

**QuestBusters™**

# THE BOOK OF CLUES **III**

**COMPLETE SOLUTIONS FOR 20 ADVENTURE GAMES**

ANGEL DEVOID

DARK SEED 2

THE DIG

FULL THROTTLE

GABRIEL KNIGHT: THE BEAST WITHIN

JEWELS OF THE ORACLE

SHANNARA

**SHAY ADDAMS**





QuestBusters™

# THE BOOK OF CLUES™

Printed in the United States of America

1000000000000000

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**Design and Production**  
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**DEDICATION  
TO DORA AND ZORA**



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# HOW TO USE THIS BOOK

The walkthroughs in *The Book of Clues III* may be used in several ways. By referring to the headings, which refer to various locations and situations, you learn your basic goal in a specific area or find the precise solution to a puzzle. If you already know which item you need but don't know where to find it, the location of the most valuable objects are presented at the end of the solution.

If the answer doesn't work, review the preceding sections of the walkthrough. In some cases you must have accomplished a prior feat or solved another puzzle before a subsequent solution will work. And some games are just downright strange in various ways that are pointed out under the General heading at the top of the walkthrough. If nothing works and you're still having trouble, jot down a snappy scenario of the situation and fire it off to Clue Books Express, Dept Z, PO Box 85143, Tucson AZ 85754 along with a self-addressed, stamped envelope. We'll assign a QuestBusters Guild case worker to get you on your way.

Due to the near-universal implementation of auto-mapping in role-playing games, coupled with the relative ease of mapping today's adventure games, few maps were deemed necessary. In addition to coordinates and specific directions, we have included maps only for the most maddening areas, such as those with teleports.



# INTRODUCTION

BY  
SHAY ADDAMS

Many moons and many quests ago, the first *Book of Clues* was discovered in the ruins of the Lost City. (No one is certain exactly which lost city, however, because all records relating to the discovery were subsequently lost.) Most of the adventure games covered in this classic tome unfolded in fantasy lands populated by Elves, Gnomes, Dwarves and Dragons, though not necessarily in that order. This cryptoarcheological discovery occurred in 1993.

Barely three years later, *The Book of Clues III* — the third volume in the series — was discovered in a phone booth outside the Duluth Convention Center during a Montel Williams Look-alike Contest. Cluebookologists from around the world were invited to translate it for publication. Controversy and global quandary ensued, for there was only one finding upon which this august body could agree — an unsettling difference in the contents. Only a handful of the adventure games discussed in *The Book of Clues III* were fantasy quests. Nearly half the book was devoted to science fiction adventures, and horror stories had become as popular as fantasy games.

How could this have happened in three brief years? Was some sinister force at work in the world of adventure gaming in the last decade of the millennium? What else could account for such a dramatic shift in the kind of quests played out by hundreds of thousands of adventure gamers?

And what next? Would adventurers, apparently disenchanted with dungeon-delving, forsake their subterranean mazes for the depths of outer space entirely? Will the Last Elf finally be smashed underfoot by chromium-clad androids bent on conquering the universe? These lofty questions, and more, can only be answered by the discovery of the next volume in this mysterious series, or perhaps in its companion series, *Keys to the Kingdoms*, arriving at a store near you sometime this fall.





# ANGEL DEVOID

BY  
PAUL SHAFFER

TYPE:  
*Science Fiction  
Adventure*

SYSTEM:  
IBM PC CD-  
ROM

COMPANY:  
*Mindscape*

**A** FUTURISTIC STORY REMINISCENT OF *BLADERUNNER* DISTINGUISHES THIS ADVENTURE FROM OTHER SCIENCE FICTION QUESTS. THE PLOT OF THIS FOUR-CD GAME REVOLVES AROUND MERCENARIES WHO HAVE RETURNED TO EARTH FROM OUTER SPACE TO SEEK REVENGE ON THEIR MAKERS. HOWEVER, THEY WERE GENETICALLY ALTERED SO THEY CANNOT SURVIVE ON EARTH WITHOUT AN ILLEGAL DRUG THAT DEVOID WAS PROVIDING. AFTER DEVOID SHOOTS DOWN YOUR SHIP IN THE OPENING SCENE, YOU AWAKE IN THE HOSPITAL — WITH ANGEL'S FACE! AS YOU ATTEMPT TO TRACK HIM DOWN, YOU UNCOVER EVIDENCE THAT ANGEL WASN'T SUCH A BAD GUY AFTER ALL. MANY PUZZLES CENTER ON FINDING PASSCARDS OR OTHER MEANS OF ACCESSING NEW AREAS. ULTIMATELY, YOU MUST CHOOSE FROM THREE ALTERNATIVE ENDINGS AFTER WEIGHING THE INFORMATION YOU HAVE GATHERED. FULL-MOTION VIDEO IS INTERSPERSED WITH 3-D RENDERED CHARACTERS TO CREATE A VISUALLY ENERGETIC DRAMA, AND THE ACTING, SOUND EFFECTS AND MUSIC ARE GREAT.

## THE SOLUTION

### ESCAPING THE HOSPITAL

As soon as you turn away from the mirror, turn left (picking up clothes and jumping through the window). Go down ladder. Talk to bum. Continue down alley (Lorraine gives you a gun). Check PDA. Go forward to Selina's.

### SELINA

Assume a hostile attitude toward Selina. Refuse the drink she offers. Ready gun. When she hands you the cash chip, shoot her. Go to men's restroom at the rear of bar.



Examine graffiti on wall, noting code (6974947). Return to street.

### MEETING MR. DIGIT

Go left, and straight at intersection. Shoot the droid that appears. Check PDA. Back up, then return to the same spot. When the ice cream truck arrives, shoot the bad guy.

In the truck, open the refrigerator door and take the chip address and trix-lite bar. Exit quickly. Continue up the road to the left (north). Enter the strip club on the right. Inside, go right and click on TRIX controls (hearing rules). Use cash chip on controls. Roll four times (Digit appears and gives you his card). Exit.

### GETTING INTO THE TRANSIT STATION

Go right twice. Shoot Death Tribe chief in alley. Take his subway card. Enter Neo City transit. Use subway card on security gate. Check PDA. (You ride the train.)

### THE DEATH 7 CLUB

Go southeast, then east (meeting Jett). Check PDA. Go south (right) into Death 7 bar. Assume a neutral attitude toward Jett. When Jett gives you the grenade, quickly try three-digit combinations (312 might work, or it may be a random number). If you win, you live. Jett gives you a security card. Exit.

### THE SEWERS AND THE DOGBOTS

Go north (you'll see the dogbots). Go north again and quickly go down into sewer. Check PDA. Pick up flashlight. Go down the branch that has a fan at the end.

Use the security card on the security pad on wall. Enter code from bathroom wall at bar. Enter room. Turn right. Adopt nice-guy attitude toward Melina. Open refrigerator and take chipset. Exit. Go to other end of sewer tunnel and look through grate on ceiling. Shoot both dogs. Exit sewers.

### MR. DIGIT AND THE DEATH TRIBE

Go north into chapel. Follow Reverend (has heart attack). Check PDA. Return to street and go south to Mr. Digit's. Enter. Show each chip from chipset to him, then show him chip address (Death Tribe attacks). Check PDA. Exit. Cross street into maze. Left. Right. Use security card on locked door. Check PDA. Left (cab arrives). Check PDA. Ride in cab (you are taken prisoner).

### LOCKED UP

In jail, take neutral or nice-guy attitude toward Dan. When he blows the wall, exit immediately. Go west and enter the clinic. Examine the directory (goes to desk). Show medical chip from chipset to clerk (taken to lab). Give med chip to

lab tech, who gives you the med calling card.

### THE ART MUSEUM AND THE WAREHOUSE

Go to the art museum north of the Death 7 Club. Enter and go to the second floor. Talk to Deirdre. Check PDA. Follow her to the balcony. Check PDA.

Return to the street and go north to warehouse. Enter. Check PDA. Go right, then left. Click on Death Head on crate (reveals passage). Check PDA. Right. Knock on door. Give military chip to Grey. Take neutral attitude. Exit. Check PDA. Go right and activate elevator controls (rides up).

Shoot first robot. Step onto platform and enter cubicle. Check PDA. Push red button on eviro suit. Take personal ID card in suit. Turn left and examine photos and battlesuit glove. Exit cubicle and return to street.

### GETTING BACK TO THE REST OF THE WORLD

Go left (east) and use med card on phone (getting med info). When spotted, immediately move toward the motorbike. Use Mr. Digit's card on slot on bike (takes you to Digits).

### ENDGAME

Enter shop (you're informed of sewer address). Check PDA. Return to the sewer. Go to end by grate. Use Devoid's personal ID card on security panel. Enter. Cross hall, shooting clones as you go. Enter inner door and talk to Devoid. You are presented with three choices: 1) do nothing and watch what happens, 2) shoot Devoid, or 3) turn left and enter the shuttle bay door.

## ORBS N STUFF

#### Item

Gun  
Cash chip  
Chip address, trixilite bar  
Mr. Digit card  
Subway card  
Security card  
Flashlight  
Chipset (medical, info & military)  
Med calling card  
Personal ID card

#### Location

Alley (Lorraine)  
Selinas bar  
Street (ice cream truck)  
Strip club (Mr. Digit)  
Alley (Death tribe chief)  
Death 7 club (Jett)  
Sewer  
Sewer apartment  
Clinic lab  
Warehouse cubicle







# BEAVIS & BUTT-HEAD IN VIRTUAL STUPIDITY

BY  
PAUL SHAFFER

**TYPE:**

*Interactive  
Cartoon*

**SYSTEM:**

*IBM PC CD-  
ROM*

**COMPANY:**

*Viacom New  
Media*

**B**ENT ON BECOMING MEMBERS OF THE LOCAL GANG, BEAVIS AND BUTT-HEAD TAKE THEIR MTV PRANKS TO THE COMPUTER SCREEN IN VIRTUAL STUPIDITY. THE GAME IS EXACTLY WHAT ANYONE WHO HAS EVER SEEN THE SHOW WOULD EXPECT, PACKED WITH PERVERSE HUMOR THAT FORMS THE BASIS OF OBJECT-ORIENTED PUZZLES AND SEVERAL MINI-GAMES SUCH AS HOCK-A-LOOGIE. GRAPHICS, ANIMATION AND SOUND EFFECTS ARE TOP-NOTCH, BUT THE PUZZLES ARE LESS DEMANDING THAN THOSE FOUND IN TYPICAL ADVENTURE GAMES. ONLY DEDICATED FANS OF THE MTV CARTOON WILL APPRECIATE THE SICK ANTICS OF BEAVIS AND BUTT-HEAD ON THEIR QUEST FOR A PEER GROUP.

## THE SOLUTION

### GETTING OUT OF SCHOOL

Take pass. Use pass on teacher. Exit classroom. Take gum from nozzle on water fountain. Go to the gym. Use jumping board. Jump onto balance beam. Jump back onto board (catches and pulls down ladder).

Climb ladder. On the roof, take stick. Look over side of roof (plays hock-a-loogie game). Hit targets until special loogie appears, then spit special loogie on man walking below. Use stick on fan. Enter ventilation shaft and exit building.

### GETTING FOOD FOR TODD'S GANG

Go to the park. Talk to gang at table. Ask about all until told to get them food at Burger

World. Tip over trash and take sperm whale pamphlet.

Go home and answer phone. Take magnifying glass on floor (can be used with any anthill you encounter). Reach into floor vent.

Go to Burger World. Talk to manager, asking about food. Go to Food Mart. Go inside and talk to clerk, asking about Todd. Try to take nachos. Talk to man by video machine, asking about nachos, then money (getting location for Veterans Hall). Go to the Veterans Hall. Talk to Buzzcut (gives you job). Use water bucket. Try to open hatch on tank. Talk to hippy with guitar, asking about sperm whale benefit (getting location for Coffee House).

Go to the Coffee House. Give pamphlet to woman at entrance. Drink three mugs of coffee at different tables in room. Take book from table. Talk to man blocking path to coffee machine. Ask him about coffee and hell leave. Drink from coffee machine. Return to Veterans Hall. Open hatch on tank. Enter tank (automatic sequence).

### GETTING OUT OF JAIL

Take toilet paper on toilet and soap from sink. Give soap to Beavis (spits it onto floor). Look at man under bed, talk to him. Talk to man on cot (guard will enter). Take keys guard drops. Use keys on door. Exit cell to yard. Take pillow from end of bench. Take towel hanging on wall next to dog. Use basketball.

Enter insane ward. Take teddy bear, spelling blocks and camera. Open cabinet and take electric battery. Return to cell. Give book, toilet paper, spelling block and pillow to man under bed (spits out flashbar when given pillow). Take flashbar. Use flashbar on camera (combining them). Return to yard. Use camera on inmate tossing quarter. Repeat until he goes nuts. Back in cell, use key on cell door and return to yard. Take quarter on ground. Return to cell and give quarter to man on cot. Outside, use electric battery on sleeping guard. Enter truck.

### GETTING FREE

Take piece of wood from woodpile. Use wood on iron ball. Use wood (frees Beavis, who gets bolt cutters).

### GETTING TODD'S KEYS

Return to the slaughterhouse. Take license plate in front yard. Enter and take piece of meat on ground. Turn gauge on machine and flip switch (axe falls out). Take axe.

Return to Burger World. Talk to Gina, asking about Todd and keys. Take burger from her table. Go to the back room and take spatula on counter.

Go to the park. Take squirrel. Try to take it again after it's been run over. Touch car. Go to the farm and talk to farmer (tells you about Anderson). Go to Veterans Hall and talk to Mr. Anderson (getting location of taxidermist).

Go to the taxidermist. Take string from stuffed rabbit. Talk to woman. Take marker from counter and snake eye from carton. Return to park. Use marker on

free parking sign (car is stolen). Use spatula on dead squirrel (gets stuck).

Return home. Use string on gum. Use gum-on-string on floor vent (getting quarter).

Go to the coffee shop restroom. Use quarter on condom machine. Take condom. Go to the Food Mart. Inflate condom with air hose. Go to the school. Talk to janitor and give him the inflated condom (makes poodle balloon). Return to jail entrance. Give meat to guard dog. Give balloon dog to guard dog. Use bolt cutters on dog's chain. Take hammer on ground. Return to park and use hammer on spatula. Take squirrel. Go to the taxidermist. Give squirrel to taxidermist (she stuffs it). Take stuffed squirrel. Return to school. Give stuffed squirrel to janitor (he leaves).

Enter gym. Climb rope. Use towel on Beavis. Use axe on top of rope (fall through to cellar). In cellar, open cabinet. Take master file in cabinet. Examine master file. Take can of paint. Return to hall and use master file on locker 69 (opening it and getting Todd's keys).

### GETTING THE REMOTE

Return to taxidermist. Talk to woman (ask about bear). Go to the Coffee House. Talk to Buzzcut. Kick Buzzcut. Go to Veterans Hall. Search bear from behind. Hit bear from front. Search from behind again (remote falls out). Take remote.

### GETTING INTO THE BARN

Enter hole back into jail. Go to the insane ward. Give snake eye to eyeless man. Talk to eyeless man (getting his dirty book). Return to cell and give dirty book to man under bed (drops teeth). Take teeth. Go to the farm. Give teeth to farmer (he leaves). Use remote on barn door. Enter barn.

### GETTING THE CAR

Use paint on car. Remove license plate. Put Todd's plate on car. Use keys on car. When locked in trunk, talk to girl at Food Mart (lets you out). Use keys on car.

## ORBS N STUFF

### Item

Pass

Gum

Stick

Sperm whale pamphlet (trash can), squirrel

Magnifying glass, quarter (in vent)

Book

Toilet paper, soap, cell keys (guard),  
flashbar and teeth (man under bed)

Pillow, towel, quarter (man on bench)

Teddy bear, spelling blocks, camera, electric battery

### Location

Classroom

Water fountain (school)

Roof of school

Park

home

Table in coffee shop

Prison cell

Prison yard



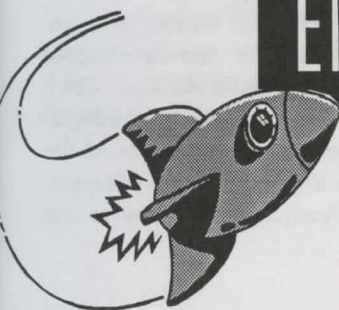
(cabinet), dirty book (eyeless man)  
 Piece of wood, bolt cutters, Todd's license plate  
 Meat, axe (from machine)  
 Spatula  
 String, snake eye, marker  
 Condom (condom machine)  
 Hammer  
 Master file, can of paint  
 Remote control (bear)  
 Todd's keys (locker)

Prison insane ward  
 Slaughterhouse yard  
 Slaughterhouse  
 Burger World  
 Taxidermist  
 Coffee Shop restroom  
 Prison entrance  
 Cellar (school)  
 Veterans Hall  
 Hall (school)



# THE DAEDALUS ENCOUNTER

BY  
F. J. PHILIPP



**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
*IBM PC CD-  
ROM*

**COMPANY:**  
*Virgin*

**A** SCIENCE FICTION ADVENTURE THAT FILLS THREE CDs, THE DAEDALUS ENCOUNTER STARS TIA CARRERE, BEST-KNOWN FOR HER PERFORMANCE AS WAYNE'S GIRLFRIEND IN THE WAYNE'S WORLD MOVIE. YOU PLAY THE UNUSUAL ROLE OF A BRAIN THAT REPRESENTS THE SOLE REMAINS OF CASEY, THE ONLY SURVIVOR OF A SPACE BATTLE IN THE LAST DAYS OF THE FIRST INTER-GALACTIC WAR. ENCASED IN A METAL CASE (WHY DO YOU THINK HE'S CALLED CASEY?), YOU CAN FLY AROUND AND OPERATE DOORS AND OTHER OBJECTS WITH RETRACTABLE ARMS.

SOON YOU, ARI (PLAYED BY CARRERE) AND ANOTHER CREWMEMBER ARE STRANDED ON AN ALIEN CRAFT, WHERE YOU MUST SOLVE COUNTLESS PUZZLES THAT INCLUDE RUBIC'S CUBE-TYPE PROBLEMS, MAZES AND COLOR-CODED MIND-TWISTERS. IT'S AN EXCITING STORY THAT WILL CHALLENGE EVEN THE MOST SEASONED ADVENTURERS, AND THE FULL-MOTION VIDEO AND SPECIAL EFFECTS MAKE THIS AMONG THE TOP SCIENCE FICTION QUESTS OF THE YEAR.

## THE SOLUTION

### GENERAL

When you run an analysis on various items, you will be asked to transcribe the data. This goes into a database. Any name can be chosen. In this solution, names are kept very simple. In order to help you follow this solution at any point in the game, all names will be followed by the corresponding color sequence associated with it. Any color can be used when using the multi-light control to open a door, but for simplicity the color used here matches the door color. The difficulty of the puzzles can be changed at any time. When you are at a puzzle, use ESC, change the setting and then use the jump to command. The solutions provided here are based on the medium dif-

ficulty setting.

### VAKKAR FREIGHTER

Click "yes" when you see Casey. While aboard the Artemis in the Draylak System, Ari and Zack see a Vakkar freighter. Activate the remote control probe. Click Startup(wait until it is done), then Diagnostics(wait until it is done) and then Deploy. When asked to try a computer link on the ship, click Analysis.

The cargo door is booby-trapped. To the right of the door are four switches. The purple ones are round, the light blue ones are triangular. Aim the center of the laser to position the crosshairs on the blue switch nearest the door. Once opened, Ari says it is dark in there and needs some light. Click on Floodlight. When the green lines appear on the side of the view screen, move around the freighter. Zack sees a floating object and Air asks you to grab it. Click on Grapple-Arm. Air then says to run an analysis so click on Analysis. It is a Vaquero war metal. Casey will then return to the Atriums.

### TO MIZAR

When Zack suggests a vote, answer yes. After the crash with the alien ship, Zack and Ari wind up unconscious in the cabin. Click Analysis. You have just under five minutes to save them. You must restore the power and life support systems.

### AFTER THE CRASH

After Zack and Ari wake up, Zack sends a distress call. Ari asks Casey to run a check to see if any known ship has a similar configuration. Click on Analysis.

### OUTSIDE THE ARTEMIS

To see what they are dealing with outside the ship, Ari asks Casey to activate his probe. Click on Startup, then Diagnostics and then Deploy.

Ari notices a hole. She and Zack suit up to check it out. When Ari arrives at the hole, she sees it was a ship. When she asks Casey for some light, click on Floodlight.

### ABOARD THE ALIEN SHIP

Click Analysis on the door to see that it is photoreactive. Click Any Color on the multi-light control to open the door with a light pulse.

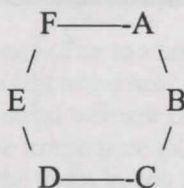
After finding the dead alien and another door, Casey goes through the partially opened door into a blue room with many openings in groups of three. Look around when the green lines appear. You can examine the pods until Ari calls you out, or leave through the one single hole with an alien stuck in it.

If you prefer to avoid doing the Rubik's Cube type puzzle, an orb can be retrieved now (see the Red Door Orb section below). When Casey comes back, he is asked if he saw anything that looked like navigational controls(this is only asked if you did not retrieve the orb). Do not say yes; if you do, then they must

open the door and the only way to do this is with an explosion that kills everyone. The correct answer is for Casey to say no. Ari will then try another door and this one will open. Ahead is another door that is a bit different. This door leads to a central hub. The door behind them closes. All the doors are sealed with symbols on them.

### YELLOW DOOR

Ari suggests they start with the door that is to the left of where they came in. Click Analysis on the door. Transcribe as "yellow door." The color code is Y-O-P-R-B-G. To open the door, click Yellow on the multi-light control. This reveals the door puzzle.



State 1: B-B-C-C-C-D-D-D-E-E-E-E-E

State 2: B-B-C-C-C-C-D-E-E-E-F-F-F-F-F

State 3: B-C-C-D-D-D-E-E-E-E-F-F-F-F-F

### SUNDIAL

Beyond the door they hear noise and realize the Krinn are using the air ducts to get around. The group approaches an engine room and splits up to look around. Ari and Zack get attacked by Krinn. Zack is knocked out. Ari drags him and goes through a door. She ends up on a platform that is an elevator. While its ascending, Zack recovers.

At the top of the elevator is a device. Casey checks it out by clicking on Analysis. Click Red on the multi-light control and a window will open. While Ari and Zack continue looking for Navigation controls, Casey works on the sundial. Clicking on any sphere changes that color and the sphere that is two over to the right. However, sporadically only the sphere that you click on will change color. Your goal is to have all the spheres be yellow. When you start the puzzle, there are three possible starting positions (each time you exit the puzzle and jump back to it, it will alternate between these three). If you label the spheres one through six going left to right, the sixth sphere can be either red, yellow or purple. If the sixth sphere is either yellow or red, the solution is 2-2-3-5-1 — as long as two colors change each time you click. If only one color changes, this will not work. (If no color changes, just ignore the previous click and reclick.)

### KRINN ATTACK

After the sundial is solved, the Krinn attack. Shoot the Krinn with your laser. Aim about a half-inch above Ari's and Zack's head and shoot there steadily. (If you keep dying, change the difficulty setting to easy.)

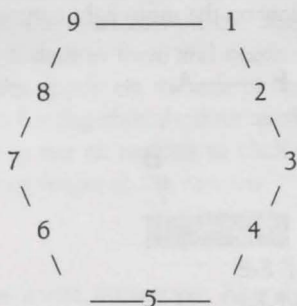


Eventually Zack will shoot a hole through the glass window. To avoid being sucked out, continuously click Red on the multi-light control to close the shutters. If you chose a different color to open the window to see the sundial, choose that color.

### CASEY IS INJURED

After the Krinn attack, Casey is injured. Click ANALYSIS. His backup will only last a short time (about 2 minutes) before the probe completely fails.

Starting colors:



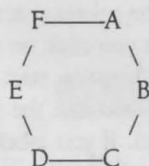
1. Red
2. Blue
3. Green
4. Yellow
5. Blue, Red
6. Yellow, Blue
7. Green
8. Yellow
9. Red, Yellow

Click on the gates in this order: 1-2-3-4-1-2-6-1-4-1-2-9-2-4-1-2-5.

### BLUE DOOR

Click Analysis on the door. Transcribe as "blue door." The color code is B-PY-G-R-O. To open the door, click Blue on the multi-light control. This reveals the door puzzle.

Diagram of door



Triangles in a Hexagon

- |    |    |    |    |
|----|----|----|----|
| 6  | 13 |    |    |
| 1  | 7  | 14 | 20 |
| 2  | 8  | 15 | 21 |
| 3  | 9  | 16 | 22 |
| 4  | 10 | 17 | 23 |
| 5  | 11 | 18 | 24 |
| 12 | 19 |    |    |

The opening positions of each shape change each time you enter the puzzle but the ending positions are always the same.



Final position of each shape in the outer hexagons:

State 1	State 2	State 3
A-20,21,22,16	A-1,2,6,7,13	A-21,22,23
B-1,2,3,9	B-5,10,11,17,21,22	B-14,15,16,17,18
C-13,14,15	C-3,4,8,9,14,15,20	C-6,7,9,11,12
D-6,7,8	D-16	D-1,3,5
E-17,18,23,24	E-18,19,23,24	E-2,4,10,20
F-4,5,10,11	F-12	F-8,13,19,24

### A HOLOGRAM: ZACK'S IN TROUBLE

The group goes through the door and on to a rising platform which ends at what appears to be an illusion. Zack falls into a hole and Casey comes to the rescue. In the data readout window, a thrust indicator comes on. Keep tapping the large thrust button that is below the temperature gauge. Do not let it reach the red area or you will overheat. Tap the thrust button until it hits the yellow to orange temperature. Then let it go briefly to the green to yellow area and then tap again to bring it back to the orange level. Keep doing this until Zack is out of the hole.

### ORBIT

Face the statue. Click Blue on the multi-light control. This brings up the orbit puzzle. In the lower right hand corner is a picture of four planets. Label them A B C D from left to right. There are two possible ways to solve this puzzle. If the first method does not work, then try the second.

METHOD 1: Click on D. Move the planet so that the uncontrollable planet is directly below the sun. D will be northeast of the sun. Then click on B. Move B so that the uncontrollable planet covers the sun and causes an eclipse. If necessary, relick on D, then B to get the planet precisely over the sun.

METHOD 2: Click on A. This moves the largest of the planets. Move it just a bit so the planet is directly below the sun. Click on C. Move C so that the uncontrollable planet is directly below the sun. Then click on B. Move B so that the uncontrollable planet covers the sun and causes an eclipse. If necessary, relick on C, then B to get the planet precisely over the sun.

After solving the puzzle, face the statue and Send your Blue Door code (color is B-P-Y-G-R-O). You will receive an orb and give it to Zack. If you do not have time to get the orb now, you can get it later. Return to the central hub and go left.

### ORANGE DOOR

Click Analysis on the door. Transcribe as "orange door." The color code is O-R-G-Y-P-B. To open the door, click Orange on the multi-light control. This reveals the door puzzle.

L G  
 A  
 F B  
 K H  
 E C  
 D  
 J I

K and H will look like a "block" C.

A and L will form a large square.

F and B will form a small square. Set up F first, as B will form both a large and small square.

J and D will form a half circle(upper half) with a slot on top.

E and C will form a three-quarter circle. This is the one pair whose shapes are not completely identical when frozen. The missing quarter in E is in the upper left, and for C it is the upper right.

G and I will look like a "block" O or a square with a small square cutout in the center. In doing this, set up G first as it is quite easy to set up, whereas I is quite difficult. The shape is star-shaped so rotate it very slowly and just let it lock into place (as long as the other shape is set).

Enter the door and look around. Two things to note for later (if you see them) are an alien device that is hanging from the ceiling and an alien pedestal/flower that holds the orb. If time permits, you can try to get the orb now (see Orange Door Orb, below).

### GREEN DOOR

Click Analysis on the door. Transcribe as "green door." The color code is G-B-R-P-O-Y. To open the door, click Green on the multi-light control. This reveals the door puzzle.

A	1 2 3 4 5 6 7 8 9
B	1 2 3 4 5 6 7 8 9 10 11
C	1 2 3 4 5 6 7 8 9 10 11 12 13
D	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
E	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
F	1 2 3 4 5 6 7 8 9 10 11 12 13
G	1 2 3 4 5 6 7 8 9 10 11
H	1 2 3 4 5 6 7 8 9

Click on the triangles in this order:

State 1

B1-B1

H5-H5-H4-H4

D7-D7-D9-D9

State 2

C9-C9-F6-F6

D12-D12-G8-G8

E15-E15-H9-H9

E1-E1-E1-E7-E7-F6

H3-H6-H7-C1

State 3

B10-B11-B11-B11

C5-C5-C5-C12-C12

D1-D1-D1-D3-D7

### MAZE

After going through the door, some alien plant life is seen. They reach a door, but the Krinn fooled with it. Casey is asked if he can open it from the other side.

At this time you are facing a dark opening. Another orb can be very easily collected now. Turn around and go forward. You will see something that looks like an alien flower. Zoom in on the flower/pedestal. Send your Green Door code (color is G-B-R-P-O-Y). The flower will bloom and you will see an orb. Click Grapple-Arm to retrieve the orb and you will give it to Zack.

Return to face the dark opening. Go forward and click on Floodlight. The directions are L = Left, R = Right, F = forward. To get through the maze, go F-F-L-F-F-L-F-L-F-L-F-R-F-F. (For fun, after you turn on the flashlight, go F-R-F-L-F-F-F to see pictures of the games' programmers and designers.)

### PURPLE DOOR

Click analysis on the door. Transcribe as "purple door." The color code is P-G-O-B-Y-R. To open the door, click Purple on the multi-light control. This reveals the door puzzle. Here it is really more like a race against the computer to create a closed loop that contains at least four lines before the computer does. The computer always goes first. You and the computer take turns putting in a line. As you increase each state, the number of lines that the computer makes in its opening moves increases by one.

Try to put the lines on the board in such a way that you can create two loops at one time, so if the computer blocks one loop, the other loop is still open. In this diagram, there are two ways to make a loop. The numbers are the order in which you place your moves.

### PANEL ROOM

In this room are seven panels that form a circle. Only one panel (referred to as panel one in this solution) can be zoomed in on, and from there you can move to the left or right. Click on the multi-light control to see that for each panel, two different colors will bring up two different pictures. Generally, the first color of the pattern below will bring up the picture (panel five requires that red be clicked on twice first, then blue). After each picture appears, click Analysis and then Translate as follows. Do as much as you can right now (you can finish later), because Ari will soon be in trouble. (Only 1a and 4a are required.) The color pat-



tern, moving to the right:

1a:G	1b:B-P-B
2a:R	2b:O
3a:B-Y-G	3b:P-B-P
4a: O-G-Y	4b:Y
5a:B	5b:B-R-G
6a:R-B-Y-G	6b:Y-G-B
7a:R-B-O-G	7b:Y-B

### FORCE FIELD: ARI'S IN TROUBLE

After Ari finds an orb and tries to take it, a red force field surrounds her. You have about ten seconds to save her before the field sucks her in. To save Ari, immediately send Purple Door code, whose color sequence is P-G-O-B-Y-R. After saving Ari, you all return to the central hub.

### ARI AND ZACK ARE AT A LOSS

Ari and Zack realize now they have checked all six doors and haven't found a thing. Now Casey is free to roam the ship. At this point, the only orb that you had to have recovered is the one from behind the purple door. Casey now needs to find all the other orbs. He also needs to finish analyzing the panels and he has to find an alien claw.

You begin in front of the red door (line symbol). Going to the right, the next door is the yellow one("x" symbol). Next is the blue door with a triangle. Next is the orange door with a fork symbol. Next is the green door with a leaf symbol. Last door going to the right is the purple door with a hexagon.

### YELLOW DOOR ORB

Go to the door that has a X symbol. Click on Yellow in the multi-light control to enter the door. Go straight through a door. When you get to a center platform turn left and go through a door. Turn around so you face the door. To the left of the door you will see the alien flower/pedestal. Zoom in on it. Send Yellow Door code (color sequence is Y-O-P-R-B-G) to see the orb. Use Grapple-Arm to retrieve the orb. Even though there is no green bottom line, put cursor in that spot so it is a curved arrow. Click there to back out. Return to the hub by going through the door, then turn right and through the door. You will give the orb to Zack.

### ALIEN CLAW

Go to the door with a fork symbol. Go straight through a door. Click on Orange in the multi-light control to enter the door. Straight ahead is a hanging device with six tentacles on it. Zoom in on it. It is a laser machine.

Click on the color in the multi-light control in this order: R-B-O-Y-P. A blue alien claw will be cut off. Back away from the machine. To the right of the machine and under the table is the alien claw. Zoom in on it. Use Grapple-Arm



to retrieve it. Return to Ari and Zack. When you give them the claw they will be repulsed by it and toss it on the floor.

### ORANGE DOOR ORB

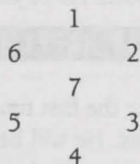
Return to the door with the fork symbol. Click on Orange to enter. Go down the hall through the door. Turn to your left to see an operating table and a pedestal stand. Zoom in on the stand. Send the Orange DOOR code (color sequence is O-R-G-Y-P-B). The pedestal will open. Use the Grapple-Arm to retrieve the orb. Return to Ari and Zack.

### RED DOOR

Go to the door with the line symbol. Click on Red in the multi-light control to see the door puzzle. There is no need to run an analysis on the door.

### PUZZLE

The following diagram represents the six outer circles and the one inner circle. Each circle can be rotated clockwise(c) and counterclockwise(cc). The order of the outer circles matches the stages.



State 1

7cc-1c-1c  
7cc-7cc-2cc-2cc  
7c-2c-2c-7c-7c-2cc  
5c-5c-5c-6c-6c-6c  
4c-4c-3c-3c-3c  
7c-7c-7c-3cc-3cc  
7cc-7cc-3c-3c  
7c-7c-7c-4-7cc

State 2

7c-7c-7c-1c-1c-1c  
2cc-4c-4c-4c  
3cc-3cc-2cc-2cc  
5c-6c-6c-5c-5c-5c  
7cc-7cc-5cc-5cc-7c  
4cc-3c-7cc-7cc  
3cc-7cc-4cc-4cc  
7c-7c-4c-4c

State 3

1c-1c-6c-6c-6c  
7cc-5c-5c-4c-4c  
7cc-7cc-2c-7cc  
3c-3c-3c-7cc-7cc  
3cc-3cc  
7c-1c-7cc-1cc  
7c-6c-7cc-6cc

### RED DOOR ORB

Go through the door to the main area. Turn to your right and go through the door. This door has a dead alien in front of it. This puts you in a blue room with holes in groups of three. Move forward. Now when you turn to your left you should see a green tail.

In the lower level of groups as you move to the left, you will see two groups of three, then a single hole. This single hole is the exit out of the room. Go to the second group after the exit hole. Zoom in on this group. Then zoom in on the upper left hole. You will find a live alien. With your cursor, quickly shoot the

alien. Aim near his glowing eye. After he is dead, use the Grapple-Arm to get the orb. You may have to exit the hole and reenter it to get the orb. Move right to the exit hole. In the center area, turn to the left and return to Ari and Zack.

### SIX ORBS

After retrieving the six orbs, an animated sequence follows. In the center of the hub, a console appears with a container. Zack and Ari put the orbs in the container. Casey then has to look on the ground for the discarded alien claw. When you find it, zoom in on it and use Grapple-Arm to retrieve it. Place the alien claw on top of the console and it becomes activated. They take a ride on the platform and at the end are confronted by a blue alien. at this point, the game branches off into two different endings. Both are covered here.

### THE HAPPY ENDING

Upon seeing the Blue Alien, Ari ask Casey to see if he can communicate with it. From the codes you got in the panel room, Send either 3b:P-b-P or 1a:G. A force field surrounds them and protects them from the heat, but Casey is still in trouble as his body is still on the ship. To extend the force field, Send 4a:O-G-Y. Soon after you will see a red Queen be born. All of you will be saved.

### THE NOT SO HAPPY ENDING

As soon as you see the blue alien for the first time, he will be over a console. His head will be blinking different colors. He will be studying a readout and adjusting the light beams. While the alien is over the console run an Analysis on him twice. You will get two codes to transcribe. Call the first one Alien 1, for which the color sequence is O-R-G-Y-P-B. Call the second one Alien 2, for which the color sequence is B-P-Y-G-R-O.

Ignore Ari's plea to try to communicate. The blue alien will soon attack. To kill the blue alien, aim at his head. Zack will get knocked out. The red Queen is born and it attacks. Ari asks Casey to tighten the light beams so she can force the alien into it. While looking at the console, send Alien 1 or whatever title you gave to the color sequence of O-R-G-Y-P-B. The light beams get lowered. At first it doesn't seem to work but after Ari puts her gun on overload the alien is no more.

### NAVIGATION PUZZLE

You need to connect the symbols so to reach a path to the top of the screen. If you touch either planet, you have to restore. There is a time limit. The planet on the left changes position after making several moves. In order to complete the puzzle, you need to have this planet move so that the right side is more than six columns away from the starting position.

The starting position is the red I. Go up and left to the purple hexagon. Go up and left to the blue triangle. Go up to the orange fork. Go up to the blue tri-

angle. Go up and left to the green leaf. Go down to the red I. Go up and left to the orange fork. Go down to the yellow X symbol. Go up and left to the purple hexagon. Go up and left to the blue triangle. (You will die here if planet does not move, so just move up to the purple hexagon above you to restart. You do not want to restore.) Go up to the right purple hexagon.

Go up and to the left red I. Go up and to the right orange fork. Go up to blue triangle. Go down and right to the green leaf. Go up to red I.

Go up to the green leaf. Go down to the left blue triangle.

Go up to the orange fork. Go up to the red I. Go up and right to the orange fork. Go up to the blue triangle.

Go up to the green leaf. Go up and right to the red I.

Go up to the green leaf. Go up and right to the blue triangle.

Go up and left to the orange fork. Go up to the yellow X.

Go up to the green leaf. Go up the red I.

Ari and Casey are saved, but Zack dies.







# DARKSEED II

BY PAUL SHAFFER

**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
*IBM PC CD-  
ROM*

**COMPANY:**  
*Cyberdreams*

**E**VEN MORE ENGAGING THAN THE ORIGINAL DARKSEED, THIS TALE TAKES PLACE IN A SMALL TEXAS TOWN WHERE YOU ARE ACCUSED OF MURDERING YOUR GIRLFRIEND. ESTABLISHING YOUR INNOCENCE INVOLVES DISCOVERING PORTALS TO A PARALLEL UNIVERSE, DARK WORLD, INHABITED BY THE ANCIENTS. THESE EVIL BEINGS AND THEIR WORLD ARE GROTESQUELY ILLUSTRATED WITH ART BY H. R. GIGER, FAMED FOR CREATING THE MONSTERS IN THE FILMS ALIEN AND SPECIES. SOLVING THE MYSTERY REQUIRES MORE CHARACTER INTERACTION THAN FIGURING OUT OBJECT-ORIENTED PUZZLES. THE UNUSUAL STORY, LUSH BACKGROUND ART AND SMOOTH INTERFACE MAKE DARKSEED II ONE OF THE YEAR'S TOP GRAPHIC ADVENTURES.

## THE SOLUTION

### GENERAL

The dialogue branches normally repeat, so after you have gone through one branch, talk to the character again and try another branch. You will get more information this way. If you cannot reach some areas discussed in this solution, it is because you did not get certain information from a previous conversation; you must return and be more thorough.

### INVESTIGATING THE MURDER

Examine closet. Go east to kitchen. Take smiley magnet from refrigerator. Go east to living room. Use TV. Open door (getting circus ticket from mailman). Open cupboard beside TV. Take camera.

Go outside (talking to Jack). Go to the park (east of carnival). Examine the body outline. Examine trash can. Go to Dr. Sims' office (noting it is locked). Go east to Paul's house. Talk to Paul (getting info about Jimmy).

Go east to Rita's. Talk to deputy. Go to the pool hall. Talk to both Jimmy and Melissa (getting names of doctor, mayor and Ramirez from Melissa). Go through rear door of pool hall. Search trash (getting coat hanger). Go to Hank's Diner. Talk to Hank (ask all). Return to park. Examine body again (leaves move). Examine leaves (talking to Slim, getting ticket stub). Go to Dr. Sim's office. Agree to hypnosis (sees vision).

### EXPLORING THE CARNIVAL

Go to the carnival. Give ticket to clown. Talk to clown, agreeing to get meds for him. Enter carnival, going north to backstage. Go north again to inside tent. Examine cooler.

Return to midway and go west to sideshows. Go north to enter maze, noting the ornate room in the lower southwest corner. Exit maze and enter sideshow. Talk to Minnie and Daisy (getting information about key to maze). Go west to the strong man. Talk to him (refuses to open cooler). Go west and talk to Pandora (asking about Minnie and Daisy, getting clue for later in morgue). Return to midway and go south to the arcades, playing each and losing.

Exit carnival. Go west to Ramirez' house. Knock on door (when talking to Ms. Ramirez, do not ask about insurance and say you do go to church). Return home. Sit on bench (Jack arrives and talks about suspects).

