

FREDERIK POHL'S

GATEWAYTM

The Animated Interstellar Adventure

The Official Hint Book

from

Legend Entertainment Company



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Customer Support:	1-800-658-8891 Weekdays 9 a.m. - 5 p.m. EDT/EST
FAX:	703-968-5151
CompuServe E-Mail:	76226,2356
Prodigy:	MXRV51A

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INTRODUCTION

BY FREDERIK POHL

Several years ago, I wrote a novel called *Gateway*, which told of an ancient race of aliens who parked a fleet of auto-navigable, faster-than-light spaceships on an asteroid, and then vanished. I was proud of the book when I finished it, and delighted when it won just about all the awards the field of science fiction has to offer. And ever since its release I've been thrilled by the way people respond to the *Gateway* experience. The original novel is still in print, and the entire Heechee saga has sold several million copies all over the world, with translations into nearly twenty languages.

Now I have a brand-new thrill with the appearance of the first computer game to explore the *Gateway* universe. The designers at Legend have created a wonderful adaptation that is true to the spirit of the original, yet tells a host of entirely new stories. The game succeeds in capturing all the flavors of danger, adventure, futuristic speculation—and even awe!—that I felt when I first began to tell the story of the Heechee's bizarre legacy.

In addition to the story, I was fascinated by the game environment itself. As an author, I work hard to try to get inside the heads of my characters. But when you play this game you become the main character, and you have the marvelous power to leap off the assigned page and poke into a whole unexplored landscape of the story, exploring all the "what if's" that we novelists do not have the scope to investigate. This is a whole new dimension to me, which makes the story come to life and lets the reader participate in new and wonderful ways.

I think that *Gateway* "the game" is a first-rate example of science fiction at its most colorful and exciting. I only hope that this talented team of designers, artists and programmers has already started to work on a sequel.

Frederik Pohl

QUICK REFERENCE: WHAT IS IN THE HINT BOOK

This hint book contains a great deal of information about Frederik Pohl's GATEWAY, from very general tips to detailed answers for every puzzle in the game. Also included are maps, and a list of where all of the points are scored.

For quick reference, we have included a summary of what is in every section of the book:

GENERAL TIPS

Some tips and advice on playing the game and interacting with the game interface.

MAPS

Complete maps for every place in the game, including rooms that are initially "off limits" because discovery or entry is a puzzle.

PUZZLES AND ANSWERS

This section is composed of two parts. The first contains a numbered listing of all the puzzles in the game followed by several specific questions on each. The second section contains the answers.

LIST OF POINTS

How all of the points are scored in the game, listed by puzzle.

This book contains information pertaining only to game play. If you have a technical question dealing with installation or the specific behavior of the game on your computer, you should look in the section of your game manual entitled *Troubleshooting and Technical Assistance* or call customer support at 1-800-658-8891 between 9:00 a.m. and 5:00 p.m. Eastern Time.

GENERAL TIPS

This section is organized according to game section and contains general tips and good advice which we hope will add to the enjoyment of the game.

TIPS THAT APPLY TO ALL SECTIONS OF THE GAME

Talking to characters. Getting information from characters is an important part of this game. The best way to talk to someone you meet in the game is to ask them about objects, people, or events that you have encountered in other parts of the game. The command format for this is simply ASK {name of character} ABOUT {whatever it is you want to ask about}. For instance, if you want to ask Thom Selldridge about the Corporation, simply enter ASK THOM SELDRIDGE ABOUT CORPORATION.

Taking advantage of the game interface. If you have a mouse and are comfortable with typing, we recommend that you use a combination of moving the mouse and typing to play the game. One of the best features of our game system is its flexibility; there are enough ways to interact with the game that you can pick a combination of methods that is comfortable for you.

Click on the compass rose directions to move from room to room.

Click on objects in the pictures to LOOK at them.

Click on the buttons in the upper left hand corner of the screen to learn about your inventory (INVENTORY) and score (STATUS)

Click on PICTURE to make the picture come back

Double click on verbs in the verb menu for single word command inputs like WAIT, UNDO, SAVE, RESTORE, RESTART, QUIT, and AGAIN.

Use the verb and object menus to build simple commands like EXAMINE ROCK, TAKE DEBIT CARD, DROP BADGE, or READ BOOK.

Use the verb and object menus to talk to characters. Click on ASK, then the character name, then ABOUT. You will see a list of objects and people in the object menu that this character is smart about. Double click on one of these choices to complete the command. Using the “ask about” menus will eliminate a lot of typing or mouse clicking associated with asking the character about things he or she doesn’t know about.

If you are a good typist, you may consider typing in complex commands that use many words and verbs that are farther down on the verb list (like SHOOT THE UGLY GIANT SCORPION WITH THE LASER GUN). While typing will speed up entry in some cases, you should keep in mind that you do not have to type: All of the verbs and objects you need to play the game are on the menus.

For more on how to interact with the game, please see the game manual which was packaged with your game.

Short cut for operating the ship control panel. There is a short cut for selecting course codes on the ship control panel: Click on the course code you want in the list of codes you’ll find displayed in the window in the lower half of the screen. The course code you click on will automatically be set. Also: If you don’t have a mouse, you’ll find that the “mouse emulator” for the ship control panel is very easy to use. Simply steer the mouse cursor with the four arrow keys and press <SPACE> to “click”.

