
n
n (at the vertex -- the idea now is to get the shadow of the sundial to land and stay on one of the seven symbols -- when this occurs the corresponding white door in one of the toadstools will open. One way of doing this is to lower the lever as the shadow moves across a symbol. (lowering the lever stops the shadow and prevents the position of the sundial from changing with time whereupon the door that opened and through which you passed would shut preventing your escape). A simpler way is to use the brass ring to "dial" the symbol desired as follows.
lower the lever
turn the brass ring to mars (now go to the white door corresponding to this symbol (at the waterfall); it will be open and stay open until you come back here and turn the brass ring to another symbol)
sse
drop the lump and the bag
drop the coin
enter the door (in thin air)
open the umbrella (you wind up in a playground)
e
take the spade
(score = 34/100)

w
take all
wait (a little girl appears)
give the paper to the little girl (she loves origami)
give the umbrella to the little girl
(score = 37/100)
get on the bird
enter the the white door (you are back at the moor)

w
w
w
w
n
open the crypt with the spade
(score = 40/100)
look inside the crypt
examine the corpse
remove the bandage
drop the bandage
look inside the mouth
take the silver coin
(score = 41/100)
examine the silver coin
remove the shroud
(score = 42/100)
drop the spade
take the boots
examine the boots (note the recesses in their toes -- this will be helpful later on)

s
e
n
n
turn the brass ring to neptune
s
s
e
nw
n (at the mesa)
enter the door (on the scaffold)
d
examine the box
open the box
push the red button (try flipping the toggle switch -- the sound you hear is the countdown for the bomb
that is about to explode)

s
nw
ne
se (you see a gray fin gliding across the lagoon)
wait
wait (the dolphin appears)
sw
nw
wait (repeat until the coconut from the palm tree on the distant island "bobs gently on the surface of the lagoon")
dolphin, get the coconut
take the coconut
(score = 45/100)
se
n
u
enter the door (back at the mesa)
s
take the axe
ne
e
drop the coconut
break the coconut with the axe
(score = 46/100)
take the coconut
pour the milk into the cauldron
(score = 47/100)
drop the coconut and the shroud and the silver coin and the boots
w
se
sw
e
take the lump
w
w
n
n
turn the brass ring to pluto
s
s
w
w
n
n
n
enter the door (in the underground)
take the lantern
(score = 48/100)
examine the cylinder
w
turn on the lantern
drop the lantern (this prevents the skink from going east of here)
w
put the splinter in the crevice
take the skink
(score = 51/100)
put the skink in the pocket (he likes it where it is dark)
e
take the lantern and the walkie-talkie
(score = 52/100)
examine the walkie-talkie (note the rocker switch and the numbered slider)
e (back at the ossuary)
s
turn the key
d
turn off the lantern
e
e
e
n
turn the brass ring to mercury
s
s
w
n
enter the dish
wait (twice – you are now inside a soap bubble)
s
w
enter the door (earth orbit, in a soap bubble)
examine the moon
take the skink then kill the skink (earth orbit, on a satellite)
(score = 55/100)
wait (twice – until the satellite is headed straight for the white door)
break the bubble with the axe (back at the waterfall)
drop the axe
e
e
n
turn the brass ring to libra
s
s
w
ne
examine the beehive
reach into the beehive (twice – the first time you get a bee, the second time time you get a handful of honey)
(score = 58/100)
w
ne
e
stick the hand in the cauldron
(score = 59/100)
put the lizard in the cauldron
(score = 60/100)
take the cage
(score = 61/100)
take the garlic
put the garlic in the cauldron
(score = 62/100)
w
sw
w (the flytrap consumes the bee)
e
ne
e
look inside the cauldron
take the emerald
(score = 63/100)
e
open the cage (the magpie flies away)
enter the white door (on the platform)
d
ne
ne (cliff edge)
look
look in the fissure
take the lemming
put the lemming in the cage then close the cage
(score = 64/100)
sw
sw
u
s (back at the herb garden)
w
take the silver coin and the shroud and the boots
wear the shroud then wear the boots
put the emerald in the green boot
(score = 65/100)
w
se
sw
w
n
n
turn the brass ring to alpha
s
s
e
e
take the bag
w
s
wait (repeat until the dory has landed)
board the dory then give the silver coin to the oarsman (you wind up on a sand bar)
s (the islet)
enter the white door