### FINDING EVIDENCE ON THE CORONER

Go to the Sheriff's office. Talk to Sheriff. Ask about Rita's mutilated body (talks about doctor), then ask about Sheriff's relationship with Rita, accusing him of not satisfying her (finding out about reading group).

Exit Sheriff's and enter morgue. Examine screen (noting Doc and secretary). Knock on screen. Talk to Doc (at first only ask about his relationship with Rita. When conversation ends, leave building and return. Talk to Doc again and tell him about his hospital history (he accidentally hits button and walks away).

Open unlocked door and enter. Open locker (noting Rita's body). Examine body on cart (noting glass key). Open file cabinet and read through all until it repeats (getting Doc's address book). Take glass key from Danson's body. Go to the pool hall and tell Jimmy about black book. Talk to Melissa (asking about Rita in her husband's car). Go to the back alley behind pool hall, entering shack. Talk to Slim. Return to circus.

### THE DARK SIDE

Enter circus maze. Go to the keyhole in mirror at lower right and use glass key on mirror (opens). Go to the ornate mirror and enter. Talk to Keeper of Light (dies).

### THE LIGHT OF TRUTH

Go through Dark World maze. Go southwest to Ick and Ock. Talk to them and say you're an official. Say you need to think about their riddle. Return to maze entrance and go northwest (seeing Rita's head). Go west twice. Use smiley magnet on woman's mouth (fixes numbers wheel in your reality). Go east. Go east, then south (gate to power center). South.

Go to the Dark World civic center. Enter court. Talk to judge (ending up in Hall of Death, no matter what you say). Examine body of privileged worker. Take his ID (twice). Touch life force leech (takes you to Underworld). Talk to woman (exiting Underworld). Return to civic center. Enter police station. Examine Light of Truth. Talk to police officer. Show him your ID card, saying you're assigned to Power station (he leaves). Take Light of Truth.

### REACHING THE KEEPER OF THE SCROLLS

Go to the Dark World armory (parallel to hardware store). Talk to armorer (asks for trigger device). Leave and go east to temple. Enter and examine book. Talk to High Priestess. Exit and go east to guard. Talk to him (asking about Ick and Ock).

Go to the Dark World bar and talk to bartender. Take food from counter. Return to Ick and Ock (using ID card to pass gate on the way). Talk to them (answer to riddle: Ick is on the right. It is night.) Enter and give meat from bar to baby guard. Go east. Talk to Keeper of the Scrolls (finding out about Shapeshifter and spy).

### EVIDENCE ON THE MAYOR

Return to your world. Go to the civic center. Talk to mayor. Use coat hanger on Mayor's car (getting quarter and pictures).

### EVIDENCE ON THE SHERIFF

Use phone outside civic center. Use quarter on phone. Call Sheriff. Say there's a robbery at Dairy Freeze. Enter Sheriff's office. Search Sheriff's desk (getting photo and newspaper article). Return home. Sit on front porch (talk to Jack, getting Ms. Ramirez as a suspect).

### FINDING THE SPY

Go to the Ramirez place and talk to her (asking about Rita and not admitting you're her friend). Go to the Spin the Wheel at the circus and play the wheel (getting stuffed animal).

Go to the Dark World parallel in power center and use stuffed animal in device on right. This shuts down the machine and the section shown on map in



same room).

Go to the Dark World pool hall. Look at canister on ceiling. Take it. Open door that leads behind the pool hall. Go north. Go north. Talk to Goth (he asks for meds). Return to circus in normal world. Give canister to Gargan (strong man). Talk to Gargan (getting pills). Return to Goth and give him pills. Talk to Goth (finding out about behemoth). Take crossbow on way out.

### THE SCROLLS OF WISDOM

Return to normal world ring toss. Use crossbow on post. Toss ring (getting stuffed animal). Return to Dark World ring toss and use stuffed animal on device (shutting it down). Go to the civic center courtroom. Open cabinet. Take Scrolls of Wisdom.

### EVIDENCE ON RAMIREZ

Return to Slim in real world. Talk to him until he talks about Melissa. Return to Ramirez (watching Jimmy arrive). Look in window. Use camera on window. Go to Dr. Sims. Ask to be hypnotized again. Agree that you might be imagining things. Go home. Sit on bench (talk to Jack).

### THE SHOOTING GALLERY

Go to the pool hall. After the fight, return to Slim and talk (getting letter and gun). Go to the Dark World armory and give gun to armorer (getting biomech gun).

Go to the normal world shooting gallery and use biomech gun on gallery (you get stuffed animal and Sheriff arrives). Give letter to Sheriff. Return to Dr. Sims. Get hypnotized. Go home. Sit on porch (talk to Jack).

### GETTING INTO PAUL'S HOUSE

Go to the Dark World shooting gallery. Use stuffed animal on device (shuts off power). Go to the room beside armory. Open door. Enter. Take thing on desk. Examine desk; use desk.

Go to Paul's in the real world. Use thing from desk on hose nozzle (shuts it off). Inside, go to the back room. Examine and read the checks on the desk. Look at floor beneath bookcase. Move bookcase. Enter secret room. Use book on stand. Examine photo on wall. Take keys hanging from idol (fight occurs).

### DISTRACTING THE DEPUTY

Go to the hardware store. Use keys on hardware store door. Inside, set off alarm. Go to Rita's and enter. Search desk (reading letter). Enter back room. Take reading ticket from mirror.



## THE SWORD AT THE SHAPESHIFTERS

Go to Pandora at circus. Give her the reading ticket (seeing vision). Go home to your bedroom. Open your closet. Enter mirror. Take shoebox. Take Sword.

## STOPPING THE BEHEMOTH

Go east. Talk to mom. Talk to Rita's head. Go east. Go north through front door into Dark World. Go to the power center, then go northeast. Enter the behemoth's sleep chamber. Examine incubator.

Go to the Dark World mirror maze. Save the game. Enter maze through lower entrance. Beat the behemoth to portal by going through hinged mirror at upper left (shortcut).

## ENDGAME

After killing the behemoth (which happens automatically if you beat him to mirror), return to the power center. Use Light of Truth on left hole of device beside center column. Use Scroll on right hole of device. Use Sword on cable beside column (end sequence). As dark self, leave the building.

## ORBS N STUFF

Item

Smiley magnet  
 Camera, circus ticket (mailman)  
 Coat hanger  
 Ticket stub (Slim)  
 Docs address book, glass key  
 Privileged worker ID  
 Light of Truth  
 Meat  
 Quarter, pictures (mayors car)  
 Photo, article  
 Stuffed animals  
 Canister  
 Pills (Gargan)  
 Crossbow  
 Scrolls of Wisdom  
 Letter, gun  
 Biomech gun  
 Thing on desk  
 Hardware store keys  
 Reading ticket  
 Sword

Location

Kitchen (real world)  
 Living room (real world)  
 Alley behind pool hall (real world)  
 Park (real world)  
 Morgue (real world)  
 Hall of Death (Dark World)  
 Police station (Dark World)  
 Diner (Dark World)  
 Civic center (real world)  
 Sheriffs office (real world)  
 All arcades (real world)  
 Pool hall (Dark World)  
 Strong man act (real world)  
 Goths (Dark World)  
 Courtroom (Dark World)  
 Slims (real world)  
 Armory (Dark World)  
 Room beside armory (Dark World)  
 Paul's secret room (real world)  
 Rita's back room (real world)  
 Shapeshifters bedroom (Dark World)

# THE DIG

BY  
PAUL SHAFFER

**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
IBM PC CD-  
ROM,  
Macintosh CD-  
ROM, Power  
Mac

**COMPANY:**  
LucasArts  
Entertainment

**S**TEVEN SPIELBERG DREAMED UP THE IDEA FOR THIS SCIENCE FICTION STORY, BUT ULTIMATELY DECIDED TO TURN IT OVER TO GEORGE LUCAS, WHOSE DESIGNERS TRANSFORMED IT INTO A GRAPHIC ADVENTURE WITH A MORE SERIOUS TONE THAN THE GAMES PREVIOUSLY RELEASED BY LUCASARTS. ASTRONOMERS HAVE DISCOVERED AN ASTEROID ON A COLLISION COURSE WITH EARTH, AND YOUR INITIAL GOAL IS TO INTERCEPT IT AND PREVENT THE CATASTROPHE. ONCE THAT'S ACCOMPLISHED, HOWEVER, THE REAL ADVENTURE BEGINS. THE ASTEROID TRANSFORMS INTO AN ALIEN SPACE SHIP THAT TAKES YOU AND YOUR CREW TO A REMOTE PLANET AND STRANDS YOU THERE. IT'S A SPRAWLING WORLD WITH NEARLY 200 PLACES TO VISIT AND COUNTLESS ALIEN OBJECTS TO FIND AND FIGURE OUT. THE COMPELLING COMPUTER GRAPHICS ARE ACCOMPANIED BY CEL ANIMATION AND SPECIAL EFFECTS FROM LUCAS' INDUSTRIAL LIGHT AND MAGIC, LENDING A TOUCH OF HOLLYWOOD TO THIS UNUSUAL AND ENTERTAINING STORY.

## THE SOLUTION

### SETTING THE DETONATORS

Examine tool chest. Use communicator. Talk to Miles about Pig. Use Pig (goes to surface). Open pig. Take explosive unit alpha & beta, digger and shovel. Go to quadrant 2 of asteroid.

Use digger on target surface. Use explosive unit alpha on dirt. Use arming key with alpha. Go to quadrant 3 and examine boulder. Use shovel with boulder. Use beta on surface. Use key on beta. Return to shuttle. Talk to Borden on communicator about nuclear devices (activates bombs).

**EXPLORING THE HOLE**

Use digger with all three projections. Push all four metal plates. Enter dark tunnel. Go to pedestal. Take all four pedestal plates. Examine square indentation. Place plates in indentation to perfectly fit it (transports you).

**EXPLORING THE SURFACE**

Go to wreck (in southwest part of screen). Enter wreck. Pull hanging wire. Take wire. Take yellow engraved rod. Open chest. Take device. Return to clearing. Go north to grave site.

Examine grave. Use shovel on grave. Take tusk and jaw bone. Return to clearing. Use device (takes you to dirt ramp). Use device again (indicates small mound). Use shovel on small mound. Take bracelet. Return to dais. Use shovel with small hole (Brink falls).

**ACTIVATING THE DOORS**

Examine Brink. Take plate on ground (one of four). Walk west to door past tunnel and take purple rod on ground. Go down ramp. Push triangular button (noting droid's path). Use control panel. Enter five purples, two yellows, one orange, six blues and one orange (replaces lens in power center). Move loose plate at rear of room and take blue crystal. Return to nexus (noting column is now glowing).

**THE MUSEUM**

Examine purple rod (noting color, order and shapes of cubes). Go to panel to left of tunnel. Examine panel and recreate pattern found on purple rod (door opens). Enter. Push blue crystal (calls tram).

Enter tram. At end of ride, try to open weakened door. Continue outside and walk to water (you see turtle being eaten). Return to path and go up. Examine strange device (twice). Push switch on strange device and hold it until a line connects with the center circle (light bridge is now activated). Go through door to west. Take glowing crystals on ground. Examine all four displays in room. Take tablet on wall. Take red rod on ground. Go through west door (meeting Maggie).

**REVIVING BRINK**

Return to Brink. Use glowing crystal on him (restores him). Return to weakened door and open it (with Brinks' help, you get more crystals inside). Take canister from ground.

**BENEATH THE WATER**

Return to water (this time sea serpent spits turtle bones onto ground). Examine fossil on ground farther up the shore. Examine the turtles loose bones.



Reassemble the bones to make the turtle skeleton (if you have it right, when you exit and use the cursor on it will say dead creature). Save the game. Use canister with dead creature. Use glowing crystals with dead creature (serpent eats it). Enter water. Enter chamber. Take plate (two of four) and orange rod.

### THE PLANETARIUM

Return to nexus and use combination from orange rod on doot to the left of the entrance to the surface. Enter and use trans. Follow path to gap. Jump across gap as wave comes up. Use shovel with boulder (making a path back). Go northeast.

Use strange device (light bridge). Push switch (doesn't work). Move lens just below device and try again (bridge forms). Continue on to plateau (creature steals door device). Use shovel with cave. Take rod, rib cage, cover and dowel. Use dowel with hole on wheel. Take pole (twice). Use pole with pin (on wheel). Use rib cage with hook. Use rod on cage. Reach in hole by door (scares out creature).

Walk around creature to other side of wheel and herd creature into cage. Use bracelet on creature. Lift trap (freeing it). Pick rod back up. Enter cave. Use device (in inventory), locating creature's stash. Use shovel with tracker spot. Take machine part. Exit cave. Use machine part with panel by door. Use cover with panel. Use panel. Enter planetarium.

### THE MOON MAP

Take green rod. Take twin scepters and plate (three of four). Use gold scepter on light on ceiling of room (activating moon map). Use gold scepter to move large moon and small moon to face of planet that sun is shining on.

Use silver scepter so small moon is behind the large moon, creating a lunar eclipse. (If you did it right, you should see an animated sequence.) Push button on wall to reopen door. Return to light bridge and go east to crevice. Take blue rod. Return to nexus.

### THE MAP ROOM

Use combo from green rod on door beside column (doesn't open). Use tusk with panel (opening it). Use wire with panel. Use wire with sparks (activating panel). Enter. Call tram. Ride tram. Go to ledge, then cavern, then pit, then opening (map room) and on north to next opening. Use light bridge controls. Adjust lens twice and activate bridge. Return to nexus.

### ACTIVATING THE STUCK TRAM

Go to the door that is two doors west of door to museum. Use combo from red rod to open door. Enter and call tram (seems stuck). Return to nexus and enter dark tunnel.

Cross bridge and push button (opens glass door). Enter and push button on other side of door (twice). Enter airlock door and examine glowing panel. Save the game.

Use blue rod with hole (two others raise up). Touch top of unlit crystal (highlights it). Raise and lower sliding crystals until unlit crystal is activated. Do not touch the other already lit crystals. Exit close-up (should see tram move by in distance). Return to tram room and call it again. Ride tram.

### THE TOMB

At the end of the ride, go to the spire, then to the plateau (note eclipsing moons against sky if you did moon map correctly). Use shovel with stone plate. Examine hole (enters). Examine hole on wall. Use blue crystal with hole (lights room). Examine shutter on ceiling.

Step on loose stone (south part of room). Use rod with loose stone. Exit room. Examine dirt (reveals lens and you re-enter tomb). Examine statue. Examine crypt. Exit tomb and go north on path. Examine engraving on the wall. Activate light bridge (broken). Open panel on side. Save the game.

Push center white prism three times, then lower left white prism three times, then upper right white prism one time, then upper left white prism four times. Activate fixed light bridge.

### OPENING THE CRYPT

Go east to the cave interior and north to the platform (talks to Brink). Examine relic that Brink is building. Return to map room (above pit) and use combination from red rod on panel (notes secret of crypt).

Return to tomb. Use crypt (goes down). Go west to the door. Touch door (revives guard dog). Use glowing crystal on bones (reviving other guard dog). Use yellow rod with slot. Enter door. Go to pyramid. Use yellow rod with panel on pyramid. Use glowing crystal with alien corpse. Talk to alien. Stop talking (you can't understand it yet).

### RESCUING MAGGIE

Witness Maggie's kidnapping. Return to Brink. Examine crystal stash on ground. Enter cavern. Use flashlight on bats. When Brink runs, return to stash and take it. Return to map spire (using light bridge) and go south from pit.

Enter nest on west side of room. Talk to Brink about the creature (he distracts it while you head east). Go to the source of the falls. Examine grate. Push rock (activates water flow). Return to nest. Talk to Maggie about grate. Talk to Brink about grate (spider bites it). Go to opening just north of tram entrance to this area. Examine strange field by water. Show tablet to Maggie (reveals island). Go to island and enter opening. Take plate (four of four). Go to Brink (go to planetarium spire and east to crevice). Use jawbone on Brink (you return to nexus). Put all four plates in alcove at nexus. Enter last door (cathedral) and call tram. Ride tram.

## THE CATHEDRAL

Enter the lab and examine console. Note gap in machinery. Go up and outside. Activate light bridge. Move nest and try to activate it again. Return to glowing crystal room and take two more crystals.

Return to alien in pyramid and talk to him again (Maggie interprets). Ask all (keep asking about each icon until it goes dark), getting clue to location of missing piece. Take creator's engraving (white rod). Go to map room. Use white rod's combination on panel, revealing location of missing piece. Go to beach past falls. Take eye part (twice). Return to lab (Brink takes crystals). Use eye part on gap in console (needs two crystals).

## SHOWDOWN WITH BRINK

Take eye part back and go to Brink. Show him the eye part. Examine relic. Use eye part on relic (getting glowing crystals back). Take eye part (fight). Return to lab.

## CONCLUSION

Put glowing crystals in empty slots on console. Put eye part in gap. Talk to Maggie about alien device (she activates it). Go to light bridge. When guard dog chases you, shut off the light bridge. Turn the bridge back on and cross it to the Eye. Enter the Eye. Enter the portal.

## ORBS N STUFF

Item	Location
Communicator, arming key	Inventory
Unit alpha, beta, digger & shovel	Pig (toolbox)
Wire, yellow rod, device	Ship wreck (planet surface)
Tusk, jawbone	Grave (planet surface)
Bracelet	Ramp (planet surface)
Purple rod, plate #1	Nexus
Blue crystal	Power room
Glowing crystals, tablet, red rod	Museum
Glowing crystals, canister	Life crystal room (museum spire)
Plate #2, orange rod	Underwater chamber (museum spire)
Rod, ribcage, cover & dowel	Outside planetarium
Machine part	Cave (planetarium spire)
Green rod, twin scepters, plate #3	Planetarium
Blue rod	Crevice (planetarium spire)
Plate #4	Island opening (map spire)
Creators engraving (white rod)	Pyramid (tomb spire)
Eye part	Beach (map spire)







# DUNGEON MASTER II: THE LEGEND OF SKULLKEEP



BY  
CLANCY F. SHAFFER

**TYPE:**  
*Fantasy Role-  
playing*  
**SYSTEM:**  
*IBM PC CD-  
ROM*  
**COMPANY:**  
*Interplay  
Productions*

IN THIS SEQUEL, YOU AND A PARTY OF THREE WARRIORS AND WIZARDS SEEK ENTRY INTO SKULLKEEP TO FIND A MACHINE THAT CONTROLS THE DESTINY OF THE WORLD. AND DEFEAT AN EVIL BEING, OF COURSE — DRAGOTH, IN THIS CASE. SKULLKEEP IS COMPOSED OF SIXTEEN AREAS THAT MUST BE FULLY EXPLORED. COMBAT, CHARACTER DEVELOPMENT AND PUZZLE-SOLVING ARE THE MAIN THRUST. YOU MUST ALSO FIND FOOD TO KEEP YOUR PARTY HEALTHY, AND ROUND UP VALUABLE OBJECTS TO SELL AT SHOPS. YOU MAY CHOOSE FROM NINJAS, FIGHTERS, PRIESTS AND MAGES WHEN CREATING A PARTY. THE NEW MAGIC SYSTEM MAKES SPELLCASTING EASIER AND EVEN MORE FUN THAN IN THE FIRST GAME, AND THE MONSTERS YOU'LL FACE ARE SMART ENOUGH THAT YOU MUST CHANGE TACTICS AND WEAPONS FOR VARIOUS FOES. THOUGH THE INTERFACE AND GRAPHICS CLOSELY RESEMBLE THEIR COUNTERPARTS IN THE ORIGINAL DUNGEON MASTER, THE ART IS IN COLOR THIS TIME. A LENGTHY QUEST THAT WILL KEEP YOU BUSY FOR WEEKS, DUNGEON MASTER IS RECOMMENDED FOR ALL ROLE-PLAYING FANS AS WELL AS EVERYONE WHO ENJOYED THE ORIGINAL GAME.

## THE SOLUTION

### PARTY COMPOSITION

Balance your party so that they can use Melee or Sorcery with equal success. An effective party will include Bane and Equus in front, and yourself and Graen Osbor. Concentrate on bringing up each one's deficient classes just a little to improve his or her Stats. Marching order is also very important. Melee fighters must be in the front and well protected.

## MAGICAL MAPS

Look for magical maps in Area 1. Touch one of the four corners of the Lightning altar to find some. They will show all the other creatures near you, false walls and traps, and any missile weapons (whether in use or lying on the ground). Another map will show what is happening in an area even after you leave. Get the Scout Minon map near the Moon Altar. With it, you can create a Minon, send him to a spot on the map and see that area in without going there.

Also get the Fetch and Carry Minon Map. To use it, draw an X on the map, and you can have someone or something taken to that spot. For example, an "X" at an altar will allow you to send a dead body there for the resurrection altar without the entire party going there.

## AREA 1

After climbing the ladder, you will be in a room with a locked door to the north. It requires a solid key. Explore the immediate area and get everything. Move the table to get the gear behind the picture, but do not take the picture. Be sure and get the Sun Key. In this room, the door to west which will take you to an altar that can restore life to anyone laid on the altar.

Your basic goal in Area 1, in addition to collecting maps, is to develop your Mage and Cleric by having them practice spells. Develop your Fighter by attacking trees and other objects. Slay worms for four to five worm steaks.

Before using the Sun Key, visit the Food, Clothing, Armor and Weapon Shops. Buy the compass, another sword, the Tec Helm, Cloak of Darkness and as much food as you can.

At the fountain, refill your bota bags (you may need to buy one or two).

After improving your characters' skills as much as possible, go to the west side of the map and open the gate. Use the magic map to get your bearings.

## AREA 2

As you go through the gate, you will pass between two trees that appear solid on the map. Slay the Digger Worms, but avoid the Thorn Beasts and Cyclones. Later the Thorn Beasts give you a lot of steaks.

The Lightning Altar is in the northwest section, past the Cyclones. South of the corridor that goes north you can get a bow and quiver, arrows and a steak. Pick any Mana blossoms (there are two in the northwest section). The door to the next area is about midway on the eastern side.

## AREA 3

Just west is a ladder you can descend. Don't open the gate. Get the two Poison Cure Potions and rest. You can now open the gate if you desire, but first save the game.

There is a fountain just north. Go east and up the ladder, then go north and use the ladder facing south. You will be back on the same level as before, but to the west of you is a Green Gem Regeneration Center where you can get at least one green gem. Repeat your steps, ascend use the Lightning key on the east door.

## AREA 4

Going through the Lightning Door. Run due east until you find some fairy cushions. The second one is just a little north. They are growing out of manure and about midway across Area 4.

Continue west and a little south to a teleport pad and a Techshield. Hurry, because a nearby thief will steal your belongings. Teleport to the shop area and the Thief, unknown to you, will travel with you.

Sell the fairy cushions for about 80 coppers each. Also sell anything else you don't need. Buy armor and weapons. Now go look for the Thief and slay him with large melee weapons.

Don't bother with Fireballs unless you are now producing large ones. Then go to the Sun doorway and go north behind a tree to recover everything the thief stole. If anyone is killed, revive them on the nearby altar. Heal the party. Save the game.

Teleport back to the pad you left. If you have done some sleeping, the fairy cushions will have regenerated. Take them and go east from the north fairy cushion to the

Wolves area. Do not attack now, or you will be killed. Take the bainbloom.

Avoiding fighting the wolf, for his howls will bring a pack. Continue east and go north at the first chance. Go west one place and south to a pit. Use the rope and go down to get some strength potions. You do not need these to move the large rock; keep trying until you move it out of the way. Go down the corridor and get some more potions and a ladder. Rest, sleep and get ready for another run.

## COLLECTING MORE GEAR

Climb the ladder. Get the bone to the east and throw it the wolves, which will bring it back to you. Continue to throw it. Go a little east into the swamp and get the gear from the skeleton. Go back in the hole to look at it.

Take the Suzerain and Scarab and put them in the pouch; they will give you a 15+ mana boost. After resting up the ladder, go west as far as possible, then south and north to the Altar. Here you can find a Scout Map, a Moon key and another Clan Key piece. Return to the hole with the ladder facing south and rest if necessary. Then leave, go north, then east a few steps. Next go north, then west along a long passage. As you approach, the tree in front will disappear and you will find a steak, a crossbow and a slayer arrow. Go south one step, then west and you will be at Thorn Demon clearing, where some new items are lying around.



Head back to the shops and barter with them. Rest, practice and teleport back to Area 4. Look for the Thief, who has regenerated, and slay him. (You may find him south and to the west.) In the northwest corner of this clearing is another of the Thief's dump sites. Just to the north, you'll find a bainbloom plant facing south. Bainbloom will cast 15 Poison Cloud Spells + 6 Mana points, and can be sold for 20 copper. Rest, then go east to the Moon door and open it.

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## AREA 5

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After entering the northwest part of this area, slay the Worms and Thieves. Just east of where you entered, go as far north as possible to find the Thieves' storeroom with another good shield. It's behind a tree facing west. (You can use the Guard Minon if you have practiced.) Then go due south to a teleport pad and teleport to town to rest and practice.

When you return, note the Energy Hole Door and keyhole to your west. Then head east to the Axemen. Get the axes they throw at you and sell them at the next shop. In the north-central part of this cleared space, you will find an altar. Due west is a trap that will release more Axemen.

Collect the axes, then slay the Axemen before releasing any more axemen. When you have disposed of the first bunch, sell the axes back in town, where you will get much more for them.

Just northwest of the altar is the Axemen's storeroom. Get everything, then release the other Axemen. While fighting, keep your Scout and Guard Minons active. Collect and sell more axes.

North of the altar is a Palmapple Regenerator facing east; this is also one south of this, facing west. Go west of this point a few steps and south to a shop selling clothing, then go back north and continue to a shop selling weapons. Get the gear from the altar and rest, then go out the Energy door to the next area.

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## AREA 6

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This big area is shaped like a square, but with a section extending north-central and west and a smaller one in the southeast. You will enter in eastern section. Go west and north, then back south, west, south, east, north and south. Before going north or south at this point, you will see the Air Door and keyhole to the east.

Go west. One step north, after you pass a large passage that leads north, is a Vorpall Blade that you will need. Watch out for Undead and Monsters. The Vorpall Blade will destroy ghosts; the DES EW spell will also harm the Undead.

After getting the blade, continue west through a tree that will open, allowing you to enter the cemetery and get the Serpent Staff. Go directly south at once. Do not walk in front of the Tomb with the statue in front of it, or the one to the southwest of this tomb, or you will release a very strong spirit who is immune to all but the Vorpall Blade and DES EW spell.



### THE WALKING TREE

Go south through the narrow opening and to the Fire Bomb and the Spirit Cap Regeneration area. As you emerge from the path just to your east, you will find a Palmapple Regeneration point. Go south until you meet a walking tree. Turn at once and run east. If you save the game, you can try to turn the trees into wood and get a lot of practice, but they do a lot of damage.

Going east will take you through a swamp to a temple. Just to the south is a large rock, and east of it is a button. Push it to open the wall. Then get the Magical Box and Fire Key. Go through the unlocked doors, then south. The pits in the south are a safe place to rest.

Watch the pits on the Scout Map that are moving to the north. When it looks safe, move quickly north and out of the temple. You will find two Blood Fountains with gold coins and one Fire Bomb in them.

### THE MAGIC SHOP

Go west and enter the Magic Shop. Sell the Fire Bombs, Spirit Cap and anything else you don't need. Buy the Kalen Gauntlet and Fury; you can double your money by reselling these at the Axemen store. Buy a staff of Neta+ 25 Mana and an Emerald Orb+30 mana. This eliminates the need to try for potions are in battle, as they transfer Mana into health points in one step. Also buy Armor and weapons.

You may go directly to Area 3 by going north of the Magic Shop. The wall will disappear, and you will find yourself in Area 3. But first, do the following, if possible.

### EXPLORING AREA 6

Get rested and well-equipped and rested, then go back south and use the Serpent Stall. Train in DES EW spells before taking the stairs down in the northwest section. Slay the three Wraiths here, then wait for the gates to open, avoiding the moving pits. In the room with you is a torso plate. You'll find a foot plate to the northwest, a leg plate southwest, a mana potion to the south. To the east is an ammet, and east of that a button behind a rock. Push the button to open the wall and get three red gems, one green gem and a scarab from the chest.

### THE MUMMIES

Go to the main floor. Head for the southeast edge of the covered pit room and cast OH IR ROS, or use the magic box, which cannot be sold. Activate the Scout map to watch the pits and make a dash for the door. Use the Fire Key.

Near each tomb is a trigger. You can release one mummy at a time and use Fireballs until all are killed. Then go south through the unlocked door behind the tapestry and get the Air Key, gold coins, Fury, and Guard Minon.

Go north, using the same tactics to avoid the pits. Use the Air Key on the east door. Inside is a revolving table with a partial Clan Key. Put a coin on the table and it will stop. Now go north, get some steaks and visit the shops to buy what you could not get in the Magic Shop.

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## AREA 7

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Return to Area 3. Enter the building just east of the entrance. Bring your Clan Keys and very best gear. You will be trapped so be prepared to save the game frequently. With the four Clan keys, open the door. Save the game.

When you enter, the door will close behind you. You will see a keyhole, but you need a Gold Key to reopen the door that just closed. Beyond the keyhole to the east is a skeleton. There is a trap here. Step on it, then move back quickly to avoid two Fireballs. The move south into the alcove where there two buttons. Turn north and press the left one button first, then the right one as fast as you can. Run north and bounce off the gates until they open one after another. This will get you past two of the three gates.

### THE THIRD GATE

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At the third gate, face south. The gates will stay open as you approach from the north. Stand beside the Techeye facing south. Cast Accelerate and make sure that the mouse pointer is centered on the wall button right ahead. Go forward and press the button, then run backwards as fast as you can. After clearing the third gate, get the Gold Key in the little opening to the west. Walk back very slow and open the keep door. Do not step into the button alcove, or all the gates will shut. Use a tall brazier or another object to block entry, but do not switch on the door triggers.

### THE TEMPEST SWORD

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Go back and clean out this area. Get the Minon map. Just to the west of the entry is a Crystal Shield. Climb down the ladder and get the two Fire Bombs. Go back up to get the Tempest sword, but do not pick it up. If you do, an opening will appear and prevent you from leaving.

Use the Minon Map instead. Activate it and mark an "x" on the place the sword is lying. Take the icon. which indicates the Minon moving away from the "x," and it will bring the Tempest Sword to you.

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## AREA 8

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Ascend the steps, where the Vexirk awaits. Rest, practice, eat and trade, but be sure you are at peak strength before pulling the cord that will bring Vexirk to open the gate. Inside, do not pick up anything. Go to the west room and stand against the north wall until the little rats move into the eastern section. Then activate as many Guard Minons as possible, the more powerful the better. If there are no Vexirk in the room, sleep to recharge your Mana.

When the noise starts, go into the next room. Avoid the Verirk with the staff, which casts three Fireballs and can kill you quickly. Stay behind your Minons and replace them as they fall.

### LOOTING

Behind a false wall facing east, where you enter the west room, there are several alcoves. You may acquire a Combat Staff, Meteor Metal, Staff, Mana Blossom, Spirit Cap, red gem and a Vexirk Cauldron. The door south can be opened with the Numan Staff.

Put the Numan Staff into the Cauldron to recharge it. This makes it the best weapon; it also provides 40+ Mana points. Put all the items you have found into the cauldron, and you will obtain a Serpent Staff and a Blue Steel Sword. A Serpent Staff requires a normal staff and a Mana Blossom.

You can make as many as your supplies allow.

## AREA 9

Use the Numan staff. The gate and door will open. As you go through, you'll find a pressure plate that opens the next door. Get your Minon Map and stand on the plate, then mark an "X" here. Go over to the closed door drop and a coin or anything you don't need, then select the map icon of the

Minon moving to the "X." The Minon drops the item on the plate, which enables you to get through the door. Push the button on the other side to keep the door open.

Activate the Scout Map and use the ROS enlargement to reveal false walls. One is on the east side of the wall with the door. North of it there is a false wall facing east. Open it and use the button to disable Fireballs in the hall. Just south of this is another plate facing north. It must be covered to take care of the Eye on the other side.

### DOWN THE HALL

Go down the hall, turn east one step, then go south four steps. Go through the wall to the west, which is a false wall, then go south four steps and east three steps. Look south to find an alcove with a helmet. Going east and north, where there is access to two Fireball eyes. You must cover these with the plate.

Go back just west of the alcove to another plate and use it. Return to the false wall you entered. To the west is another false wall with a ladder in the ceiling. You cannot use it now, but make a note for later. The hall is now safe to travel to the next area.

## AREA 10

As you enter, you'll see a Fireball port facing west and south. East of this a fountain with a large gear, the Eye of Time and many false walls with lots of armor and a teleport pad in the south. Use the pad to teleport back and sell unusable items. Buy two Vacuum Fuses and four large gears at the Axemen's Weapon



Shop.

Go east to the door. Going north, you must use one of the gears to get through. Then take it. Skip the big pit to open the next door. With the extra gears, you can leave all the doors open and return later if you wish. Be sure and keep the gears "wielded." Beyond the doors lie the boiler room.

## AREA 11

Inside the boiler room, you will face an enemy attack and an enemy Guard Minon who fire lightning bolts. Slay them and close the Blue Minon portal with LO ZO.

As you enter, get the Earth Key from the alcove. Use it on the keyhole facing east. It will drop out into a hole that opens beneath it, falling two levels.

Get the large gear in the northwest corner, then pull both levers to drop the ladder and start the boiler. Don't worry about the boiler, as you must fire it up before it does anything.

Go to the teleport in the southwest corner and teleport to town to establish this teleport station. Heal up and return. You need the keys to go down the ladder.

## THE CATACOMBS

Slay the Guard Minon near the furnace, then look at your maps to see how to get outside. You must move one of the large rocks by pushing it into a hole, which seals it. North of the holes is a ladder down, which is one way out. Here you can go to the east, then north and fight a lot of monsters to get blue gems. Or you can heal up, go west and north to fight Dru Tan. He must be killed to get the Blood Key that you need to get out of the catacombs. If you cannot slay him with weapons, use the following tactic to lure him into his own trap and kill him.

## DRU TAN'S TRAP

Look at your maps see the two doors in the northwest sector. From the south, enter the door farthest to the east. Leave it open, and Dru Tan will follow you. Just inside is a spiked wall that move west when triggered by a plate three steps west of the entrance.

Watch the spiked wall. As soon as Dru Tan enters, go west to the end and activate the trap. A large button on the wall will open the door south, allowing you to exit. The door closes. Dru Tan will be killed. because the button only works once. He can cast spells through the gate, so get out of his line of fire and wait. After he is dead, open the door where he was trapped but do not enter. Go back to the first door, open it and use a lever to reset the trap. Then go down the hall and get the key.



## THE ROCKIES

Now go around the area and collect green gems, an Emerald Orb and the Earth key before freeing the Rockies. You can still go and fight the monsters, but this is unnecessary. Go west of where you found the Earth Key and unlock the prison door with the Blood key and release the Rockies.

After they leave the prison, enter and press the button, turning on the teleport. Use it. The Rockies will follow, and you will be returned to the boiler area. Go to the northeast and take the ladder back to where you dropped the Earth Key.

## AREA 12

Unlock the Earth Lock and close the blue portal with LO ZO again. Descend the ladder in the northeast corner and fight the imp for the gear that is lying around. Prepare your most powerful Fireball and fire it down the long corridor to slay the imp. (If you do not slay the imp, skip this entire area.)

In the new area to the west, go south to the end and get the Tech Boots, then push the nearby button, closing off the hall and opening a new room. Enter it and get the Tech Plate. Press the button that is facing south in this room to start a reflector and open another way out. Use the other button to get rid of a Fireball. Go through the teleporter, which sends you back to the ladder on which you entered this area.

Follow the new passage to the west and south to get Tech Poleyn at the north end of the hall. Now go back to the ladder.

## THE NORTHEAST CORNER

You arrive in the northeast corner. Go west and down the hall to a small alcove. Get the Scout Map from it and use Dain. Have the Scout Minon block the Zo balls that are causing the pit to open and close, then cross the pit and pull the lever to close the cover. Climb the ladder to the next area.

## AREA 13

You arrive in the southeast. Go north to the large room, where the Archer Guards will regenerate. Get the vacuum fuse from the floating chest, unless you bought one from the Axeman Shop.

Do not enter the room in the north. Go to the far west and use the vacuum fuse key on the door. Enter and search the alcoves for a Master Key. In the northeast corner, get a Dark and Light Shield; in the southeast corner, get a Dark and Light Greave. There is also a ladder up, but the Master Key won't unlock it. (you must return with the Cross Key to raise this ladder)

In the big room outside are two alcoves containing each Slayer Arrows each. In the far south, behind an obstacle, get the Large Gear. Then go to the southeast corner of the big room, just west of where you entered, and use the Gear

and Master Key to open it. Take the Master Key.

## AREA 14

After going through the door you will find yourself in a very devious area. It looks complicated and full of tricks, but there is an easy way to proceed. Pick up the Scout Map and go south, then west. Move each lever up and down several times, then leave them all up; this opens all the doors necessary to reach the pump room.

Go east along the hall and break up the barrel to get the Kalen Gauntlet. Then go south, west, south, west and south to another barrel with two fire bombs. Head back north and west to a barrel with vacuum fuses and poison bombs. The raised ladder north of the barrel can be lowered to the Fireball hall area. and you can descend and renew the Numen if necessary.

### THE PUMP ROOM

Go east and north, east and just north to a locked door. Use the Master Key and enter the pump room. Slay the enemy Minons. Put a fuse in the fuse slot and lower the ladder to the boiler room. Get the Cross Key from the alcove to the north, then throw the two levers to start the pumps. Be sure and take the Master Key with you. The ladder up in this room is now accessible.

If you wish, you can descend the ladder to the boiler room and go back to the shops to replenish your supplies. But in any event, return to Area 13 and use the Cross Key on the ladder in the eastern section to lower it.

## AREA 15

Hack up the tables with your weapons, or use a Fireball on them. To get past the Rams, notice that as they start back into the wall, they slow down, and that they are slow when they begin to emerge. So run past them just as they get near the end of their return. You must wait until the ram is almost in its return position. After getting past the rams, you can either go past two more (one east and the other west) to get Guard Minons, or you can go east.

### TELEPORT FIELDS

In the next room, two active teleport fields may force you into a hole, requiring you to face the rams again. Monitor the teleport fields carefully with a map, then run very fast from the entrance hall east and north into the reflector room. You can now push the reflectors out and block the teleport fields, as they need room to move about. Or you can use a Scout Map and play with the levers until the center reflector and one of the side reflectors on the other side of the pits is angled to allow you to cast a Fireball north to strike the target with only two reflectors. After the pits are destroyed, move the reflectors into the room until you can walk around the edge without bothering with them.

The gate out of the west side of the reflector room is locked. Open it with a few Fireballs open it and get the Quality Armor

Go to the pits southeast of these rooms and put a Minon on the post in the center. Toss him a coin, which it will bounce off and land on the post, opening the door to the west. Inside, get more armor and a Fury Bomb.

Check the teleport room and get the Fire Bomb and poison. Now go to the door at the reflector room's entrance and use the Master Key. Slay any enemy Minons, then turn all four valves on and lower the ladder. Return to the reflector room and ascend the ladder on the east side.

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## AREA 16

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You arrive on the east side. After the ladder, move west into the control room with a lot of gauges. Don't be surprised if the boiler is not working. You'll need an Onyx Key for the locked door. To the north is a teleport pad that enables you to make one more trip for supplies.

There is a hall to the west with lighting crossing from five points. Start a map, cast Accelerate and watch for a pattern that will allow you to walk through the hall. A switch on the other side will deactivate the Lighting.

Beyond this is a circle in the floor. On the other side is a shelf with two keys. *Do not take both keys at once.* Take the Onyx Key and unlock the locked door with it. It will stay open as long as the key is in the lock.

Move on to the next area and disregard everything about the Skull Key and so on. Slay the Minon. Throw all four switches in the room, whether they work or not. Enter the hall south of the crystal.

The ladder in the crystal room leads to the roof, where Archers await. Enter into the dimensional portal and save the game. (You cannot save after the portal is open. Use the Numan Staff and fire a burst of three small Fireballs at it. Turn around, and the portal will be open.

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## AREA 17

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Before entering, have each party member prepare a Minon Spell. Dragoth is tough and has plenty of his own Minons.

When you enter the portal, you will be walking on clouds. If you step off the void, you are teleported outside the portal, sometimes outside the Keep. Don't leave unless all party members are in trouble. Use the Guard Minons. Watch Dragoth and sidestep his incoming spells. Only spells will do any real damage to him.

If Dragoth attacks directly, stop him with MON Fireballs or the Numan Staff from one space away (from a greater range, he will sidestep). When Dragoth is weakened, use spells to finish him off if you have Mana left. Otherwise try to do so off with Voraxes. If you must leave, return as soon as possible to finish him off.