TIPS FOR PART I: GATEWAY PROSPECTOR

News and Bulletin Board items on the PV commset. The messages that you get on the PV commset are very important for solving puzzles. The news and bulletin board items are not. While there are some minor clues in the news stories and bulletin board entries, you should remember that they are not essential to game play. Don’t feel like you have to read every word in every news story. This text is here primarily for atmosphere and storytelling - we have not buried the solutions to puzzles here.

The DataMan. The DataMan has a great deal of background information about Gateway, a detailed explanation of how to operate the ships, a brief description of Gateway Station geography, and a continuously updated

GENERAL TIPS

Corporate Record that shows you how you are doing in the game. The Corporate Record is probably the most useful feature of the DataMan, and you should check on it periodically to monitor your progress (in tandem with the SCORE or STATUS commands from the command line).

Ship Handling Class. Be sure to attend your ship handling class and get a blue badge. While the material covered in class is all in your DataMan, you must attend class to get your badge. You need the blue badge in order to go on prospecting missions. If you miss class on the first day, don't panic; there are sessions every day at 15:00 in room T20.

Your Proctor. It's a good idea to meet Thom Seldridge in the bar the first night you are on Gateway (per his message on the PV commset). Thom is an important source of information and clues. If you miss him the first night, you can catch him again the next night at the same time.

Nubar Kamalian. If you don't meet Nubar the first night, don't worry; he comes back every night at 21:00 (nine o'clock).

The Maintenance Man. Read the text for the maintenance man's banter very carefully. There are important clues here.

A hint about the gun. You need to get the gun out of the Armory for one of the adventures in Part II.

TIPS FOR PART II: OTHER WORLDS

Where to find the Pedroza Lounge. The Pedroza Lounge is behind the oak door in the Casino (go EAST).

Your space suit. You don't need a space suit on worlds where the air is identified as breathable. You'll find that the game will help you by telling you where you need a space suit and where you don't. The space suit is not essential to solving puzzles - it is there to keep you alive in a toxic atmosphere or a vacuum.

MAPS

Inventory management. When you leave one of the shield generator planets, you'll notice that the game "makes" you drop everything that you picked up while on the planet. The reason this happens is so inventory management is simplified (who wants to carry around a hundred objects?). While you might need something from Gateway to solve a puzzle on one of the four shield generator planets, you generally don't need to take anything from a shield generator planet back to Gateway or to another planet.

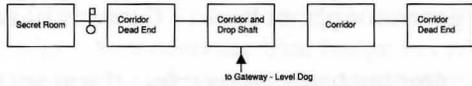
Moving between puzzles. If you are working on one of the shield generator puzzles in Part II and you get stuck, try going to another planet and working on the puzzles there for a while. The environments in this part of the game are all self-contained.

TIPS FOR PART III: ENDGAME

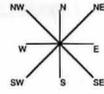
Special hint. Pay careful attention to your surroundings.

MAPS

Gateway - Level Babe



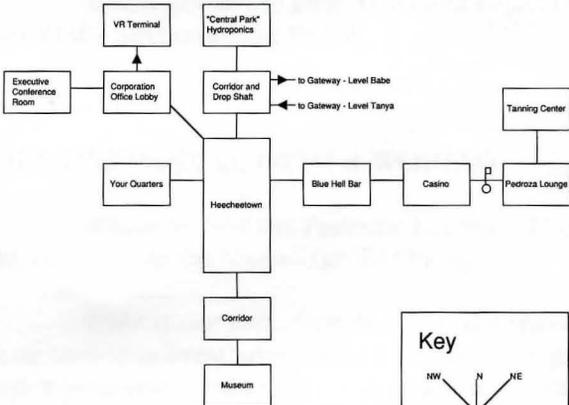
Key



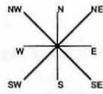
Down → Up

○ □ Puzzle must be solved first

Gateway - Level Dog



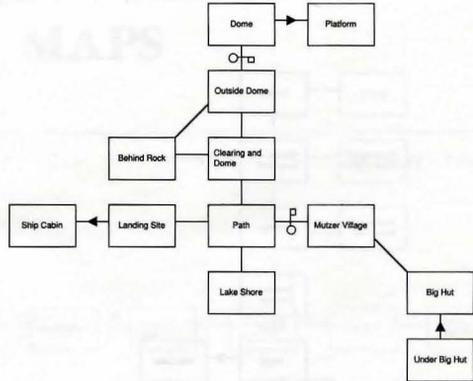
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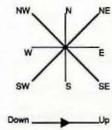
Down → Up