Part 3: The Trinity Site
look
don the shroud and the lantern
take the book
read the book
don the book
take the cardboard and the lantern
(score = 66/100)
read the cardboard
look at the diagram (the legend "RD=GND BL=INF ST=POS WH=DET" is scribbled across the bottom -- this will change each time you play the game)
(score = 69/100)
don the cardboard
w
d
d
take the ruby
(score = 70/100)
put the ruby in the red boot
(score = 71/100)
se
se
open the gate
se
open the screen door
e
s
e (the assembly room)
n
close the closet door
open the birdcage (the lemming scrambles out)
put the bag in the cage
close the cage
open the closet door (the rattlesnake makes quick work of the lemming)
(score = 74/100)
s
look under the paper
take the screwdriver
(score = 75/100)
put the screwdriver in the pocket
s
w
take the knife
(score = 76/100)
e
open the front door
e
e
se
don all but the lantern
ne
u (at the windmill)
turn on the lantern
take the binoculars (you wind up in the reservoir)
take all
(score = 77/100)

turn off the lantern

wear binoculars

take all but roadrunner

wear binoculars
(s (behind the shed)

examine the shelter through the binoculars
(score = 80/100)

drop the binoculars

roadrunner, get the key (if the roadrunner is not here, WAIT for it)
(score = 83/100)

take the key
(score = 84/100)

open the box with the key
(score = 85/100)

turn on walkie-talkie

raise the antenna

open the door

enter the jeep

examine the radio

examine the dial (it is calibrated with numbers from 20 to 80. Right now it's set to XX -- The value of XX changes each time you play the game)
(score = 88/100)

set the slider to XX (XX is the number found on the dial -- the countdown begins -- zero minus twelve minutes)
(score = 91/100)

got out of the jeep

open the breaker (a lot of stuff comes over the walkie-talkie -- one of the statements will be: "Ask the kid if he reconnected the YY line on XX after the continuity check" -- Remember whether YY was positive (POS), ground (GND), detonator (DET),informer (INF))

close the breaker
(score = 92/100)

sw
sw
sw (outside the blockhouse)
open the cage
drop the cage (if the roadrunner is here, he will go into the cage and begin to peck at the crumbs in the bag -- otherwise WAIT till it gets here)
ne
ne
ne
ne
u
u
e (in the shed -- zero minus seven minutes)
examine the enclosure
unscrew the panel with the screwdriver
(score = 95/100)
wait (until the countdown reaches "zero minus thirty seconds" -- this is fifteen seconds after the auto-sequencer turns on)
turn on the lantern
cut the ZZ wire with the knife (ZZ is the color of the wire corresponding to YY -- ZZ can either be red (RD), white (WH), blue (BL), or striped (ST).
(score = 100/100)
VOODOO ISLAND
VOODOO ISLAND

You wake up on the white sands of an island in a cove. You wonder where you are. You will soon find out that many mysterious things happen on this island. That's why it's called Voodoo Island. You will encounter some real humans and some zombies (the living dead). While you can easily converse with the humans, you are almost sure to die as soon as you try anything with the zombies ---- that is until you obtain some items that give you magical powers. The humans and the zombies don't always appear in exactly the same places throughout the adventure thus making it a little difficult to give an "exact" solution. Nevertheless, they always appear in the same vicinity ---- thus, it is not as difficult as it might seem.

In writing the solution, I will indicate where things are perhaps ambiguous and point out what to do under those circumstances.