## ORBS N STUFF

Item

Sun Key  
 Green Gem Regeneration Center  
 Suzerain  
 Scarab  
 Scout Map, Moon key, Clan Key piece  
 Bainbloom Plant  
 Palmapple Regenerator  
 Serpent Staff  
 Vorpal Blade  
 Magic Shop  
 Fire Key, Magical Box  
 Air Key  
 Clan Key piece  
 Gold Key Past third gate in Area 7  
 Crystal Shield  
 Vacuum Fuses  
 Blue Gems  
 Earth Key  
 Blood Key  
 Emerald Orb  
 Tech Poleyn  
 Tech Boots  
 Master Key  
 Cross Key  
 Onyx Key

Location

Area 1  
 Area 3  
 Area 4  
 Area 4  
 Altar in Area 4  
 Near Thief's dump site in Area 4  
 North of altar in Area 5, and in Area 6  
 Cemetery in Area 6  
 Area 6  
 Area 6  
 Past Walking Tree in Area 6  
 Past the mummies in Area 6  
 Past the mummies in Area 6, Area 4,  
 Area 7  
 Axemen's Shop in Area 10  
 Catacombs in Area 11  
 Alcove in Area 11, the Rockies in Area 11  
 Dru Tan  
 Rockies in Area 11  
 Area 12  
 Area 12, west part  
 Alcove in Area 13  
 Alcove in Pump Room  
 Area 16

# FLIGHT OF THE AMAZON QUEEN



BY  
PAUL SHAFFER

## TYPE:

*Comic Book  
Adventure*

## SYSTEM:

*IBM PC CD-  
ROM*

## COMPANY:

*Warner Active*

**A** COMIC BOOK-STYLE ADVENTURE, THIS STORY TAKES YOU TO THE JUNGLES OF SOUTH AMERICA TO THWART A MAD SCIENTIST WHO IS TURNING AMAZONIANS INTO LITTLE GREEN DINOSAURS IN AN EVIL PLOT TO TAKE OVER THE WORLD. (ADMIT IT — IF YOU WERE PLANNING TO TAKE OVER THE WORLD, YOU'D USE LITTLE GREEN DINOSAURS TOO, WOULDN'T YOU?) YOU PLAY THE ROLE OF JOE KING, A PILOT BEST-DESCRIBED AS A BUMBLING INDIANA JONES. FAYE RUSSELL IS THE HAUGHTY MOVIE STAR YOU'RE FLYING TO A FILM SET IN THE AMAZON WHEN THE PLANE CRASH-LANDS ON AN ISLAND. FAYE IS KIDNAPPED, CONFRONTING YOU WITH THE ADDITIONAL CHALLENGE OF RESCUING HER. FROM A PINNACLE ON THE ISLAND, YOU CAN LOOK DOWN ON A MAP OF YOUR SURROUNDINGS AND CLICK PLACES TO VISIT SUCH LOCATIONS AS THE DOCK, TRADING POST, AND A MYSTERIOUS TEMPLE. THE INTERFACE AND GRAPHICS STYLE ARE REMINISCENT OF LUCASART'S SAM AND MAX. IT IS DISTINGUISHED BY AN ABUNDANCE OF HUMOR, WITTY DIALOGUE FOR THE 40 CHARACTERS, AND BOLD, COLORFUL GRAPHICS THAT DEPICT 100 LOCATIONS. NUMEROUS ANIMATED "CUT SCENES" ENTERTAININGLY REVEAL EVENTS TRANSPIRING AT DISTANT LOCATION WHILE YOU LABOR TO SOLVE THE LATEST PUZZLE. *FLIGHT OF THE AMAZON QUEEN* IS ONE JOURNEY YOU DON'T WANT TO MISS.

## THE SOLUTION

### PICKING UP FAYE

Use curtain rod. Pick up wig. Pick up sheets (twice). Use sheet on other sheet. Use sheet rope on radiator. Use radiator with sheet rope (down). Move ladder. Take comedy breasts and crowbar from shelf.

Go upstairs and exit to lobby. Talk to bellboy. Ask about key; say you're Lola's friend. Take key on desk. Return to cellar. Use key on rear door. Enter Lola's room (she'll ask you for a towel). Return up chute to dressing room. Use crowbar on chest. Look at chest (getting towel). Return to Lola. Give her the towel (getting dress). Wear dress. Exit to lobby. Walk to truck (takes you to airport). On way to airport, pick up hay. Pick up oil. Use oil on Rico in car.

### GETTING TO SHORE

Open duffle bag. Look in bag (getting knife and lighter). Look at seats (getting coupon). Open hatch. Talk to Sparky. Ask about supplies. Ask for jerky (getting jerky). Exit plane. Use jerky on piranhas. Pick up propeller. Use knife on lily stem. Use propeller on pad (takes you to bank).

### GETTING HELP

Go north. Use knife on vine. South twice. At falls, use vine on support rope. Cross rope bridge and take banana on ground. Go north three times. Talk to gorilla (note that gorillas are found in Africa, not South America). Tell gorilla to go back to Africa (disappears). Go north to the pinnacle. Go to Trader Bob's. Talk to Bob. Agree to help Azura.

### FINDING THE AMAZONS

Return to pinnacle and enter jungle. Go east twice. Talk to dinosaur/gorilla twice. Ask about disappearing trick, then say he doesn't exist (disappears). Go east, north, then east. Examine rock boulder (hides). Move buttons on rock boulder (caught). Talk to bedraggled prisoner. Ask about puppets (getting puppet). Apologize to Faye. Follow Faye.

### FINDING A COMIC FOR SPARKY

Return to waterfall and beetle. North. Talk to Skip. Tell Skip your friend enjoys comics and has all but one, the Chicago Mob (getting comic). Examine comic (getting torn page). Use coupon on torn page (makes blueprint). Examine blueprint. Return to crash site. Give comic to Sparky (getting file).

### FINDING A CURE FOR BUD'S RASH

Return to Skip and Bud in jungle. Talk to Bud; ask about heat (tells you of rash). Return to gorilla/dinosaur site and go south.

Talk to Mary Lou until she tells you about talking to pygmies using dictionary. Give file to Mary Lou (getting dictionary). Return to Trader Bob's. Talk to witch doctor. Ask for rash cure (lists three ingredients).

### COCONUT MILK (INGREDIENT #1)

Return to Mary Lou. Give banana to middle monkey (getting coconut). Use knife



on coconut.

### WASPS (INGREDIENT #2)

At Trader Bob's, give jerky to Bob (getting money). Pick up vacuum cleaner (buying it). Return to jungle. Use vacuum on wasps. Pick up orchid.

### SLOTH HAIR (INGREDIENT #3)

Return to Trader Bob's. Give orchid to Bob. Take net. Go to the crash site and use net on perfume in water (getting perfume). Return to Bob's and give perfume to Naomi (getting scissors).

Go to the pinnacle and then to Floda's factory. At entrance to Floda, take flower from flower patch. Return to jungle and go to the sloth (northeast). Use flower on sloth. Cut sloth with scissors (getting sloth hair). Return to witch doctor and give all three ingredients, getting rash cure. Go to Bud and give him rash cure (getting money).

### INFILTRATING FLODA

Return to the crash site and get another banana. Return to Trader Bob's and buy record. Go to Floda's and enter building. Talk to receptionist, saying you're the fumigator (must have vacuum cleaner). Go east to the kitchen. Talk to the chef.

Try to pick up dog food. Ask what chef's doing. Give banana to chef (he leaves). Take dog food and cheese bits. Go east. Open mailbag. Look in mailbag (getting Dear John letter). Examine letter. Open foot locker with helmet on it. Take squeaky toy. Return to lobby, then north to library. Search couch (getting money). Use record on phonogram (reveals secret entrance). Use elevator.

### GETTING PAST JOHN

Go to the hall where John is and give him the dear John letter.

### GETTING PAST HENRY

Enter the first room by John and examine the duty roster. Enter the second room and examine notes on desk. Move cabinet and examine safe.

Go to Henry's room and talk to him. Tell him about kitchen duty and Colonel Jackson (Henry leaves). Enter adjoining room and examine wall chart. Pick up book on desk. Use knife on book (getting key).

### GETTING PAST KLUNK

Go to the warehouse room. Look in box (getting can opener). Go to the lab. Use wall panel (floor moves). Pick up super weenie serum on shelf. Go to the hall with Klunk. Talk to Klunk; challenge him (getting hit).

Use can opener on dog food. Use super weenie serum on dog food (becomes chef's surprise). Give chef's surprise to Klunk. Challenge Klunk again

(knocking him out).

Open door behind Klunk. Enter. Look at map. Look at writing pad. Return upstairs to lobby. Pick up pencil from desk. Return to room with writing pad. Use pencil on writing pad (getting safes combo & piece of paper). Return to safe room. Use piece of paper on safe. Open safe and look at it (getting padlock key and rocket plans).

### RESCUING AZURA

Return to lab and go east. Talk to Azura. Use key on prison door (frees her). In lobby, use mannequins. When guard is gone, talk to Azura and ask about door code. Use wall panel (opens door). Outside, use squeaky toy on guard dog. Open shed door. Enter. Use padlock key on padlock on box. Open box. Look at box (getting rocket). Return to Amazon fortress. Enter temple (you get the horn).

### GETTING TO THE ISLAND

Go to the jungle. Go to the waterfall with beetle and fish. Use net on beetle (catching it). Go to the pinnacle and then to Jetty. Talk to ferryman. Ask about fishing. Ask about bait. Give beetle to ferryman. Talk to him again and ask for passage to island (he takes you).

### ISLAND RUINS: FINDING THE SECRET PASSAGE

Enter ruins. Northeast. Move all four bodies (get skull and left arm). Give cheeze bitz to dino rat (runs off). Northeast. Move bodies (get leg bone and rib cage). Northeast (you are back at the entrance). Use body parts on appropriate holes on wall. Use arm bone on socket, left side of room. Put money in slot. Move arm bone (revealing secret passage). Enter passage.

### FINDING THE SKULL: EAST PASSAGE

When guardian appears, answer anything, then answer man in three stages of life (all entrances open). Go through east entrance to zombie women. Talk to them, getting them to open the sarcophagus. Take mummy wrappings. Talk to women again, telling about rags.

Open sarcophagus (getting crown). Use knife on vines in sarcophagus (getting vines). Close and move sarcophagus (revealing passage). Enter passage. Use knife on tree sap. Pick up sap. Use sap on bat in inventory (making sticky bat). Pick up more sap. Go west and move fountain head. Pick up blue jewel. West. Use hand puppet on stone disc, getting disc. Go east twice. Pull lever (returns you to three-door room). Go north.

### FINDING THE SKULL: NORTH PASSAGE

Use disc on spindle. Use vine on stone disc. North. Look at hole. Return to lower part of wheel room (through east door in three-door room). Use loose vines on pulley. Use bat on pulley (raises slab). Go east.

Take pick axe. Go west. Use bat on pulley again (lowering slab). Return to room with hole. Use pick axe on stalactite. Pick up flint. Use flint on lighter. Use pick on hole (makes passage). Go west. Move crypt. Return to three-door room. Go west.

### FINDING THE SKULL: WEST PASSAGE

Go north. Use wrappings on arm bone (makes makeshift torch). Use lighter on makeshift torch. Use lit torch on snake. North. North. East. Talk to Ian; tell him to throw you the skull. Use lever. Talk to Ian again; tell him to untie rope. Use lever (releasing Ian). Go north (through lower exit). West.

Pick up stick stuck in stone. Return to crypt room in north passage. Use stick on crypt. Look in crypt (getting death mask). Use wrappings on mask (cleaning it). Go to the room with waterfall in west passage. Go east to body. Look at body (getting ID).

Return to stairs where Ian was imprisoned and go north to room with beams. Use death mask on lizard heads (stopping beams). North. East. Use sticky bat on green jewel. Go to the room where you got the big stick. Use green and blue gems on eyes of statue on wall. Northwest.

Go to Ian's body. Look at it (getting chunk of rock). Return to big stick room. Northeast. Use sap on bit of stone (making sticky bit of stone). Use sticky bit of stone on chunk of rock (making stone key). Use stone key on statue (opens passage down). Down. South.

Give cheeze bitz to dino rat. Follow rat through maze (repeat four times). In room with wall panel, go northeast. Use vacuum cleaner on floor mosaic. Move embossed wall carving (row four, column two). Move embossed wall carving (row three, column three). Northeast.

Agree with guardian. Give crown to guardian. Take crystal skull. Return to room with wall panel. Move panels on each side of throne. Use chair (teleports you back to mainland).

### BACK IN CELL

Pick up mug. Use mug on door. Go to Trader Bob's. Buy alcohol (showing ID). Use alcohol on rocket. Exit Bob's. Use rocket pack. Go to the pinnacle. Use rocket pack again.

### VALLEY OF MISTS (ENDGAME)

East. North. North. Use knife on branches. South. Give branch to large dinosaur. South. South. West. Use horn. East. Pick up dino raygun. Use gun on monster Frank. Talk to Faye; ask about mirror. Use gun on Frank. Give death mask to Sparky. Use gun on Frank.



## ORBS N STUFF

Item

Bat  
 Wig, sheets, more sheets, towel (chest)  
 Comedy breasts, crowbar  
 Lola's key  
 Dress  
 Hay, oil  
 Duffle bag (knife, lighter), coupon, jerky (Sparky)  
 Propeller  
 File (Sparky), perfume  
 Vine  
 Banana  
 Hand puppet  
 Comic book/torn page (Skip), money (Bud)  
 Pygmy dictionary (Mary Lou), coconut  
 Money, vacuum cleaner, net, record, alcohol, scissors (Naomi)  
 Wasps, orchid  
 Flower  
 Sloth hair  
 Rash cure (witch doctor)  
 Dog food, cheeze bitz  
 Dear John letter, squeaky toy  
 Money  
 Book (key)  
 Can opener  
 Super weenie serum  
 Pencil  
 Piece of paper  
 Padlock key, rocket plans  
 Rocket  
 Horn (Amazons)  
 Beetle  
 Skull, left arm  
 Leg bone, rib cage  
 Mummy wrappings, crown, vines  
 Tree sap, blue jewel  
 Stone disc  
 Pick axe  
 Flint

Location

Inventory  
 Dressing room  
 Cellar  
 Lobby  
 Lola's room  
 Truck (on way to airport)  
 Crash site (on plane)  
 Crash site (outside plane)  
 Crash site (shore)  
 Crash site (on path)  
 Crash site (at waterfall)  
 Jungle (Amazon jail)  
 Jungle (Skip and Bud)  
 Jungle (monkeys)  
 Trader Bob's  
 Jungle  
 Floda (entrance)  
 Jungle (sloth)  
 Trader Bob's (outside)  
 Floda (kitchen)  
 Floda (barracks)  
 Floda (library)  
 Floda (underground, past Henry)  
 Floda (underground, warehouse)  
 Floda (underground, lab)  
 Floda (lobby)  
 Floda (underground, past Klunk)  
 Floda (underground, safe room)  
 Floda (shed)  
 Jungle (Amazon temple)  
 Jungle (waterfall)  
 Island ruins, NE room  
 Island ruins, NW room  
 Labyrinth, zombie room  
 Labyrinth, lever room  
 Labyrinth, west of lever room  
 Labyrinth, room beyond slab  
 Labyrinth, stalactite room

**Item**

Big stick

Death mask, green jewel

ID

Chunk of rock (Ian's body)

Crystal skull

Mug

Branches

Dino raygun

**Location**

Labyrinth, big stick room

Labyrinth, crypt room

Labyrinth, east of waterfall room

Labyrinth, west of lever room

Labyrinth, NE of wall carving room

Floda (underground, in cell)

Valley of Mists (clearing)

Valley of Mists (endgame)







# FULL THROTTLE

BY  
PAUL SHAFFER

**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
IBM PC CD-  
ROM,  
Macintosh CD-  
ROM, Power  
Mac

**COMPANY:**  
LucasArts  
Entertainment

**A** "HEAVY METAL ADVENTURE," *FULL THROTTLE* BLENDS BIZARRE CHARACTERS AND TWISTED HUMOR WITH THE VIOLENT LIFESTYLE OF HARLEY-RIDING BIKERS IN THE MIDWESTERN TOWN OF MELONWEED. AS BEN, YOU MUST PROVE YOU WERE FRAMED FOR KILLING THE PRESIDENT OF A HIGH-PERFORMANCE MOTORCYCLE COMPANY. ON YOUR HOG, YOU'LL LEAVE THE KICKSTAND BAR TO RACE UP AND DOWN HIGHWAY 9 ROUNDING UP THE ITEMS NEEDED TO FIND THE REAL KILLER. IN ADDITION TO LOGICAL PUZZLES (MANY OF WHICH OFFER ALTERNATIVE SOLUTIONS), THERE ARE SEVERAL ARCADE-STYLE CHALLENGES. ADVENTURERS SHORT ON ARCADE SKILLS WILL APPRECIATE THE OPTION TO AVOID THESE SEQUENCES BY USING THE CORRECT OBJECT AT THE RIGHT TIME. BOLD BACKGROUND ART WAS SUPPLEMENTED WITH 3-D MODELS OF THE MOTORCYCLES, AND OTHER HOLLYWOOD TECHNIQUES ADD LUSTER TO THE PRODUCTION. YOU'LL EVEN HEAR THE VOICE OF MARK HAMILL FROM *STAR WARS*, AS WELL AS OTHER DIGITIZED DIALOGUE AND SOUND EFFECTS THAT PUT A REALISTIC EDGE ON A DECIDEDLY DIFFERENT KIND OF ADVENTURE.

## THE SOLUTION

### STARTING OUT

Click on lid of garbage dump (punches it open). Go to front door of bar. Kick door open. Enter bar. Use your hand on bartender (gives you keys). Go to bike. Use keys on bike. On road, punch out biker (you crash).

**GETTING THE WELDING TORCH**

.....

(When you wake up) ask Maureen everything. Take hose, gas can and picture from wall. Go to trailer. Knock on door. When Todd comes to door, kick it down (knocking Todd out). Open cabinet. Take lockpick. Open refrigerator. Take meat. Walk on top of floor panel (takes you to cellar). Take torch on table.

**GETTING THE FORKS**

.....

Go to gas tower. Use lockpick on lock. Take lock. Go to junkyard. Use lock on latch at base of door. Climb chain against wall. Examine parts pile in center of junkyard. Try to take fork from pile (dog attacks). Go to right area of junkyard. Use meat on lower left blue car (dog jumps into car). Go immediately to crane controls (go up from main junkyard area). Push green button. Pull far left lever down (twice), picking up car with dog in it. Return to parts pile and take fork.

**GETTING THE GAS**

.....

Return to gas tower. Enter. Touch ladder. Hide behind rear left pipe (patrol lands). Open gas cap on patrol car. Use hose on gas cap. Use gas tank on hose. Use mouth on hose.

**GETTING PAST THE AMBUSH**

.....

Return to gas tower. Touch ladder again (patrol leaves - murder sequence occurs). Back at Maureen's, search debris (you'll get the picture if you hadn't taken it earlier). Return to bar. Show photo to bartender and Emmett. Go outside to trash bin. Look in trash bin (getting fake ID). Return to bar and give fake ID to Emmett (gives you ride past ambush to mink farm).

**GETTING A FUEL LINE**

.....

Enter shack at mink farm. Move pillow. Take tire iron. Use tire iron on chest (getting hose - goes to crashed semi).

**GETTING A HOVERLIFT**

.....

Use tire iron on semitrailer. Push semi. Take handful of fertilizer. Return to mink farm (bad guys chase you). Lead bad guys past semi (they crash). At bridge, read sign (examine each picture & plaque on it for hints on how to jump gorge). Return to where bad guys crashed. Use tire iron on car fender (getting hoverlift). Use hoverlift on your bike.

**GETTING A RECOIL BOOSTER**

.....

Go to mine road #4. As you drive, you'll meet Father Torque (on bike). Ask him everything (getting hints on cavefish bikers). Continue on road and biker fights

begin. To skip a particular fight, hit Esc and it will take you back to the road again. Use tire iron on biker with chain (getting chain). Use fists on red-head with bandana. Use tire iron on man with mace (getting skull mace). Use fertilizer on redhead with Mohawk (getting chainsaw). Use chain on man with recoil booster (getting booster).

### GETTING A RAMP

Use chain or chainsaw on man with board (getting board). Use board on cave-fish as he sits up in his seat (getting night-vision glasses). Use glasses while on bike by right-clicking. When exit flashes in lower left of screen after you pass under arch (and no visible exits are around) left-click - you enter secret passage. Continue along secret passage until you come to ramp. Take ramp (twice - connecting it to bike). Go east to bend in road. Use ramp, removing night markers in road.

### JUMPING THE BRIDGE

You've got all you need now. So just jump it!

### GETTING THROUGH THE MINEFIELD

Enter stadium. Look at t-shirt behind souvenir stand (vendor turns to examine it). While vendors back is turned, take the bunny. Return to bike. Go north on bike to minefield. Use bunny on minefield (blows up, leaving battery). Take battery. Return to souvenir stand. Use battery on remote car. Steer car north and through the exit gates (vendor chases after it). Take bunny box. Return to minefield. Use box on minefield. Pick up dropped bunnies. Return to souvenir stand and take another box. Return to minefield and use box on minefield, this time letting bunnies cross the field. After last bunny has blown up, Go to edge of path that has been cleared by bunnies and drop the bunnies in your inventory one by one until you can get the rest of the way across the minefield.

### TIED UP & QUARTERED

Say the following: Let me go, or else ..., Ill call you names, Diapered Dynamo

### THE DERBY

Jump left ramp (onto brown car which will stall). Push brown car to lower right ramp. Push brown car up the ramp and off the edge. Jump the right ramp (onto the bad guys). While on fire, walk to wall by exit (wall will catch fire). When blue car attacks, jump on top of the blue car. Wait for it to pass by the flames at the bottom right of screen. Jump off and enter the flames (car follows).

### GETTING INTO THE FACTORY

Back with Maureen, ask everything (getting clues to hidden entrance). Examine parts (noting serial numbers on the parts). The safe code is the only 6 digit ser-



ial number. Go to factory (Maureen gives you photos as you leave). Go to west side of factory. Examine wall. Wait for meters to all show black in middle & kick lower wall (just above left hatch). Enter right hatch.

### INSIDE THE FACTORY

Examine floor safe. Enter serial number (154492) and push button (getting tape and access card). East. Put card in card reader (entering film room). Push left motor lever once and the right motor lever twice (burning up the film). Enter second door from left. Put photos on easel (exposing Corley's murderer to crowd).

### ON THE TRUCK

Open front panel on truck. Grab cane from Rip as he tries to close panel. Open grill. Use cane on fan. Use tire iron on right fuel line.

### INTO THE GORGE (ENDGAME)

Climb ladder (twice - between gunfire bursts). Push green button on airplane controls. Press Take-off/Post Take-off/Gear/Raise gear. After plane stops, enter trucks cockpit. Push left orange button. Push Main Menu/Defense Menu/Machine Guns/Control/System Off (disposing of Rip). Re-enter plane. Walk left to bike. Use bike to escape explosion.



# GABRIEL KNIGHT 2: THE BEAST WITHIN

BY PAUL SHAFFER

**TYPE:**

*Horror  
Adventure*

**SYSTEM:**

*IBM PC CD-  
ROM (supports  
Windows 95)*

**COMPANY:**

*Sierra On-Line*

ALISMAN AND DAGGER IN HAND, GOTHIC HORROR NOVELIST GABRIEL KNIGHT TRACKS DOWN A WEREWOLF IN THIS SEQUEL, WHICH SURPASSES THE ORIGINAL GAME IN EVERY WAY. THE STORY TAKES PLACE IN CONTEMPORARY GERMANY, WHERE KNIGHT VISITS SUCH AUTHENTIC LOCATIONS AS RITTERSBERG DUNGEON AND KING LUDWIG'S NEUSCHWANSTEIN CASTLE, DEPICTED IN PHOTO-REALISTIC DETAIL. MORE THAN SIX HOURS OF FULL-MOTION VIDEO MAKE THIS AMONG THE TOP "INTERACTIVE MOVIES" EVER. YOU'LL INTERROGATE WITNESSES,

DIG UP CLUES AND HAVE THEM ANALYZED BY A LAB TECHNICIAN, AND PORE OVER DIARIES AND ANCIENT BOOKS OF LORE THAT LEND DEPTH TO THE PLOT. THE SUSPENSE BUILDS AS YOU SLEUTH YOUR WAY THROUGH THE FIRST OF SIX CHAPTERS INTO WHICH THE STORY IS DIVIDED, ON A QUEST TO TRACK DOWN AND CONFRONT THE FURRY FIEND. ONE OF SIERRA'S BEST ADVENTURES EVER, *GABRIEL KNIGHT 2* IS HIGHLY RECOMMENDED.

## THE SOLUTION

### CHAPTER ONE

#### STARTING OUT

In your inventory, examine unfinished manuscript, Gabriel's card and talisman. Examine knapsack on floor. Take all (dagger, wallet, letter from Gracie and lawyer's letter).

Read letters (getting lawyer's address). Read note on closet. Take keys under mirror. Read newspaper on table (getting address for police and zoo). Write letter to Gracie (using paper on table). Exit house.

**EXPLORING THE GROUNDS**

Outside, go east to the water trough. Examine mud beneath trough (noting paw print). Go to the edge of woods and examine ground. Take fur. Enter storage area of house. Take bucket (and cement). Return to paw print and use cement on it to make a cast. Take cast. Use keys on car. Go to the zoo.

**EXPLORING THE ZOO**

Examine sign on fence (European wolf). Look over fence at wolves. Wait for feeder to arrive. Talk to him. Ask all (getting location of Klingman's office).

Go west to Klingman's office. Talk to doctor. Ask all. Exit office. Return to farm house. Click on tape icon. Click on Klingman tape, then Load A. Click on any blank tape, then Load B. Select Splice. Choose the following words to form the phrase, "Thomas? Herr Doktor Klingmann here. Show our wolves to Mr. Knight." Select Transfer.

Return to the zoo. Enter office and search doctor's jacket (getting receipt). Use Klingman spliced tape from inventory on walkie-talkie on Klingman's desk (goes to wolves). Examine tag on wolf. Pet wolf (getting fur). Go to Marienplatz.

**EXPLORING MUNICH**

Examine receipt from Klingman's office. Turn it over and examine print on back. Go west, then north. Examine office listing. Talk to Ubergrau. Ask all (getting location of University). Exit and keep going east to Dienerstrasse.

Go to the post office on right side of street and mail envelope to Grace. Return to house. Use doctor's receipt on mirror to read it (getting location of hunting club). Go to the university lab.

**TESTING THE EVIDENCE**

Give both fur samples to lab tech. Give paw cast to tech (gives you evidence report as you leave). Return to lawyer's office.

**BACK IN THE CITY**

Ask lawyer about hunting club. Return to street post office was on and go north. Enter hunting club at 54 Dienerstrasse. Talk to Xavier. Ask all.

**FAMILY PAPERS**

Return to lawyer and ask for Ritter family papers. Go to the police station (Lieber won't talk to you). Return to lawyer and get papers. Return to club and give papers to Xavier (von Glower gives you his business card).



## CHAPTER TWO

### EXPLORING THE RITTERSBERG

Try to open door beside bed. Go downstairs and talk to Gerde. Ask all. Exit castle and follow path to town.

Go to the town hall. Ask mayor about all. Go to the tavern. Examine photos of Ludwig on wall. Talk to barkeep/Huber. Ask all. Examine Barclay's card and Gabriel's letter in inventory. Return to town hall and ask about trial records.

### GETTING INTO THE LIBRARY

Return to the castle bedroom and examine fireplace. Examine hole in fireplace. Look down. Take screwdriver from toolbox. Look up and use screwdriver in hole (activates panel in closet). Open closet. Enter secret panel.

Go east to Gerde's room. Examine photo on desk. Reopen closet and take key hanging. Return to Gabriel's bedroom. Use key on locked library door. Inside, examine middle bookshelf (getting book on werewolves and letter to Ludwig). Read letter to Ludwig and werewolf book. Examine left bookcase for Ludwig's biography (cant find it). Examine right bookcase, getting book on Victor Ritter. Read it (getting trial date). Go to the town.

### FOLLOWING LEADS

Return to town hall and ask again for records (giving correct date). Ask all (mayor opens dungeon for you). Look out window of dungeon. Examine cot.

Go to the church. Talk to priest (doesn't speak English). Return to town hall and ask about church records (mayor gives you note). Return to church and give note to priest (gives you church file). Return to town hall and give file to mayor (translates). Go to the tavern and ask barkeep about Ludwig II.

Return to library and examine right bookcase (getting Christian Ritter's journal). Read journal. Sit at desk. Examine Gabriel's book and unfinished manuscript. Use Barclay's card on phone. Write letter to Gabriel. Give package (contains letter to Gabriel) to Gerde (she gives you lawyer's address). Go to the post office. Give package to mail clerk. Pay clerk.

## CHAPTER THREE

### THE MURDER SCENE AND LIEBER

Read newspaper. Go to Marienplatz. Go to the lawyer's (getting Grace's package). Open and read her letter. Go to the clock store on Main Street and buy cuckoo clock. Go to the outside hunting club and go to the police barricade. Try to talk to Lieber. When he ignores you, give evidence report to news crew (attracts Lieber's attention).

**GETTING PAST THE LOCKED DOOR**

Go to the hunting club and make your way to the back hall. Open rear door (back alley). Try to open door to left (it is locked). Put clock in plant. Go to the front of club with Xavier. Wait for clock to go off. When it does, open drawer on Xavier's stand and take key. Return to back hall and unlock door with key. Retrieve clock from plant and then put it back in plant again. Return to front and replace key when Xavier once again leaves. Return to back hall. Save the game.

Open unlocked door. Examine trophies on rear wall and photos on east wall. Examine logbook on shelf against back wall (noting entries). When Von Zell arrives, ask all.

**COMMISAR LIEBER**

Go to the police station. Talk to commissar. Ask all. Before leaving, examine map on wall, noting mark in middle of map (does not fit pattern). Examine slip of paper on right of map with Grossberg's name and address. Use notepad on slip of paper, copying Grossberg's phone number. Go to the lawyer.

**MISSING PERSONS**

Talk to lawyer (asking for list of missing persons). Return to farm house and use Grossberg's number on phone (getting connection with von Aigner). Write letter to Grace. Examine von Glower's business card (getting home location). Go to von Glower's. Talk to him and ask all.

Go to the club. Talk to Preiss. Ask all. When everyone arrives, go to Klingman and von Zell and say you want a magazine (taking one). Put tape recorder in magazine. Return to von Zell and replace magazine (taping their conversation). Go to von Aigner and Henneman. Ask all (agitates Aigner about Grossberg).

**CHAPTER FOUR****MAKING UP WITH GERDE**

Go to the post office and get Gabriel's letter. Read it. Go to the tavern and talk to Smiths. Ask all (getting Tarot readings for yourself and Gabriel).

Go to the church and go up aisle to the tomb. Click on Gerde (noting who she's grieving for). Return to castle and secret passage. Go downstairs to rear of castle. Pick roses. Return to church and use roses on Gerde (gives you car keys to Gabriel's car).

**SEEING THE SIGHTS**

Go to the car outside castle and use keys on it. Go to Neuschwanstein. Enter castle. Examine murals in each room, playing the tour tape each time your view

changes. Note the wolf paintings in the last room.

Go to the Ludwig Museum. Talk to clerk. Buy a ticket. Examine all displays. Go down both left and right halls (finding out about diary, lost opera, Ludwig's urn and painting of sleigh). You must be very thorough at both places in order to get all the information.

Talk to clerk again and ask about diary and lost opera (getting location of Wagner Museum). Go to the Wagner Museum. Tour museum. Pay close attention to the letter and diagram of theatre on table across from antique couch. Also note Ludwig's display. Return to lobby and examine book in case on counter (Wagner's journal). Talk to caretaker. Ask all. Return to Rittersberg.

### BACK IN TOWN

Go to the tavern. Talk to barkeep. Ask Smiths about Ludwig dream. Return to castle (Gerde informs you Barklay called).

In library, examine left bookcase, getting Ludwig's biography that you missed the first time. Read it. Go to the desk and call Barklay back (getting Dalmeyer's number). Call Dalmeyer (agrees to meet at Memorial chapel). Take car to chapel. Go to the benches (Dalmeyer arrives). Ask all (getting name of Chapel).

Return to Rittersberg castle library and call publisher of Ludwig's biography (use book on phone); he gives you Chapel's number. Call Chapel (refuses to show you diary). Go to outside the church. Take lily from beside church entry. Return to Memorial chapel and walk to benches. Look down at bank of lake. Put lily in water by shore (see face).

Return to castle and talk to Gerde. Ask about permit. Go to the library and write letter to Gabriel. Take letter to post office and mail it. Return to castle (Gerde informs you of fax). Return to post office and get fax (diary). Read diary. Return to Wagner museum and give diary to caretaker.

## CHAPTER FIVE

### PREPARING FOR THE HUNTING TRIP

Go to Marienplatz and then to the meat market. Buy white sausage (wurst) from lady. Go to the hunting club. Pick up the magazine you dropped (retrieving your tape recorder).

Go to the lawyer's office (getting another package from Grace). Read her latest letter. Talk to lawyer (getting list of missing persons). Play von Zell's conversation on tape for lawyer (he translates).

Go to the police station. Talk to Lieber. Ask all. Play tape for Lieber (brings in Grossberg's accounts). Examine ledger while Lieber is gone (noting Dorn's address). Go to Dorn's kennels.



**THE KENNELS**

Knock on door (Dorn asks for money). Return to lawyer's and ask for money. Return to Dorn and give him the money. Talk to Dorn. Ask all. Examine cages where wolves were. Go to the last cage on right. Examine straw on floor of cage. Give sausage to animal. Take wolf's tags in straw. Return to hunt club.

**GETTING INTO VON ZELL'S ROOM**

Exit your room. Go to the room across the hall from yours (Preiss' room). Look in closet and get rope. Open window and look down, examining ledge. Use rope on ledge (climbing out). Go west to von Zell's room (middle window). Open window (enters). Examine von Zell's ledger (getting Grossberg's letter). Read Grossberg's letter. Go to von Zell's bathroom and examine rug on floor. Turn rug over. Examine footprint. Return to hall via the way you came.

**THE REST OF THE LODGE**

Enter other rooms and talk to each man. Go downstairs to main room. Open closet and take lantern. Talk to Henneman. Ask all. Return to Klingman's room. Show him the wolf tags from the kennel. When you return to the main room, examine the fireplace, taking the matches on the mantle. Exit lodge and enter barn. Take clippers hanging on wall.

**EXPLORING THE WOODS**

Go east from lodge into the woods. Examine ground (examining wolf print). Go south, east, south. Again examine ground, looking at print.

Use clippers on hedges. Go through hedges to cave. Enter cave. Go through small passage. In area where you can hear noises, light lantern with matches (you witness von Zell doing the cannibal thing). Go to von Glower's room (taking him to cave).

**NIGHTTIME HUNT**

From the lodge, you reach the ravine by going east, east, east, south, south. When you come across the wolf, use your talisman to force him back into the entrance to the ravine. Von Zell will attack and separate you from your talisman. Shoot the wolf/von Zell when von Glower throws you the gun.

**CHAPTER SIX: PART ONE****THE FOUR PIECES OF THE LOST OPERA**

(In a dream you see Ludwig hiding the four opera acts.) Examine Gabriel. Go to the post office (getting letter from von Glower). Read letter.

Go to the tavern and talk to Smiths. Ask all. Take roll on table. Go to the castle bedroom and take sheets on bed. Return to dungeon (pigeon will be on sill). Give roll to pigeon. Get pigeon with sheet. Go to the car.

### FIRST PIECE

Drive to Altotting. At chapel, examine donation box and sign. Go to the monk's room and talk to him (gives you card). Buy water from him. Go to Neuschwanstein. In castle, go to cave-like room. When attendant leaves, open panel on wall (getting opera act).

### SECOND PIECE

Go to the room where a child sits on a chair. When the attendant leaves room after the child, pour water from Altotting on chair (clears guard from bedroom).

Go to the bedroom. With attendant gone, open secret panel at bottom right of doorway as seen in the dream (getting another act).

### THIRD PIECE

Go to the room with wolf paintings. Use pigeon on entry to hallway (lets it loose). While attendant is busy trying to catch it, open panel (halfway along wall) and get the third act. Return to Rittersberg.

### FOURTH PIECE

Go to the church. If you haven't already, go to the tomb room and examine the silver heart Gerde that left on Wolfgang's crypt. Go to Gerde at the castle and ask her for it. Return to church and take it.

Return to Altotting and the monk. Talk to him, showing him the card he gave you (takes you to altar). Use silver heart on offering box. When wind blows, open door (blows out candles). Move chair under the urns (standing on it). Open Ludwig's urn (getting the last act).

## CHAPTER SIX: PART TWO

### THE CHECKLIST (AS GRACE)

At front of the lobby, take a program from the desk and examine the opera poster. Go to room with Gabriel in it (ground level, end of right hallway). Talk to Gabriel. Take opera glasses and checklist from table. Examine bulletin board and take seating chart for theatre. Read checklist to get an idea of what you're supposed to be doing.

### GETTING SOME HEAT

Go to the theatre's entrance (ground floor) and downstairs to the left (into basement). Go south to the furnace room. Open furnace door. Click on coal shovel

(getting coal and putting it into furnace). Examine furnace controls and click on start button. Turn the dial to high setting.

### WARNING THE CONDUCTOR

Go into theatre (ground level) and talk to caretaker (who is also the conductor and Georg) (warning him).

### CHECKING ON THE CHANDELIERS

At the same spot, talk to the chandelier hangers (in the upper left balcony, learning about change in the structure).

### FINDING THE ROOM TO SEAT VON GLOWER

Examine the blueprint of the theatre in your inventory, clicking on balcony room with X at center (where to seat von Glower). Examine seating chart from Gabriel's room, clicking on the same spot as the blueprint. Go upstairs and enter central balcony indicated on blueprint. Examine balcony (confirming it to be the right spot to seat von Glower).

### SETTING UP THE LIGHTING

Go to the room with the spotlight (end of upper floors right hallway). Look out small window. Examine spotlight and click on switch. Move spotlight by clicking on the attached bar and aim it directly at the central balcony you plan to put von Glower in.

### THE USHER

Go to the lobby entrance and talk to usher (telling him where to seat von Glower and Lieber).

### HOLDING VON GLOWER

Return to the entrance to the central balcony (it should now show a close-up of the doors). If you examine the balcony door, Grace will comment that you need a way to keep von Glower in.

Go backstage (ground floor, end of left hallway). Examine rack at back of room. Take rope by clicking on pulley and then rope. Go to the basement by going down the stairs in this room. Go forward (east) and get keys from panel against wall. Go back to the room you just came from and go south then west into prop room. Search room and take "Private" sign. Use key from panel on door (realizing that it's the correct one and a good place to keep Gabriel). Return to lobby (you should be told things are starting).

### FINAL STEPS

Return to Gabriel's room and click on him (he will automatically move to the



basement room). Return to Gabriel's room and wear the dress that is hanging up. Speak to Lieber as he enters.

Go to the room with spotlight. Look through window and use opera glasses to spot von Glower. Go to the entrance to von Glower's balcony (central). Put rope around door handles. Hang "Private sign" on rope.

### ESCAPING (GABRIEL)

Go to the side of room and move large chest (revealing vent). Use dagger on vent (opening it). Enter vent (exiting into basement).

### FINDING A DISGUISE

Go backstage. Examine rack where Grace got her rope. Take roll of tape lying here. Go to the dressing room (exit right side of backstage). Examine hanging costumes. Take minstrel costume. Use costume on yourself (wearing it). Examine dressing table and take powder (you hear someone coming). Use powder on dressing mirror. Hide behind screen. When man enters and sits, use tape on him. (Animated sequence follows.)

### THE BASEMENT MAZE (HERDING VON GLOWER)

Acting as Gabriel in wolf form (in the basement), you must lock the doors by pushing their latches against the floor, thus cutting von Glower off from escape and herding him into the furnace room. Use the Smell option to find von Glower in the basement. Do not trap him in any room except the furnace, or you will die. Your first step is to cut him off from escaping through the wall vent at the southwest corner of the basement.

Save the game. If you are in the first basement room, the exit to stairs is considered east. Go south twice and close the door to the north. Go east and close the door to the west (cutting von Glower off from vent).

Go north and close the door that leads to the west and north. Go east and close the north door. Go east again and close the north door. Go south and close west door. Go north, west, south and close north door. Now go west, north, east, east and south, and you should have herded him into the furnace room.

### ENDGAME

In the furnace room, click on Grace. Click on furnace door (Grace opens it). Click back on Gabriel. When von Glower jumps at Lieber, click on von Glower just before he passes in front of the entrance to the furnace.