○ □ Puzzle must be solved first

Aleph 4



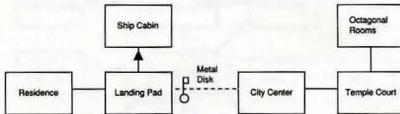
Key



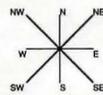
Down → Up

○ □ Puzzle must be solved first

Aurigae 6



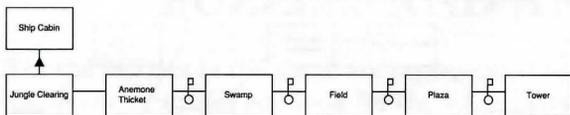
Key



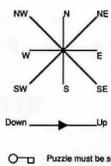
Down → Up

○ □ Puzzle must be solved first

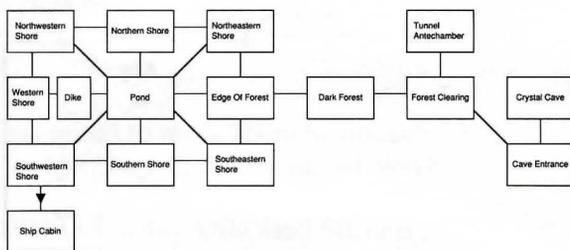
Kaduna 3



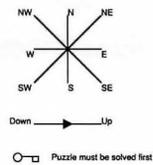
Key



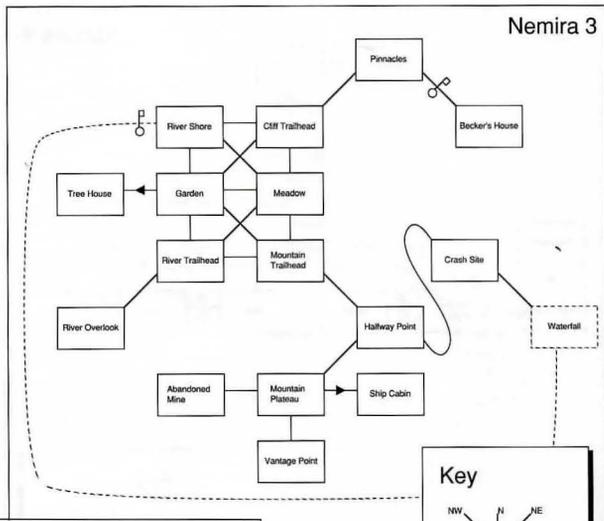
Dorma 5



Key

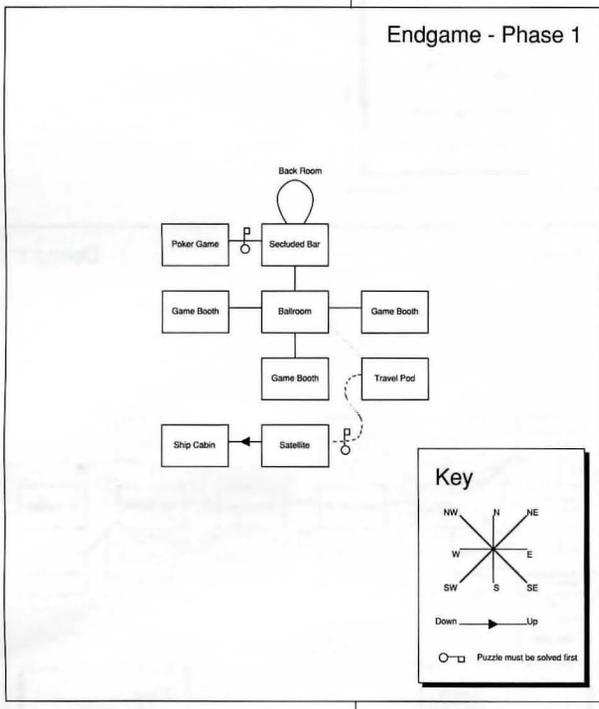


Nemira 3



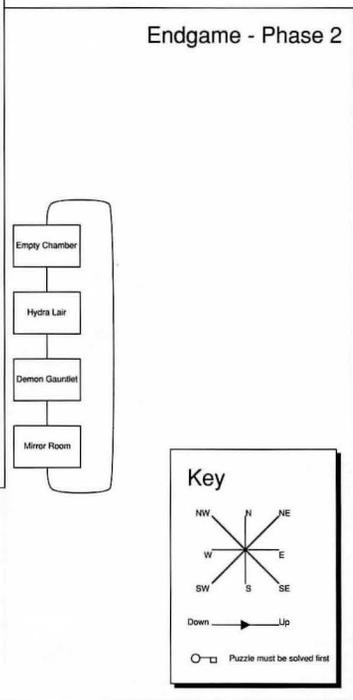
Key

Endgame - Phase 1



Key

Endgame - Phase 2



Key

PUZZLES AND ANSWERS

All of the puzzles in the game are represented in this section. First, scan *Section One: Puzzles* and look for the subhead which corresponds to the puzzle you are having difficulty with. Then read further to find your specific question. Note the question number, and turn to *Section Two: Answers* on page 18. The bar at the top of each page tells which numbers are included on each page and will make scanning easy. Note that the Puzzle pages themselves give away a little bit of information about the puzzle solutions.

SECTION ONE: PUZZLES

PART I: GATEWAY PROSPECTOR

1. THE DEBIT CARD AND THE PV COMMSET

- 1.A Where is the debit card?
- 1.B How do I get my messages?

2. THE DATAMAN

- 2.A How do I get the DataMan?

3. SHIP HANDLING CLASS

- 3.A Where and when is the class held?
- 3.B Where do I get a blue badge?

4. THOM SELDRIDGE

- 4.A When and where am I supposed to meet Thom Seldridge?
- 4.B What is Thom waiting for after he tells me about Gateway?