w
take the tote
examine the tote
e
n
n
open the door
n (the back door closes behind you)
e (or u)
n
take the frame
carefully examine the frame
take the photo
drop the frame
carefully examine the photo (it shows a smiling island woman wearing a shell and bone necklace and carrying a baby in her arms)
put the photo in the tote
n
open the doors
e
carefully examine the mural (you see yourself in it)
w
n
open the door (to the Booth suite)
w
take the bible
read the bible
w
take the card
read the card (it says: THE ISLAND TAXI)
put the card in the tote
e
e
n (or u)
open the door (you enter the sitting room and the penthouse door closes behind you - you will usually meet Dr. Beauvais and Sharleen here or in the conservatory east of here)
open the bathroom door
n
carefully examine the mirror (you don't see yourself in it)
break the mirror
take the mirror
s
e (in the conservatory)
w
open the penthouse door
s (or d)
s (the middle hall)
open the gate (to the elevator shaft)
d
open the gate (you are in the lobby and see the clerk here)
who is dr. beauvais?
who is sharleen?
carefully examine the book
carefully read the book (you find out about three hotel guests - Bob, Sharleen, and Randall - all of which turn out to be zombies)
where is the island taxi? (the taxi will take you to town - the locked French doors open - this is the only way out of the hotel since the back door locked behind you when you came in)
n
w
w (the airfield)
w (the cemetery)
open the crypt
carefully examine the crypt
drop the bible
take the necklace
carefully examine the necklace
wear the necklace
take the bible
n
e
n
w (you can't enter the banana grove - at least, not by foot)
wait for the donkey (you may have to repeat this before he shows up)
take the donkey (as many times as necessary until he lets you ride - he takes you to the cane fields - don't wander around here - it's a maze)
take the donkey (as many times as necessary until he lets you ride - he takes you to town)
n
open the door
n (father xavier is here)
who is dr. beauvais?
what power does the necklace give me? (it belongs to moma she is wise in the mysterious ways of voodoo)
where is moma? (she is the only one that can help you against beauvais - go and see her)
s
s
wait for donkey (repeat if necessary until he shows up)
take the donkey (as many times as necessary until he lets you ride - he takes you back to the banana grove - moma is usually there - if not, WAIT FOR MOMA)
drop the bible
remove the necklace
trade the necklace with moma (she gives you a linen shirt)
carefully examine the shirt
wear the shirt
take the bible
trade the bible with moma (she takes it and gives you back the necklace)
wear the necklace
who is the island girl? (moma says: "bring her to me")
wait for the donkey
take the donkey (he takes you back to the airfield)
s
carefully examine the skeleton
take the pouch
open the pouch
carefully examine the pouch (it contains the herbal powder)
drop the tote
take the powder
drop the pouch
take the tote
n
e (the island girl is usually here - else, WAIT for her)
throw the powder on the island girl (she tells you about a doll)
take the island girl
n
n
e
e
wait for the donkey
take the donkey (he takes you back to the cane fields)
take the donkey (he takes you back to town)
take the donkey (he takes you back to the banana grove - moma is here - else, WAIT for her)
give the island girl to moma (it's her baby that was in the photo - now you must put all the tormented souls to rest)
where is the doll? (that you must find yourself)
what do i do with the doll? (break it in front of Dr. Beauvais and his presence will be destroyed)
wait for the donkey
take the donkey (he takes you back to the airfield)
e
e (you are at the jungle road)
cut the web with the mirror

281
drop the mirror
n (you are wandering in the cane fields - this is a maze so don't get lost)
s (you see the walking stick)
take the stick (usually you will meet Bob here... if not you will on the next few north-south moves)
carefully examine stick (it's got chicken feathers tied to it with a piece of vine - it's a VOODOO stick)
  hit bob with the stick (this puts him at peace - now keep going north and south alternately until you get out of the cane fields and are back at jungle road)
take bob
w
w
  (randall is usually here)
hit randall with the stick (this puts him to rest)
drop the stick
take randall
w
put bob in the crypt
put randall in the crypt
e
take the stick
e
ee
s
s
e
n
n
n
open the door (sharleen is usually here — if not WAIT for her)
hit sharleen with the stick (she is released from the power that held her captive)
take sharleen
open penthouse door
s
s
w
d
open the gate
n
n
w
w
w
put sharleen in the crypt
close the crypt
e
e
wait for the donkey
take the donkey (he takes you to the banana road)
take the donkey (he takes you to the cane fields)
take the donkey (he takes you to the town)
take the donkey (he takes you to the banana grove - moma is here — else WAIT for her)
tell moma the bodies are at rest (when you go to the citadel the snake that guards the path will be asleep and thus will not harm you)
take the donkey
e
e
e
e
e
n (you see the monkeys - one is pointing to a branch)
take the doll
d
s
e
e
e open the gate
e (the parade ground)
e
e open the door
s (the vestibule - Dr. Beauvais is usually here -- if not WAIT for him)
break the doll (this turns Dr. Beauvais into a zombie)
e
u
u
carefully examine the coffin (it's Sharleen Johnson's -- you must go and get her out of the crypt and bring her here)
d
d
d
s (the bedroom -- DON'T TAKE THE TEDDY BEAR OR YOU WILL DIE; JUST IGNORE IT)
d
e
e (the gravel spit)
wait for the raft
take the raft (it takes you to the rocks)
take the raft (it takes you to the park)
s (in the cemetery)
open the crypt
drop the doll
take sharleen
n
wait for the raft
take the raft (it takes you to the gravel spit)
w
w
u
u
u
open the coffin
put sharleen in the coffin
close the coffin
d
d
w
s
d
e
e (the wooden dock)
wait for the seaplane
take the seaplane (the doors open and the pilot welcomes you aboard)

CONGRATULATIONS !!!
Despite every attempt on the part of Dr. Beauvais you have still managed to win the game.
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