## ORBS N STUFF

Item

Dagger, wallet, letter from Gracie and lawyer's letter

Car keys

Fur

Bucket and cement

Receipt

Walkie-talkie

Paw cast

Evidence report

Cuckoo clock

Key to back Hall

Magazine

Roses

Gabriel's car keys

Ludwig's biography

Lily

Sausage

Rope

Roll

Sheets

Opera Piece 1

Opera Piece 2

Opera Piece 3

Opera Piece 4

Silver heart

Pigeon

Opera glasses and checklist

Roll of tape

Location

knapsack

Under mirror

Edge of woods

House (storage area)

Zoo office (doctor's jacket)

Klingman's desk

Water trough

Lab tech

Main Street (clock store)

Xavier's stand (drawer)

Hunting Club

Rear of castle

Gerde

Castle (left bookcase)

Church entry

Marienplatz meat market

Von Zell's closet

Table in tavern

Castle bed

Neuschwanstein castle (cave-like room)

Neuschwanstein castle (bedroom)

Neuschwanstein castle  
(room with wolf paintings)

Altotting (under urns)

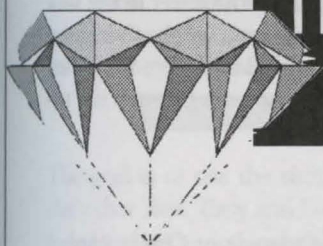
Wolfgang's crypt

Dungeon (sill)

Opera (end of right hall)

Backstage (rack)

# JEWELS OF THE ORACLE



BY  
STACEY PORTNOY

## TYPE:

*Logic Puzzles*

## SYSTEM:

*IBM and  
Macintosh CD-  
ROM*

## COMPANY:

*Discis  
Entertainment*

THE DOMAIN OF THE ORACLE IS A SUBTERRANEAN TEMPLE WHERE ANCIENT MASTERS TESTED THEIR LOGICAL SKILLS IN A SERIES OF CHALLENGES TO OBTAIN 24 JEWELS. UPON ENTERING, YOU WILL WONDER WHERE THE PUZZLES ARE, UNTIL REALIZING THAT THE INITIAL PUZZLE IS TO FIND THE PUZZLES. THEN YOU CLICK ON YOUR CHOICE OF STONES TO SELECT A PUZZLE. YOU'RE TELEPORTED INTO A CELL AND CONFRONTED WITH A MINDTWISTER REMINISCENT OF THE PUZZLES IN MYST AND THE 7TH GUEST. YOU MAY BE ASKED TO MAKE THE CONNECTION BETWEEN SEVERAL

OBJECTS, OR SIMPLY HANDED SEVERAL STONES AND OTHER ITEMS WITH NO INSTRUCTIONS WHATSOEVER. (AT LEAST THE ORACLE IS ON HAND TO PROVIDE CRYPTIC CLUES UPON REQUEST.) YOU GET A JEWEL FOR SOLVING A PUZZLE, AND A LESS VALUABLE ONE IF YOU GIVE UP. (YOU MAY ALSO RETURN TO A PUZZLE LATER.) THE GAME'S CONCLUSION HINGES ON THE NUMBER AND QUALITY OF THE JEWELS YOU OBTAIN. PUZZLES ARE HIGHLIGHTED WITH 3-D GRAPHICS AND QUICKTIME MOVIES THAT KEEP YOU ENTERTAINED WHILE SCRATCHING YOUR HEAD, AND THE MUSIC ALSO CONTRIBUTES TO THE HAUNTING ATMOSPHERE.

## THE SOLUTION

### GENERAL

Puzzles may be solved in any order. After starting a puzzle, you can return to it later time without any penalty. There is no time limit. The difficulty level of the puzzles can be changed at any time. This solution is divided into two parts. Part One describes the puzzle and offers a small hint, which will often prove sufficient to solve the puzzle. Part Two lists all steps needed to complete each puzzle; both difficulty levels are covered.



## STARTING THE GAME

After entering, turn left and go through the door with the triangle. Move forward to an altar with a jeweled chandelier and click on it. After it shatters, turn around and leave the room. You now have access to the wells in the six houses.

Click on a stone to see a sketch of the puzzle. Click on the water in the well to enter the puzzle room. When you return from a puzzle, you will be in front of the hexagon door. The picture of the last puzzle selected will remain in the water. Upon completing each puzzle, return the jewel to the altar room through the triangle door.

## WELLS

You initially exit the altar room via the door with the triangle or Oracle symbol on it. This is the starting point for this solution. Within each group, the order for the stones being done are: upper left, upper right, lower left, and lower right.

This first well group is called the House of Tantram. To the left is the House of Krida. Next is the hexagon door into the House of Paurah, and then the House of Sastram. The next door is the one through which you entered the game through, a door with no symbol, facing the House of Kausalam. Moving clockwise, the last well is the House of Kavi. Upon completing four puzzles in any house, you will be able to click on the Oracle Stone to hear more words of wisdom.

# PART ONE: GOALS AND HINTS

## HOUSE OF TANTRAM

### HALL OF HIDDEN LINKS

The goal is to make six pairs. The relationship for a pair is totally independent of the relationship of another pair. The relationship for each pair can be based on what the items look like or how it is used. Easy and hard puzzles are identical.

Hint: Obvious pairs such as hammer and chisel are not the answer.

### HALL OF THE SUN

The goal is to push the beetle around in such a way that all the balls enter the hole on the board. The easy puzzle has nineteen balls to push, the hard puzzle has twenty-nine. The board layout is different for each difficulty.

Hints: It is a lot easier to maneuver the beetle with the keyboard than the mouse. One false move, and you have to start over. Do not put any balls in the corner, for you will be unable to get them out.

**RUNES OF ERIDU**

The goal is to complete the sequence of nine tiles. After three mistakes, the game resets. In the easy version, only three tiles are needed to complete it, six are necessary in the hard version.

Hints: Think of each symbol on the tile as being two halves with each half a mirror image. To see what the tile represents, you may need to rotate it in your mind. Do not concern yourself with the tiles shifting in the lower area.

**ABHORANAM OF NIGHT AND DAY (SUN AND MOON)**

The goal is to use the sliding platform to move all the black and white balls to the other side. Easy and hard version are identical.

Hints: As you move the balls, there can never be more black balls than white balls on the right side. If this happens, the black ball will "eat" the white ball, forcing you to start over.

**HOUSE OF KRIDA****DARKNESS OF WATERY CHAOS (EARTH, WATER, WIND, FIRE)**

The goal is to arrange the tiles so that symbols on each side of a tile match those on the tile to which it is connected. In the easy version, it is only necessary to move or slide the tiles from one position on the board to another. In the hard version, you must also rotate each tile.

Hints: In the center there are three connecting areas where there will be four of one symbols. The only pattern that does not form a diamond pattern is the circle with H/I inside it.

**PATH TO UTSAVAH**

The goal is to move the compass from the square in the upper left corner to the square in the lower right corner.

Easy and hard puzzles are identical.

Hints: Movement across the board is based on the number of dots in the square. If there are two dots, then you can move two squares either horizontally or vertically. Try working backwards to solve it.

**LEAP OF THE LOCUST**

The goal is to switch the position of the green and yellow pegs. Easy and hard modes are the same.

Hints: The green pegs move counterclockwise only, the yellow pegs clockwise only. You can either move forward one space or jump over a peg into an empty space.

Hints: Try to keep the pegs alternating in color. If you allow two colors to get next to each other, you must restart.

### HALL OF SPHERES

The goal is to move the spheres so that each column contains the same color. This is done by sliding the spheres into the gears below. The gears below can be turned in both directions. However, if two gears are next to each other with spheres in them, they will be unable to turn toward each other. Easy and hard modes are the same.

Hint: Start by putting yellow spheres in the first column.

### HOUSE OF PAURAH

#### SOWING SEEDS (THE RUMA)

The goal is to move all the seeds from the four small bowls into the large bowl. Easy and hard versions are identical.

Hints: Follow these basic rules.

a) Click on a bowl to move the number of seeds in the bowl to the bowls to the right of it. One seed will drop into each bowl until none are left. After the large bowl, the seed will drop into the bowl farthest to the left.

b) If the last seed drops into the large bowl, you can start your next move from any bowl.

c) If the last seed drops into one of the four small bowls and is not the only seed in the bowl, your next move must start from this bowl.

d) If the last seed drops into one of the four small bowls and is the only seed in it, you can no longer move and must restart.

### PATH TO MAHIMAN

The goal is to move the blue ball through the six-sided maze. The easy version requires you to catch up to a yellow square. The hard version has an additional square you must meet up with.

Hints: Use the keyboard rather than the mouse to move the ball around. A very general rule is to follow the right wall as if your hand were on it.

### HORSES OF ASVAH

The goal is to arrange the tiles so that on each side of a tile that is connected to another tile, a horse of the same color results. In the easy version, it is only necessary to move or slide the tiles from one position on the board to another. In the hard version, you must also rotate each tile.

Hints: Count how many of each part of the horse you have for each color. So if you have more tails than head of a particular color, you know that you will have that many excess parts on the edge of the board.



**ASSEMBLY OF THE PLANNERS**

The goal is to arrange the shapes so that all 24 fit onto the board. Easy and hard versions are identical.

Hints: This involves a lot of trial and error, but don't assume that the end result has to be symmetrical or that the yellow and blue pieces have to be together. Right-clicking will rotate the pieces.

**HOUSE OF SASTRAM****HALL OF THE NIGHTSKY**

The goal is to move the tiles so that all tiles with stars go into the container with stars, and all tiles with a sun go into a container with a sun. Moving the tiles involves sliding them from one bar to another. Click on a brown bar to change its position. The yellow bars do not move. The easy and hard versions differ in their arrangement of the tiles.

Hints: Use the yellow non-moving bars to hold tiles that you are not currently working with.

**WHEELS OF TIME**

The goal is to place all twelve balls (that are released by pulling on each of the twelve levers to the left of the wheel) onto the six wheels in such a way that the balls can freely pass each other while rotating. Turn the middle section toward the wheel you want to place the ball on.

The easy and hard versions are the same.

Hints: Each wheel will only have two balls on it. Notice how the wheels alternate in rotating clockwise and counterclockwise.

**MEMORY OF BHANDAM**

The goal is to form a picture by clicking on the tiles to reveal a portion of the puzzle. Tiles may be dragged from one position to another.

Click on the drawer of the chest to find the puzzle. In the easy version, a tile will remain face up when it is on the correct spot. In the hard version, there is no way of knowing if a tile is in the correct spot.

Hint: You can see a drawing of the puzzle (hard difficulty level) the right wall in the Assembly of the Planners room.

**TURNING OF THE DIVASAH**

The goal is to turn the panels using the levers to form a pattern. In the easy version, all six panels must be the same symbol. In the hard version, the panels must contain different symbols and be in the same order that the panels flip (either clockwise or counterclockwise).

Hints: To change the random start of the puzzle, you must actually back out of the puzzle. Merely restarting the puzzle will result in the same layout. The order that you are looking for is people, tree, cow, triangle, circle, waves, or the reverse. If a lever only turns one panel, leave that panel for last.

## HOUSE OF KAUSALAM

### VALUES OF AL-JABARA

The goal is to discover the value of the six symbols on top of the board by using the equations to the left. When you think you know the value of a symbol, place the marker in the hole next to each stick to that number. When all six are done, pull the wooden bar across the top. Easy and hard modes are the same.

Hints: Give letter values to each of the symbols (a through f). Substitute into the equations on the left. For example,  $a = b + c$

### PANDITAH OF THE SEVENTH MOUNTAIN

The goal is to arrange the 20 digits on the board in such a way that each horizontal and vertical row is evenly divisible by seven. The digits are not added together; instead, consider them one single number. For example 1 2 is not three but is twelve.

In the easy mode, you are given the starting position of digits. You will also see the results of the division for the row and column that intersects the digit placed on the board.

In the hard mode, you begin with an empty board. There are also no division results. However, the digits will lock in if any number created is evenly divisible by seven.

### HALL OF ORDER AND SUCCESSION (CITY OF INDUSTRY)

The goal is to slide the pieces around the board so each symbol on a tile matches the symbols shown on the board.

The easy version gives you five empty spaces to move around. The hard version has only three; the other two spaces are replaced with blank tiles.

Hints: Work the pieces to fill the top row first.

### SQUARE OF GANJ DAREH

The goal is to click on the tiles to rotate the numbers in so that each horizontal, vertical and diagonal row adds up to the same number. In easy mode, the four corner numbers are given. In the hard mode, there are no starting numbers.

Hints: You can use only one of each digit from one through nine. If two of the same number appear on the board, both tiles darken to signify this.

## HOUSE OF KAVI

## KUTU OF EKAKIN

The goal is to have one peg remaining on the board. You move by jumping one peg over another peg into an empty space. The peg you over is removed from the board. Jumping is done either vertically or horizontally. Easy mode has a table of sixteen holes. The hard mode has a table of 55 holes.

Hints: Try to avoid having single pegs along the outer edges of the board.

## PARITY OF JALAM

The goal is to divide the units of water so that each side has an equal amount. To move the water, first click on the tube from which you want the water to leave, then click on the tube to which you want the water to go. If the receiving tube cannot hold all the water, the remainder will stay in the original tube.

The easy version requires that the total units for each side be the same. The hard version requires that the four tubes on each side hold the same amount: the water is in the same proportion.

Hints: Count the units of water for all the tubes.

## HARMONY OF THE HASSUNA

The goal is to find five shapes that are scattered about in the other wells and put them together to form a square. Each piece is automatically transported back to this room when you find it. The easy and hard versions are identical.

Hint: there is one piece per well.

## SEAL OF THE GIRSU GATES

The goal is to slide the tiles around to form four balls in total: on the left side, three balls (blue, dark green and red), and on the right side, a light green ball. The easy and hard version are the same.

Hints: Try to form the blue ball first.

## PART TWO: SOLUTIONS

## HOUSE OF TANTRAM

Hall of Hidden Links

Statue-table: 4 legs

Sickle-quirm: related to grain

Comb-bracelet: adornments

Brush-hammer: wooden handles

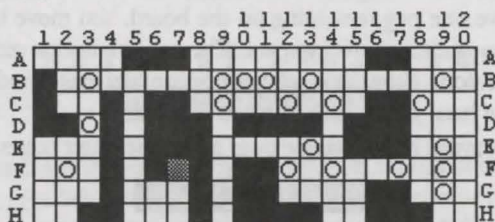
Chest-bowl: containers

Dagger-chisel: blades



# HALL OF THE SUN

Easy Difficulty Level



B10-C10, B13-B14, B11-B12, B9-B10, C9-H9

B10-B9, B9-H9

B12-B9, B9-H9

B14-B9, B9-H9

C10-C9, C9-H9

C12-C9, C9-H9

C14-C9, C9-H9

B3-B9, B9-H9

D3-F3, F3-B3, B3-B9, B9-H9

F2-E2, E2-E3, E3-B3, B3-B9, B9-H9

E13-E9, E9-H9

F12-E12, E12-E9, E9-H9

F14-F12, F12-E12, E12-E9, E9-H9

B19-B9, B9-H9

C18-B18, B18-B9, B9-H9

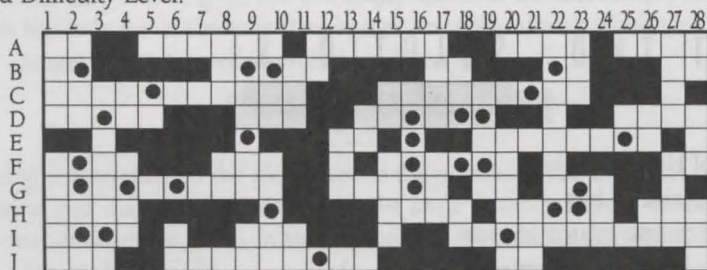
F19-F18, E19-B19, B19-B9, B9-H9

G19-B19, B19-B9, B9-H9

F18-B18, B18-B9, B9-H9

F17-F12, F12-E12, E12-E9, E9-H9

Hard Difficulty Level:



Left Side

E9-G9, H10-J10, J12-J15

J10-J15

G9-G10, G10-J10, J10-J15

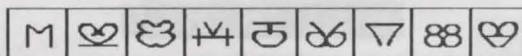
B9-G9, G9-G10, G10-J10, J10-J15  
 B10-B9, B9-G9, G9-G10, G10-J10, J10-J15  
 C5-C4, D3-D2, C4-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 B2-C2, C2-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 D2-D4, G2-G3, G3-C3, C3-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 F2-F3, F3-C3, C3-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 I2-F2, F2-F3, F3-C3, C3-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 I3-I2, I2-F2, F2-F3, F3-C3, C3-C9, C9-G9, G9-G10, G10-J10, J10-J15  
 G4-H4, G6-G10, G10-J10, J10-J15  
 H4-G4, G4-G10, G10-J10, J10-J15  
 D4-D3, D3-G3, G3-G10, G10-J10, J10-J15

Right Side

I20-I27, H22-F22, H23-H21, F22-I22, I22-I23, B22-F22, C21-C22, C22-B22, D19-C19, F19-E19, F18-F20, F16-F17, G16-G15, G15-J15  
 D16-D15, E16-G16, G16-G15, G15-J15  
 D15-D16, D16-G16, G16-G15, G15-J15  
 F17-F16, F16-H16, H16-H15, H15-J15  
 C19-C20, D18-D16, D16-H16, H16-H15, H15-J15  
 E19-F19, C20-C17, C17-D17, D17-D16, D16-H16, H16-H15, H15-J15  
 B22-C22, C22-C17, C17-D17, D17-D16, D16-H16, H16-H15, H15-J15  
 F20-E20, F19-F16, F16-H16, H16-H15, H15-J15  
 E20-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 E25-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 H21-H20, H20-E20, E20-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 F22-E22, E22-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 G23-G22, G22-E22, E22-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 I23-I20, I20-E20, E20-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15  
 I27-I20, I20-E20, E20-E19, E19-F19, F19-F16, F16-H16, H16-H15, H15-J15

RUNES OF ERIDU

The sequence that you need to build are the mirror images of the numbers one through nine.



ABHORANAM OF NIGHT AND DAY (SUN AND MOON)

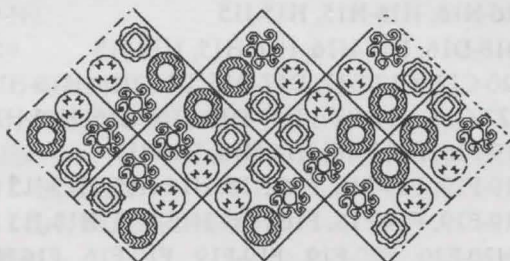
Follow these step to complete the puzzle:

1. Move two black balls to the right.

2. Move one black ball to the left (one black ball remains to the right).
3. Move two black balls to the right.
4. Move one black ball to the left (two black balls remains to the right).
5. Move two white balls to the right.
6. Move one black ball and one white ball to the left (one black ball and one white ball remain to the right).
7. Move two white balls to the right
8. Move one black ball to the left (three white balls remain to the right).
9. Move two black balls to the right.
10. Move one black ball to the left (three white balls and one white ball remains to the right).
11. Move two black balls to the right.

## HOUSE OF KRIDA

**DARKNESS OF WATERY CHAOS (EARTH, WATER, WIND, FIRE)**



## PATH TO UTSAVAH

Start				
1	2			
		6	5	
	3		4	
8	9	7	10	

## LEAP OF THE LOCUST

Use the following diagram as a guide to move the pegs in the following order: 6-4-3-5-7-8-6-4-2-1-3-5-7-9-8-6-4-2-3-5-7-6-4-5.

1 9 1, 2, 3, 4 are the green pegs

2 8 6, 7, 8, 9 are the yellow pegs



3 7

4 5 6

**HALL OF SPHERES**

Column 1 2 3 4

Y Y O P y = yellow

R B B P b = blue

P B Y R p = purple

Gear A B C D

1. Move purple sphere in column 1 to column 4.
2. Move red sphere in column 1 to gear D.
3. Move yellow sphere in column 3 to column 1 (red sphere now in gear C).
4. Move red sphere in gear C to column 3.
5. Move blue sphere in column 2 to column 1.
6. Move blue sphere in column 2 to gear A.
7. Move yellow sphere in column 2 to gear C.
8. Move blue sphere in gear A to column 2 (yellow sphere is now in gear D).
9. Move blue sphere in column 1 to column 2 (yellow sphere is now in gear C).
10. Move yellow sphere in gear C to column A.
11. Move red sphere in column 3 to gear D.
12. Move blue sphere in column 3 to column 2.
13. Move red sphere in gear D to column 3.
14. Move purple sphere in column 4 to gear B.
15. Move red sphere in column 4 to column 3 (purple sphere is now in gear A).
16. Move purple sphere in gear A to column 4.

**HOUSE OF PAURAH****SOWING SEEDS (THE RUMA)**

Number the bowls from left to right as following:

1 2 3 4 5 (5 is the large bowl)

Click on the seeds in the bowls in this order:

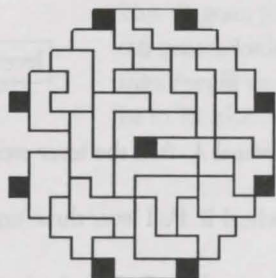
3-4-2-3-4-1-4-2-3-4

**PATH TO MAHIMAN**

After telling where you need to go to turn the cube, this section provides precise directions. Each time you turn or each time you have a choice, the direction will be given. Directions are abbreviated as : L for left, R for right, U for up and D for down.

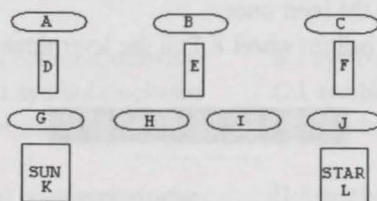


## ASSEMBLY OF THE PLANNERS



## HOUSE OF SASTRAM

## HALL OF THE NIGHTSKY



## Easy Difficulty Level:

I, C, I-C, I, J-I, J, F-J, J-L  
 J, I-J, J, J-F, C, C-A, B, E-B, B, B-C, C, I, C-I, I, J, I-J, J, J-L  
 A-B, B, B-E, H, A, H-A, A, B, A-B, C, B-C, C, I, C-I, I, J, I-J, J, J-L  
 H, G-H, H, A, H-A, A, C, A-C, C, I, C-I, I, J, I-J, J, J-L  
 G, D-G, G-K  
 B, E-B, B, B-A, A, A-H, H, G, H-G, G, G-K  
 F-J, J, J-I, I, I-C, C, A, C-A, A, H, A-H, H, G, H-G, G, G-K

## Hard Difficulty Level:

B-C, B, E-B, B, B-A, C-B, B, B-E, B, A-C, C, I, C-I, G-H, H, A, H-A, A, C, A-  
 C, B, E-B, B, B-A, A, A-H, H, H-G, G, G-K  
 A, C-A, A, H, A-H, C, I-C, C, C-B, B, B-E, H, G, H-G, H, I, J-I, C, I, I-C, C,  
 B, A, C-A, B, E-B, B, B-C, C, C-I, I, I-J, J, J-L  
 A-B, B, B-E, H, G-H, H, A, H-A, A, B, C, A-C, B, E-B, B, B-A, A, A-H, H, H-  
 G, G, G-K  
 C, I, C-I, I, J, I-J, J, J-L  
 F-J, J, J-I, I, I-C, C, C-B, B, B-E, D-G, G, G-H, H, H-A, A, B, A-C, C, C-I, I, I-  
 J, J, J-L  
 B, E-B, B, B-A, A, A-H, H, H-G, G, G-K



# WHEELS OF TIME

Label the wheels as:

A  
F B  
E C  
D

lever to rotate wheel

Wheel A: Place ball on wheel A. Pull the lever twice. Place ball on wheel A. Pull the lever once.

Wheel B: Place ball on wheel B. Pull lever three times. Place ball on wheel B. Pull lever once.

Wheel C: Place the ball on wheel C. Pull the lever twice. Place the ball on wheel C. Pull the lever once.

Wheel D: Place the ball on wheel D. Pull the lever three times. Place the ball on wheel D. Pull the lever once.

Wheel E: Place the ball on wheel E. Pull the lever three times. Place the ball on wheel E. Pull the lever once.

Wheel F: Place the ball on wheel F. Pull the lever three times. Place the ball on wheel F.

# MEMORY OF BHANDAM

Easy Difficulty Level



Hard Difficulty Level



# TURNING OF THE DIVASAH

The solution to the puzzle is randomized. However, knowledge of how the levers work aids you greatly in solving it. Each lever can be clicked on either side, which moves the panels in opposite directions. Use the diagram below with the name

of the symbols to see how the panels will move in a clockwise or counterclockwise direction.

<u>Panels</u>	<u>Symbols</u>
A	People
/ \ / \	
F B	waves tree
E C	circle cow
\ / \ /	
D	triangle
1 2 3 4 5 6	

This diagram just shows the general order of the symbols. thus People do *not* have to be in Panel A.

### Easy Difficulty Level Puzzle

Left side Right side

#### Lever 1

A:1 symbol counterclockwise

A:1 symbol clockwise

F:1 symbol counterclockwise

F:1 symbol clockwise

#### Lever 2

B:1 symbol counterclockwise

B:1 symbol clockwise

Lever 3 C:1 symbol clockwise

C:1 symbol counterclockwise

D:1 symbol clockwise

D:1 symbol counterclockwise

#### Lever 4

D:1 symbol counterclockwise

D:1 symbol clockwise

#### Lever 5

E:1 symbol counterclockwise

E:1 symbol clockwise

#### Lever 6

C:1 symbol counterclockwise

C:1 symbol clockwise

F:1 symbol clockwise

F:1 symbol counterclockwise

### Hard Difficulty Level

Due to a flaw in the program, it is possible to get a setup that is insolvable. To test for this before attempting to solve it, flip lever five a few times. If panels D and E can get the same symbol, back out of the puzzle and try again until you get a successful test. Do not reset the puzzle.

Left side

Right side

#### Lever 1

B:2 symbols counterclockwise

B:2 symbols clockwise

C:2 symbols clockwise

C:2 symbols counterclockwise

F:1 symbol counterclockwise

F:1 symbol clockwise

#### Lever 2

A:3 symbols clockwise

A:3 symbols counterclockwise

B:1 symbol clockwise

B:1 symbol counterclockwise

C:1 symbol counterclockwise

C:1 symbol clockwise

#### Lever 3

D:2 symbols clockwise

E:2 symbols clockwise

F:1 symbol clockwise

Lever 4

A:1 symbol counterclockwise

B:2 symbols counterclockwise

F:2 symbols clockwise

Lever 5

A:1 symbol counterclockwise

D:1 symbol clockwise

E:1 symbol counterclockwise

Lever 6

C:1 symbol clockwise

D:2 symbols counterclockwise

E:2 symbols counterclockwise

F:1 symbol counterclockwise

A:1 symbol clockwise

B:2 symbols clockwise

F:2 symbols counterclockwise

A:1 symbol clockwise

D:1 symbol counterclockwise

E:1 symbol clockwise

C:1 symbol counterclockwise

There is no set strategy that always works. One strategy to experiment with is to use levers three and five to get D and E sequential. Then use lever one or four to get F in order. Then only A and B need to get sequential, as panel C should always be the last thing to be concerned about.

## HOUSE OF KAUSALAM

### VALUES OF AL-JABARA

The values of the symbols from left to right are:

Circle: 6

Hexagon: 10

Moon: 1

Square: 5

Star: 9

Triangle: 4

### PANDITAH OF THE SEVENTH MOUNTAIN

7

2 1 7

9 0 1 4 6

5 0 3 2 9 5 8

6 3 8 4

### HALL OF ORDER AND SUCCESSION (CITY OF INDUSTRY)

Key for following solution:

S = Square

T = Triangle

L = Line

C = Circle



BL = blank tile (hard only)

<u>Starting Position</u>	<u>Movement</u>	<u>Ending Position</u>
4S 1T 1C 2C 3T	1 2 3 4 5	1L 2L 3L 4L 1C
3S	2L 6 7 8 4T	2C
1L BL BL	4L 9 10 11 12 13 3T	3C
2S	3C 14 15 16 2T	4C
4T 2T 3L 1S 4C	17 18 19 20 21	1T 4S 3S 2S 1S

Easy Difficulty Level: 3-15, 2-11, 1-3, 6-2, 9-1, 14-10, 17-6, 10-17, 11-14, 3-9, 2-10, 4-12, 5-11, 8-2, 11-8, 15-5, 19-3, 12-19, 3-15, 13-4, 15-3, 10-7, 9-15, 8-9, 15-10, 19-8, 16-13, 21-16, 20-21, 18-15, 17-20, 14-17, 15-12, 10-18, 7-19, 9-15, 12-14, 15-9

Hard Difficulty Level: 11-15, 3-12, 2-11, 1-7, 6-3, 9-1, 10-6, 11-9, 15-10, 19-15, 18-19, 17-18, 14-17, 9-14, 10-9, 7-10, 3-2, 12-3, 13-7, 15-13, 7-12, 3-15, 2-11, 4-7, 5-3, 8-4, 13-5, 12-8, 11-13, 7-12, 3-11, 4-2, 5-3, 8-4, 11-7, 12-11, 13-12, 16-13, 21-16, 20-21, 19-20, 15-19, 11-15, 12-11, 13-12, 16-13, 21-16, 20-21, 19-20, 15-19, 11-15, 12-11, 13-12, 16-13, 21-16, 20-21, 19-20, 15-19, 11-15, 12-11, 13-12, 16-13, 21-16, 20-21, 19-20, 15-19, 11-15, 12-11, 13-12, 16-5, 21-8, 20-13, 19-16, 15-21, 11-20, 12-11, 18-15, 13-12, 16-13, 21-16, 20-21, 17-20, 14-19, 9-18, 10-17, 6-14, 11-9, 15-10, 19-15, 18-19, 17-18, 14-17, 9-14, 10-6, 7-9, 15-10, 19-7, 12-19, 10-15, 13-10, 16-11, 21-12, 20-13, 19-16, 18-21, 15-20, 17-15, 20-17, 21-18, 16-19, 13-20, 12-21, 11-16, 10-13

### SQUARE OF GANJ DAREH

The magic number that you want all eight rows to add up to is fifteen.

8 1 6

3 5 7

4 9 2

## HOUSE OF KAVI

### KUTU OF EKAKIN

Easy Difficulty Level

1

2 3 4 5 6

7 8 9 10 11

12 13 14 15 16

Jump in this order:

6-16 16-14 5-15 14-16 2-12 12-14 3-13 13-15

16-14 14-4 1-9

## Hard Difficulty Level

1 2 3 4 5

6 7 8 9 10

11 12 13 14 15 16 17 18 19

20 21 22 23 24 25 26 27 28

29 30 31 32 33 34 35 36 37

38 39 40 41 42 43 44 45 46

47 48 49 50 51 52 53 54 55

Jump in this order:

55-53 52-54 35-53 54-52 46-44 37-35 34-36 17-35 28-26 19-17 16-18 5-

17 4-16 52-34 51-33 47-49 50-48 31-49 38-40 29-31 48-50 32-30 50-

32 13-31 11-13 20-22 14-12 1-13 2-14 31-29 35-37 13-31 17-35 34-36

32-30 29-31 37-35 40-22 44-26 15-17 18-16 33-15 15-13 12-14 22-24

25-23 23-7 7-9

9-25 26-24

### PARITY OF JALAM

The maximum amount of water each tube holds is:

Left WallCenter WallRight Wall

4, 3, 5, 8

8, 4, 6, 8

5, 5, 3, 4

Keep transferring water from one tube to another until all three sides have exactly fifteen units.

In the hard version, the Oracle will sometimes accept the answer solved the same way. If not, then you must proportion the results. For example, the left wall is 3, 3, 5, 4; center wall is 4, 3, 3, 5; right wall is 4, 5, 3, 3. Notice that each wall has the same amount of units, but that the order can vary.

### HARMONY OF THE HASSUNA

#### Locations of the Pieces

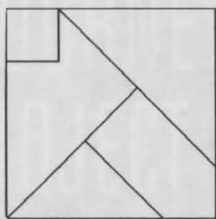
Suns and Moons: A small square is in a box on a shelf to the left when you enter the room.

Horses of Asvah: To find a five-sided shape, click on the stables to the left when you enter the room. Then click on a yellow shape.

Values of Al-Jabara: To find a triangle, turn to the left. Click to open box, then click on the fragment.

Memory at Bhandam: To find a small triangle, go to the chest where the puzzle is found. Click on the top of the chest and then on the piece inside.

Leap of the Locust: To find an arrow-shaped piece, click on the small stone to your left and raise the large rock in front of you. Then click on the fragment.



### SEAL OF THE GIRSU GATES

1 2 3 22  
 4 5 6 23  
 7 8 9 24  
 10 11 12 25  
 13 14 15 26 27 28  
 16 17 18 29 30 31 32  
 19 20 21 33 34 35

21-20, 9-12, 8-9, 14-8, 12-14, 6-9, 5-6, 8-2, 4-11, 1-8, 2-1, 7-5, 10-4, 5-2, 8-10, 9-5, 12-7, 15-8, 18-9, 30-12, 31-15, 26-18, 27-29, 25-31, 25-26, 31-25, 29-25, 18-25, 21-27, 20-31, 33-30, 34-33, 31-34, 30-31, 33-20, 15-21, 12-33, 26-12, 14-26, 11-30, 13-29, 17-13, 12-17, 21-11, 6-18, 3-14, 8-15, 2-12, 11-2, 14-9, 17-8, 20-11, 19-14, 21-19, 18-20, 15-21, 12-17, 9-18, 8-3, 14-6, 13-9, 11-8, 10-12, 7-11, 16-7, 18-10, 12-13, 17-16, 20-12, 11-20, 29-15, 30-11, 26-14, 27-17, 25-18, 25-29, 25-30, 28-25, 34-25, 30-27, 29-26, 32-28, 18-32, 17-34, 20-17, 19-20, 16-19, 17-16, 20-31, 14-20, 26-18, 11-17, 15-14, 18-15, 17-30, 14-17, 15-11, 17-15, 27-26, 31-27, 30-31, 26-14, 16-18, 20-16, 18-17, 21-29, 19-21, 17-19, 21-17, 33-26, 34-33, 35-34, 32-35, 31-32, 34-31, 33-34, 29-33, 31-20, 33-21, 34-33, 35-18, 32-29, 28-35, 27-34, 25-28, 25-32, 25-30, 25-31, 26-25, 31-26, 34-25, 33-25, 26-34, 30-33, 25-26, 25-30, 25-31, 26-25, 31-26, 29-30, 25-27


### END GAME

After placing the twenty-fourth jewel on the altar, the chandelier will be recreated. If you did not decline any of the puzzles, the Oracle will change into a triangle. Take the Oracle Triangle. If you have not already done so, click on the Oracle Stone in each of the six wells.

Go to the House of Krida, where there will now be swirled in the well's water. Click on the water, and the game will be over if you declined any puzzles. If you completed all of the puzzles, you will be transported to the City of Industry. Place the Oracle Triangle on the pillar to view the concluding sequence.







# THE JOURNEYMAN PROJECT 2: BURIED IN TIME

BY  
FRED J. PHILIPP &  
CLANCY F. SHAFFER

TYPE:  
*Science Fiction  
Adventure*

SYSTEM:  
IBM PC CD-  
ROM

COMPANY:  
*Sanctuary  
Woods*

HIS SEQUEL TAKES PLACE IN 2319, A YEAR AFTER THE FIRST GAME. AGAIN YOU PLAY THE ROLE OF GAGE BLACKWOOD, AGENT 5 OF THE TEMPORAL SECURITY AGENCY, WHOSE JOB IS TO ENSURE THAT NO ONE USES TIME TRAVEL TO CHANGE HISTORY. IT IS YOU, HOWEVER, THAT ARE CHARGED WITH THIS "TIME CRIME." TO PROVE YOUR INNOCENCE, YOU MUST VISIT FOUR DIFFERENT TIME ZONES TO FIND AND COLLECT ANACHRONISMS, OR THINGS THAT DID NOT YET EXIST DURING THE TIME IN WHICH IT IS FOUND. IN YOUR QUEST TO LEARN WHAT REALLY HAPPENED AND WHO

IS GUILTY, YOU WILL TRAVEL TO A MAYAN TEMPLE, KING RICHARD'S CASTLE AND OTHER INTERESTING SETTINGS FOR A VARIETY OF PUZZLES. THE GRAPHICS APPEAR IN A WINDOW RATHER THAN FILLING THE SCREEN, BUT THE CLARITY AND DETAIL COMPENSATE FOR THIS SHORTCOMING. CRISP SOUND EFFECTS AND MOOD MUSIC ALSO ADD TO THE ATMOSPHERE. MANY PUZZLES CENTER ON THE USE OF BIOCHIPS THAT ENABLE YOUR JUMPSUIT TO PERFORM SPECIFIC TASKS, SUCH AS TIME TRAVEL AND TRANSLATE. WITH FOUR TIME ZONES TO DELVE INTO, BURIED IN TIME WILL TAKE UP A LOT OF YOUR TIME — BUT YOU'LL HAVE A GOOD TIME SOLVING IT.

## THE SOLUTION

### GAGE'S APARTMENT

#### DIRECTIONS

All movements are referred to as Right, Left, Up, Down, Forward. They are abbreviated as R-L-U-D-F.

**IN THE OFFICE**

Go F-L to the curio shelf and closely examine the figurine of yourself (Agent 5) for a message. Zoom out and go R-F-F-F-F-R-D to the desk. Examine all objects on the desk, including the papers on the left. Read the papers. Click on the answering machine to your right to check for messages.

**THE ENVIRO PROJECTOR**

Go U-R-F-L-F-F-L-D to the Enviro Projector Room. Go F-R-F-R-D. Pick up the object on the seat. This is a Remote Control. Continue U-L-F-L-D. This will put you in front of the Projector. Click on it twice to access it.

**INTERACTIVE NEWS NETWORK**

Click the button on the right to access the news. Listen to all the news. Each story is preceded by a commercial with a product order number. Write down those numbers. Don't overlook the text sections. When you have finished, move forward to stand up.

**REPLICATOR**

Go R-F-F-R-F-R-F-F-F-F-L-F to the kitchen. The panel in front of you is a Mail Order Replicator. Press the Power button, then the Menu button, then choose ShopNet.

**ORDERING**

Enter one of the product codes. The codes are: 68922378 and 62594978. Exit ShopNet and choose Post Box to select your items. Order the Translator Chip and the Cheese Girl. When you get them, access your Jump Chip and select Jump Menu.

**FARNSTEIN'S STATION****THE CHEESE GIRL**

Read the Mission Briefing, then click on Farnstein's Station to Jump. You will arrive in space outside the Station. Drag the Cheese Girl out of your inventory and drop it at the left edge of your screen. This will shoot you forward to the Station.

**GETTING IN**

Go D-L to see a Corridor. Go F-F-F-F-F to arrive at the Capacitance Array Hatch. Click on hatch to open it. Go F-F to the Docking Bay Hatch. This door is pressurized and will not open yet.



**PRESSURIZING**

Go U-L-F to a screen and touch it to turn on the Station Diagram. Choose the section showing the Capacitance Array. An attempt will be made to pressurize this section. You will be informed that something is blocking the hatch to the Habitat Wing.

**REMOVING THE BLOCKAGE**

Back off from the screen and go U-R-F to return to the Docking Bay hatch. Go R-R-F to the Habitat Wing hatch. Note the Metal Bar blocking the hatch. Pick it up to remove the blockage.

**THE DOCKING BAY**

Return to the Station Diagram screen by going R-R-F-L-U-F. Access the screen and click on the Capacitance Array Section. Return to the Docking Bay hatch and open it. Go forward to enter.

**EXPLORING**

The Gravity Generators have been knocked out, so you will have to find another way to reach the other side of the Station. To do so, go R-F-R-F-L-F-L-L-F-R-R-F-L-F-R-F. You should now be facing the Sensors Hatch. Open hatch and go forward.

**ARTHUR**

You will be welcomed by Arthur, the station's A.I.. Go forward when he asks you to do so. When he asks to scan you, reply yes. Arthur will ask you to take his Bio-Chip, say yes. Arthur will provide you with hints and colorful travelogue information throughout the game.

**THE A.I. NEXUS HATCH**

Go right twice to the hatch. This section is detached from the Station. You must override and blow the hatch to get to the another hatchway. Go up and look at the override panel. Enter the code Arthur gives you to open the panel. Click on the handle to blow the hatch. You will be blown back to the A.I. Nexus Hatch, which you can now open.

**INSIDE A.I. NEXUS**

You will be confronted with a puzzle. There are three green dots and three red dots that be exchanged to open the cover to Arthur's Core. Move the dots in this order: 5 to 4,

3 to 5, 2 to 3, 4 to 2, 6 to 4, 7 to 6, 5 to 7, 3 to 5, 1 to 3, 2 to 1, 4 to 2, 6 to 4, 5 to 6, 3 to 5, 4 to 3. You will hear Dr. Farnstein's recording, and a copy of Arthur will be transferred to you Blank Bio-chip.

### JUMPING OUT

Access your Jump chip and hit the Recall button to return to your apartment.

### RESTOCKING

Access the Arthur chip for some commentary. Then go F-F-F-F-L-F-L-F to return to the kitchen. Order another Cheese Girl from the ShopNet. Turn Arthur off, because in the next sequence you will be running out of oxygen and time is critical. Jump back to Farnstein's Station and use the Cheese Girl.