5. NUBAR KAMALIAN, THE TRIVIA GAME, AND THE SILVER MEDALLION

- 5.A Where do I find Nubar?
- 5.B How do I get the silver medallion?
- 5.C What are the answers to the questions in the Old Earth Trivia Game?

6. THE FIRST MEETING WITH TERRI NEILSON

- 6.A Where do I find Terri Neilson?
- 6.B How do I get Terri to sponsor me for the Orion Program?

7. THE FIRST MISSIONS

- 7.A How do I go on a mission?
- 7.B What am I looking for the first time I go on a mission?
- 7.C What is the significance of the Black Hole, Fragments, Red Giant, Andromeda, and Nebula missions?

8. SIGMA DAYAN 7

- 8.A How do I get into the cave opening on the cliff?
- 8.B How do I solve the “moving portal” puzzle in the Entry Chamber?

9. GETTING THE GREEN BADGE

- 9.A I’ve gone on two missions and brought back an artifact. How do I get my green badge?

10. THE MAINTENANCE KEY

- 10.A What do I do with the machine in Central Park?
- 10.B How do I get the maintenance key from the old man?
- 10.C What is important about the old man’s speech?

11. THE MAGAZINE

- 11.A How do I get the magazine?

12. THE TUNING FORK

- 12.A Where is the tuning fork?
- 12.B How do I get the tuning fork out of the museum without being arrested?

13. THE GUN

- 13.A Where is the gun?
- 13.B How do I get the gun out of the Armory?

14. PERRY AND THE SECRET ROOM

- 14.A Where and when does Perry appear?
- 14.B How do I spy on him?
- 14.C How do I get into the secret room?
- 14.D What do I do in the secret room?

15. THE GREEN BADGE BRIEFING

- 15.A Where and when are the special Orion Program briefings?
- 15.B How do I get into the briefing?

16. THE METAL CYLINDER ON ALEPH 4

- 16.A How do I stop the Mutzer creatures from kicking me out of the clearing (so I can spy on them)?
- 16.B How do I get the metal cylinder from the chief Mutzer?

17. GETTING INTO THE DOME ON ALEPH 4

- 17.A How do I get into the dome?

18. THE PRIMARY COLOR PUZZLE INSIDE THE DOME ON ALEPH 4

- 18.A How can I take the Heechee device that is inside the dome?

PART II: OTHER WORLDS

19. THE BEACH VR AND THE PEDROZA CLUB MEMBERSHIP PIN

- 19.A Where is the Pedroza Lounge
- 19.B How do I get into the Pedroza Lounge to meet the person who sent me that cryptic message?
- 19.C How do I get into the Beach VR?
- 19.D How do I break the Beach Virtual Reality?

20. LEONARD WORDEN'S SPECIAL BRIEFING

- 20.A I met the big shot in the Tanning Room - Now how do I get into the special briefing?

21. THE METAL DISK ON AURIGAE 6

- 21.A How do I repair the metal disk?
- 21.B What do I do with the disk once I've repaired it?

22. GETTING THE BLACK PYRAMID FROM THE RESIDENCE ON AURIGAE 6

- 22.A How do I get the black pyramid from behind the panel in the Residence?
- 22.B Why do I need the black pyramid?

23. THE TEMPLE COURT AND THE OCTAGONAL ROOM MAZE ON AURIGAE 6

- 23.A How do I deactivate the force field in the Temple Court?
- 23.B How do I get through the maze?
- 23.C What do I do once I've reached the middle of the maze?

24. ACTIVATING THE AURIGAE 6 SHIELD GENERATOR

24.A How do I activate the shield generator now that the force field is down?

25. THE SPIDER AND THE ANEMONES ON KADUNA 3

25.A How do I kill the spider?

25.B How do I get through the anemones?

26. THE SWAMP CREATURE ON KADUNA 3

26.A How do I get past the swamp?

27. THE PLAZA AND THE SNAKE ON KADUNA 3

27.A How do I get past the snake?

28. THE PUFFERSLUG IN THE TOWER ON KADUNA 3

28.A How do I get past the pufferslug?

29. ACTIVATING THE KADUNA 3 SHIELD GENERATOR

29.A How do I activate the Kaduna 3 shield generator?

SPECIAL NOTE: DORMA 5

The dreams you will experience on Dorma 5 provide important clues. You should SLEEP often on this planet so that you can have a chance to dream.

30. THE BOWL AND THE BERRIES ON DORMA 5

30.A What is the first thing I should do on Dorma 5?

30.B How do I get past the beast?

30.C How do I fix the bowl?

30.D What should I do with the bowl once I have fixed it?

30.E How do I get the crystal shard?

31. TAMING THE BEAST ON DORMA 5

31.A How do I tame the beast?

32. REPLACING THE BOULDER IN THE DIKE ON DORMA 5

32.A How do I get the beast to put the boulder back in the dike?

33. ACTIVATING THE DORMA 5 SHIELD GENERATOR

33.A How do I activate the Dorma 5 shield generator?

SPECIAL NOTE: NEMIRA 3

Your goal on Nemira 3 is to turn on the shield generator, and since many of the puzzles have more than one solution, there are a number of ways to accomplish this. Your score may vary depending on the solutions you have chosen, and you may end up with an extra \$1 million in bonus money when you return to Gateway.

34. GETTING INTO BECKER'S HOUSE ON NEMIRA 3

- 34.A Where is Becker's House
- 34.B How do I get across the rope bridge?
- 34.C What are these cairns for?

35. MOVING BECKER'S PET DINOSAUR ON NEMIRA

- 35.A How do I get the gopheria off the control panel?
- 35.B How do I keep the gopheria from getting back on the control panel?
- 35.C How do I get past the small mattress on the control panel?

36. REPLACING THE MISSING FOCAL LENS ON NEMIRA 3

- 36.A Where is the focal lens?
- 36.B How do I get the lens from across the chasm?
- 36.C Where can I find an axe?
- 36.D Where can I find some rope?
- 36.E What do I do with the focal lens?

37. FINDING THE MISSING ACTUATOR CELL ON NEMIRA 3

- 37.A Where is the actuator cell?
- 37.B What do I need to dismantle the field actuator?
- 37.C Where is the grommet wrench?
- 37.D Where is the flange defuser?
- 37.E Where is the actuator discharger?
- 37.F Where are the actuator calipers?
- 37.G Where is the shovel?
- 37.H Where is the canterlope grave?
- 37.I What do I do with the actuator cell?

38. DISMANTLING THE FIELD ACTUATOR ON NEMIRA 3

- 38.A How do I remove the grommets?
- 38.B How do I remove the cylinder cap?
- 38.C How do I remove the flange connector?

- 38.D How do I discharge the field actuator?
- 38.E How do I remove the core?

39. REPLACING THE MISSING LENS COVER ON NEMIRA 3

- 39.A Where is the missing lens cover
- 39.B Where can I find some vermaculite ore?
- 39.C Where is the pickaxe?
- 39.D What do I do with the ore?
- 39.E How do I get Becker to give me the lens cover?
- 39.F What do I do with the lens cover?

40. THE RAFT TRIP ON NEMIRA 3

- 40.A What do I do with the raft?
- 40.B I agreed to help Becker get his cane. Now what do I do?
- 40.C Where is the tiller?
- 40.D Where is the pail?
- 40.E How do I begin the river voyage?
- 40.F How do I survive the river voyage?

41. HINTS ABOUT ROLF BECKER

- 41.A What do I do with the magazine?
- 41.B What do I do with the wooden stand?
- 41.C What do I do with the personal log?
- 41.D What do I do with the field notebook?
- 41.E Does it matter whether I'm nice to Becker?
- 41.F How do I get Becker to come back to Gateway with me?

PART III: ENDGAME

42. THE STARCHART

- 42.A Where can I find the silver sphere that Worden told me about in the briefing after all the shield generators were activated?
- 42.B What do I do with the sphere once I've got it?

43. DEEP PSYCH

- 43.A How do I get into the Deep Psych virtual reality?
- 43.B How do I pass the Deep Psych test?

44. THE HEECHEE SATELLITE

- 44.A How do I activate the cloaking system once I'm in the Heechee satellite?
- 44.B What do I do with the ring in the compartment
- 44.C There are sparks on the surface of the globe. What do I do now?
- 44.D I'm in the travel pod at the satellite. What next?
- 44.E I've docked with the Watchtower. What do I do with the orb?

45. THE BALLROOM

- 45.A Why do things keep changing?
- 45.B Why do I keep winning?
- 45.C How do I escape this environment?

46. THE DEMON GAUNTLET AND THE EMPTY CHAMBER

- 46.A What is this hell environment?
- 46.B How do I get across the Demon Gauntlet?
- 46.C How do I make the invisible demon in the Empty Chamber visible?
- 46.D How do I get the ring?

47. ESCAPING FROM HELL

- 47.A What do I do in the Mirror Room?
- 47.B How do I escape this environment?

48. THE FINAL STEP

- 48.A How do I solve this puzzle?

SECTION TWO: ANSWERS

PART I: GATEWAY PROSPECTOR

1. THE DEBIT CARD AND THE PV COMMSET

1.A You'll find the debit card on the desk in Your Quarters. TAKE DEBIT CARD to add it to your inventory.

1.B To use the PV commset, PUT DEBIT CARD IN PV COMMSET while you are in Your Quarters. When the PV commset comes up on the screen, select menu option (1), Play New Messages. Click on the "NEXT" button (or press the <N> key) until you have read all of your messages.

2. THE DATAMAN

2.A While you are in Your Quarters, OPEN THE DESK DRAWER and then TAKE BOOK. If you then READ BOOK, you will see a note from your proctor telling you to exchange this book for the DataMan in the Corporation Offices. Go to the Corporation Offices and GIVE THE BOOK TO RECEPTIONIST. She will take the hardcover book and give you the DataMan. To use the DataMan, simply TURN ON DATAMAN.

3. SHIP HANDLING CLASS

3.A Ship handling class is held in Room T20 at 15:00 (three o'clock in the afternoon). Room T20 is on Level Tanya, just west of Corridor T6. Take the dropshaft from Level Dog by going to Corridor D4 and then DOWN to Level Tanya. You can get this information by reading your messages (see 1.B).

3.B You will be given a blue badge if you attend ship handling class (see 3.A).