### PRESSURIZING

Go D-L-F-F-F-F, open hatch, then go F-F-L-U-F to the control panel. Access it and pressurize the Biomass Section. Back off from panel, go R-U-F-R-R-F and open this hatch. Go forward seven times to next hatch. Try to open it, and Arthur will open it. Enter elevator.

### THE ASTEROID

Go forward and push the green button. Go R-R-D to next hatch and open it. Go forward and push the up arrow on the tram controls to ride it to the center of the asteroid. Turn right and examine the panel on the left side of the railing.

Activate the Run Mining Cycle. Go left, then down and look at panel again. Push Run O2 Extraction. Go right twice to the recharging station.

### RECHARGING

Look at panel and touch the nozzle on the right to replenish O2. Note H2O drain. Go R-R-R to the tram controls and press the up button. Go R-R until you face the elevator. Note item on wall inside. Enter the elevator and press the green button. Exit and try to grab the item on the wall. Go D-R and get the empty water container. Turn right and open the hatch.

### BIOMASS SECTION

Go F-F-R-D to next hatch. Open and enter. You will be facing a sculpture. Arthur notes that it has been tampered with. Go F-F-F-L to examine it. Activate your Evidence Chip to detect a temporal anomaly. Activate its "locate" function. Move the cursor around the screen until it changes into a cross. Click to record this evidence.

**HARMONIC RESONANCE**

Arthur notes that this evidence cannot be recorded until the sculpture is activated. Look down to the left to see a harmonic resonator. Point the cursor at the dial until it turns into an arrow. Rotate the dial until you see a setting of 11 KHZ. Press the green button. It will say Positive Response. Look up and record the evidence.

**WATER**

Go L-F-D-F to hatch and enter it. Go L-F and open the next hatch. Go forward and touch the green button. Go R-R-D and open the hatch. Go forward and push the down button. After the tram arrives, go L-L-L to face the Recharging Station. Look at it.

Drag the water container to the blue valve. Turn the yellow valve to fill the container with water. Drag the container back into your inventory.

**JUMPING**

Bring up your Jump chip and select Chateau Gaillard. Read the Mission Briefing, then jump.

**CHATEAU GAILLARD****EXPLORING THE CASTLE**

You will arrive on the castle roof. Activate the Arthur chip for commentaries. Go F-D to see a dead guard. Remove the arrow from his back. Go U-R-R-F-F-F-D-F to climb down to first landing. Go U-L-F-R to face door. Open it and exit to the battlement.

**BATTELEMENT**

Go R-F-F-L-F-R-D. Get the grappling hook. Return to the door, then turn to the right. Go F-F-F-L. Wait until a boulder flies through the wall. Then go F-R-D-F to arrive on the ground. Go R-F to a door.

**BLACKSMITH**

Open door and enter. Turn right, look down and get a hammer. You will be unable to complete this time zone without an item from another time zone. For now, access your Jump chip and choose DaVinci Studio. Read the Mission briefing, then jump.



## DA VINCI STUDIO

### BALCONY

Go L-L-D and turn the key in the door to unlock it. Go through the door out on to the Balcony. You will see a silhouette in the next tower; your Evidence chip will automatically record it. Return to inside the tower where you arrived.

### THE ELEVATOR

Go R-F-L-F to a control panel with two levers and some Latin writing. Use your Translate chip to read. Move the levers to Unlock and Up. Look Down and turn the wheel to bring the elevator up. Look up.

### ANOMALIES

Go R-R-F-R-F-R-F-F. You will be facing one of DaVinci's paintings, and you will detect an anomaly. Go L-L-D to see the anomaly, a footprint in red paint. Use your Evidence chip to record this.

### GOING DOWN

Go F-F-L-L to face the elevator, then F-D-R to enter it. Look down at the turnstile and turn the wheel to lower the elevator to the ground. Look up, then go right and open the door to exit the tower.

### THE GROUNDS

Go F-R-F-F-D and get the coil of rope. Go R-F-F-R-F, open the door and enter the Workshop.

### THE WORKSHOP

Go F-L-F-L-F-F-F-R into the corner. Pick up the Wheel Assembly, then examine the diagram underneath it. Use your Translate chip to read the Latin. Pull back, then look down and left and pick up the pegs. Turn left to face the workbench, where you will build the device for which you are collecting parts. Go L-F-F-F-F-L-F-R-F-R and pick up the Gear Assembly. Return to the Workbench.

### THE SIEGE CYCLE

On the workbench is a Jig. Drag the Wheel Assembly onto the front of the Jig, the end with the shield. Drag the Gear Assembly onto the Jig, then onto the Pegs. Drag the hammer onto the Jig to hammer the pegs in place. Pick up the assembled Siege Cycle.

**CLUES**

Go L-F-F-L-F-F. You should be in front of a desk with a cabinet on the wall. Translate the sign on the cabinet. Look down and examine the diagram on the desk. This is a schematic showing the Siege Cycle placed on a Catapult rope.

**THE CATAPULT**

Go L-F-R-F-L-F and enter door to the courtyard. Go R-F-L-F-R-R-F-F-L-F-L-F-R-R-D. You will be looking at the base of the Catapult. Turn the handle so that the Catapult is facing the next tower. Go left, then forward to enter the Catapult.

**AIMING THE CATAPULT**

The two dials in front of you move the Catapult vertically and horizontally. Move them to aim it at the Balcony of the opposite Tower (nine to the right, then down two). Pull the lever to launch the grappling hook. You will automatically dismount.

**RIDING THE SIEGE CYCLE**

Go L-F-L and put the Siege Cycle on the guide wires. Touch the cycle to sit on it, then GO FORWARD to pedal the cycle up to the Tower and onto the Balcony. Go F-F-L-D and use the key you took from the other Balcony door to unlock the door. Enter the Tower.

**WHO WAS THAT?**

As you enter the tower, your Evidence chip will detect an Anomaly. Go right and look down. Use your Evidence chip. Use its "locate" function to detect a page of text and a camera lens. Pick up the lens and put it on the camera in your inventory.

**ANOTHER ANOMALY**

Go forward to a desk with documents on it. You will detect another Anomaly. Go right and look down to see DaVinci's notebooks. Use the Evidence/Locate chip to detect the one that is an anomaly and record it. This Anomaly is an altered Codex Atlanticus, the Primary Anomaly you have been looking for in this time period.

**BEFORE YOU LEAVE**

Stand up, then go R-F-R-F-F-L to face a cabinet. Open it and look inside. Take the preserved heart. Bring up your Jump chip and choose Chichen Itza. Read the Briefing, then jump.

## CHICKEN ITZA

### GETTING IN

Go R-F-L-F to enter the temple. Use the Translate chip to read all the inscriptions you find inside and outside the temple. At the dial, look at it and use the chip to translate the symbols. Set the dials to any of the Ceremonial dates you translated on the Right wall. Example: 9 Dog.

### UNDERGROUND

Turn left and look Down. Pick up the bowl. Exit the temple to face the statue outside. Look at the lap of the statue, and place the bowl onto the statue. You will arrive in the Underground. Look down and pick up the skull from the skeleton lying there. Then, move forward and look down at another skeleton. Get the medallion by its hand. Jump back to Chateau Gaillard.

## CHATEAU GAILLARD REVISITED

### BACK TO THE BLACKSMITH

See the previous section about the Castle to get back down to the ground and return to the Blacksmith. Enter the Smithy. Go L-F-R-F-R-F to arrive at the forge. Look down and examine the forge.

### MAKING A KEY

Move the discolored brick on the right to expose a key mold. Put the medallion in the pan on the forge. Pull the lever above the forge to pump the bellows and melt the copper medallion. Touch the pan to pour the copper into the mold. Take the key. Exit the Smithy.

### THE MOAT

Go F-F-F-R-F-L-F-R-F to the moat. Turn left and look down to see a foot print anomaly. Record it. Face the moat. save the game. Go forward and under the moat to the base of the King's Tower.

### GETTING IN

Look up to see a window above. Click your grappling hook on the window to climb up. Guards will detect you and throw a boulder at you, which misses. Quickly go forward to continue climbing up the rope and into the window. Immediately access your Cloak bio-chip and activate it. Guards will arrive in the room but will not see you.

### EXPLORING THE KING'S TOWER

When the guards leave, deactivate the cloak and bring up Arthur. Go F-R-F-D to a cabinet. Click on it to open a panel, revealing a key impression. Go L-L-F-F to



a tapestry. Click on the tapestry, then click again to press "something" behind the tapestry. This will trip a set of levers.

### GETTING TO THE STUDY

Go R-R-F-L-F-F to the stairs. Go L-D-F to climb down. Go U-L-F to the study door. Open it and enter.

### THE STUDY

Go R-F-F-R-D to look at a fireplace. Pick up the partially burned letter. Use the Translator chip to read the letter. Go R-F-F-F-D to the Journals. Read both Journals using the Translator chip. Go R-F-F-D to see a diagram of the Castle.

### GETTING TO THE CELLAR

Go R-R-F-L-F and exit the study. Go F-F-L-D-F to the bottom of the Tower. Go U-L-F to cellar door. Open and enter. Once again you will witness someone jumping out! Your Evidence chip will record this. Go F-L-F-L-D to the chest that the rogue TSA agent was examining.

### THE CHEST

Unlock the chest with the copper key. Go forward to enter the chest and pass through the false bottom that you activated with the device behind the tapestry. You are now in the Treasure Room.

### THE TREASURE ROOM

Go down and right, then open the chest. Take the coins. Go R-R-F. Your Evidence chip will beep. Go right and down to view a collection of items. Note the sword. Use your Evidence/Locate chip to scan the sword. The diamond in the sword is the Anomaly you have come to get. Jump back to Chichen Itza.

## CHICHEN ITZA REVISITED

### RESETTING

Return to the dial. If it has changed, turn the date wheel up one notch. Pick up the bowl again, then go outside and place it in the lap of the statue to revisit the Underground.

## THE UNDERGROUND

### TEMPLE OF THE WAR GOD

Go F-F-F-F-F to a crossroad. Go R, then F to the door to the Temple of the War God. Using your Translator chip on the glyphs above the door will confirm this.

The glyphs above the face on the right indicate that an offering is expected.

### INSIDE

Place the arrow in the mouth of the face to open the door and enter the temple. Look right and down, then pick up a skull. Turn to face the left serpent. Open its jaws and put the skull in before the jaws close. This opens door to your Right.

### FLYING SPEARS

Facing the new path, you will see a passage blocked by flying spears. Put your other skull in the jaws to the right to stop the first wave of spears. When you're ready, quickly remove the skull from the LEFT jaws, turn RIGHT and move forward. (This may take some doing. Timing is the key.)

### MORE SPEARS

Move forward to the next set of spears. Note the closed door beyond the spears. Put the skull in the left jaws. This will stop the spears. Go to closed door. Look around and remove the spear from the impaled corpse. Place the spear in the right jaws to reopen door you came in.

### THE ALTAR

Remove the skull from the serpent that stopped the spears. Return to entryway and put the skull in the jaws that opened the first door. Return to the spear. Take it and place it in the opposite jaws to open the doorway. Go through doorway and down to the Altar. Get the obsidian block. Exit the temple and return to the crossroads.

### TEMPLE OF THE WATER GOD

Go forward across pillars to next temple. Use your Translator to ID this as the Temple of the Water God. Place the container of water in the mouth as an offering and enter the temple. Go forward until you reach the rope bridge. Cross the bridge and note the temple entrance. Return back across the bridge.

### THE SWAYING BRIDGE

Upon your return the bridge has changed to a series of swaying sections. Save the game. Face the swaying sections, and when the first one is directly in front of you move forward onto it. Wait. Keep repeating this for the remaining sections until you have crossed the gorge.

### THE TEMPLE ALTAR

Move forward to reach the altar, then down to get the Limestone Block. Return across the bridge or jump out and make your way back to the crossroads in the underground. This time go forward to next crossroads with an entrance in front

of you and one to your left. Go left to the temple.

### TEMPLE OF THE WEALTH GOD

Translate the inscriptions. Put your gold coins in the mouth as an offering and enter the temple. Go forward to the base of another rope bridge across another gorge. Note the doorway with golden walls across the bridge.

### GETTING TO THE ALTAR

Go right and down. Tie your coil of rope to the anchor to the extra anchor set into the stone. Move forward to climb down the rope to the real temple. Go forward to the Altar and get the Jade Block. Climb back up the rope and exit this temple.

### THE TEMPLE OF THE GOD OF DEATH

You will detect an Anomaly. Look down and use your Locate to detect glass fragments. Return to the mouth guarding the door and insert the three blocks you retrieved from the three Altars in the mouth to open this door. Enter the last temple. Move forward.

### THE SACRIFICIAL ALTAR

Locate the evidence in the pool of blood to your left. Place the heart in the bloody bowl on the altar. This will produce a coffer.

### CEREMONIAL COFFER

Translating the symbols as you go, align the symbols to form the phrase The Breath Of Itzamna. Then pull the lever on the right of the coffer. The coffer will open, and you will automatically record the Anomaly from this time zone. Locate the evidence you detected earlier. This evidence is vital. It will be an Environment Cartridge. Use the Jump ship to recall back to Gage's Apartment.

### GAGE'S APARTMENT

Go R-R-F-R-D-F-R-F-F-L-D to arrive at your home projector. Access it, then examine it closely. Place the cartridge you just retrieved in the center opening in the projector. The cartridge will begin playing.

The tape will fill you in on what has been happening and which rebel TSA Agent is responsible. The primary purpose of all this time-shifting was to gather information to construct a Time Machine. At this point the rebel Agent appears and stuns you.



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## THE VILLAIN'S LAIR

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### THE PASSWORD

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You are immobilized. The rebel Agent fills you in on the plot. Arthur attempts to find a pathway out and eventually succeeds, except for a password you must supply. If you review your files on this Agent (#3) and view the Agent's primary interest, you will have the password (gravball). Arthur will nullify the Agent but is wiped out in the process.

### POWERING UP

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Go R-R-F-F-D and pick up the blue object, a Charged Fusion Generator Core. Go U-R-R-F-D to view the Fusion Generator. Look at the left side of this and push the button there to eject the spent core. Remove it and replace it with the core you just picked up to regain power.

### TRANSPORT CODE

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Go U-R-R-F-F-R-F to the Plasma Tool. Touch it to bring up the Control Panel. Scroll through the list of objects it is programmed to create. One item will be Transport Code. Touch the Run Program to create the Transport Code. Write it down: 6572 5519 0235.

### ALIEN CODE

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Turn right to face a bulletin board and read the note on it. Click on the black rectangle in the center of the board to access the INN Network. Peruse the news for new items. One is that one of the Aliens have withdrawn from the talks. Check the text link for the Aliens Race - The Krynn. Note the three-digit code at the end of the report: 272.

### TRANSPORTING OUT

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Go R-F-L-F-R-R to the Transporter Device. Access its control screen and enter the Transport Code. Wait. The device will prompt you to enter the alien code. Do so. The device will open. Enter it.

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## THE KRYNN EMBASSY

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### VISION

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If you left the lens filter on that you found in DaVinci's Studio you should be able to see. If not, return to the Transporter and attach the lens before transporting.

**ACCLIMATING**

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Turn around and you will hear a Krynn speak. Translate it. Exit the pod and move forward to the Alien console. Go F-R-R to face where you entered. A display will appear. Translate it. Go R-F-R-F to a junction in the corridor.

**NAVIGATING THE CORRIDOR**

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Go right. A membrane will open up to reveal aliens down the hall. Select your Cloak chip and activate it so they won't detect you. After the Aliens pass, deactivate your cloak. Touch the bundle of cables at the base of the ring in front of you to move down the hall. When you stop, repeat this procedure again to move down the hall to the storage chamber.

**THE STORAGE CHAMBER**

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Walk around and detect a series of nodes containing the Anomaly artifacts you need to prove your innocence and the involvement of the Krynn in smuggling time travel information.

**GATHERING EVIDENCE**

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Find the node that contains the Sword. Place the explosive device you are carrying in the node to explode the node, releasing the Sword. Get the sword. Use the sword on the other nodes until you have gathered all of the items except the Cheese Girl.

**GETTING OUT**

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Return the way you came, using the cables to move forward. When you arrive back at the fork, use the sword on the cabling in the corridor ring to shut down the system and seal the corridor. Go L-F-L.

**THE AMBASSADOR**

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Go forward to the pods. Ambassador Icarus will appear in the pod. He captures you and places you in the inorganic transport pod and removes your suit. Quickly get the burnt-out Fusion Generator Core from your inventory and drop it in the transporter pod. This will short out the pod and push Icarus into the other Inorganic pod.

**ESCAPING**

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As soon as you can, move forward to stand in front of the pod containing Icarus. Quickly pull the lever on the pod to strip Icarus of all the inorganic materials he is carrying. He will break free and swim away.

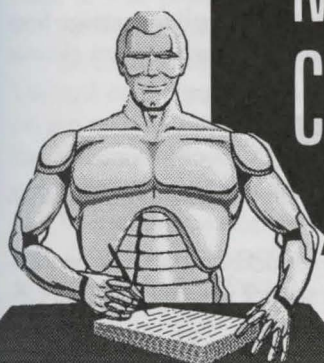
**GOING HOME**

\*\*\*\*\*

Go right and front to enter the organic/inorganic teleport pod. Turn right twice to face the front. Pull the lever on the left to teleport out. The computer will kick in and you will present your evidence and prove your innocence.



# MISSION CRITICAL



BY  
PAUL SHAFFER

**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
IBM PC CD-  
ROM (supports  
Windows 95)

**COMPANY:**  
*Legend  
Entertainment*

**S**PACE TRAVEL AND TIME TRAVEL, TWO PERENNIAL SCIENCE FICTION THEMES, ARE INTERTWINED IN THIS STORY SET IN THE YEAR 2134. AFTER EARTH JOINS WITH SEVERAL OTHER PLANETS TO SECEDE FROM THE WORLD GOVERNMENT, THEIR COALITION SHIP IS BLASTED BY THE GOVERNMENT FLEET. YOU, THE ONLY SURVIVOR ABOARD THE LEXINGTON, MUST PROBE EVERY CREVICE AND CORNER OF THIS VAST SHIP, WITH OVER 100 LOCATIONS, TO FIND A MEANS OF TRAVELING INTO THE FUTURE TO AVERT THE CATASTROPHE. *MISSION CRITICAL* PACKS THREE CDS WITH HUNDREDS OF GORGEOUS GRAPHICS AND VIDEO SEQUENCES. THE FULL-MOTION VIDEO SCENES FEATURE ACTORS SUCH AS MICHAEL DORN OF *STAR TREK: THE NEXT GENERATION*. PUZZLES ARE STRAIGHTFORWARD, NO-NONSENSE LOGICAL CHALLENGES THAT RANGE FROM EASY TO VERY DIFFICULT. THE COMBINATION OF EXCELLENT GRAPHICS, A SOLID GAME DESIGN AND INVENTIVE PUZZLES MAKE *MISSION CRITICAL* AMONG THE TOP SCIENCE FICTION ADVENTURES OF THE YEAR.

## THE SOLUTION

### FIXING THE LEAK ON DECK 2

Use computer terminal in hall. Status. Ask computer how to fix damage. Open emergency stores cabinet above computer. Take hull patch kit.

Read Captain's note in inventory. Go to Captain's Quarters. Take manifest. Read it (getting room override codes). Use computer in Captain's room (hearing final log). Go to the outside room with air leak. Open patch kit (getting glue, spray, patch and instructions). Read instructions. Use glue on patch. Open door (entering). Use foam spray on hull fracture. Plug hull puncture with patch.

### USING THE ELEVATORS

Go to the conference room. Use controls on viewscreen (getting message from Tran and yellow keycard). Enter elevator. Use your yellow key card on elevator slot.

### FIXING THE REACTOR

Go to the VR room on Deck 3. Use VR system. Listen to Lexington Orientation and Why we Fight. Go to Quan's room.

Take journal and read it. Go to Deck 5 and enter sickbay. Read note on medical officer's console, noting 911 code. Go to the science lab. Open storage cabinet (getting Geiger counter and scanner).

Go to the Reactor Spaces above Engineering Level. Turn on Geiger counter. Climb down ladder. (Note: the counter informs you which ladders to use. You will have to note which tunnels — A, B, C or D — are radioactive on each level, or when you move down, you will not know if it's the tunnel above or below you that's beeping, unless they both are.) Go down the tunnels in this order: B, A, A, B, A.

Enter engineering. Use engineering console. Exit program and open storage cabinet (getting cutting torch). Climb ladder. Go to the emergency access #2. Open manual valve. Return to engineering console. Save the game. Use console. Run pathway for water from Auxiliary Tank #2 to reactor core by going down the far left passage, then up the same passage again. Then run water out other side of reactor up to coolant pump at upper right and down through heat exchangers, then back to other side of Tank #2. Click on coolant pump to start water moving (you will also have to activate the coolant pump at the upper right). When temperature gauge hits normal you will get A-OK message. You can now use the elevator from this level.

### REPAIRING THE COMPUTER

Go to Hidekis room on Deck 3 and take the source code and necklace. Read source code. Use computer. Use source code on computer. Program computer with source code (noting first four numbers).

Go to Deck 5. Go to the wreckage in corridor. Ignite cutting torch. Clear wreckage with torch. Go to the computer room door. Access code is 3141 (Hidekis source code). Enter computer room. Examine screen message. Open panel at right of console. Press fifth switch (rebooting computer and getting code for communications access: MELISSA).

### REPAIRING COMMUNICATIONS

Use keyboard on the computer. Access communications. Status. Ask what's wrong with TCS, asking which modules are damaged (EC2001, EC2010).

Go to the supply room on Deck 2. Open boxes corresponding to the needed modules (getting 2010). Read note from Spares box. Go to the VR room on Deck 3. Pull power and data cables. Remove VR CPU. Open CPU (getting 2001). Go to Deck 6. Pickup multi-tool in supply room.

Go to the hangar bay control room. Open suit locker. Take suit and helmet. Use tool on cutting torch (disassembles it to oxygen and acetylene tanks). Use oxygen tank on suit. Put on suit and helmet. Use controls. Depressurize shuttle bay and control room. Open both doors. Walk out to shuttle bay entrance. Go north, west, south, east, south (down). Go north (up), north and west to dish.

Turn around to face rear of dish. Open access panel. Replace defective modules. Close panel. Retrace steps to hangar bay. Close doors and repressurize. Go to Comm Room on Deck 2. Use TCS controls. Select Diagnostics (should read nominal).

### CONTACTING EREBUS

Select Establish Relay Link. Select Deneb Kaitos on the ship/satellite display screen (should draw line connecting you to satellite). Select establish link (Jericho and 13 Ceti should appear). Establish link with 13 Ceti (TRB010), then TRB291, 722, 695, 333,313, 011, 577, 729, 408, 905, 869, 061, 366, 801, then Erebus colony. Main Menu. Transmit over link. During conversation refuse to move your ship to safe space.

### DEFUSING THE BOMB

Go to Deck 3. Go to Falcon's room. Look at books. Read book (getting code). Open drawer and look in (getting note). Read Falcons note.

Go to Poole's room on Deck 2. Take ship model. Disassemble model with tool (getting key, transmitter, envelope and device). Open envelope. Read letter. Listen to transmitter. Turn off transmitter. Go to the conference room. Walk to ship model. Use key in keyhole. Take ship model. Disassemble with multi-tool (getting cylinder). Open cylinder. Push left button (disarms bomb).

### HYPE

Go to the room with safe on Deck 2. Turn on device. Look in device. Set code-name to Miracle Dark. Use device on eyepiece on safe. Open safe (getting cable, headset, folder, ampule and hypo). Open folder. Read documentation.

Go to the Bridge. Attach cable to headset. Use ampule on hypo. Use hypo. Attach headset to tactical console (right side of room). Put on headset. Use tactical console (getting code for loading drones). Go to Weapons Level. Go to any weapons control room. Use weapons control. Select. Program. Enter 180. Load. Activate. Return to Bridge. Reattach headset to tactical. Use tactical. (System teaches you combat with eight simulations.) Set difficulty to easy for computer to do all the fighting. Go through all eight scenarios.



**BRINGING THE LANDER OVER**

Access any hall computer. General inquiry. Ask about the lander (getting Jacob's Ladder codename).

Go to the Comm Room. Use TCS Controls. Establish link to Jericho. Transmit. When asks for Command Patch, type Jacob's Ladder. Select Bravo. Go to the Hangar Bay, Deck 6. Use controls. Depressurize and open shuttle bay doors. Activate homing beacon (lander enters). Close door and pressurize.

**PREPARING THE LANDER**

Open control room door and go out to the lander. Enter lander. Open right storage cabinet, taking spool and gas cartridge. Open left storage cabinet, taking probe launcher and probe. Move forward into the next room and the open storage cabinet, taking two oxygen tanks.

Use oxygen tank and acetylene tank on cutting torch to reassemble it. Use other oxygen tank on suit. Go forward into the lander control room. Use controls (tells you to open doors). (About this time you should get a message that you're under attack.)

**THE FIRST WAVE**

Go to the bridge and plug into tactical. Use tactical console. (Choosing the easy difficulty level will get you through the fight; otherwise, good luck!) Strategy tips: drones seem to operate best when placed on guard mode, otherwise it's too difficult to keep up with reassigning targets. Also, the easiest way to destroy drones is from behind, letting them pass and then coming at them that way will leave you with less damage of your own drones.

**BACK TO THE LANDER**

Return to hangar bay after the first wave ends. Wear the suit and helmet. Depressurize all. Go to the lander and use controls (rebooting it).

**SECOND WAVE**

Return to the bridge (on the way you should get a message about another attack). Plug back into tactical and finish them off.

**PLANETFALL**

Return to the hangar bay (you should get a message that the lander is ready). Wear suit. Depressurize all. Open all. Enter lander. Use controls (automatic launch).

**GETTING INTO THE TOWER**

Exit lander. Take four metal fragments from the ground. Go to the tower at end of northernmost passage. Climb up ice formation. Use torch to cut a hole in formation. Open cylinder (antimatter bomb). Set timer to about four or five minutes. Activate bomb. Put bomb in hole in ice. Head back toward lander. When bomb goes off, return to tower and enter passage.

**GETTING TO THE BRIDGE**

Attach wire spool to probe. Put probe in launcher. Put gas cartridge in launcher. Shoot launcher at bridge. Traverse the wire.

**ACTIVATING THE PLATFORM**

Go north to the platform, then north again to the depression. Look in depression and take yellow and blue crystal rods.

Return to platform and go east to next depression. Put yellow rod in square slot. Take yellow prism. Return to platform and go west. Put blue rod in square slot. Take blue prism.

Return to north room. Use scanner on yellow and blue prisms. Put blue prism in square slot and yellow prism in triangular slot. Ignite torch. Melt blue and yellow prisms.

Go to the room south of platform. Take ochre block. Return to north room and put ochre block into basin. Put metal fragments into basin (micro-organisms build portal, which you enter).

**GETTING OUT OF THE WASTELAND**

Ignite torch. Cut shredded metal with torch, making rebar. Open door with rebar. Enter (getting license plate). Take disc from floor. Turn power grids on. Exit building going back the way you came. Put disc on rail.

Return to power grid and pull override switch. Return to rail and sit on disc. Open hatch on tank and enter. Turn around inside tank and push switch. Turn back and use weapons screen (firing cannon). Exit tank and enter hole in wall. Follow drones until you come to bridge. Enter either portal. Take goblet. Drink from goblet. Take key. Open door with key. Go through door. Talk to glowing life form.

**VIRTUAL SPACE**

Talk to jiffy on matrix. Ask all. Move forward to :08 seconds and talk to Jiffy. Move back to :07 and talk to Jiffy. Move forward to :08 and talk to Jiffy again. Back to :07 and tell Jiffy coordinates 5-C. Move forward.

## ENDGAME

Save the game. Talk to life forms again. Choose to go back or stay. If you stay, the game ends.

If you choose to go back: Back on the Lexington, as Tran looks away, take remote control on autodoc. Again, as Tran looks away, enter 911 on remote. Good luck with the final battle!

## ORBS N STUFF

Item

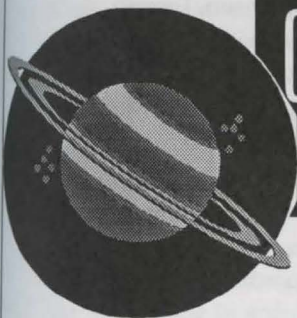
Captains note  
Hull patch kit (glue, spray, patch, instructions)  
  
Manifest  
Yellow keycard  
Quan's journal  
Geiger counter, scanner  
Cutting torch (oxygen and acetylene tanks)  
Source code, necklace  
EC2010 module, note  
VR CPU (EC2001 module)  
Multi-tool  
Space suit, helmet  
Falcons note  
Ship model (key, transmitter, envelope, device)  
Ship model (cylinder/antimatter bomb)  
Cable, headset, folder, ampule, hypo  
Spool, gas cartridge, probe launcher, probe  
Oxygen tanks  
Metal fragments  
Yellow and blue crystal rods  
Yellow prism  
Blue prism  
Ochre block  
Rebar  
License plate, disc  
Goblet, key  
Remote control

Location

Inventory  
Emergency stores cabinet (Deck 2 hall)  
Captains Quarters (Deck 2)  
Conference room (Deck 2)  
Quan's room (Deck 3)  
Science lab (Deck 5)  
Engineering  
Hidekis room (Deck 3)  
Supply room (Deck 2)  
VR Room (Deck 3)  
Supply room (Deck 6)  
Hanger bay control room (Deck 6)  
Falcons room (Deck 3)  
Poole's room (Deck 2)  
Conference room  
Safe room (Deck 2)  
Lander (rear room)  
Lander (middle room)  
Outside lander (planetside)  
North room (alien tower)  
East room (alien tower)  
West room (alien tower)  
South room (alien tower)  
Wasteland (building entry)  
Wasteland (power grid room)  
Virtual space  
Sickbay (Deck 5, ending)



# THE ORION CONSPIRACY



BY  
FRED J. PHILIPP &  
CLANCY F. SHAFFER

TYPE:  
*Science Fiction  
Adventure*

SYSTEM:  
IBM PC CD-  
ROM

COMPANY:  
*Domark*

**A** SCIENCE FICTION MURDER MYSTERY, THE ORION CONSPIRACY BEGINS WITH YOUR ARRIVAL ON THE CERBERUS, A SPACE STATION SITUATED NEXT TO A BLACK HOLE. THE CEREBUS' MISSION IS TO RESEARCH THE BLACK HOLE, WHICH YOU'VE BEEN TOLD LED TO THE DEATH OF YOUR SON DANNY. BUT UPON ARRIVAL, A MYSTERIOUS NOTE INFORMS YOU THAT HE WAS MURDERED. APPARENTLY DANNY, RATHER THAN BEING SUCKED INTO THE BLACK HOLE, STUM-  
BLED ACROSS A DARK CORPORATE SECRET THAT LED TO HIS DEATH. YOUR INVESTIGATION INTO THE MYSTERY ENTAILS EXPLORING THE VAST SPACE STATION, SPEAKING WITH THE CREW AND SOLVING OBJECT-ORIENTED PUZZLES THAT LEAD TO A GRADUAL DEVELOPMENT OF THE PLOT AND ITS SURPRISING CONCLUSION. EXCELLENT SVGA GRAPHICS, MUSIC AND DIGITIZED VOICES ARE ON-BOARD. THE LATTER IS IMPORTANT, AS A GREAT DEAL OF TIME IS DEVOTED TO TALKING WITH PEOPLE.

## THE SOLUTION

### GENERAL

You must walk around and talk to everyone you meet about all topics on the conversational menu. If you talk to someone a second time and a full menu appears again, they have something new to tell you.

You must enter and note all accessible locations. Sketch a simple map as you follow this path through the game. Pick up everything you can.

### LAYOUT

You begin in quarters on Level B5 in room C. Level B5, the Executive Quarters, con-

tains rooms A through E. Exit room and talk to LaPaz. Go to elevator in center of hub.

Go up to Level B4. B4 is the Crew Quarters, containing rooms A through H. The dog Verges is in this area now. Up to Level B3, where you'll find the Crew Quarters with rooms A through H. Room B belongs to your son, Danny.

### BROOKS

Go to B2 and talk to Brooks until she invites you to play volley ball. When she leaves, go up to B1, the Volley Ball Court. Go west into the locker room and open the center locker. Get the Level D Elevator Pass on the top and take the jacket. Search the jacket and take the Navigator Computer ID Card. Return the jacket to the locker.

### THE BAR

Return to Court, then go east to the Lounge and west to the Bar. Talk to Chandra, Ward and Waterman. Chandra is the cook and Ward and Waterman are Security. Return to elevator and go down to Level B2.

### LEVEL B2

Go east and up the ramp to the Control Center. Talk to Captain Shannon and Lowe. Exit and continue east to Infirmary, then east into O.R. Talk to Dr. Chu. Exit the Infirmary and continue east to the Labs.

Talk to Bernard and Rowland, the Lab Technicians. Go through door to the north and talk to Gates and Raman. If Dr. Kaufmann shows up, talk to him.

### OUTSIDE

Exit the Lab and go west to the first door past the elevator ramp. Enter the door to the north to go outside. Open the shed door, then search shed to get cutters. Go through next exit to cliff, then next exit to the plaque. (This is where you gave Danny's eulogy at the beginning of the game.) Note that the dog, Berry, is here. Return to the corridor.

### MOGAMI-HUDSON

Go west, where a shuttle will take you across the gorge. Talk to Clifford. Try to go north. Continue west, then north to the Transport Pod room. (This is where you first arrived on the Cerberus.)

### MEYER

Exit and continue west to the Generator Room. Talk to Meyer. Pick up the fire extinguisher and the wrench. Go west into the Fuel Tanks room. Note the Control Panel, Tanks and Cables. Return to outside Lab.

**LEVEL D**

Go east and take the elevator down to Level D3. Go east and note the Scout Craft. Continue west to the Shuttle room. Put the Nav Comm ID card in the Computer, then use the Computer to erase its Navigational Data. Brooks will show up and inform you that someone has wiped out the data, and that it will be a week before it can be repaired, thus buying you some time to investigate Danny's death.

**LEVEL D4**

Descend to Level D4 and go to the Storeroom. Take the stocklist and welder from the wall. Go through the next door to the Caves. Pick up the lamp. Note the rat running in and out of the rat hole. Click on the rat hole and place the lamp to block the hole. Click on the rat, then use the fire extinguisher on the rat to freeze it. Get the frozen rat.

Continue east to the Excavation Site and pick up the hammer. Continue down to Level D5 and note the locked elevator door to the Observation Pod.

**STEALING**

Return to the Volley Ball Court and cut the net with your cutters. Go to the Bar. (Chandra is gone.) Pick up the crowbar sitting on the bar. Return to Rowland in the Lab and talk to him. He will tell you that he wants a Blueberry Pie. Descend to Level B4.

**THE BLUEBERRY PIE**

A new ramp now exists between Rooms D and E. Take this to the Canteen. Enter Kitchen and talk to Chandra about Korma (food). Note the pie in the larder. Exit area and walk around awhile (you might go up to the Gym), then return to the Canteen.

A plate of Korma should now be on the table. Put the rat in the Korma, then go talk to Chandra again. He will leave the Kitchen. Now you can go in and get the Blueberry pie.

**CONCUSSION CHARGES**

Go to B3, Room E and give the pie to Rowland. He will tell you to see Raman. Go to the Lab and talk to Raman. She will tell you about the concussion charges and will give you the stocklist. Click on the stocklist to compare it with the previous one you got, noting that the charges are missing. Exit and ask LaPaz who has access to the Armory (only the Captain and Ward).



### THE MEDICAL RECORDS COMPUTER

Visit Rowland in his room. He is ill from the pie. Go to the O.R. and tell Dr. Chu. She will leave to make a house call. Access the Medical Records Computer. You will determine that the prime suspects in the death of your son are Shannon and Chu. You also note that LaPaz is pregnant.

### DANNY'S POSSESSIONS

Exit to the corridor and talk to LaPaz. Ask her about "Danny's Possessions." Now that she is pregnant, she will empathize with you and give you the key to Danny's locker in his room. Go there (B3 - B).

Unlock the locker, then open and take the container. Search the container to get unsigned love letters to Danny from his lover. Search again to get a paper clip. Click on the paper clip to use the hammer on it to straighten it into an open clip.

### REVELATION

Search letters again for photo of Danny's lover. Steve Kaufmann! Look at photo and Kaufmann will show up and talk. (Danny was gay.) Kaufmann exits. LaPaz shows up. Devlin sleeps, then awakens in his quarters. LaPaz show up and takes you to Kaufmann's room. (Someone has killed Kaufmann.) Shannon and Ward show up, accusing you of the murder. (You are taken to the Observation Pod and locked in.)

### THE OBSERVATION POD

Ward gives you some rations and leaves. Look at the rations to get food. Dismantle the telescope to get a metal bar. Dismantle the metal bar to get a lens. Use the lens to unscrew the grille, then dismantle the grille to expose an air vent.

Place metal bar in vent to extend it, then place food in vent to block the air flow. The Central Computer will detect the absence of oxygen in the Pod and unlock the door.

### SECRET AGENT

Ride the elevator up and exit the room. A secret agent will show up. She will tell you it was she who put the note under your door. Also that the Mogami-Hudson have discovered something. She tells you to continue your investigation and that she will meet you later.

### MORPHING

Go to the Transport Pods room where you first arrived. Note the cocoons. The Agent and Chu will show up. Chu will inform you that she is an alien and that

the cocoons will hatch in three days and replace the crew. Chu will now morph into an alien and kill the Agent. Devlin will flee to the Fuel Tanks room.

### ELECTRIFYING

Open the Control Panel to turn the power off. Cut the cables with the cutters. Turn the power back on. Exit room. Talk to the Alien. Devlin will return to the Fuel Tanks room. The Alien will follow, step on the electrified cable and be stunned. Use the wrench on the tanks to fry the alien when the tanks explode. Devlin will exit room in time.

### ROWLAND FLEES

Talk to Meyer, then exit the Generator room. Rowland will show up and flee into the Transport Pods room, locking the door. The shuttle you arrived on will depart from the Station, containing the three cocoons and Rowland. You've got to stop the shuttle from escaping.

### LEVEL C ELEVATOR

Go to the Locker Room off of the Gym. Hanging off of one of the exercise devices to the left is a chest expander. Get it. Go to Control Center, then to elevator C2.

Use the crowbar on the panel, then the chest expander, then the lens to see better. Insert the opened paper clip in the panel to short circuit it. Click on the panel to enter the elevator. Go to C1.

### THE LASER CANNON

Use the Laser Cannon to shoot down the escaping shuttle. Shannon shows up. Talks about recent Corporation War. Tells you that he killed Danny to get you here. Blames you for his wife's death in the War. Meyer shows up and kills Shannon.

### ENGINES FAILING

Meyer explains that the engines are failing and that he needs a fuel valve from a Probe in orbit outside Cerberus. He tells you to use the Scout Craft. Use the crowbar on the storage locker, then search twice to get two mines.

### WARD GONE BERSERK

Go to D3, the Shuttle room, and open locker to get a ratchet wrench. Exit. LaPaz shows up and tells you that Ward has gone berserk in the Living Quarters and that Waterman is a monster. She takes you to Ward. Brooks and Raman are also here.

**SECTION ABOUT TO BLOW**

Brooks and Ward fight. Ward is killed, Brooks is shot but manages to escape. Raman is also shot. Chandra shows up. LaPaz tells you that due to the stray bullets this section of the Station has weakened and needs to be welded off from the rest of the Station before it blows.

**WELDING OFF SECTION**

LaPaz takes you to the corridor to the east of the weakened area, where Brooks is lying dead. Use the welder on the door. LaPaz will take you to the west side. Use the welder again. A hole will blow out in the sealed off section.

**THE SCOUT CRAFT**

Now you can go to D3 and fly the Scout Craft. Meyer will be there. You enter the Scout Craft and fly to the Probe to get the fuel valve, then back to the Station, this time through the Airlock in the Lab.

**THE CONCUSSION MINES**

LaPaz, Meyer and Lowe are here. You are informed that Mogami-Hudson has taken over the station and their HQ needs to be destroyed. So you're off in the Scout Craft again. This time you place the concussion mines on some power lines, putting Mogami-Hudson out of business. You then return to the Lab and are told to check out the Mogami-Hudson Lab, and that Meyer needs a Nav Comm backup for the Nav Comm Computer to guide the Shuttle.

**MOGAMI-HUDSON LAB**

Go to B2, then head west to the shuttle across the gorge to Clifford's body. Then go north to elevator A2. Enter and go to A1 to enter the Mogami-Hudson Lab. Talk to dying Mogami-Hudson employee. She will tell you about the "Shapeshifters".

LaPaz, Meyer and Lowe show up. You are told that the Nav Comm backup is in Brooks head. After they leave, pick up the fluid that is capable of killing Shapeshifters.

**NAV COMM BACKUP**

Return to B3 and go west to Brook's body. Search her body and get the circuit board. Go to D3, then to the shuttle. Meyer will be there. Give him the circuit board. He will tell you that the shuttle has been booby trapped and that Waterman is still loose.