4. THOM SELDRIDGE

4.A You should meet Thom Seldridge at the Blue Hell Bar at 20:00 (eight o'clock at night). If you read your messages on the PV commset (see 1.B), you will see a message from him to that effect.

4.B After Thom tells you about Gateway and begins to look at you expectantly, BUY THOM A DRINK. He will then tell you about the Orion Program, give you a Corporation memo about the Program, and tell you where and when to meet Terri Neilson (in the Blue Hell Bar at 22:00). BUY THOM A

DRINK again when he finishes talking about the Orion Program and he will introduce you to Nubar Kamalian.

5. NUBAR KAMALIAN, THE TRIVIA GAME, AND THE SILVER MEDALLION

5.A Thom Seldridge will introduce you to Nubar if you have been friendly and plied him with a couple of drinks (see 4.B). If you miss Thom or you didn't buy him drinks, you can meet up with Nubar the next night at 21:00 (nine o'clock) in the Blue Hell Bar.

5.B BUY NUBAR A DRINK after he sits down and asks you for one. Listen to him talk about his experiences and his woes. Eventually he will challenge you to a game of Old Earth Trivia. He will get a score of seven points. PLAY GAME when he is done. If you get a score higher than seven, Nubar will give you his medallion.

5.C The answers to the Old Earth Trivia Game questions are as follows:

Question Number	History & Geography	Art & Ent.	Science & Nature	Games
(1)	3	4	3	1
(2)	2	2	2	2
(3)	4	4	4	4
(4)	2	1	1	4
(5)	4	1	4	1
(6)	1	2	3	4
(7)	2	3	2	2
(8)	4	4	4	3
(9)	1	1	3	2
(10)	4	3	4	4

6. THE FIRST MEETING WITH TERRI NEILSON

6.A Per your talk with Thom Seldridge (see 4.B) you learned that Terri shows up in the Blue Hell Bar around 22:00 hours (ten o'clock) to have a drink. You should show up in the bar at the same time.

6.B Terri will tell you about the Orion Program and its prerequisites if you ASK TERRI ABOUT ORION PROGRAM or GIVE TERRI THE MEMO.

7. THE FIRST MISSIONS

7.A Once you have your blue badge, you are flight crew (see 3.A and 3.B for information about how to get your blue badge). You can go on a mission the day after you actually get your badge. The procedure for going on a mission is simple: Go to the Hangar Entrance on Level Tanya and GIVE BADGE TO AGENT or walk SOUTH. If you have a valid blue or green badge, the agent will sign you up for a mission, escort you to the dock where the ship is, and program the on-board computers with your set of course codes. When she leaves you at the dock, simply go UP to enter the ship, CLOSE THE HATCH, and SIT to access the control panel. See the section in the manual on How to Operate the Heechee Ships for more information on the operation of the panel and the ship itself.

7.B You are prospecting. You are looking for a planet that you can land on that has concentrations of Heechee metal. Use the course codes that were assigned to you to explore the six destinations available to you. If you "strike out" by going on a mission to dead intergalactic space, the black hole, the red giant, the nebula, or the planetary fragments, then return to Gateway and ship out again. Keep looking. When you find yourself in orbit around a planet (Sigma Dayan 7), then you have found what you are looking for. See 8.A or 8.B for more information about what to do once you have found Dayan 7.

7.C These missions are "strike out" missions - you don't find any Heechee technology, and you don't even have an opportunity to leave the ship. You need to ship out again after you get back from one of these missions. There are no puzzles to solve on these missions.

8. SIGMA DAYAN 7

8.A Go WEST from below the cave entrance to the base of the cliff, then WEST again to the rockslide. CLIMB ROCKSLIDE or go UP to reach the top of the butte (the plateau). Walk EAST along the plateau and then EAST again. PUSH THE ROCK you see here to create a rockfall. The resulting pile of rocks will give you access to the cave opening. Retrace your steps until you are standing below the entrance again, then CLIMB ROCKFALL or go UP to reach the Entry Chamber.

8.B Once in the Entry Chamber, note where the portal appeared last:

IF THE PORTAL APPEARED TO THE...	YOU NEED TO GO TO THE...
Northeast	EAST
East	WEST
West	NW
Northwest	NORTH
North	NE

You'll anticipate where the portal will appear and sail through just in time. After a crawl through a passageway, you will be in the Ovoid Room. TAKE THE BOX you see there. This box (and evidence of two trips out) is what you need to qualify for the Orion Program

9. GETTING A GREEN BADGE

9.A Once you have gone on two missions and brought back the artifact from Sigma Dayan 7, you have fulfilled the requirements that Terri outlined for the Orion Program (see 6.A and 6.B). You need to give Terri a call on the PV commset using the phone number that is on the cocktail napkin she gave you during the first meeting. Go to Your Quarters, INSERT DEBIT CARD IN SLOT, and select menu option (6), Place Call. Dial the number that you read off of the cocktail napkin. If Terri isn't in, call back an hour or two later. If Terri is in and you have met the requirements, then she will agree to meet you in the Blue Hell and give you your green badge. Note: If you have met the requirements for a green badge but you never talked to Terri before you shipped out, then meet her in the bar at 22:00 and ask her about the Orion Program.

10. THE MAINTENANCE KEY

10.A PULL THE RED LEVER on the machine in Central Park. A maintenance man will show up a few turns later. He has an access key that will allow you to open the vents in the Armory, Your Quarters, and the conference rooms on Level Tanya.