### **WATERMAN**

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Go to the Control Center on B2 and talk to LaPaz and Lowe, who tell you to hunt down Waterman. Exit. LaPaz and Lowe will follow. Go west and outside. The dog, Berry, lies dead on the ground.

Continue on to the Plaque site. Look at Waterman. Devlin will return to the Cliff. LaPaz will be there. Lowe is nowhere in sight.

Put the net you've been carrying on the left exit to the Plaque site. Talk to LaPaz. Wait. Waterman, appearing now as a morphed monster, will emerge from the exit and be trapped in the net. Pour the fluid on him to destroy him.

### **LOWE**

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You will automatically be taken to Meyer in the Shuttle room. He will tell you that Lowe is also a monster. Go to the Control Center and use the self destruct switch. Return and talk to Meyer. He will tell you that the self destruct switch has been overridden.

Return to the Control Center and use the switch again. Put the mine on the switch. Lowe, now changed into a monster will appear and is blown up by the mine.

### **ESCAPING CERBERUS**

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At this point you are automatically returned to the Shuttle, which takes off with you, Meyer and LaPaz aboard. As you fly through space, the Research Station Cerberus explodes. The Shuttle continues flying through space, dwindling to a pixel.



# PHANTASMAGORIA

BY  
PAUL SHAFFER

**TYPE:**

*Horror  
Adventure*

**SYSTEM:**

*IBM PC CD-  
ROM*

**COMPANY:**

*Sierra On-Line*

**A**FTER MORE THAN A DECADE OF WRITING FAIRY TALES FOR THE KING'S QUEST SERIES, ROBERTA WILLIAMS DECIDED IT WAS TIME FOR A CHANGE OF PACE. AND WHAT A CHANGE IT WAS — PHANTASMAGORIA NOT ONLY EMBRACES A COMPLETELY DIFFERENT GENRE, THE HORROR STORY, BUT ADVANCES THE ART OF THE ADVENTURE GAME IN NUMEROUS WAYS. YOU PLAY ADRIENNE DELANEY, A MYSTERY WRITER WHO JUST BOUGHT AN ESTATE FORMERLY OWNED BY A MAGICIAN AND MOVED IN WITH HER HUSBAND. AS YOU UNCOVER THE FORMER OWNER'S

DARK SECRETS, THE HORRIFIC HAPPENINGS ARE VIVIDLY PORTRAYED IN FULL-MOTION VIDEO. THE STORY IS DIVIDED INTO SEVEN CHAPTERS, EACH FILLING AN ENTIRE CD. SOME OF THE GRAPHICS ARE UNSETTLING ENOUGH TO WARRANT A CENSOR OPTION THAT PARENTS CAN INVOKE WITH A PASSWORD TO PREVENT CHILDREN FROM WITNESSING THE PARTICULARLY VIOLENT AND SEXUALLY ORIENTED SCENES. WHILE PUZZLE-SOLVING REMAINS THE CRUX OF THE MATTER, THE INTERFACE WAS STREAMLINED TO A PAIR OF COMMANDS: MOVE AND INTERACT. THIS ENHANCES THE FEEL OF PARTICIPATING IN A MOTION PICTURE, AS DO THE MANY HOLLYWOOD-STYLE EFFECTS SUCH AS ZOOM SHOTS AND CINEMATIC INTRODUCTIONS TO VARIOUS SCENES. IF IT'S HORROR YOU'RE SEEKING, YOU'LL FIND EVERYTHING YOU EVER ASKED FOR — AND MORE — IN PHANTASMAGORIA.

## THE SOLUTION

### GENERAL

If you rely on the built-in hint feature, you will miss out on the game's best sights and scenes. Some videos and special effects appear only in certain chapters, while others are available throughout the game. If you begin a new game on a chapter other than



chapter one, the game assumes you have accomplished only the bare minimum needed to complete the previous chapters.

## CHAPTER ONE

### KITCHEN

In the opening video, pay attention to the importance of the snowman ornament. Click the cursor on the floor to make Adrienne stand up. Click on the drawer to the right of the kitchen table. Adrienne will open the drawer. Look at the matchbook (it automatically enters your inventory).

### DINING ROOM

Go south-northwest to enter the dining room. Note that the door to the northwest leads to the backyard. Look at the portrait above the fireplace.

Look at the fireplace, then take the poker. Go south and look at the mirror. Note that the picture hanging in reflection is not the same one as one over the fireplace.

### CELLAR

Go south, north and northeast to open the pantry door. Click on the overhead light to your right. Look at the rug (Adrienne reveals a trap door).

Have Adrienne try to open the trap door. Use poker on trap door handle to pry it open. Have Adrienne try to go down the steps. Use matches on Adrienne to light them. (She slowly moves down the steps and lights a lantern in the cellar.) Take the hammer from the ground (behind the post in front of Adrienne). Look at the large casket (Adrienne sticks her head in it), then at the wine barrels to the left. They are empty and dusty. Look at the wine barrels against the wall. Adrienne will take a taste of the wine. Go north through a gate. Look at the chains hanging in the cell. Go northwest, southwest and north to return to the pantry.

### RECEPTION HALL

Go northeast, south, northwest and east to enter the reception hall. As Adrienne enters, you see a video of her overlooking the entire room. Go north toward the fireplace. Look at portrait of Carno, the former owner of the house. Take the newspaper from the floor. Pet Spazz, your cat, who is on the couch.

Go north into a small hallway off the reception hall. Click on the door. You will try to open it but it is locked. Go south, then east to the piano. Click on the piano; Adrienne turns the crank and hears piano play. Click on the bar to the right of the piano. Look at small blue bottle of absinthe; notice that it is full. Try to open the large double doors to the right of the bar; they are also locked. Go east and look at the fortune telling machine. Adrienne gets a foreboding message: "Evil will walk once more." and throws the fortune away in disgust.

**CARNO'S BEDROOM**

Go northwest up the stairs. Click on the railing on the top of the stairs to see a video of Adrienne looking down at the reception hall and getting a better view of the markings on the floor.

Go northwest and enter Carno's bedroom. Look at the portrait of Carno in his magician costume. Go south. Look at the box on the table. Click on the jewelry box to open it. Look at the small box inside it and see the ring. Look at dresser to open drawer. Look at the cigarette case. Notice that there are three cigarettes in it. Lay on the bed and watch the video of hands grabbing Adrienne and Don coming to her rescue. Don says it was her imagination. Go south and north to the hallway.

**MARIE'S BEDROOM**

Go east to enter Marie's bedroom. Look at the object on top of the dresser. It is a deck of Tarot cards, which Adrienne takes. Go west and look at the makeup table to open the drawer. Look at the letter and read about Marie's affair with Gaston and their planned rendezvous at the gazebo. Note that her nickname for Gaston is Angel. Click on knob to close drawer. Go west, east and northeast to exit the bedroom.

**DARK ROOM**

Go north, then west to the darkroom where you see Don. Talk to Don and go south to leave. Reenter the darkroom, where Don is now sitting on toilet as he looks over his plans for the darkroom. He gets up and works on shelves. Talk to Don and leave. Reenter again. Don will now be under the sink. Click on the sink, and Adrienne gets him wet.

**COLLECTIBLES ROOM**

Go north to enter the collectibles room. Look at the old phonograph and see that it doesn't work. Look at the chair. Adrienne touches it and gets a shock. Look at the mirror next to the suit of armor. You will see the electricity from the chair. Go northwest to exit.

**NURSERY**

Go east up the stairs to the third floor. Look at the door to the right to see that a key is stuck in it. Go west to enter the nursery. Click on baby's picture three or four times rapidly, even though the cursor does not indicate it is a hot spot. The eyes will light up and you hear.

Pick up teddy bear that is on top of dresser, and its head will fall off.

Go south and touch the strange cloud floating above the crib. Adrienne puts her hand in it and wonders what it is. Go south, then north to exit the nursery.

**BATHROOM**

Go south and north to the bathroom. Click on the various items on the bathroom counter (if desired). Exit the bathroom.

**CONSERVATORY**

Go west and east into your bedroom. Talk to Don, who is lying on the bed. Go south, north, then west to the conservatory. Look at the red couch and notice a dragon statue next to it. Go west.

Look at the red basket. Adrienne picks up a badly stained apron with a large "H" on it. On the ground beside Leonora, look at the small painting of a bridge. Look at the unfinished painting on the easel. Go east twice to exit.

**ADRIENNE'S BEDROOM**

Go east to your bedroom. Look at the dresser against the left wall. After you open the drawer and take the five dollar bill, go south and look at your laptop computer. Adrienne will close the computer. Go south and north to exit the bedroom.

**GOING TO TOWN**

Go south, south, north, south, south to return to the reception hall. Go northeast through the front door. Go south, east and northeast, and Adrienne will say it is too far to walk to town. Click on the car, and Adrienne will drive to town.

**HOUSE NEAR TOWN**

In town, go northwest between the fence and welcome sign to a house. Pet the dog. Open the mailbox and look at letter to see who lives there. Look at return address (from games designer Roberta Williams). Go southwest to return to the car.

**GETTING KEYS**

Go northeast. Look at the window of the antique store; it is closed. Enter Robert Thomkins realty. Talk to realtor. Talk to him again and mention you need keys for locked doors. Look in file cabinet to get key that the realtor forgot to give you. Go west to exit. Go west to general store. Look at window, and you will see it is also closed. Go south to return to car and drive home.

**LIBRARY**

Go north to enter house. Upon entering, Adrienne will look around the reception hall. Go southwest and try key on large double doors. Go south, then northeast and try key on this door. It works and leads to the library.



In the library, look at the magazine on the table and read the review of Camo's Phantasmagoria show. Look at desk in right corner. Take the cat statue. Click on drawer to read letter from Camo to Jeremiah regarding his acquisition of a tome.

### SECRET ROOM

Go north and look at bookshelf to right to see Camo's unusual taste in reading. Look at fireplace to get a close-up of it. Look at it again, and Adrienne will accidentally knock out a brick. Look at the hole, and you will see a secret room. Have Adrienne try to remove the bricks with the hammer. (She won't, because it will create a mess.) Use eyeball to examine cat statue on desk. Turn it left and right, keeping cursor in area of the neck. When it turns red, click to reveal letter opener. Use letter opener on hole to remove mortar and bricks to make an opening large enough to go through.

### CHAPEL

Go east to enter the chapel through the hole. Go west to the altar. Look at the book on top of the box. Adrienne picks it up and places it on the stand. She opens it to reveal it is a book on the family tree; while she is looking at the book, the box moves. Adrienne opens the box. The chapter ends with a video of the evil escaping and going up the stairs. Don screams, Adrienne ends up in the darkroom, and Don has a bruise on his head.

## CHAPTER TWO

### BEGINNING

After the video go south, north, then west twice to check on the progress of the unfinished painting. Go east twice, south twice, north, and south twice to the reception hall, where you hear music playing. Go northwest, then north twice to the collectibles room, where a record is spinning. Go northwest, then south twice. Get your fortune for this chapter: "Strangers dwell among you." Leave the house through the front door and go south to enter your car and drive to town.

### ANTIQUE SHOP

Go northeast to the antique store. Inside, you hear Lou talking on the phone about cameos. Look at the glass display case to see a very expensive crucifix. Talk to Lou seven or eight times to get background information. When Adrienne says "just looking around," there is no new information to get at this time. Go south to leave. Enter Real Estate Office and watch video of sleazy realtor messing around with a female client.

**GENERAL STORE**

Go west to the general store. Enter and talk to Harv to get drain cleaner. Harv mentions it is sulfuric acid and will eat through anything. Give \$5 bill to Harv to pay for cleaner, and he will tell Adrienne about Malcolm.

Go west, then south to the large barrel. Read the sign above the barrel. Click "exit" and take a soup bone. Go west, north and east to exit the store.

**LOU'S SCRAPBOOK**

Go northeast to return to the antique store. Lou mentions she found a scrapbook, but you must look at it in the store. Talk to Lou to get more information about Malcolm and his nurse/companion Ethel. Keep talking to Lou until Adrienne says she is just looking around. Look at the scrapbook on top of the display case. Use right arrow to turn the page. Go south, then southeast to your car. Return home.

**CARRIAGE HOUSE**

Go northeast into the carriage house (barn). Click on the stall twice, and Spazz will jump out from the loft and scare Adrienne. Go south and look at the pots and pans. Don comes up behind Adrienne and surprises her. He says he doesn't want any vagrants living there.

Give the drain cleaner to Don, who may not take it. Whether he does or not, return to the house by going south, southeast, north, south and east, then northwest and north to the darkroom. Click on the door to end the chapter.

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**CHAPTER THREE**

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**MEETING CYRUS**

Click on large tree in lower right corner. You meet Cyrus, who says he and his Ma (Harriet) are living in the barn. She is in trouble asks you to help her. Go northwest, south, west and northeast to the carriage house.

**STUCK IN THE LOFT**

Go southwest to see the woman stuck on the loft. Talk to Harriet and Cyrus. Click on the ladder to climb up to the loft. Click on Harriet to try to pull her out (you can't).

Pick up the pitchfork in the hay. Use it on the pulley to pull it over. Click on the pulley again, and Adrienne will attach the hook to Harriet. Cyrus will pull on the rope to get his mom out.

Look at the hole where Harriet was, and you see a nail. Use the hammer on the nail to remove the nail. Climb down the ladder. Adrienne will talk to them both, and Harriet convinces her to let them work around the house for food and

board. Go southwest. You can talk to them again. Harriet is peeling potatoes and Cyrus is skinning a rabbit. (If you talk to Cyrus again, you will get a much more graphic picture of the rabbit.) Give Harriet the Tarot cards, and she offers to do a reading the next day.

### TOWER DOOR KEY

Go north, south and east into the house. Click on the fortune telling machine to get fortune that says "Evil is watching you. Look for friends." Go northwest, north and east to the third floor.

There are two ways to get the key out from the door.

1. Use the newspaper on the door. Adrienne will slide it underneath. Use the nail on the keyhole so the key falls out. Slide the newspaper out to get the key.
2. Use the nail to make the key fall to the floor. Use the poker on the bottom of the door to slide the key out.

Upon getting the key, use it to open the door and enter the tower room.

### MALCOLM'S ROOM

Open the door on the far right of the screen to enter Malcolm's bedroom. Take the vampire book from the top of the dresser. Read the inscription to see that the book is Malcolm's. Look out the window to see a building (greenhouse). Go west, then southeast to return to the third floor hallway.

### MORE STRANGE THINGS

Go south. If you hear a baby, crying go south to the nursery. Enter when you hear the baby crying. You will see the rocking chair rocking and hear a woman singing a lullaby. Adrienne will run out of the room.

Go south, then west three times to check on the progress of the painting. A lot of work has been done on it. Go east three times, then south and look at your laptop computer. In between the garbage letters is a message: You have danger. Go to the reception hall (south, north, south twice, north, then south twice). Go southwest to the bar. Look at the green bottle of absinthe, and Adrienne notices there is less in it now. Go east and leave the house.

### MALCOLM'S HOUSE

Go south to your car and drive to town. Go northwest to Malcolm's house. Give the dog the soup bone; he leaves. Open the gate and knock on the door. Ethel will answer and turn you away. Knock on the door again. In the close-up screen, show the vampire book to Ethel, who lets you in to speak to Malcolm. (You do not learn anything.)

Adrienne leaves and returns to her car. Go northeast into town and enter the realtor's office. Talk to Bob. Adrienne wants to know why he didn't tell them house was haunted. Bob tells Adrienne that a phone man is coming by tomor-



row. Return to your car and go home. You will see Don. The chapter ends with Don not being pleased the you are spending time with the townspeople.

## CHAPTER FOUR

### THE BEGINNING

This chapter begins with the controversial "rape" video. (If you begin this chapter as a new game, you will automatically bypass the video.) When you regain control, Adrienne is on her bed. Go south, north, then west twice to check on the unfinished painting). Then go east twice, south twice and north (down stairs). Head south and northwest to Carno's bedroom.

### CARNO'S BEDROOM

Look at the object on the table next to glowing the jewelry box. Upon picking up the necklace, Adrienne will hear voices of Carno and Marie. The necklace disappears. Go southeast and north to exit. Go south to the reception hall, where you meet up with Harriet and discuss chores.

While Harriet is in a close-up view, continue talking to her until she walks away. Get your fortune for the chapter: "Keep your secrets to yourself. Trust no one." Go southwest and check the absinthe bottle in the bar. Go south, northwest and north to the kitchen, where Harriet does a Tarot card reading on you.

### CYRUS SHOWS THE WAY

From the kitchen, go to the backyard (south, then northwest twice). Talk to Cyrus and watch video of him teasing Spazz. Go east, then south.

Cyrus is now chopping wood (if he is not there walk around and come back). Ask Cyrus about the building in the woods. Cyrus will show her how to get there. Go east, northwest, southwest and southeast to find Cyrus sitting by a tree. Cyrus knows down a tree so Adrienne can cross. Click on the fallen tree to walk over it.

### GREENHOUSE

Go east and take the telescope lens that is glistening in the sand. Go east and north into the greenhouse. Pick up the gardening tool on the ground and watch video of Hortencia's murder. Adrienne runs out of the greenhouse and ends up next to the telescope.

Look at the telescope to discover it is missing a lens piece. Use the lens on the telescope. Use the telescope to see another window by the tower room. Reenter the greenhouse. Go east. Look at flowerpot to find Hortencia's body. Go north to exit greenhouse.

## FINDING A NEW ROOM

Go south and west, then click on tree. Go west and southwest (you hear something), then east, south and south. You see a truck parked in your driveway.

Go north to enter the house and talk to Mike, who is installing the phone. Go northwest and north. As you start to go east up the stairs, Don comes out of the darkroom and says to get rid of Harriet. Go east and north through the tower door. Look at the light brown paneling on the left side of the screen. Use the hammer on the paneling to break it open. Adrienne will pull off enough pieces to go through the wall. Go west through the hole into the attic.

### ATTIC

Look at the portraits of Camo's first four wives. Open the trunk. Read Hortencia's diary. Look at the locket. When you open it, you hear a child laughing. Take the cameo. It is in the lower center part of the trunk and looks like it is part of the trunk's latch. Look at the strange device next to the trunk. Then look at the mirror and see the device shakes in its reflection. Go south, south-east, north, and south twice to the reception hall.

## CHAPTER FIVE

### SEANCE

Look at the laptop computer. In between the garbage letters are the words "Get out do not trust". Go to the reception hall (south, north, south twice, north, south twice). Cyrus comes in and says to go to the barn for a seance. Get your fortune for the chapter: "We are watching you. You're not alone".

Go southwest and check the absinthe bottle. It is nearly empty. Go south-east and leave the house. Go east, then northeast to the carriage house. Watch the video of the seance. You learn that evil force has been released. You are the chosen one, the only one who can send it back. You get a mysterious message to find a dragon who will show the way.

### BODIES EVERYWHERE

Go south, north, northwest and south to the fishpond with the harp statue. Look at the pond to see a video of Sofia drowned, then you find your cat. Adrienne ends up in the dining room.

Go south to where you see the mirror shimmer. Look at the mirror to see a video of Victoria's murder. Adrienne ends up in the kitchen. Go northeast to the cellar. Turn on the light, then open trap door. Go down the stairs. You hear a woman crying. Go northwest through the gate, and you will see hands reach out through the bars. Leave the room and go back to the kitchen. Go northwest, then east to the reception hall. You will hear strange music. Go northwest twice,

east, then west to the gazebo. Look at the red rose on the beginning of the bridge to see a video of the tryst between Marie and Gaston.

Go southeast, then north twice into the house. Go east, southeast, then northwest to the second floor. Go northwest to Camo's room. Go southwest and look at cigarette case in drawer. There are only two in there now. Go southeast and north to leave his room.

Go north twice to the collectibles room. The mirror is shimmering. Look at the mirror to see video of Regina's murder. Go east, then north through the tower door. Go west through the hole in the paneling. Notice the mirror shimmers here too. Watch video of Leonora's murder. Go southeast to the third floor hallway.

### DRAGON

Go to the conservatory (south, then west three times). Look at the unfinished painting. Notice that the statue by the red couch is now in the center of the room. Look at it.

When Adrienne turns on the light, it shines on the wall and shows a dragon emblem. Click on it, and you will see it is a secret panel leading to secret passages through the house.

### SECRET PASSAGES

Use elevator on right side of screen to reach the second floor. Look at the white item on the floor, a cigarette butt. Look at the peephole on the left wall to look into Marie's room.

Pull the secret lever to open a secret entrance to Marie's room and enter. Leave Marie's room via the secret panel. Go north and use the elevator to go to the first floor. You will come to a three-way intersection where you can go either northeast, southeast or southwest. Go northeast to a chasm that you cannot cross now. Adrienne returns to the intersection. (The location of this chasm is important for the endgame.)

Go southwest and look at the peephole on the left wall to see the chapel. Click on the button on the door to reveal a secret panel leading to the chapel. Go west and look at the book in the box on the altar. Go southeast and click on darkened spot on the wall. This opens secret panel leading to passages that take you to the crypt.

### CRYPT

Go south, north, south, north and west to the crypt. Look at the crypt to the right, where Camo is supposedly buried. Use the poker on the crypt to remove the lid. Inside you find a body and a watch inscribed to Angel, which was Marie's nickname for Gaston.

Look at the left crypt, which is Marie's. Use poker to remove lid. Inside you see Marie clutching a rosary bead that you cannot remove. Go northwest and



you will find the crypts of two more wives, Regina and Leonora. Go southeast to look out the crypt entrance onto the grounds. Go northwest, east, south twice, north, then south and press button to enter chapel. Go west and click on north wall to reenter secret passages. Go south to return to intersection.

### **THEATER**

.....

Go southeast from the intersection and click on button on right wall to open a secret panel leading into the theater. (The location of this panel inside the theater is extremely important for the endgame, so be certain you know its exact location. Go southeast and click on the chair on the stage. You will see a video of Adrienne strapped in the chair. To the right of the chair is a green curtain, which in this chapter covers up an old fashioned movie machine.

### **MAKEUP ROOM**

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Go northwest into the makeup room. Look at the poster on the wall. Open the wardrobe. Take the picture that is on the top shelf just to the right of the hat. As you look at the picture of Carmo and a young Malcolm, Carmo's face changes into a skeleton. Go southeast, southwest and north through the large double doors into the reception hall.

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## **CHAPTER SIX**

### **BODY IN A BARREL**

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After the opening video, go south and southeast from the fireplace to find that the bottle behind the bar is gone. Go southeast and get your fortune for the chapter: "Evil is here! Find your salvation!" Talk to Mike. Go southwest twice, northwest, north, then northeast to the cellar door. Turn on light and go down the stairs. You will see a wine barrel shimmer. Examine it to see a body. Adrienne ends up back in the kitchen.

### **MARIE AND GASTON**

.....

Go south, northwest, east, southeast, east and up the stairs. Go east to Marie's room. Inside, you will see the mirror to the right of her bed shimmering. Examine it to see a video of Marie and Gaston together along with a burnt Carmo, who drags Gaston into the secret passage. Exit the bedroom and you will hear Marie calling out for Gaston.

### **HARRIET LEAVES**

.....

Go north. Look at the darkroom door. You hear strange noises, but Don does not answer. Go east, south, then west three times and look at the painting in the conservatory.

Go east twice, south twice, north, then south twice. Go northeast to leave the house. Go west and northeast to the carriage house. Go south to see a video of Harriet and Cyrus packing their things. Talk to both of them as much as you can (Harriet says that Don threatened them). Exit the carriage house.

### MALCOLM'S STORY

Drive to town. Go northwest to Malcolm's house. Open the gate and knock on the door. Ethel will open the door. Show her the photo of Malcolm and Carno. She goes to show Malcolm the photo, and he agrees to see you. In a lengthy video, you learn that Malcolm was adopted by Carno and was a good man until he got a hold of that book. He tells you that Marie rigged the machine to kill Carno but it failed and when he awoke from a coma he swore revenge. Malcolm (who was a child) witnessed Carno's revenge on Marie and Gaston. You learn that the body in Carno's crypt is Gaston's body. As the demon has been released, Malcolm tells Adrienne what she needs to send it back to the other side: the book, a holy item, stone of Hammurabi, and blood of a sapient being. After the video, Adrienne ends up by her car.

### DON STRIKES AGAIN

Walk northeast into town. Enter the antique shop. Give Lou the cameo brooch, and she will agree to trade it for a crucifix. Exit the store. Go southeast to your car. Drive home. Go north and enter your house. Adrienne talks to Mike and again apologizes for Don's behavior. The chapter ends with a video of a crazed Don killing Mike from behind just as he is about to get into his truck.

## CHAPTER SEVEN

### PREPARING FOR THE DEMON

In the opening video of Adrienne packing to leave, she looks at a photograph and remembers the old Don while Don is painting up his face. Go south and look at your laptop computer to see that Don destroyed it. Go north, then west twice and look at the painting.

Go east twice, south, then northeast into the nursery. Pick up the piece of glass on the floor and leave the nursery. Go north. You will see that the darkroom door is open. Go south and west to Carno's room. Go to the jewelry box on his dresser, and you will see that his ring is gone. Exit Carno's room.

### MEMENTO FROM THE PAST

Go downstairs and try to leave through the front door (the entity won't let you open the door). Adrienne runs to the back door which cannot open and then unsuccessfully tries to break the windows with a hammer.

Go east, northeast, north and west into the chapel. Walk up to the altar. Look at the box on the floor to see that the book is missing. Go east, west, south,

southeast and north into the theater. Go onto the stage and look at the old fashioned movie machine to the right of the chair. Go northwest to the makeup room. Look at Don's vest on the floor to find a snowman ornament. Leave the room.

Be certain you know the secret passage's location (by the corner on the right side of the theater as you exit the stage). Go upstairs to the darkroom, but save before entering. It is highly recommended that you have both a Holy item (cross or rosary) and something to cut yourself with (shard or cameo) before entering.

### ENDGAME

Once you step into the darkroom, you can no longer save the game. Instead the rest of the game is played out as a movie. Either you choose the correct action or you die. If you die, you can review the movie to where you made the fatal mistake and try again.

### A CRAZED DON

Enter the darkroom. Don will push you into the corner. Move the cursor to the right of the sink so it is over the drain cleaner (acid) on the counter. When you regain control, click on the acid to throw it in Don's face.

Now you must decide if you want to go on a chase around the house to see various bodies or go the endgame sequence. If you do not have a Holy item (crucifix or rosary beads) and something to cut yourself with (cameo or shard of glass), then you must obtain them during the chase.

### THE CHASE

If you decide to go on the chase, you can find additional bodies throughout the house. Cyrus' body is in the secret passage on the way to the crypt; Harriet's body is in the theater along with Don wearing her hair; Mike's body is outside the passage to Marie's room.

While running around, you will must slow down Don. For example, you can hit him on the head with the hammer. In the nursery, you can hide behind the door and stab Don with the shard of glass. In the makeup room, you can hide in the wardrobe closet and hit him with the poker when he opens the door. In the crypt, you can hide behind the pillar to the right of the door and drop the statue on Don's head.

### THRONE OF TERROR

As soon as you grab the book from the table in the darkroom, the endgame sequence begins. Don will catch Adrienne and strap her into the Throne of Terror. To distract Don, show the snowman to him as soon as possible. This gives you time to use your free hand to pull the lever to the right of the chair. The pendulum will come down and kill Don.



## ALTAR IN A CIRCLE

At the first chance, head to the secret panel in the theater which is now open. In the secret passage, go east to the chasm. Click on the overhead water pipe at the point closest to Adrienne to cross the chasm.

She will run down the stairs and enter a room. As soon as she gets inside, click on the bar to the left of the door to bolt it. Go southwest, where you will see an altar in a circle. Place the spell book on the altar.

## INCANTATION

Adrienne will begin to read from the book. When she mentions the talisman (which is the stone that Malcolm mentioned), get the talisman from Carno's corpse. (It is on the other side of the altar.)

Place the talisman on the open book. When blood of a living person is mentioned, use either the shard of glass or cameo brooch to draw blood. You will drip it onto the talisman. When Adrienne mentions a Holy item, use either the crucifix or rosary beads. She will recite an incantation. The demon will rise, then disappear.

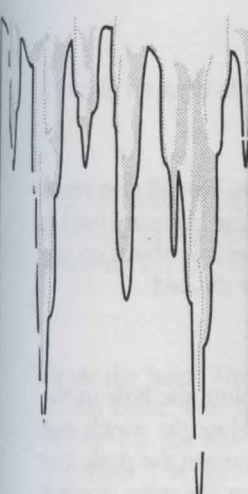
## ORBS N STUFF

### Item

Cameo  
Carno and Malcolm's picture  
Ornament  
Crucifix  
Drain cleaner  
Glass shard  
Hammer  
Lens  
Letter opener  
Key to library  
Malcolm's book  
Matches  
Newspaper  
Rosary beads  
Spell book  
Talisman

### Location

attic (trunk)  
make-up room (armoire)  
make-up room  
antique store  
general store  
nursery  
basement  
trail near nursery  
secret room (cat statue)  
Realtor's office  
bedroom on fourth level of tower  
kitchen (drawer)  
reception hall  
crypt (Marie's sarcophagus)  
dark room  
secret chamber (Carno's corpse)



# PRISONER OF ICE

BY  
FRED J. PHILIPP

**TYPE:**

*Horror  
Adventure*

**SYSTEM:**

IBM PC CD-  
ROM

**COMPANY:**

*I-Motion*

**A** SEQUEL TO LAST YEARS' SHADOW OF THE COMET, THIS OCCULT TALE IS ALSO BASED ON THE HORROR STORIES OF H. P. LOVECRAFT. THIS TIME YOU PLAY THE ROLE OF AN AMERICAN SECRET AGENT WORKING WITH THE BRITISH IN THE DAYS BEFORE WORLD WAR II. THE MACABRE EVENTS BEGIN ONBOARD THE H.M.S. VICTORIA, A BRITISH SUBMARINE WHOSE CARGO INCLUDES SEVERAL WEIRD CREATURES FOUND ON THE ICE IN ANTARCTICA. YOUR INITIAL GOAL IS TO REPAIR THE SUB. THEN YOU'LL VISIT THE FALKLAND ISLANDS AND BUENOS AIRES BEFORE EVENTUALLY RETURNING TO NEW ENGLAND AND THE SAME SITES IN WHICH SHADOW OF THE COMET TOOK PLACE. YOU'LL ALSO DO A LITTLE TIME TRAVELING IN YOUR QUEST TO DEFEAT CTHULHU, AN ALL-POWERFUL BEING FROM A PARALLEL UNIVERSE. A SMATTERING OF NAZIS AND OTHER VILLAINS MUST ALSO BE DEFEATED. THE OBJECT- AND CHARACTER-ORIENTED PUZZLES ARE CLEVERLY DESIGNED, THE DIALOGUE IS WELL-WRITTEN, AND THE FULL-SCREEN GRAPHICS EXHIBIT A DISTINCT ARTISTIC STYLE THAT GIVES THE GAME A UNIQUE PERSONALITY.

## THE SOLUTION

### ON THE SUBMARINE

#### FIRE IN THE HOLD

Talk to Lloyd and Driscoll for general information. After the attack, you will find yourself in the hold. After the monster kills Lloyd, get the fire extinguisher on the far wall and put out the fire.

**STOCKING UP**

Return to the bridge and ask Driscoll about the broken radio. He will give you a walkie talkie. Enter the Sleeping Quarters. Talk to Wayne. Note Hamsun, who is comatose in his bunk. Get hatchet from the wall, St. Christopher's Medal on top of crate to far right and crampons and life jacket from under the bed.

**EXPLORATION**

Go down to the Torpedo Room and get the distress flare. Note the hole in the wall. Go to the Engine room. Stanley will not talk much. Note the winch and switch. Return to the Bridge and open at look inside the drawer in the desk. Get the tape recorder, key and code book. Use the code book on the radio to get it working, though you don't have the frequency.

**DESTROYING THE MONSTER**

Go to Sleeping Quarters and try to talk to Hamsun, who will speak in a foreign language. Talk to Wayne until he leaves. Use the St. Christopher's medal on Hamsun to hypnotize him. Talk to him again. This time he will speak in a different language and mentions Cthulu. Use the tape recorder on Hamsun to record this incantation.

Return to the bridge. The monster will break through the door to the hold. Immediately use the tape recorder on Ryan to destroy the monster with the recorded incantation.

**THE RADIO FREQUENCY**

Wayne's body is under the hold door that the monster blew out. Go to the Engine Room. Stanley is trapped under a steel beam. Pick up the adjustable spanner lying on the ground. Turn the winch switch on. Use the walkie talkie to contact Driscoll. Tell him to operate the winch to free Stanley. Talk to Stanley. He will give you the radio frequency: 107.4.61.

**FLOODED TORPEDO HATCH**

Return to the Bridge. Use the spanner on the metal wheel on the blown door to get the draining wheel. The Torpedo Room hatch has been short circuited and you need to reroute the circuitry manually in order to open it. Use the hatchet on the electrical box.

**RESET CIRCUITS**

One by one, follow each circuit to determine where it has been damaged. Then use the switches in the box to reroute the circuit around the damaged area to complete a continuous flow of electricity from top to bottom or bottom to top.



Do this for each of circuit. When you get it right, you will return to the bridge.

### THE SUB IS SINKING

Use the code book on the radio to send a Mayday. You are told that the sub is sinking and that you need to send something, one of us, up to the surface to be rescued. You also still need to pump out the Torpedo Room.

### ESCAPING THE SUB

Enter the hold. The floor is now frozen over. Use the crampons on Ryan. Walk to the chest. Use the key on the chest to get a flare pistol. Go to the Torpedo Room. Put the draining wheel in the hole on the wall. Turn the wheel to drain the room. Use the walkie talkie to talk to Driscoll. Open torpedo #26 and enter tube. You will be shot to the surface and rescued.

## FALKLAND ISLANDS

### ARRIVAL

You arrive in Sear's office. You are told about a film, a projector and that the projectionist is confined by Quincy. You also learn that Miss Molly is a code name for a spy operating in Germany. Sear tells you to wait here for the Quartermaster Quincy and leaves.

### STOCKING UP

Note the incomplete pass form on the desk and the wall safe behind the painting. Open the left drawer in the desk and get the torn page with the numbers \_\_\_523 on it. On top of desk get the cigarettes and Ryan's card file. Quincy will enter the room and give you the Duty Roster. He will tell you that some of Hamsun's effects are missing and that you are to find them.

### MEANWHILE

Give the Duty Roster to the guard outside. Meanwhile, in the Infirmary, Hamsun vaporizes into a vent above his bed. An alarm sounds and the guard exits, leaving you alone. Look at the guard's desk and pick up the reel of film (Molly's).

### VIEWING THE FILM

Go east to the Entrance Hall. then east to the corridor and north to the Briefing Room. Talk to McLaglen. Ask him if he will screen the film. Give him the cigarettes. Give him the film. View the film. (During this time, a monster appears through a vent in a storage room and kills a British soldier.)

### THE RADIO ROOM

Return to the Guard Desk. A Doctor appears and tells you that Hamsun is gone. Enter the Radio Room to the north and talk to Shaw, who says that you received a message from Washington that someone has sent a coded message from Edwards Base to Germany. He also tells you that the personnel files are next to the Armory. While here, use Ryan's card on the kettle to get a photo of yourself.

### THE PASS

Go to the briefing room and search for "A book" in the north bookcase on the left side with the inscription 496 \_\_\_. Go to Sear's office. Open the safe behind the picture and get Lloyd's keys and the rubber stamp. Use the rubber stamp on the incomplete pass on the desk, then use the photo on the pass. Get the pass.

### THE BASEMENT

Take the elevator down to the Basement. Show pass to guard and enter. Talk to guards. Go through the northeast door to the storage room. Note the green slime on the grill and open the trunk to discover a British soldier's dead body.

Get the empty tin from the shelf. Exit. Enter the office to the east and talk to Miss Trend, who will let you in to see Doctor Trevor. Tell him that your stomach is bothering you. He will ask you what you ate. Give him the tin. He will give you a pill and exit. While he is gone, steal the assembly manual from his desk.

### THE ARMORY

Exit and knock on north door. Talk to Finnlayson, then give him the manual. He will let you in the Armory. Ask him about the Personnel files. Get the fire extinguisher. Note that Finnlayson is smoking and that there is a burning cigarette in an ash tray. Note that there is a waste bin filled with paper.

### THE PERSONNEL FILES

Get the cigarette. Put it in the bin. Hide in the dark corner to the right. A fire will start. When Finnlayson and Marsh leave the room, use the fire extinguisher to put out the fire. Go in the File Room to the west. Open the drawer and look at the files. Someone took the files, but left one: "PARKER." Exit the Armory.

### SEAR

Sear will show up and take you to his office. He will tell you that the last Polaris crate was found in pieces and to remain in the office. Talk to him about monsters and incantations. He will tell you that you need to go back to the Victoria, that the answer is on the sub. You will arrive back on the sub on the Conning Tower.

**CONNING TOWER**

Walk to the of the hatch right and pick up a cable. Note the guard rail bar. Use the cable on the bar. Walk to the right to the floor chest. Open the chest and look inside. Get the metal object and the piece of metal. Combine these two objects to construct a marine key. Use the key on the hatch. Enter the sub.

**ANOTHER MONSTER**

Look at the button to the right of the periscope to view the self destruct box with a key hole. Go to the Sleeping Quarters. Open the locker and look inside. Get the note papers showing more incantations. Return to Bridge. Another monster will appear. Quickly hit the button, insert the key and climb the ladder. The sub will blow up and you will find yourself back at Edwards Base.

**SABOTAGE**

In the Doctor's office, the doctor . tells you that he took samples of Hamsun's blood. You look in the microscope and see that the blood is not human.

**rites**

You are shown a book that tells you that the Prisoner of Ice cannot cross doorways unless a line is drawn across the threshold with the blood of someone possessed. Also that a stone, called a Mnar stone, will send the Prisoner of Ice back into the Void.

**PENTAGRAM**

In the Infirmary, a monster slays Quincy, who tells you the stone is behind the map before he dies. Then Ryan draws a Pentagram on the ground, which prevents the Monster from crossing.

**MNAR STONE**

Go to the Doctor's office and look closely on desk. Get the needle. Go to Sear's Office and look at the map on the wall, noting the red point in the center. Put the needle in the point, and the map will swivel to reveal a hiding place. Look in the hiding place and get the Mnar Stone and Sear's dossier. Read the dossier.

**LEAVING THE BASE**

Return to the Infirmary and use the stone on the Prisoner of Ice. Pick up Quincy's card files. Exit. Outside, a man informs you that the dossier is from Schlossadler Nazi Base and that Sear was a traitor.



**THE DOSSIER**

Decoding the dossier reveals that Sear was on the trail of John Parker, an expert in magic rites and a friend of Hamsun. You are to check out the Buenos Aires Library for a book OTR2832. You are to locate Parker or the book. You now fly to Buenos Aires.

**BUENOS AIRES****THE CURATOR**

As you enter the Library, a man with a gun follows you inside. Talk to Hernandez, then to Diane Parker, daughter of John Parker. You will be taken in to see the Curator. Ask him about the book.

**BOOK OTR2832**

Jorge informs you that the book is a password and that Parker hid a Solar Disk that is missing from the Library. Miguel reads from a book and tells you about Mythology-Time Travel-Solar Conjunctions.

**HARLAND**

Harland, gun in hand, appears in the room. Hernandez also enters and is shot dead by Harland. A future Ryan appears and vaporizes Harland. The future Ryan then touches a circle on the wall and vanishes.

**NAZIS**

Jorge gives you a page from the book OTR2832, then you and Diane hide in a secret room behind the wall. Two Nazis show up and arrest Jorge and Miguel. The Nazis leave with their prisoners, and Ryan and Diane emerge from the secret room.

**THE LIBRARY**

Diane tells you that she is going up to the terrace. Exit the room and go upstairs to enter the Library. You need to find a way up the three ledges of the Library to the Terrace above. Talk to Diane. She will inform you that there are hidden mechanisms to access the Terrace.

**FIRST LEDGE**

Pick up the pile of books and the cane. Check books to the right for a draught. A little to the left of this is a book, the Wright Brothers. Take it, which opens the bookcase and reveals a secret passage. Enter the passage.

**SECOND LEDGE**

Look at the ladder and put the cane in it to repair the broken rung. Climb up.

**THIRD LEDGE**

Look for the empty space in the center and insert the books in this order: 1. Sophocles 2. Shakespeare 3. Goethe. Go up to last ledge and push the switch. Walk off to the right past Diane for the steps up.

**TERRACE DOOR**

Note the busts of Dante, Poe, Moliere, Shakespeare and Homer. Click on Homer to open hidden box in Poe pedestal. Look inside and get the key. Use the key to unlock the Terrace door.

**THE TERRACE**

Note the three statues of Venus, Jupiter and Discolobus. Note that Discolobus is holding a disc. Climb up onto the Venus statue, then jump across to the Jupiter statue. Get the disc and throw it to Diane. A group of Nazis will show up, take the disc, and you will find yourself at Schlossadler Base.