10.B The old man will hand you the maintenance key right after he shows up. Simply DROP MAINTENANCE KEY IN HYDROPONICS TRAY to hide it. You can recover it after he has left. You should stick around until he finishes talking because his banter contains very important clues. Note: There is an

alternate solution to this puzzle. When he first arrives, the old man will hand you the key. He will subsequently hand you various other tools and ask you to put them in the toolbox. If you hang on to the key but put all of the other tools in the toolbox, the old man won't notice that the key is missing when he gathers everything up after he is finished and leaves.

10.C The most important clue the old man gives you is that Perry shows up on Level Babe every night at midnight and then disappears.

11. THE MAGAZINE

11.A You can get the magazine from the receptionist in the Corporation Offices by giving her the rose that you find in Central Park.

12. THE TUNING FORK

12.A The tuning fork is on display in the Gateway Museum.

12.B You need the medallion you got from Nubar Kamalian for winning the Trivia Game in order to solve this puzzle (see 5.B, 5.C). Go to the Gateway Museum. If you examine the device there, you will see that it has a circular depression on its upper surface. PUT MEDALLION IN DEPRESSION (or PUT MEDALLION ON DEVICE) and the device will begin to hum. TAKE TUNING FORK FROM PEDESTAL and PUT TUNING FORK INSIDE DEVICE. A hologram of the tuning fork will appear above the medallion, which is actually holographic film. TAKE HOLOGRAM. PUT HOLOGRAM ON PEDESTAL. The hologram will spoof the alarm system. You can now TAKE TUNING FORK FROM DEVICE and leave the museum with the tuning fork in hand.

13. THE GUN

13.A The gun is sitting atop a storage cabinet in the Armory.

13.B You will need the maintenance key you got from the old man to solve this puzzle (see 10.B). Go to the Armory and TAKE THE GUN. STAND ON THE CABINET. OPEN VENT WITH MAINTENANCE KEY. Inside the vent you will see a small button. PRESS BUTTON. This will summon the maintenance robot, which will arrive within a few turns. PUT GUN IN SPIDER ROBOT CONTAINER. The robot will scuttle off with the gun. Go to another room with a vent (like Room T20). STAND ON TABLE. OPEN VENT WITH MAINTENANCE KEY. PRESS BUTTON. The spider robot will re-appear with the gun. TAKE GUN. Note: The spider robot will automatically dump whatever is in its container after two hours. You must reclaim the gun before this happens.

14. PERRY AND THE SECRET ROOM

14.A The old maintenance man will tell you that Perry appears on Level Babe at midnight (For information about the old man, see 10.A, 10.B, 10.C). He also tells you that he had a crate dragged into the corridor that Perry uses so that the old man could spy on Perry. These clues point to Corridor B4 on Level Babe.

14.B Go up to Corridor B4 before midnight. HIDE IN CRATE. WAIT while Perry shows up and then disappears into the wall.

14.C Perry will drop a slip of paper when he is fumbling around by the Heechee metal wall. EXIT CRATE and TAKE SLIP OF PAPER after Perry leaves. If you READ SLIP OF PAPER you will see a five digit code. HIT TUNING FORK to make the blister appear. PUT TUNING FORK IN BLISTER. Enter the code you saw on the slip of paper. A portal will appear in the wall and you can enter the secret room.

14.D You don't need to come back to the secret room until much later in the game (see 42.A).

15. THE GREEN BADGE BRIEFING

15.A The Orion Program briefings are held every day at 09:00 hours (nine o'clock in the morning) in Room T52 on Level Tanya.

15.B You need to have a green badge to participate in the briefing (see 6.B and 9.A for information about getting a green badge)

16. THE METAL CYLINDER ON ALEPH 4

16.A HIDE BEHIND BOULDER or go WEST from the clearing. WAIT while the Mutzers file into the clearing and perform their ritual. Note that the chief Mutzer has custody of the dome key (the metal cylinder).

16.B TAKE THE SALAMANDER from the Lake Shore. If it is not there when you show up, then WAIT until it appears. Once you have the salamander, WAIT until you hear the second wailing sound (the second blast on the horn) from the north or east, then go to the Mutzer Village. The Mutzers will all be at the dome ritual, and you can ENTER BIG HUT (or go SE from the Village) and then go DOWN to hide under the hut. WAIT until the Mutzer chief returns to the hut and climbs into the tank (you'll hear him). Then: UP. DROP SALAMANDER IN TANK. WAIT. Go back DOWN to hide and WAIT until the Mutzer wakes up, finds the cylinder gone, and runs off to look for it.

Once they have gone away, return to the Lake Shore. You will see the metal cylinder next to the pile of rocks. TAKE CYLINDER.

17. GETTING INTO THE DOME ON ALEPH 4

17.A Go to the base of the dome. PUT METAL CYLINDER IN DOME SLOT. Then take the test that ensues. The idea is to select the shape that doesn't belong with the others. The answers (and reasons) are listed below.