**SCHLOSSADLER BASE****THE CELL**

You arrive with the page from the book. Parker, Hamsun and Diane are in adjoining cells. The following actions will not work unless performed when the Guard is not looking in your cell. Get the spoon and the stool. Use the spoon on the wall to the left to make an opening so that you can talk to Parker. He will tell you about Cthulu and Haley's Comet.

**DIETRICH**

Soon guards will appear and remove Parker, Hamsun and Diane. Then Dietrich will show up. He will give you a pen and paper for your confession. He tells you that your name is really R-YAN. He then exits.

**ESCAPING**

Move the table. Put the paper in the sink to block it. The water will back up. A guard will appear. Hit him with the stool. Search him and get the keys. Lock the cell door with the keys. Put the stool on the table. Climb up onto the stool. Use the spoon on the grill above. Enter the Vent.

**INSIDE VENT**

You arrive with the page. Move to your right. After the animated sequence, continue to your right to enter the caverns.

**THE CAVERNS****THE TITAN**

Look at the Stone Gate for a clue. Now move the stalagmite, and the Stone Gate will recede. Pick up the red and blue stones. Move east to the Titan. Note his eyes. Put the red stone in the right eye and the blue stone in the left eye. The Titan's mouth will open. Enter.

**LAVA ROOM**

Move to the east and get the miner's bar. Note the Prisoner of Ice, the massive door to the east and the frozen cart wheel on the mining cart. Go west to the lava flow and look for a stone. Use the bar on the stone to release the lava. Use the bar on the lava to heat it. Use the hot bar on the cart wheel. Click on the mining cart, then quickly run through the now open east door.

**FAN ROOM**

Put the bar in the propeller to stop it. Enter the propeller. You will view a sequence showing the prisoners in the Lab with Dietrich. Dietrich chants Cthulhu!

**THE LAB**

You arrive at the Lab inside a vent. Open the vent and use the page on Ryan to vaporize the monster. You will now find yourself transported to the future.

**THE FUTURE****THE WEAPON**

Pick up the battery, the barrel, the middle section, the two nitrogen charges and the butt. Access the Scanner. Put the battery in the slit. Push the button to view a hologram of a weapon. Place the barrel, butt and middle section onto the hologram. You now have an F.N.D, or Freeze-N-Destroy weapon.

**THE COMPUTER**

First look at the half of a steel plate with the engraving on it of Yan And Xan. Turn the computer on to see a hologram of H. P. Parker, who will provide more insight into what is happening and your true identity.



**THE SUN GATE**

Use the weapon on the stone blocking access to the cupboard. Open the cupboard and get the Solar Disc And The Mnar Stone. Use the Solar Disc on Ryan to travel through the Sun Gate back to the Lab.

**BACK TO THE PRESENT**

Quickly use the page on Ryan to freeze the monster in the room. Talk to all. Hamsun, Parker and Diane will enter the Sun Gate. Ryan then enters the Sun Gate and is transported back to the past and into the Library in Buenos Aires. Quickly kill Harland with the F.N.D. You will next find yourself at Illsmouth.

**ILLSMOUTH****THE STELE**

You arrive with the Mnar stone. Pull the ring on the wall to elevate the Stele. Look at the Stele Symbols. Click on Air, Fire, Ice, Water (alphabetic). A book will appear. Put the stone in the hollow in the book. Get the book, which is the Necronomicon.

**GETTING OUT**

Talk to Narackamous and Boleskine for clues. Boleskine will tell you that the stone circle can be destroyed by sending it back in time with the solar disc. Narackamous will tell you that in order to repulse Cthulhu, you must entice the man with the metal mask into the Force Field. They both vanish and the gate to the east opens.

**THE ROW BOAT**

Go through the gate and enter the row boat. You will float east through the water, where you will encounter Sears in another row boat. Talk to him three times. Mention: Parker, John Parker, Great Old Ones. When he finishes telling you his tale, cut the rope with the sword to drop the chandelier on him. You will float to the right.

**ENORMOUS HEAD**

Use the sword on the far right mask to extinguish the fire to your right. Look around for a flagstone at bottom-center and step on it. This will open the mouth of the enormous head to your right. Enter the head. You will find yourself at the Stone Circle.

## STONE CIRCLE

Use the sword on Ryan three times to ward off the incantations. Then throw the Necronomicon at the Center Stone to destroy it. Both Narackamous and Dietrich will apparently be destroyed.

## TIME GATES

You will find yourself facing two Time Gates choices. One is the Survivor of Time, the other is the One Who Never Was. Either choice will bring you to an abrupt conclusion.

# PSYCHIC DETECTIVE



BY  
STACEY PORTNOY

**TYPE:**  
*Science Fiction  
Adventure*

**SYSTEM:**  
IBM PC CD-  
ROM

**COMPANY:**  
*Electronic Arts*

**A**ND NOW FOR SOMETHING COMPLETELY DIFFERENT, AS MONTY PYTHON MIGHT HAVE SUMMED UP THIS STORY OF ERIC FOX, THE PSYCHIC FLASH. A SELF-STYLED PSYCHIC, FOX GETS A VISIT FROM A WOMAN WHO SHOWS HIM HOW TO PROJECT HIMSELF INTO OTHER PEOPLE'S MINDS. SO YOU GET AROUND BY HOPPING FROM ONE CHARACTER TO ANOTHER WHEN THEIR ICONS ARE DISPLAYED. A KEY GOAL IS FINDING PSYCHIC COLLECTORS THAT ENHANCE YOUR POWERS. DEPENDING ON WHOSE HEAD YOU JUMP INTO AND WHAT YOU DO THERE, NUMEROUS PLOT BRANCHES LEAD TO OVER A DOZEN DIFFERENT ENDINGS. THIS GIVES THE GAME EXTRA REPLAY VALUE. ALL THE ENDINGS ARE CENTERED ON PLAYING A BOARD GAME CALLED BLACK DIAMOND, IN WHICH YOU MUST DEFEAT THE EVIL MAX MIRAGE. OVER FIVE HOURS OF VIDEO GIVE PSYCHIC DETECTIVE THE FEEL OF AN INTERACTIVE MOVIE, BUT THE QUALITY OF THE ACTING DOESN'T COMPARE WITH THAT OF THE SCRIPT. A ONE-OF-A-KIND CONCEPT, PSYCHIC DETECTIVE IS RECOMMENDED FOR GAMERS SEEKING NEW FORMS OF COMPUTER ENTERTAINMENT OR INTERESTED IN THE LATEST WRINKLE IN INTERACTIVE MOVIES.

## THE SOLUTION

### GENERAL

The following solution enables you to reach the best of the game's many endings, The Healing and The Grand Slam.

### THE MANSION AND THE MURDER

Let Laina introduce you around. When Chad shows you the necklace, select it. Then select the game board that he shows you.



On the way upstairs, select Laina's bracelet as you pass her. Once upstairs, select the window in Vladimir's study. When Chad enters, jump into his head before you leave the room. When Sylvia arrives and attacks, select Help Chad.

### STARTING THE INVESTIGATION

While talking to Laina outside the mansion, select her keys. Jump into Laina's head as she leaves, but don't follow her. Moki arrives. Go with Moki. Select "Who is this guy?" (You find out Max already has two of the collectors).

Jump into the dancer's head as she passes the car. When she approaches Max/Lexis' table, jump into Monica's head (witnessing the teacup shatter). Back with Moki, tell him about the teacup incident.

### LAINA AND THE SECOND MURDER

When Laina starts to yell at you at her place, slap her. When the collectors are activated, do a psychic probe of Laina (not the same as jumping into her head). After the probe wears off, immediately jump to Sylvia (witnessing Moki black-mailing Max). When the sequence ends you'll find yourself in jail for Sergei's murder (and Max now has three of the four collectors).

### GETTING OUT OF JAIL, THE FOURTH COLLECTOR

Jump into Lt. Grigg's head, then into the courier, then the bag man in front of the pawn shop (noting the effect of a nearby collector).

Back in your own head, turn down Moki's ride when you're released from jail. Laina will pick you up. When you go to get the collector, push submission on the pawn shop owner (he gives you the collector). In the car with the collector, jump into Monica's head (watching Moki's demise).

### LEARNING BLACK DIAMOND

At the mansion, save the game. When you enter the pattern room, walk the pattern (revealing the secret chamber). In the secret room, select the shards, then open the storage area (noting the items but not examining them).

Immediately go to the old lady (if you took too long or examined too many things, she'll be dead by now). If you are on time, Laina will stop Sylvia from murdering the old lady.

Use affection or submission on Sylvia (Laina prefers it if you use affection). Afterwards, the old lady will show you how to play Black Diamond: Choose your fear (which is the cigarette), the old lady who is a powerful ally and the shoe (which is Vladimir's icon of power). The scar she tells you to select is different for different people. The doll is Laina's scar. The kite is Max's scar.

This is the place to experiment with different combinations until you get the hang of it. Some memories cancel each other out, as well as using like objects with like people.

**ENDGAMES**

Now that you're as ready as you'll ever be, you head to Mirage Studios. Save the game when you get there. In the car, select Laina's bracelet again.

**THE HEALING ENDING**

Select Go to Max. When you enter his sanctum, use psychic collector. Read Max's psyche (seeing his scar, the kite). Playing Black Diamond (note that the objects and people you can select may vary) and go by the following example: Always select the cigarette (your fear, you can't really use it against others but you will prevent Max from using it against you). Always select the old lady (only if you were able to save her, as she's no good to you dead). Always select the shoe (Vladmir's powerful icon) and/or the kite (Max's psychic scar).

An example of how the game might go would be: use the kite on the skull (a powerless icon), the old lady on the statuette (be careful not to use her on positive people/icons, or you'll cancel out her ability), the kite on the doll (Max's scar works on most anything, just don't use it too often). If you win, you reveal to Laina that it was Laina, not Sergei, who killed her father.

**THE GRAND SLAM ENDING**

Select Find Monica. In the stairwell, jump into Jeanine's head as she runs by. At the door to Monica, use the collector as the guard runs at you. Use affection on Lance, the guard. Quickly after, use aggression on Monica (who distracts the guard, allowing you to get his gun).

At Black Diamond, (again, this is a basic guideline) pick the cigarette, the old lady, the shoe and the puppet. Use the old lady on the statue, the shoe on the doll, and the shoe on Monica. If you win, you will see the best overall ending where everybody gets what's coming to them.







# SHANNARA

BY  
PAUL SHAFFER

**TYPE:**

*Fantasy  
Adventure*

**SYSTEM:**

*IBM PC CD-  
ROM*

**COMPANY:**

*Legend  
Entertainment*

HIS MIX OF ADVENTURE-STYLE PUZZLES AND RPG-STYLE COMBAT WAS BASED ON THE BEST-SELLING SERIES OF FANTASY NOVELS BY TERRY BROOKS. THE STORY COMMENCES WHEN A YOUNG BOY, JAK, LEAVES HIS VILLAGE ON A MISSION TO REFORGE THE FABLED SWORD OF SHANNARA, THE WORLD'S ONLY HOPE OF AVERTING CERTAIN DISASTER. JAK'S JOURNEY WINDS THROUGH SHADY VALE AND ACROSS THE KINGDOM OF LEAH, WHERE YOU'LL EXPLORE MANY OF THE FANTASTIC SITES FROM BROOKS' NOVELS. MUCH OF THE QUEST REVOLVES AROUND

SOLVING PUZZLES TO OBTAIN MAGICAL ITEMS BY INTERACTING WITH THE INHABITANTS OF EACH LAND, WHICH INCLUDE ELVES, DWARVES, TROLLS AND GNOMES. COMBAT IS SIMPLIFIED: EACH OF THE FIVE PARTY MEMBERS CAN BE ISSUED ONE OF FOUR BASIC ORDERS, SUCH AS ATTACK OR RETREAT, BY CLICKING A BUTTON BELOW THE ANIMATED PICTURE OF THE MONSTER. WHILE THE GRAPHICS DON'T MATCH THE QUALITY OF THOSE IN OTHER LEGEND ADVENTURES, THIS ADVENTURE OFFERS FANS OF THE SHANNARA NOVELS A RARE OPPORTUNITY TO STEP INTO ONE OF THEIR FAVORITE FANTASIES.

## THE SOLUTION

### STARTING OUT

Take journal. Read it. Take fishing pole and stick. Move branches of tree with pole. Throw stick at locket. When creature attacks, run. Talk to Allanon (getting mission to visit Leah).

Follow road east (spotting girl). Move rock with pole. Move log with fishing pole. Talk to Shella. Give locket to her (she joins party). Continue east, following path. When unable to cross river, go north to shallow area and cross. Return south to path and continue east to Leah.

**LEAH**

At gate, go north. Talk to gardener. Go northwest (up stairway).

**FINDING A CURE**

Look and smell teacup. Take teacup. East. Talk to servant. South. Look at hole. Search hole. Southeast. Show teacup to herbalist (getting recipe). Return to servant and take potpourri on table (cloves). Up.

Take steam pot. Pour steam pot in brazier. Take charcoal. Return to herbalist (he is dead). Take paper from his hand. Examine green potion on counter. Take it. Go west, then north.

Pour green potion on dogwood tree. Take dogwood flowers. Return to Herbalist's. Mix flowers with mortar and pestle on counter (making potion). Talk to Menion and Allanon. East. Read book on table. South (Sheila stops you).

**GETTING OUT OF LEAH WITH SHEILA**

Talk to Sheila. South (gates close). North (Sheila gives you locket). North. Show locket to servant (saying Sheila wanted to see him in library). Examine dragon design on wall. Unlock dragon design with locket. (Sheila brings rope, water, lantern, oil, sword, food and tinderbox. Sheila carries handkerchief, bow, arrows and locket in her inventory.)

**FERRY**

Head west to path, then north to ferry. Talk to gardener, who attacks. (The gardener can't be hurt in the fight, but he will leave if you kill his flunkies.) After fight, use rope (from inventory) to catch rope (in river). Have Sheila shoot brake on other side of river with arrow. Follow road north to Tyrsis.

**GETTING RID OF THE WALKING DEAD AT TYRSIS**

At crossroads, talk to guard. Go northeast three times. Knock on door of hut twice. Talk to Brendel. Talk to Sheila (mentions smell). Give food to Brendel (mentions laurel leaves).

Retrace steps to castle gate, then go northwest three times. Take laurel branch. Return to dwarf. Give branch to Brendel (makes torch and returns you to gates). Talk to guard. Talk to Brendel, who agrees to wait.

**GETTING THE BOOK FROM THE LIBRARY**

Talk to the seneschal. Have Sheila show locket to seneschal. Examine plaque under mace (on wall). West. Read book on bookstand. Examine map on wall. Examine plaque below map. Look at door in cabinet. Open door. Exit (talks to seneschal).

Talk to seneschal, convincing him to open cabinet. Take book from cabinet. Read book (Stenmin's tome). Examine book. Use knife on book (getting pact). Read pact. Exit library (talks to Seneschal again).

### THE SECRET ROOM

Go north and move tapestry. Examine lion's jaw on throne. Use oil on jaw. Pry lion's jaw with knife, getting skeleton key.

Push candleholder to reveal keyhole. Unlock keyhole with skeleton key (revealing room). Go north and light lantern. Examine skull. Open skull. Light candle with lantern (Brona appears). Attack mirror with sword (getting two sticks of incense). Open skull. Take scroll. Invoke scroll of revealing on Stenmin's tome (reveals three spells). Go to the seneschal (Shella talks to him). Talk to king (getting him to let dwarf in to Tyrsis). East.

### CALLING STENMIN

Examine flame barrier. Look at vault. West. Take mace from wall. Northeast (Brendel takes wine). Examine note. Take bottle. Fill bottle with cask (getting vinegar). Examine plaque. Put pact, mace and incense on floor.

Light incense with tinderbox. Invoke book on pact, then on mace (Stenmin appears). Talk to shade. Invoke book on shade (threatens to cast spell of shattering). Talk to shade (getting formula). Talk to shade again (banishing him). Pick up mace.

### THE DISRUPTION SPELL

Return to laurel tree and take laurel leaves. Return to hut. Have Shella take mistletoe from tree. Go to the vault. Put leaves in bottle of vinegar. Put mistletoe in vinegar. Put rose petals (from potpourri) in vinegar. Pour bottle on flame barrier (getting broken sword).

### ARBORLON

Follow road back to crossroads and take the west road. Follow road north to Kern. After dream, continue northwest to Arborlon. Talk to Lessa. Go north twice and talk to Davio, getting hints on runes. Examine parchment on wall. South.

### GETTING THE WATER RUNE

Look at hole in fountain. Have Shella put her scarf in hole, getting water rune.

### GETTING THE EARTH RUNE

Fill pot (Brendel's inventory) with clay. South. Pour water on flagstone. Take flagstone. Fill carved stone with clay. Put flagstone in clay. Take earth rune. Go northwest.



**GETTING THE LIFE RUNE**

Examine tree. Remove vines from gate. Close gate. Take life rune.

**GETTING THE AIR RUNE**

Return to Davio, who lets you see the prince. Northwest. Examine Arion and his pendant. Talk to Arion. Return to Davio. Attempt to put logs in fireplace. Return to Lessa. Examine ladder. Attempt to take ladder. Talk to Lessa. Give rope to Lessa (trade for ladder).

At the house, climb ladder. Take shingles. Examine metal piece on chimney. Remove bird nest. Examine weather vane. Turn the vane. Oil the vane. Turn vane, getting sketch of air rune. Down. Give shingle to Brendel. Give journal to Brendel, who carves the air rune for you.

**GETTING THE FIRE RUNE**

Return to Davio. Put logs into fireplace. Pump bellows. Go back to roof. Put shingle on metal piece on chimney, who makes the fire rune for you.

**GETTING THE ELF RUNE**

Return to Davio and show all the runes to him. Talk to Davio. Return the ladder to Lessa and get the rope. Agree to give ring to the prince (you get the silver ring). Show ring to Davio, takes you to Arion who gives you a gold ring. Give ring to Lessa. Ask her to get rune from prince, who gets the elf rune for you.

**MAKING THE ELFSTONES**

Go to the rune stone in garden. Put elf rune in stone, then earth rune towards top, air rune towards right, fire rune towards bottom, water rune towards left. Put life rune on top of other runes. Take elfstones. Return to Davio, who takes you to the prince (getting writ of free passage). Give elfstones to Davio, who joins the party.

**STRELEHEIM PLAINS AND THE IRIX**

Head north to the mountains, then go east (making camp and dreaming). On the next day, continue east to the plains, joining a fight. Talk to Creel, who takes you across the plains.

Examine arch. Telsek, take boulder. Telsek, throw boulder at arch. Climb slope (ambush). Have Davio use elfstones on shifter during fight. After fight, enter cave. Light lantern. Talk to Aine. Give letter (writ of passage) to Aine. Examine dark object above shaft. Tie rope to Irix (getting Irix).

**TROLL BATTLEGROUND**

At encampment, go east (discussing Challenge). Go west twice. Give letter (writ of passage) to elf guard. Talk to Eventine, accepting challenge.

After the first riddle, go west. Search nest (taking feather). Give feather to Telsek. After the second riddle, talk to the cook. Go to the elf camp. Get wine from Brendel. Return to cook and give wine to him (getting worms).

Go to the stream outside the elf camp. Use worm on fishing pole. Fish in the stream with pole, catching a fish.

For the third riddle, go outside elf camp and examine the shield. Attempt to take shield. Talk to guard twice, getting shield). For the elf's riddle, have Telsek ask about elfstones. (Fight occurs.)

**TO CULHAVEN**

Go east to Janisson Pass. Have Davio use elfstones on shifter during fight.

**STORLOCK**

Head east through the pass, then go south (you have another dream). Continue south to Storlock. Beside the gnome healer, go northeast and follow the stream to the monster). Have Shella tie kerchief to arrow. Put oil on arrow. Light arrow with tinderbox. (Fight with monster.) Talk to healer. Southwest.

**FRAMED AT CULHAVEN**

Continue southwest and then south to the Silver River. (King of Silver River gives you magic dust.) At Culhaven, go east, then north.

Examine plaque, drag marks, fireplace, chair and hole beside fireplace. South. Examine shards of pottery on floor. Examine steins on shelf. East.

Ask Shella to give you the stein. Examine stein and open it, getting sash. Examine Kili (no sash). Show sash to Kili, who attacks. Telsek will soon join the fight. Open backpack dropped by Kili, getting the missing flue handle. Return to the fireplace. Put handle in hole. Push handle, getting the hammer. (You are taken to the bridge.)

**MONSTERS BRIDGE**

Northeast. Pour magic dust on pond. Have Davio use elfstones on dam. (A fight ensues.)

**SHELLA'S DEATH**

Go north to Dragon's Teeth mountains. Cross rope bridge twice (Shella is wounded). Kiss Shella. Use Stenmin's tome on her. Kill Shella. Use tome on her (ritual of release).

## ESCAPING THE GNOMES

Touch bootheel. Push bootheel. Cut rope with bootheel (getting blindfold). Take rope. Cut tent with bootheel. West.

Cut tent on left with bootheel. West. Take dagger. Gag gnome with blindfold. Take torc. Tie shaman with rope (getting keyring). Go east twice. Unlock and open both metal chests with keyring. Go west twice. Talk to Geeka (praise him and tell him about Helm of Command; he the joins party). East.

Examine the hole. Open hatch. Geeka, put handle in hole. Go east. Geeka, take chest (with party's belongings). West.

Tie rope around chest. Put chest in pit. Geeka, enter pit. Enter pit. Turn west. Geeka, put handle in hole (seals you in). Turn east. Brendel, throw hammer at grate. Brendel, enter grate (getting box). Turn east. Examine metal plate, symbol and door. Open plate. Fix plate (with cubes from box). Telsek, turn wheel. Telsek, use black irix (his inventory). Telsek, open door. Go north into tunnel.

## HADESHORN

Go north to the lake (the Sword is reformed).

## HALL OF KINGS

(Fight, but don't use magic.) Telsek, push statues (blocks doors). Open double door. (Fight with Shifter.) Have Davio use elfstones on Shifter. As fight continues, Davio will use the stones again without being asked. Take magical diadem (heals party). North. South.

Telsek, take broken door. North (he drops door across chasm). North (Telsek stays). Examine helm of command. Brendel, lift cage. Push cage (over hole). Tie rope to cage bar. Climb rope. Climb idol. Examine eye. Break eye. Climb back down idol. Brendel, throw hammer at idol (breaks eye). (Fight.) Climb idol (entering eye).

## ENDGAME

Draw Sword. In vision, answer "Allanon I wanted adventure." Keep moving through doors, responding to questions. When back to Allanon, say "It doesn't matter whether or not I'm a hero." (Vision ends). Attack Ildatch (book) with the Sword of Shannara.

## ORBS N STUFF

### Item

Journal, fishing pole, stick, locket

Teacup, steam pot, charcoal

Recipe, paper, green potion

### Location

Stream by Shady Vale

Menion Leah's bedroom (Leah)

Herbalists shop (Leah)



**Item**

Potpourri (cloves, rose petals)  
 Dogwood flowers  
 Laurel branch  
 Stenmin's tome (pact)  
 Skeleton key  
 Incense, scroll (of revealing)  
 Mace  
 Wine, vinegar, bottle  
 Mistletoe  
 Broken Sword of Shannara  
 Flagstone, ladder, silver ring (Lessa)  
 Clay, water rune  
 Life rune  
 Shingles  
 Gold ring (Arion), elf rune, writ of passage  
 Elfstones  
 Boulder  
 Black irix  
 Feather  
 Worms  
 Fish, elven shield  
 Magic dust  
 Stein (sash)  
 Flue handle  
 Hammer  
 Coarse rope  
 Ceremonial dagger, torc, keyring  
 Box with cubes  
 Magical diadem, broken door  
 Dagger  
 Rope, water, lantern, oil, sword, food, tinderbox  
 Bow, arrows, kerchief/scarf  
 Axe, pot  
 Elven sword  
 Axe

**Location**

Mansion entry (Leah)  
 Garden (Leah)  
 NW corner outside gates (Tyrsis)  
 Library (Tyrsis)  
 Throne room (Tyrsis)  
 Secret room (Tyrsis)  
 Seneschal's room (Tyrsis)  
 Wine cellar (Tyrsis)  
 Outside hut (Tyrsis)  
 Vault (Tyrsis)  
 Pathway (Arborton)  
 Fountain (Arborton)  
 Garden (Arborton)  
 Roof (Arborton)  
 Throne room (Arborton)  
 Rune stone in garden (Arborton)  
 Arch (Streleheim Plains)  
 Cave (Streleheim Plains)  
 Nest (Troll battleground)  
 Troll cook (Troll battleground)  
 Stream by elf camp (Troll battle ground)  
 Silver River  
 Cell (Culhaven)  
 Kitchen (Culhaven)  
 Armory (Culhaven)  
 Tent (Gnome's camp)  
 Shaman's tent (Gnome's camp)  
 Pit (Gnomes camp)  
 Shifter room (Hall of Kings)  
 Jak's inventory (start of game)  
 Jak's inventory (after Leah)  
 Shella's inventory  
 Brendel's inventory  
 Davio's inventory  
 Telsek's inventory





# SPACE QUEST 6: THE SPINAL FRONTIER

BY  
PAUL SHAFFER

TYPE:  
*Science Fiction  
Adventure*

SYSTEM:  
IBM PC CD-  
ROM

COMPANY:  
*Sierra On-Line*

FOR THE FIRST TIME IN THE HISTORY OF THE SERIES, THE ROLLICKING ADVENTURES OF ROGER WILCO, SPACE JANITOR, GO BEYOND OUTER SPACE AND INTO INNER SPACE. ROGER LEAVES HIS BROOM AND DUSTPAN ABOARD THE DEEPSHIP 86 FOR LIBERTY CALL ON THE PLANET POLYSORBATE, BEGINNING THE FIRST OF FOUR QUESTS THAT TAKE HIM THROUGH OUTER AS WELL AS INNER SPACE TO ONCE AGAIN SAVE THE UNIVERSE. THE GRAPHICS, IN SVGA THIS TIME, ARE HIGHLY DETAILED AND STYLIZED, AND THE COMIC BOOK LOOK OF EARLIER SPACE QUEST ADVENTURES IS TONED

DOWN IN FAVOR OF A MORE HIGH-TECH FEEL. BUT THE WACKY HUMOR AND DEMENTED PUZZLES ARE FUNNIER THAN EVER, AS ROGER EXPLORES LOCATIONS SUCH AS THE DEW BEAM INN AND IMPLANTS 'N STUFF. SOUND EFFECTS, MUSIC AND DIGITIZED VOICES HIGHLIGHT THE LATEST ENTRY IN ADVENTURE GAMING'S FAVORITE COMEDY SERIES.

## THE SOLUTION

### STARTING OUT

As robot walks by, grab him (pulls you out of hole). Take ID card from bike. Walk the streets until you find photo booth. Use buckazoid on coin slot on booth (getting photos). Use photo on ID card (making fake ID). Talk to man in trenchcoat (typically outside bar) twice (getting datacorder).

### CAPTURING THE ENDROID

Enter bar. Show ID to bartender. Select Special. While bartender mixes drink, go behind bar, open refrigerator and take ice cube tray. Turn third valve nozzle to the right (beside refrigerator). Nothing should come out of it.



Pull pipe below third valve (bends it). Walk into door at end of room (kicks it). Kick door three times. Enter door to cellar. Take pipe on floor (noting Endroid). Return to ground floor.

Go up lift to second floor. Show ID to smokers at rear of room. Take hoses from table. Take nitro tank, attaching it to the duct in the corner. Return to first floor. Use hoses (connecting them). Attach hose to duct on far left of wall. Talk to bartender again. Attach other end of hose to bent pipe beneath third valve. Go upstairs. Turn nitro tank on. Immediately go to cellar and hit frozen Endroid with pipe from cellar floor. Use broom (inventory) on cubes. Use cubes on ice tray. Exit bar. Give ice tray to trenchcoat man (getting 50 buckazoids).

### BEATING STOOGE FIGHTER

Enter arcade. Challenge alien to Stooze Fighter. Lose. Exit arcade. Talk to Elmo, the wandering street bum. Go to liquor store. Talk to clerk (twice). Buy brandy. Touch ET. Return to street and give brandy to Elmo (getting cheat sheet and fish). Examine cheat sheet. Return to arcade. Challenge alien again. On machine, press ABBACACA before selecting player. Push special button to win (getting 300 buckazoids).

### GETTING AWAY FROM THE THUGS

Leave and go to Dew Beam Inn. Talk to clerk (twice). Give buckazoids to clerk (getting room keycard). Enter elevator. Go to 1220J and use keycard on door slot (getting abducted). Take keyring from nail on wall. Take nail. Use nail on cuffs. Take Pelvis rug from wall (three times). Put rug on floor. Use carpet (rubs it).

Touch socket in alien's head. Take burlesque moddy on dehumidifier. Take datacorder. Use CDs on CD stack until you get Popular Tektronics. Use 3DOA. Insert CD and read contents. Exit from 3DOA. Search alien (getting the keyring again). Use keyring on door slot. In next room, search box under table (getting churlish moddy). Remove label from churlish moddy and use it on burlesque moddy. Give relabeled moddy to alien.

### LEAVING THE PLANET

Take belt on ground. Use belt. Take hair groomer and damping field activator from belt. Use activator (drops force field). Go outside. Use datacorder. Open datacorder. Arrange chips in following order, setting chips down on the right side of the screen when switching:

	Plate	Chip	IRK
A	RF	SPN	9
B	TT	DEN	7
C	PS	FER	1
D	FC	REP	5
E	SE	DIM	3

Close datacorder. Activate power (help arrives).

### ABOARD SHIP

Use groomer on DNA scanner. Talk to Jabba. Use groomer on scanner (twice). Press Scan. Press imprint datacart. Use datacart on wall comppost (getting name of Nigel Rancid). In room, use wall comppost (getting orders). Press intraship transport and select transporter.

### SHARPEIS

In elevator, press quarters on control panel. Exit. Use mop (when instructed). Use commode. Use mirror over bathroom counter. Take piston on side of bed. Use piston on door.

### AFTER THE FUNERAL

Read eulogy. Use comppost. Select database, then entity database, then known races. Read vulgar entry, getting holodeck code #5551212. Use holodeck controls. Press on. Enter code (watch demonstration). Return to quarters (getting message from Stella). Go to shuttle bay entrance. Use nerve pinch on guard on right.

### ESCAPING THE CELL

When food cart enters cell, take all food. Attach ears to shishkebab to rack of orat to pastry to growth to melon to spaghetti. Wait for guard to leave and return. When cart is back in cell, put food manikin on cot and hide under cart.

### GETTING A SHUTTLE

Go to 8-Rear lounge. Talk to Sidney the robot three times (getting his arm and eye). Go to sickbay and take morphin from cabinet. Return to shuttle entrance. Inject donut with morphin. Put drugged donut on donut tray. Nerve pinch remaining guard (getting keyring). Use robot arm on door button. In launch bay, use keyring (watching for your shuttle to light up). Open shuttle door (enters). Take recall notice from back of seat. Sit.

### LAUNCHING THE SHUTTLE

Select power. ICD. Whichever code you select, the current fuel combo is the breakdown of the codes letters into elements (using the periodic chart in your game manual). Example: LASAGNE = Lanthanum (La), Sulfur (S), Silver (Ag), Neon (Ne). Initiate. Hold up robots eye to PTS.

### GETTING OUT OF THE ANOMALY

Press manual. Pull trunk and hood handle. Open glove compartment. Take glue, tape and pump from compartment. Get up. Open middle panel on wall. Open

datacorder. Take divalium crystal from datacorder. Use glue on crystal. Use glue on crystal in panel. Use crystal (from inventory) on crystal in panel.

Open closet. Take space suit and helmet. Wear them. Open hatch (exits). Take help sign and jumper cables from trunk. Take fish from engine. Put help sign on shuttle roof. When ship arrives and batteries are being jumped, read recall notice. Put cables on indicated symbols (Red is +, blue is -). Enter ship. Sit. Initiate.

### DELTA BURKSILON

When landed, exit ship. Go to Lab A. Exit elevator. Talk to doc. Search hit-tek box (getting callahan moddy). Return to ship. Sit. Push PTS (left of screen). Push red button above screen. Take photo. Push red button again (taking second photo). Peel both photos (getting two negatives). Put negative from first photo on backlit screen above PTS button, then put second photo on top of it (sets course). Initiate. Select Polysorbate.

### GETTING A CYBERJACK

Talk to Manual. Beam me down (getting signaler). Go to Implants n Stuff across from inn. Show callahan moddy to Blatz (getting cyberjack). Return to beam-down spot. Use signaler.

### GETTING EVIDENCE IN CYBERSPACE

Sit. Initiate. Delta Burksilon. Return to Lab A. Sit at computer. Power on. Cyberfunctions. Plug cyberjack into computer plug-in. Follow road to outside trailer. Take board and screwdriver. Enter trailer. Take a number. Use screwdriver on number changer. Give number to receptionist. Go to R files and look up Nigel Rancid. Open drawers diagonally and climb drawers to get to first R drawer. Take Nigel Rancid file. Read file. Get subsequent files on Beleauxs, Sharpei, and Santiago. Finally, get file on Project: Immortality.

Exit file room. Back in office, put all files in printer. Exit office. For a short cut on the way back out of cyberspace, put board across gap in bridge (crossing it) and exit cyberspace. Take printed files from printer. Show files to doc (getting subroutine CD).

### KILLING THE STOMACH NANITES

Inside Stellar, get suit and helmet from closet. Wear suit. Exit ship. Take alveoli from hood and capillaries from engine. Enter hole in stomach. Climb down inside of stomach.

Take string of celery, feather, staple and MandM. Drop MandM in pool of acid. Climb back up wall. Use celery string on staple (making grappling hook). Use makeshift grappling hook on stomach entrance. Climb up rope. Continue up esophagus to pill. Grab pill. Tickle esophagus with feather. Return to stomach.



**EXPLORING THE INTESTINE**

Enter drainage hole. Go down passage and enter side passage (bile). Take left fork to gall bladder. Use tape on capillaries. Use taped capillaries on pump. Use pump on pool of bile (partially fills your helmet). Return to fork and take gallstones. Continue down right fork to blocked passage. Use alveoli on blockage. Inflate alveoli with your mouth.

Continue through passage. Fill rest of helmet with pancreatic fluid. Return to stomach and pour helmet on pill. Take mini pill. Go back down passage, past bile entrance. Give mini pill to tapeworm. Ride tapeworm. Enter passage to appendix. Take piece of filling, shard of fingernail and paperclip. Return to outside ship. Use silver filling on empty fuel tank. Enter ship. Sit. Put subroutine CD in program card slot. Initiate.

**GETTING PAST THE NANITES IN THE BRAIN**

Get up. Get suit and helmet. Wear suit. Exit ship. Use fingernail on brain barrier. Jump across gap. Move west until you come to the nanites. Move to rear of screen, almost behind nanites. Throw gallstone at right nanite, then the left, then the right (they destroy each other). Use lift.

**ENDGAME**

Read signs on the ride down. At the base of the left, examine pile of debris. Ride lift back up, stopping at cough center of brain. Use paperclip on brain matter (coughs). Ride lift back down (debris is cleared). Climb over debris. Use paperclip on dendrites to right of screen (destroys machine). Give fish to floating brain.

**O R B S   N   S T U F F****Polysorbato**

ID card (on bike)

Photo (booth in street)

Buckazoid (inventory)

Datacorder, or divalium crystal (man in trenchcoat)

Ice cube tray (bar)

Pipe, Endroid cubes (cellar of bar)

Hooka hoses, nitro tank (second floor of bar)

Brandy (liquor store)

Cheat sheet and fish (street bum)

Room keycard (Dew Beam Inn)

Keyring, nail, Pelvis rug, burlesque moddy, Tektronics CD (thug's back room)

Churlfish moddy, belt (hair groomer and field activator) (thug's front room)

Cyberjack (Implants n Stuff)

**Starship**

Datacart, morphin (sickbay)

Food (and donut) (cell in brig)

Sidney's arm and eye (8-Rear lounge)

Keyring (shuttle entrance)

**In Space**

Recall notice, suit, helmet, glue, tape and pump, photos and negatives (inside shuttle)

Jumper cables, help sign (trunk of shuttle)

Signaler (from Manual)

**Delta Burksilon**

Piston (Sharpeis quarters)

Callahan moddy, subroutine CD (from doc) (Lab A)

Board, screwdriver, number card, 5 files (cyberspace)

**Inside Stellar**

Slveoli, capillaries (outside ship)

String of celery, feather, staple, MandM, mini pill (stomach)

Pill (esophagus)

Ble (gall bladder)

Gll stones (fork in bile passage)

Pancreatic fluid (pancreas)

Piece of filling, shard of fingernail and paperclip (appendix)

# STAR TREK THE NEXT GENERATION



BY  
FRED J. PHILIPP &  
CLANCY F. SHAFFER

TYPE:  
*Science Fiction  
Adventure*

SYSTEM:  
IBM PC CD-  
ROM

COMPANY:  
*Spectrum-  
Holobyte*

THE LATEST IN A DECADE-LONG LINE OF STAR TREK COMPUTER GAMES, A FINAL UNITY FEATURES THE VOICES OF JONATHAN FRANKS, PATRICK STEWART AND BRENT SPINER, STARS OF THE TV SHOW UPON WHICH THIS GRAPHIC ADVENTURE IS BASED. CONFRONTED WITH A MYSTERIOUS SHIP RACING THROUGH THE NEUTRAL ZONE, YOU WILL SEARCH THE STARS FOR THE UNITY DEVICE IN HOPES OF PREVENTING THE BORG'S INVASION OF FEDERATION SPACE. MANY PUZZLES INVOLVE USING FAMILIAR STAR TREK EQUIPMENT SUCH YOUR TRUSTY TRICORDER, BUT EFFECTIVE CHARACTER INTERACTION AND SPACE COMBAT ARE ALSO REQUIRED FOR SUCCESS. THOUGH THE GRAPHICS RELY ON COMPUTER ART RATHER THAN DIGITIZED VIDEO, A FINAL UNITY PRESENTS A WELL-WRITTEN STORY THAT CONVINCINGLY PROPELS YOU INTO THE STAR TREK UNIVERSE.

## THE SOLUTION

### GENERAL

Three difficulty levels are available. With the easiest one, the crew will handle tricky operations such as navigation, and will give advice on such matters as who and what to take on your Away Teams to the surface. Or you can control every aspect of the Enterprise's operation by choosing a higher difficulty level, and request advice from Worf only when you really need it.

### GARIDIAN WARBIRO

Tell Worf to interrupt the beam, then talk to Captain Pentara on the Warbird. Be firm with your answers, then either let her depart or blow her out of the sky. The fugitives



will be beamed aboard.

### FUGITIVES

Talk to the three fugitives, T'Bak, Lucana and Avakar. They will tell you about Gardia and the Fifth Scroll. Agree to help them, and they will tell you to contact Shanok on the planet Horst III. Set course for Horst III. On the way, you will receive an emergency transmission from Cymkoe IV. Orbiting this planet is the Martens Orbital Research Station. Daenub, Commander of the station, informs you that the Station is being attacked, that the Power Core is destabilizing and that a breach is imminent.

## CYMKOE IV

### MARTENS STATION

Form your Away Team: Riker, Crusher, LaForge and Worf. Take a Phaser, Tricorder, Med Kit and Med Tricorder. Enter Transporter and beam down. Note devices in Transporter room and exit through door to left. Go to the woman trapped under the cable. Talk to woman.

### DR. BENYT

Use phaser on cable to slice it, then use tricorder on cable to get coordinates. Return to Transporter room. Use the Station transporter, energize, transport data cable off of woman. Return to woman. Switch to Crusher. Use Med Kit on woman. Talk to woman.

### LIFE SUPPORT

Walk right to Turbolift and go up to Administration. Examine and use the Life Support panel. You need an access code. Return to Benyt and tell her you need the code. She will tell you 334L42. Return to Admin. and enter the code. 1. Use Emergency Systems. 2. Use Power Redirect. Take the Turbo to Engineering.

### ENGINEERING

Use Tricorder on Intruder. Go right to Lab 4. Get Wave Converter, Inverter Coupling, Gravatron Probe, Pulse Negator, Plasma Shunt and Flux Router. Use the Power Control panel on the left. Initiate Temporary Shutdown. Shut down Group 3. Exit. Leave room. The Intruder will be gone. Note hole in casing.

### POWER CORE

Switch to LaForge, then walk left into the Core Control room. Talk to Dr. Griems. Have LaForge tell him that he is an engineer aboard the Enterprise. Have LaForge tell him that he wants to help. Exit room.

Use Phase Inverter (Inverter Coupling) on hole in casing, then use Wave Reduction Converter on hole. Beam up.

### RUINORE SECTOR: HORST III

Set course for Ruinore Sector, then set course for Horst III. When you arrive, use Comm to talk to Shanok. He will not give you the coordinates to beam down. Wait. You will be hailed by Reddeck. Talk to him and accept the assignment to go to Morassia.

### MORASSIA

Away Team: Data, Troi, Crusher and Worf. Take the Tricorder, Med Kit and Med Tricorder. Beam down.

### ANIMAL PRESERVE

Switch to Crusher. This is a Matriarchal Society. Talk to Constable LLiksze. Look at Tricorder for Mission info. You need to speak to Iydia and locate the missing Dr. Vi Hyunh-Foertsch. Exit to left to Crossroads. Go north to the laboratory.

### THE LABORATORY

Get the Bioprobe from the Biotable. Pick up the three carcasses and put them on the biotable. Then put the carcasses in the Sonic Scope. Have Troi do this. Use the tricorder on the Comm Port to the right. Open channel and talk to Tracker Melas and Iydia.

### THE PLOT

The three carcasses are a boar, mole and gibbon that were tagged incorrectly. There was a power outage at the Preserve, and the animals escaped. Apparently illegal species are being smuggled onto the planet. You must talk to the Watchers.

### THE FIELD UNITS

Pick up the three Field Units, A, B and C. Use the tricorder on them to determine which Biotope they influence. A means Canyon, B means Bogforest, and C means Marine.

### THE MICRO GENERATOR

Return to Crossroads and go east. Go north to the Shuttle Dock and take the Micro Generator from the charging unit. Return to Crossroads, then go west to the monkey. Get the fruit and give it to the monkey. Enter the canyon biotope.

**CANYON BIOTOPE**

Put the Micro Generator on Power Port to display map of biotope. Use Field Unit A on the pit, crater and caverns. Use the bioprobe on the Field Unit each time it returns to get three samples. Get the Micro Generator. Return to the Shuttle and recharge it. At crossroads, go east to the marine biotope.

**MARINE BIOTOPE**

Repeat above steps to obtain four more samples from the Jellycorals.

**BOGFOREST BIOTOPE**

At the crossroads, go southeast to the Bogforest and repeat the previous steps to get four more samples from the four tunnels. Return to the Lab.

**THE NEUROSCANS**

Have Troi analyze all of the samples in the Sonic Scope. Use Comm Port to contact Healer ZZolis. He will download the Watchers neuroscans to the biotable. Examine the neuroscans for further evidence of the smuggling plot. Return to Crossroads and go northeast to the quarantine shelter.

**QUARANTINE SHELTER**

Talk to Tzudan about the smuggling. Examine the Harmonic Collector, the three Consoles and the Field Generator. Note the open cage. Use the tricorder on the cage to detect ionic residue. Now, return to the Tree Office where you beamed down.

**THE CONSTABLE**

Talk to LLiksze and tell him of the evidence you have gathered against Lydia and Aramut (a Ferengi trader). LLiksze will send for Lydia, but she has disappeared. However, Dr. Vi H-F is found in Lydia's office, tied and gagged.

**DR. VI H-F**

Dr. Vi is released and appears at your location. She will talk to you, then leave. She tells you that one of the animals that escaped is still alive, and must be destroyed, as it represents a threat to the Preserve. She tells you that you need to turn on the Power Grid, and to meet her at the Quarantine Shelter.

**THE POWER GRID**

Go to the Shuttle Dock and enter the shuttle, which will take you to the Power Grid. Look at the console. You must rephase the Force Field Power to divert all



power to the Harmonic Converter. Click on the utilities trunk to do so.

### ZAPPING

Return to the Quarantine Shelter. Dr. Vi H-F will be there. Use Console #2. You will see the escaped animal in the background. Wait until the animal returns to the shelter and is attracted to the Harmonic Converter. Use Console #3 to zap it. Talk to Dr. H-F, then beam up.

### ARAMUT, THE FERengi

Picard informs you that they are searching for Aramut, the Ferengi. Talk to T'Bak, then set course for Joward III. Aramut is not here, but there are traces of him. Set course for Nigold.

You will be approaching Aramut's ship. Hail the ship. He will flee into the Neutral Zone. Open the channel and order Aramut to surrender. Aramut will appear on the viewscreen and tell you to come and get him. You will be informed that Aramut took the illegal animal species from Frigis (Shoniosho Epsilon IV).

Lydia will show up and be beamed to her office where she offers a deal. She provides shipping records and speaks of a massive refit of the Romulan Fleet. She mentions T'kon and the Chodak. Aramut's ship leaves. Set course for Frigis.

### FRIGIS

Talk to T'Bak. He will send a message to the Followers on Frigis. Wait. You will be hailed by Laraq, the Chancellor, on Frigis. He will mention the Lawgivers Fifth Scroll and that he trusts you.

Away Team: Riker, Data, LaForge, Troi. Take the Tricorder and Phaser. Beam down.

### LARAQ

Laraq will tell you that the pyramids are Chodak and that they are Transporters to Temples. He tells you that to obtain the Fifth Scroll you must see the Leaders of the Sects. He also mentions something about a Declaratory contest and prizes. Enter the nearest pyramid.

### CHANTERS

Stambly, the leader of this Sect, informs you that he lost two items in the Declaratory contest and he need them back. Listen to the chant. Stambly will give you an Orchestration "The Futility of Wisdom".

Use the Tricorder on all and note that The Instrument is missing a Sonic Redigitizer. Also note the three Golden Rings with one missing. Exit and enter next pyramid at top of screen.

**MADIA**

Madia tells you that she lost the Scepter of Light in the Declaratory contest and she wants it back. Madia is the leader of the Questers Sect. Note the Force Field guarding entrance to the Chodak Transporter Pad. Exit and go to right to next pyramid.

**SEEKERS SECT**

Talk to Nachyl, the leader of this Sect. Note locked vault and sculpture (some kind of mechanism). Walk to the sculpture, which turns out to be the Gatekeeper to the Door of Enlightenment.

**THE GATEKEEPER**

Talk to the Gatekeeper. In order to get into the Door of Enlightenment you need to answers some questions correctly. These questions are random. Answer all questions as "I do not know," "I am not certain," — in other words, you know nothing. He will open the door.

**THE DOOR OF ENLIGHTENMENT**

Enter door. Use Tricorder. Note Aelont in Stasis Field. Note Panel that is too complicated and Sign, written in Chodak, which you can't read. Return to Landing area and talk to Laraq. He will upload a Chodak Translator to the Tricorder. Return to Aelont.

**AELONT**

Use Tricorder on sign, then use the Control Panel. Aelont will be free. Talk to him. He will inform you that he is a Seeker. He gives you a key to the Vault outside plus the blue and red Talismans. He tells you that you can only take three items from the vault. Exit and go to the vault.

**THE VAULT**

Unlock the vault with the key and open it. Take the Golden Ring, the Device and the Staff with the Globe on the End. Go to the Chanters.

**ORCHESTRIONS**

Give the Golden Ring to leader. He will give you the Orchestrion, "Watch Your Step". Have Data use the Device on the Instrument. You will receive another Orchestrion "Traveling Music."

**THE FORCE FIELD**

Return to Madia and give her the Staff. She will lower the Force Field. Use the "Traveling Music" on the Chodak Transporter to enter the room with The Vanishing Floor.

**THE VANISHING FLOOR**

Not that the Orchestrions have one to four prongs coming out of them. Some are covered and some are not. They are referred to here as #1 through #4. (C) indicates covered, (UC) indicates uncovered (UC).

Play #4. Move onto Floor and get #3. Save game. Play #3. Move around floor until you have all four new Orchestrions. Play #2 (UC) to exit room, then use #2 to return to room. Save game.

Play each Orchestrion and note which tiles on the floor appear and disappear. Draw a map of this Grid. Label the map A through E vertically on the left side and 1 through 4 horizontally across the top. The should be twenty-two tiles on the map.

**TILES SOLUTION**

Play #4 and walk to tile E2. Play #3, go to E3. Play #1 (C), go to B2. Play #4, go to B1. Play #1 (UC), go to A1. Play #2 (C) and go to A2. Insert Blue Talisman, go through door. Get the Fifth Scroll. Beam up.

**CAPTAIN PENTARA**

You will be hailed by Captain Pentara in her Garidian Warbird. A revolution is taking place on Girad. Talk to Lucana. Your three passengers will be beamed aboard the Warbird.

**OUTPOSTS**

Chen will tell you that Gamma 15 Outpost is being attacked and that you should go there. After you see it destroyed, Starfleet inform you that the Romulans have started a war and that you are on Red Alert. Adm. Reddreck then hails you and tells you to go to the Goldur Delta system to Outpost 543.

Talk to Chen again. She tells you that the Romulans are at Paxnona. Set course. You will arrive at Outpost 543. At this point you will be attacked by three Romulan Warbirds.

**BATTLES**

Choose 1. Engage = two of the Romulan's retreat. Choose 2. Intercept = Battle follows against one Warbird. You destroy it. "We are picking up another Vessel." Intercept. Destroy another Warbird.



Talk to Chen. She will send you to the Balis System. You will receive a message from a Klingon telling you that the Romulans spoke of a Chodak Weapon. Talk to Chen again, and she will send you to Horts III. Along the way you will receive another message sending you to Frigis. You will engage in another battle. Destroy the Romulan Warbird.

### FRIGIS REVISITED

Beam down and talk to Laraq. He will tell you about the Chodak Weapon and give you a Isolinear Rod (Key), a Rod Programmer and a Data Crystal. Beam up and set course for Horst III.

### HORST III

A message from Shanok, the archaeologist, says he is abandoning the site. Way Team: Picard, Troi, Data, LaForge. Take the Phaser, Tricorder, Isolinear Rod, and Rod Programmer.

Note: Before you can beam down, you will be attacked. This is a tough fight. Delegate Tactical and Engineering. Then go into Tactical and set Phasers on full power and set a Photon spread of 10 to 20 degrees. Input your own moves by firing both phasers and photons as fast as you can. This should get you through.

### ON HORST III

Beam down. Look at screen and insert Isolinear Rod in aperture. Use Rod Programmer on Rod. The screen will turn on. Use the Tricorder on the screen. Remove the Rod. Go left to the rear of the site. Use the Tricorder on the Instrument, Mounting and Pit. Return to beam down point and use Tricorder on the generator.

Beam up. The computer will analyze the date. You have discovered a new location, the planet Allanon. Set course for Allanon.

### ALLANOR

Beam down Picard, Data, LaForge and Carlstrom with the Phaser, Tricorder, Rod, Programmer and Med Kit.

### THE DRONE

Look at and use Tricorder on all items in the room. Set Phaser to maximum power and shoot at alloy seal holding grill in place. Do this three times. Remove the Logic Inhibitor from the Drone. The Drone will talk to you. Surrender your Phaser. Exit the room through the grill.

### THE CAVERN

Go to panel above and look at it. Put the rod in the port and use the programmer on the rod. Look through the on-screen menus and select "Activate Facility." Remove the rod. Walk back down and go to the right.

**REPAIR DRONE**

Pick up the wire loop and sheet of metal lying on the ground. Two Drones should appear, one repairing the other. Go up to the Window ledge above the Drones. Use tricorder on the large Drone, then the small one precisely as it is being repaired. Use tricorder again to deactivate the Drone. Go to door at top of screen and scan it.

**THE DOOR**

Locate Door Circuits to left of door and insert Logic Inhibitor to jam the door. A drone will appear. Use tricorder on it and deactivate it. Remove the Inhibitor. This will cause the drone to become stuck in the door, so the door can now be entered.

**THE PHASER**

Return to your Beam Down point with the first Drone. Use Tricorder to deactivate. Beam up. Get your Phaser. Beam back down. Return to the door and enter.

**THE CAPACITOR**

Use the rod on the display be the door and click "Power On" and "Station Online." Remove rod. Wait for capacitor to charge up. Put the rod back in and turn "Power Off." Set phaser to maximum. Wait until six lights on the capacitor go off and only one light is lit. When no drone is on screen, shoot the capacitor.

**CHODAKS**

Follow the group of Chodaks. Talk to the Chodak Alien Master. You will be given three choices: "We have the rod," "We have no rod" and "We'll find Hall of Records by ourselves."

**THREE CHOICES**

The first and second Chodak choices lead to the same path through the game. You'll arrive at the Unity Device Hologram *without* the rod. Choice three will allow you to keep the rod; this one is much more difficult, but you'll end up with the location of the Unity Device. Choosing 1 or 2 is easy, but you'll have to find the Unity Device on your own.

**PATHS 1 OR 2**

At both of these you'll either be taken to, or can walk to, the Hologram. Look at the Hologram and use the Tricorder on it for information. Walk to top of screen. Use Med Kit on injured Chodak, then use Stimulant from kit on Chodak. He will give you the password to turn off the Security Panel.

**SECURITY PANEL**

Look at the panel to see the stuck security rod. Insert the wire loop in the hole to free the rod. Insert the rod. Enter the code "3 Lambda Delta". Press all six buttons to turn security off. At this point the Chodaks will escape.

**GETTING OUT**

Walk up to stairs on left, then walk up to top of stairs to the exit. This is the Sensors room. Walk north to the hall and use the Teleporter. Use the second button on the left and the third bar on top to beam up.

**STARSHIP SCHEDULE**

Beam back down and look at the Starship Schedule. You will note that Rinkyl, a ship, is on schedule. Also on the Chodak log on Frigis, destination Unity Device in DAR Nogal

Sector. Use the Chodak chart from Horst III on schedule (time regression) to reveal current position. Beam up.

**PATH 3****THE TRANSPORTER**

When Chodak leaves, walk to right to the Transporter. Access the Transporter panel and press the third button on the left (bottom), and the first bar on the top (left). Press the button. Everyone but you will beam away.

Press the same series of buttons, then activate the timer slide on the right, push the button, exit, and quickly walk to transporter on right. On the way back, use the second button on left and the third bar at top to beam up to ship.

**THE SENSORS**

Use Tricorder on Sensors to determine the Phaser frequency is 750 Angstroms. Set Phaser to this frequency. *Save the game.* Now, you must shoot all three sensors until they are all off at the same time.

The sensors will come back on again in about five seconds. So you have about five seconds to turn all three sensors off and turn through the door to your right, which will take you to a stairway down.

**THE HOLOGRAM**

Walk south to the Computer/Hologram. Access the Main Computer and insert the programmer. *Immediately* choose the first option. As soon as you can, use the Tricorder on the screen map to locate the Unity Device.



**GETTING OUT**

The Chodaks will show up and escape from the planet. Go back the way you came, following the same procedure as noted above to beam up to the ship. To continue the solution from this point, skip down to the section subtitled "Unity Device."

**FINDING THE UNITY DEVICE****ON SHIP**

Data will run analysis on information obtained on Allanon. A ship will be detected leaving Allanon. A Romulan ship enters the area. Wait. Data will report that there is no location for Unity Device. The sensors will pick up a vessel.

**BATTLES**

Intercept the Chodak Probe and destroy it. Then destroy the two Romulan Warbirds. After Starfleet informs you that it has located the Unity Device in Z'tarnis Nebula, talk to Data. Set course for Gombara Pulsar, destination Jericho. *Save the game.*

**MAJOR BATTLE**

On the way to Jericho you will be attacked by three Romulan Warbirds. Unless you enjoy getting blown up, or are lucky enough to wipe them out, follow these steps to avoid them.

Disengage from the battle by warping away. Then go to Engineering and wait until power returns to maximum. If you slowed down due to damage, go to Astrogation and reset your warp speed. Try setting it at 7. Keep repeating this until you are clear of danger.

**JERICHO**

You arrive at Jericho, Sector 6-5-7, only to find a Black Hole. You will now have to travel thirty light years back in time to witness the Pulsar before it became a Black Hole. Talk to crew. Go to Astrogation.

**TIME TRAVEL**

Look for a Sector Location around forty light years away. Set course for 7-6-7, LAFT. You will travel thirty light years towards Laft and witness the Black Hole's formation. Set course for 3-1-3, THANG.

**THE UNITY DEVICE**

Pathway 3 continues at this point. Access computer and look up Unity Device:

1. Missions. 2. Mission Logs. Choose Unity Device and note Stellar Offset of 9-14-16. Set course for 9-14-16.

### CHODAK DREADNOUGHT

Captain Pentara will hail you and inform you that the situation on Garid is bad. A Chokak Dreadnought then appears. Evade it. Wait until you intercept their transmission.

### THE SHUTTLECRAFT

Assemble Away Team: Picard, Data, Worf, Butler. Equip with Phaser and Tricorder. Take the Shuttlecraft down to the surface.

## ON THE UNITY DEVICE

### EXTERIOR BAY

Have everyone enter the Transporter. Picard, alone, will exit at a new location. Examine the Glow on the wall. It will mention something about Tests. Walk to the left.

### THE SHUTTLE

Talk to Captain Pentara and the Choda, who will tell you that all three of you need to compete for the Unity Device by taking some tests. Enter the shuttle. This will take you to a landing area. Talk to Pentara. "Agree" to join forces with her. Enter the open door.

### THE CHALLENGES

Picard appears from the future and gives the present Picard an Artifact. Talk to Pentara and the Chodak. Examine the Field Generator and the Table. Check your inventory, and you will see that you now have two disk halves.

### SECOND CHALLENGE

This is a test of stamina and cunning. You must place one or both of your disk halves into the receptacle on the table. The left receptacle targets the Chodak, and the right Pentara.

When you push the button, that person will receive a shock. The Chodak in turn will shock you. The last one standing wins.

### SHOCKING NEWS

Access the table and put both of your disk halves in the left receptacle. Press the button three times. You have won! Spare the Chodak. You will now be given their disks.

**FIRST CHALLENGE**  
.....

Access the Field Generator. Examine the lower air gap. Combine the six disk halves into three complete disks. Put all three disks in the lower air gap. The Force Field will shut down.

**PEDESTAL SYMBOL**  
.....

Walk to the right. Examine the Pedestal across the ravine. This is the key to the door leading to the Control Center. Use the Artifact on the pedestal to transport Picard across the ravine. Use the Artifact twice to bring Pentara and the Chodak across.

**THE STASIS CHAMBER**  
.....

Get the Symbol from the pedestal and enter the Landing Area. Use Symbol on door to right, enter the Stasis Chamber. Examine the Chamber, then use the Panel. A Kabilan will test you. Answer #1. Pentara will be given the Unity Device and will be trapped in a Stasis Field.

**THE GUARDIAN**  
.....

Walk to the right. Go to the Tower. The Guardian will talk to you. He will tell you that the Borgs are invading and that you will have to choose what to do about it. Access the panel. Your two choices are: 1. Eliminate Borg Race. 2. Destroy Borg Fleet.

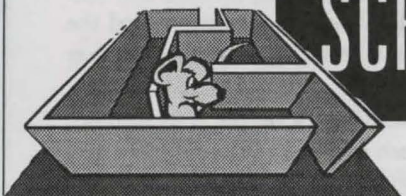
**THE END**  
.....

Select Deactivate Panel (that is, do not choose either option on the panel). The story will conclude with an animated sequence.





# WOODRUFF AND SCHNIBBLE



BY  
F. J. PHILIPP &  
C. F. SHAFFER

TYPE:  
*Comic Book  
Adventure*

SYSTEM:  
*IBM PC CD-  
ROM*

COMPANY:  
*Sierra On-Line*

THE LATEST INSTALLMENT IN WHAT WAS FORMERLY CALLED THE GOBLINS SERIES, THIS IS A FRENCH ADVENTURE WITH A CARTOON LOOK AND FEEL. YOU PLAY WOODRUFF, A GOBLIN WHO'S OUT TO RESCUE HIS FATHER FROM THE BIGWIG'S HENCHMEN. THE LINEAR SERIES OF OBJECT-ORIENTED PUZZLES TAKES YOU THROUGH A FANTASTIC WORLD OF BOOZOOKS, BLOTOFLATRONS AND OTHER BIZARRE CREATURES AND THINGS. THERE ARE LOTS OF FUN THINGS TO FOOL AROUND WITH, SUCH AS THE TOBOZON, WHICH IS A COMBINATION TV, VIDEOPHONE AND FAX MACHINE. ALSO PLENTY OF HUMOR, BOTH IN THE PUZZLES AND THE THINGS THAT HAPPEN WHEN YOU SOLVE ONE. YOUNGER ADVENTURERS ARE THE PRIME AUDIENCE FOR WOODRUFF, BUT MAY NEED THEIR PARENTS' HELP TO SOLVE SOME OF THE PUZZLES.

## THE SOLUTION

### ACROSS THE ACID RIVER

After exiting Azimuth's house, pick up the red button lying on the ground, then talk to the onlooker. Head east to the Street of the Sad Boozoom and talk to the young woman and the sad Boozoom.

Continue east to the Bridge of Slums and try to cross the river to the beggar on the other side. Click on the crate, then click on the nut. Woodruff will put the crate down. Pick up the nut.

Throw the nut at the beggar. Get the boot he throws at you. Return to Azimuth's house. On the roof is a boot. Throw your boot at this boot to knock it down. Woodruff will now wear the boots, allowing him to cross the acid river.

Inside the second boot was a photo of Azimuth. Return to Street of Sad Boozook and show the photo to the woman. She will give you a newspaper article.

### WINO ALLEY AND THE BAR

Continue east to Wino Alley. Talk to the drunk Wino, pick up some feathers from the bag of feathers, then enter the bar.

Talk to the owner (gives you a stone A). Show her the newspaper, and she will teach you how to read. She will also identify JF Sebastian standing at the bar. Talk to Sebastian and get the coffee.

Woodruff will be teleported to the Title Screen. Click on the A in Azimuth to view an animated sequence. Pick up the brush and exit to the east to return to the bar. Before you leave the bar, pick the pocket of the bartender bouncing around on the bungee cord and get the bottle opener.

Exit bar and give coffee to Wino to sober him up. He will give you the Meteozon Watch. Use the brush on the tar.

### THE TOBOZON

Return to Street of the Sad Boozook and put the stone A on the rock with the A imprint lying on the ground to get the Tobozon. The Tobozon is a combination TV, Videophone and Fax machine. Click on it in your inventory to access it. The codes listed are phone numbers and door codes. To call someone enter their code on the keypad to the right. You will gain new codes as you progress through the game.

Note that you can also access the Weather Channel, and that a slot at the bottom is for faxing. To fax, dial the code, click on the inventory item to be faxed and put it in the slot.

Continue west, past Azimuth's house to Stairs Street. Check out the Toy Shop window to see a kite inside that you will need later on. Have Woodruff kick the can lying on the ground to get a peanut. Keep kicking the can until you get it.

### THE FIVE AND DIME

Return to Azimuth's house and take the elevator up to the Administrative Center. Note the Blotoflatron, and read the Employment Poster. Enter the Five and Dime.

The Lovebird won't talk to you because he's distracted. Use the brush with tar to paint clothes on the picture of the girl who is distracting him. Now talk to the parrot. Give the feathers to the bird (he will assist you later).

Give the nut to the rat turning the threadmill, which is turning the fan outside. Exit. Now that the Store Owner's hair is in his eyes you can take the finger.

Reenter Five and Dime. Move all the way to the right. Here you will find a flapper, a glapper and a switch. Click on the switch, then the flapper, and put the



finger in the large nose that appears. Go through the door to the Red Light District.

### RED LIGHT DISTRICT

All you can do in the Clandestine Gaming Room is gamble. Continue east to the Red Light District. Play the pinball machine until you break it to get one strul. Use this strul on the slot machine until you have about fifteen struls.

Click on the woman, Spinning Top, several times until she repeats herself. She will give you the code for the Boozook Throne room door.

### THE VIRTUAL TRIP TOWER

Exit east to the Virtual Trip Tower. Click on the large meteorite on the ground to open a shortcut to Brotoflatron Plaza. Note the guy who is stuck in elevator and the Virtual Trip chair below you. Take shortcut to Plaza and elevator up to the Bigwigs Area.

### BIGWIGS AREA

Click on the ads to get another phone code. Talk to the Boozook watering the plant. Enter the Novelty Store and buy glasses and nose. Click on the stain on ground to get a trash bag. Get the shirt front off of the Robot.

Go bottom left to the Waterless Fountain and talk to Talent Wiseman for digicode to his room in the Temple. Click on him again to buy a hat. Return to elevator and go upper left to outside factory.

Talk to all. In order to get work at the Factory, you will need a breathing certificate and a photo. If you decide to pick up the newspaper, Woodruff will become depressed, sit on the bench and not get up. Keep clicking on Woodruff until he cries, click on the doorbell, then click on the doorbell again. Now you can get up.

### THE BLUXTRE NUT

From the Waterless Fountain, go upper left to Boozook Temple and talk to the Guard. He wants a Bluxtre nut. (If you spoke to the nut merchant, he told you that he sold his last Bluxtre nut to Ernst Blintz.)

Check the weather station on your Tobozon for location of meteorite storms. Go quickly to that area and use the Meteozon watch. A meteorite will fall. If you weren't quick enough you'll have to try another location.

Go to the Virtual Trip Tower and down to Ernst Blintz, the Virtual Trip owner. Talk to him and give him the meteorite. He will give you the Bluxtre nut. If you try to give this to the Guard, he will tell you that he wants the pulp of the nut, not the nut itself.

Return to Wino Alley and dip the nut in the tar. Check Weather for the next meteorite showers, hurry there, use watch, put tarred nut on X that appears on ground and wait for nut to crack. Get pulp and return to Boozook Temple.

**BOOZOOK TEMPLE AND CODES**

Give the pulp to the guard and enter the Temple. On Level One, read the note on Time Wiseman's door to get digicode for Council Chamber. Talk to the Word Wiseman. Take the gas can and lid. Proceed to Level Two. Use code on Talent Wiseman door and talk to his wife. Enter Council Chamber and talk to Time Wiseman. Exit and go to Level Three.

Read message on Strength Wiseman's door to get code to Throne Room. Enter Throne room. Talk to Strength Wiseman and King. The King will give Woodruff the Ruling (Leading) Symbol. Give the bottle opener to the King to get a key ring.

Read menu on right and note safe in corner. Pick up the chewing gum and exit. Unlock Word Wiseman's door and give peanut to pet. He will give you a Syllable bag, the Basic Syllable and a Formula Maker. Exit Tower and give the Basic Syllable to the Word Wiseman, who is now outside. He will give you the digicodes for Health and Fertility.

When you try to access these doors, you will be told that the Health Wiseman is on a virtual trip and that the Fertility Wiseman is in an Asylum.

**THE MANUAL**

Check the Manual that came with the game for the following: Who to Give Syllables to; Where and How To Get Syllables; How To Prepare Formulas; Composition of Formulas; Where to Use Formulas; Door Digicodes; Tobozon Digicodes; Weather Forecasts; Where to Get the Master's Powers and a Glossary containing hints and clues.

**THE TIME SYLLABLE**

Check Weather for showers and go there. Use the watch. Put the hat on the X when it appears to fill it with water. Go to Five and Dime and repair hose on Time Syllable Clock with chewing gum. Pour water into reservoir to get Time Syllable. Return to Council Chambers and give Time Syllable to Time Wiseman to get Advice Syllable.

**MEDICAL SYLLABLE**

Go the Virtual Trip Tower and talk to the Virtual Trip owner. Give him three struls. Climb in chair to take virtual trip to Health Wiseman, who will give you the Medical Syllable.

**THE TRANSPORTOZON**

See Manual to prepare the Past Formula. Go to Memorial Area. Use the Formula on statue to travel to Past. Pick up the ear of corn. Click on jar at left, then click on stones below jar to reveal helmet. Click on helmet to get a red fish. Put fish

in Commander's armor.

To make the dying Boozook trust you, show him the key ring the King gave you. He will give you a horn and the code for the safe in the Throne Room. Blow the horn to reveal a Boozook caught under stones to right.

Pick up the trident. Push the left stone. Use trident on rock, trapping Boozook, then again on boulder. Pull on his feet to free him. Talk to him. Return to the present.

Get a now stone fish from Commander's statue and go to Slammer's Dead End, west of the Waterless Fountain. Use the stone fish on the fish imprint on the rock to get the Transportozon. With this you can quickly travel to any location you've already visited.

### **RIRI, THE MASTER**

At this point, and at other locations in the game (see the Manual), Riri will appear and give you a Master Power. At this time, he gives you Ear Control. Get the snail shell and the stone arm from the house that appears.

### **ENERGY SYLLABLE**

Travel to the Throne Room and unlock the safe to get the Energy Syllable. Use syllable on Strength Wiseman. At this point you should be able to prepare the following formulas: Memory, Diagnostics and Strength.

### **GETTING INTO THE FACTORY**

Go to the Brotoflatron. Walk up to it. Insert a strul to take your photo. Put the following items, in this order, on Woodruff: shirt front, nose, chin, brush with tar and ear of corn. Insert another strul and get the Perfect Photo ID.

Go to the Administrative Center and talk to the Bureaucrat. Use the Memory Formula on him, then use the Strength Formula on him to get the Breath Certificate.

To get a work permit, use your Tobozon to call the Recruitment code you got when you looked at the Recruitment poster behind you. After listening to message, take and click the Perfect Photo and Breath Certificate (from your inventory) on the now blank screen. A work permit will appear.

### **THE FACTORY**

Go outside the Factory. Save the game. Give the work permit to the Guard and enter the Factory. Talk to the Foreman. Get a hat from the conveyer belt. Click it on the mirror to see if it's a good one (pointed is good, lumpy is bad). If it is bad, dump it into the Bin. Keep doing this until you get a good one.

Save the game. Push switch to produce a carton. Get carton (places on conveyer belt). Quickly move to the end of the belt (left side) and stand in the oil puddle to catch the carton. (You may have to try this a few times to find the right spot.)



After you've caught the carton containing a good hat, put your finger on the knot of the carton-tying machine above, then talk to the Foreman. If you did everything right, you will find yourself hanging from a hook in a padded cell.

### THE PADDED CELL

Keep clicking on Woodruff until he falls, along with a chain. Pick up the chain and use it on the left wall, revealing a screw. Take the screw and use it on the cell door lock to escape.

### HOUSE OF HAPPINESS

To retrieve your inventory, use the screw on the hole next to the closet on your left, then open the closet door. Talk to the inmates. One of them will give you the code for the Tax Office. Dial that number on your Tobozon. Woodruff will become enraged and break out of the straight jacket. Click on the guard, then on the lever next to the guard, then exit through door on right to the Laboratory

### THE LABORATORY

Pick up the Snaplure seed. Talk to the Mad Scientist and the Fertility Wiseman for clues as to what you have to do in the Laboratory. Click on the test tubes to see Woodruff do some humorous morphing. Exit left to the Fan Platform.

### THE FAN PLATFORM

Click on the fan for a clue. Pour gasoline into tank. Push switch, then click on the now-running fan to be propelled through the roof of the High Morals Club.

### HIGH MORALS CLUB

Talk to the Censors, then put the trash bag on the burn barrel to blind the Censors. Talk to Jeff, the parrot you helped earlier, and he will open the doorway to the President's Quarters.

### PRESIDENT'S QUARTERS

Give the button to the President to hold up his pants, and he will exit long enough for you to search the room. To get the Artistic Syllable, pick up the Diva tape and play it in the VCR. Exit quarters.

### TALENT WISEMAN

Use your Transportozon to travel to the Waterless Fountain and give the Artistic Syllable to the Talent Wiseman. Go to the Council Chambers and talk to Talent Wiseman. Prepare the Happiness Formula.

**THE GREEN SYLLABLE**

Travel back to the House of Happiness and use the Happiness Formula on the talented patient on the left to get the Green Syllable. Prepare the Growth Formula.

**THE FERTILITY WISEMAN**

Travel back to the Lab and give the Green Syllable to the Fertility Wiseman. Use the Growth Formula on the Mad Scientist to freeze him. Talk to the Wiseman again. He will exit. Travel to the Council Chamber and talk to him.

**TASTE WISEMAN**

While here, enter the digicode on the Taste Wiseman's door to talk to him and learn what he wants (a plant). Go to the Fountain and plant the seed from the Laboratory in the Waterless Fountain. Then use your hat, filled with water, on the seed to grow a Snaplure bush. Click on the bush to get a Snaplure spice. Back to the Wiseman and give him the spice. He in turn will give you the Boozooioli (an exotic Boozook food).

**ALL THE WISEMEN FREE**

Go the Council Chambers where all of the Wisemen should now be present. Talk to them. Put the tin can on the table. They will meditate and chant and turn the can into a Chprotznog containing evil. Take the Chprotznog.

**PRISON EMPLOYMENT**

Go to Wino Alley and talk to the Wino. Use the Memory Formula on him. He will tell you that a position is open for a guard in the Jail and mentions "rummy." Give the photo you took of yourself without the disguise to him. He will give you the rummy rules.

**THE WORK FORM**

Go to Slammer's Deadend and talk to the Guard. He will tell you that you need a work form in order to work in the Prison. Go to the bureaucrat at the Administrative Center and talk to him. Use the Memory Formula on him to obtain the work form. Go to the Toy Shop and use the Strength Formula on the window to get a kite.

**THE MASTER'S POWERS**

If you don't have the four Master's Powers: Ear, Hair, Eye and Nose, check your Manual for their location and go there. Riri, the Boozook Spiritual Master, will show up and give them to you.

**PRISON YARD**

Go to Slammer's Deadend and give the work form to the guard, then enter the Prison Yard. Pick up the rag lying on the ground. Click on the guard's playing cards in order to join them. Click on the toilet to enter it and sneak out the window. Use the rag on window to right. A robot will appear. Give him the rummy rules. He will sit in for you in the card game, giving you access to the Prison Tower.

**PRISON TOWER**

Climb up to the Bulwark and check the weather until there are high winds at the Tower. Go right to the tower and use the watch to produce an X. Put the kite on the X to fly up to the tower. Talk to the prisoner. He will produce steps for you to ascend.

Use the stone arm on the rope on the right side of the tower to create a grabber. Use the grabber on the left Gargoyle. Riri will appear and give you the face control and the Power of Levitation. Walk down steps and use Levitation on Woodruff to descend.

**COH COTT**

If you haven't already done this, use the Tobozon to call the Heart to Body channel. Call the Heart to Body program. Then call Coh Cott's number. Keep calling Coh Cott until she invites you to a party at the Aristocrat Terrace.

**ARISTOCRAT TERRACE**

Travel to the fan and use Levitate on the fan to reach the Aristocrat Terrace. Use the snail shell on the spiral imprint on the statue to get the Intuition Syllable. Prepare the Discerning Formula and return to the Tower.

**AZIMUTH**

Use the grabber on the right Gargoyle to climb up. Use the Discerning Formula on the wall to open door to Azimuth. Enter and talk to Azimuth. Azimuth will give you the Viblefrotzer.

**THE EYE**

Go to the Virtual Trip Tower and use the Discerning Formula on the Three Cup Trick player to get an eye. The eye will fall down to Stairs Street. Go there and get it, then go to Aristocrat Terrace.

**THE EYE PARTY**

To open the door, enter the digicode Coh Cott gave you over the phone. To enter,



give the eye to the doorman. Talk to Coh Cott. Use the Diagnostics Formula on her.

Travel to the Lab and click on the test tubes to prepare an antidote. Return to the Party. Put the antidote in Coh Cott's glass. Use the Happiness Formula on her. When Woodruff stops dancing, Coh Cott will tell about the Schnibble's Sect.

### THE SECT

Before continuing, make sure that you have at least four struls in your inventory. If not, return to the Red Light District and win some more.

Go to the Factory Entrance and talk to the Chief Disciple. He will give you a mantra. Exit to Bigwig Area. Use the mantra on the microphone next to the door on your right. Enter the Schnibble Sect.

### PRAYING

When it is your turn to pray, click the mantra on the empty spot in front of the High Priest. After praying three times, use the Levitation Power on Woodruff to be chosen Initiate of the Day.

### THE COMPUTER

Click on the computer to the rear. Then put a strul into the box to the left of the High Priest. Click on the computer again, then insert another strul. Do this two more times until you are given the Concentration Cycle.

### THE HYPNOTIC CEEDEROM

Hit the Small Gong and the Grand Gong in the order of the cycle: Grand, Grand, Small, Grand, Small, Small. This will put the Sect into a trance. Go to the statue and click on its nose to get the Hypnotic Ceederom. (For fun, save the game and enter the Initiation Room to see Woodruff become brainwashed.)

### THE BIGWIG ROOM

Before proceeding, return to the Five and Dime and get the chewing gum you left on the hose. Now go to Coh Cott's Apartment, where you last left her.

Walk to the plant in the room and use the Growth Formula on it to create stairs up to the Bigwig's Room. Enter it. Use the Power of Levitation on the Force Field to float over.

### THE BIGWIG

Use the pot lid on the Bigwig to deflect his nose bullets. Quickly put the Ceederom in the player to upper right, or else you will be cloned and die. This action will hypnotize the Bigwig. Use the Viblefrotzer on him. A Beast will emerge from the Bigwig and float up to the Platform on top.

Click on the discarded clothes to get an electronic card. Push the switch behind the vacated chair to raise steps to the Platform above where the Beast is. Go up to the platform.

### THE BEAST

Talk to the Beast, then use the Boozooioli on Woodruff to expel the Beast. Use the Chprotznog on the hook at the top of the scene, then use the chewing gum on the Chprotznog to plug the hole.

Walk to the top left of the scene, near the lock. When the Beast is about to jump on Woodruff, pull the red hook (lever) dangling from the Chprotznog. The Beast will be sucked into the Chprotznog. Use the electronic card on the lock to escape.

## ORBS N STUFF

### Item

Red button  
Nut  
Boot  
Photo of Azimuth  
Newspaper Woman  
Bottle opener  
Meteozon Watch  
Kite  
Peanut Can  
Tar  
Brush  
Finger  
Struls  
Glasses and nose  
Trash bag  
Shirt front  
Hat  
Breathing certificate  
Photo  
Bluxtre nut  
Key ring  
Ruling (Leading) Symbol  
Chewing gum  
Syllable bag, Basic Syllable, Formula Maker  
Time Syllable  
Advice Syllable  
Medical Syllable

### Location

Outside Azimuth's house  
Crate  
On Azimuth's house  
In second boot  
on Street of Sad Boozook  
Bartender's pocket  
Wino  
Toy Shop  
on Stairs Street  
Outside bar  
Bar  
Five and Dime  
Pinball machine  
Novelty store  
Outside Novelty store  
Robot  
Wiseman  
Administrative Center (Bureaucrat)  
Brottoflatron  
Virtual Trip Tower  
King  
King  
Throne Room  
Pet in Wiseman's Room  
Reservoir  
Time Wiseman  
Health Wiseman

**Item**

Ear of corn  
 Red fish  
 Horn and code for safe  
 Screw  
 Snaplure seed  
 Artistic Syllable  
 Green Syllable  
 Boozooioli Taste  
 Gas can  
 Chprotznog  
 Work Form  
 Eye  
 Electronic card

**Location**

The Past  
 Past (helmet)  
 Dying Boozook  
 Padded Cell (left wall)  
 Laboratory  
 President's quarters  
 House of Happiness  
 Wiseman  
 Boozook Temple  
 Council Chambers  
 Administrative Center (Bureaucrat)  
 Virtual Trip Tower  
 Bigwig Room (discarded clothes)







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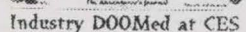


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**THE**

Figure 1. The effect of the concentration of the polymer solution on the morphology of the polymer film. The polymer solution was prepared by dissolving 0.5 g of polymer in 10 mL of solvent. The concentration of the polymer solution was 0.5 g/10 mL. The polymer solution was cast on a glass substrate and dried at 100°C for 24 h. The morphology of the polymer film was observed by SEM. The scale bar is 10 μm.

1. **Author:** [Name]  
 2. **Title:** [Title]  
 3. **Journal:** [Journal]  
 4. **Volume:** [Volume]  
 5. **Issue:** [Issue]  
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**EXPERIENCE**  
 1990-1992: Director, National Center for  
 Environmental Health Research, National  
 Institute of Environmental Health  
 Sciences, Research Triangle Park, NC  
 1987-1990: Director, National Center for  
 Environmental Health Research, National  
 Institute of Environmental Health  
 Sciences, Research Triangle Park, NC  
 1984-1987: Director, National Center for  
 Environmental Health Research, National  
 Institute of Environmental Health  
 Sciences, Research Triangle Park, NC

**Neon** Neon is a noble gas, colorless, odorless, and tasteless. It is found in the atmosphere in a concentration of about 18.2 parts per million. It is used in neon signs and in the manufacture of certain types of lasers.

1. The first part of the document is a letter from the President of the United States to the Congress, dated January 8, 1860. It contains the following text:  
 "I have the honor to acknowledge the receipt of your communication of the 27th inst., and in reply to inform you that it has been forwarded to the proper authorities for their consideration."  
 2. The second part of the document is a report from the Secretary of the Treasury, dated January 10, 1860. It contains the following text:  
 "In compliance with the resolution of the House of Representatives passed on the 27th inst., I have the honor to submit herewith a statement of the receipts and disbursements of the Treasury Department during the year ending December 31, 1859."

...the ...  
...the ...  
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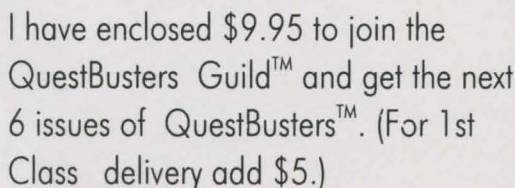
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