THE ANSWERS:

<u>QUESTION</u>	<u>DESCRIPTION</u>	<u>ANSWER</u>
(1)	Triangles and circles	4
(2)	Starts with a pentagon	4
(3)	Lots of intersecting lines	3
(4)	Mirror images	2
(5)	Circles within circles	5

THE REASONS:

<u>QUESTION</u>	<u>REASON</u>
(1)	The circle is the odd shape
(2)	The circle is the only one that is not a polygon
(3)	The parallel lines are the only ones that don't intersect if projected into infinity
(4)	Figure number 2 has the only intersection that cannot be produced by translation of the encompassing shapes (to look at it another way, Figure number 2 is the only one where the encompassing shapes are not parallel)
(5)	Figure number 5 is the only one where the little circle is not in the center of the largest circle

When you have answered all five questions correctly, a portal will appear and you will enter the dome.

18. THE PRIMARY COLOR PUZZLE INSIDE THE DOME ON ALEPH 4

18.A TAKE ALL FANS that you see when you first get inside the dome. CLIMB PLATFORM or go UP. Solve the primary color puzzle like this: PUT BLUE FAN IN RED SLOT. PUT YELLOW FAN IN BLUE SLOT. PUT RED FAN IN YELLOW SLOT.

PART II: OTHER WORLDS**19. THE BEACH VR AND THE PEDROZA CLUB MEMBERSHIP PIN**

19.A The Pedroza Lounge is behind the oak door in the Casino. If you go EAST from the Casino, you will enter the Lounge (assuming you have a membership pin).

19.B You need a gold Pedroza Club membership pin to get into the Pedroza Lounge. The VR tech in the VR Terminal is a member, and he will offer you his membership pin if you can find a bug in his Beach Virtual Reality program.

19.C Go to the VR Terminal. LIE ON COUCH. PUT ON COLLAR. SET SWITCH TO BEACH. PRESS POWER BUTTON.

19.D The flaw in this virtual reality is the drink scanner/replicator on the bar counter. The key to breaking the reality is to overload it by creating an infinite number of Banana Daiquiris. Since the bartender is stopping you from using the scanner, you must disable him somehow. The answer is to get him drunk. TAKE DRINK. GIVE DRINK TO BARTENDER. AGAIN. AGAIN. AGAIN. AGAIN. Once he is slumped over and singing to himself, TAKE DRINK and PUT DRINK IN SCANNER. The result is an overload of the virtual reality.

20. LEONARD WORDEN'S SPECIAL BRIEFING

20.A Go to the Corporation Offices. Make sure you are holding or wearing your green badge.

21. THE METAL DISK ON AURIGAE 6

21.A Replace the cracked prism in the tray with the clear prism you get from the Residence.

21.B STEP ON DISK. It's a matter transporter.

22. GETTING THE BLACK PYRAMID FROM THE RESIDENCE ON AURIGAE 6

22.A The oval depression in the cabinet must be filled before you can take the black pyramid. Go to the Temple Court from the City Center after transporting over from the Landing Pad on the metal disk (if you haven't fixed the disk, see 21.A and 21.B). CATCH BEETLE (the bugs are oval and will fit in the oval depression). Then go back to the Landing Pad and take the clear prism and bright cube. Go to the Residence and PUT THE CLEAR PRISM IN DIAMOND TRAY, then PUT BRIGHT CUBE IN SOCKET. The cabinet will open, and you can PUT BEETLE IN OVAL TRAY and then TAKE PYRAMID.

22.B The black pyramid is the key to deactivating the force field in the Temple Court.

23. THE TEMPLE COURT AND THE OCTAGONAL ROOM MAZE ON AURIGAE 6

23.A You need to navigate through the octagonal room maze and put the black pyramid on the stand.

23.B The key to solving the maze is the color spectrum: Red, Orange, Yellow, Green, Blue, Indigo, Violet (ROY G BIV). All you need to do is go through the doors in the colored walls following the spectrum sequence. The solution path is as follows: From the first room, go SE (through the red door), EAST, NW, SOUTH, WEST, SE, NORTH.

23.C PUT PYRAMID ON STAND to deactivate the force field.

24. ACTIVATING THE AURIGAE 6 SHIELD GENERATOR

24.A While in the Temple Court, TURN KNOB, PULL LEVER, and then PRESS BUTTON. The shield generator will come out of the surface of the planet and activate.

25. THE SPIDER AND THE ANEMONES ON KADUNA 3

25.A You need the gun from the Armory to kill the spider. When it first appears, SHOOT SPIDER WITH GUN. It will rear up, exposing its underbelly. SHOOT SPIDER WITH GUN again to finish him off, then go WEST to break the grip of the shoots.

25.B Reclaim the gun from the spider. In the process of taking the gun, you will wade into the ichor from the spider's mortal wound. This ichor will protect you from the anemones (if you don't want to reclaim the gun, then TOUCH ICHOR or PUT ICHOR ON ME).

26. THE SWAMP CREATURE ON KADUNA 3

26.A The key to getting past the swamp is the worm that keeps attaching itself to you. The pterosaurs circling overhead and the beast in the swamp all like to eat the worms. If you THROW WORM INTO SWAMP, the octopus will fight with one of the pterosaurs. The result will be that the octopus is killed and floats to the surface. You can walk along the carcass of the beast to get across to the other side of the swamp.

27. THE PLAZA AND THE SNAKE ON KADUNA 3

27.A First you need to get the pod from the pod tree near your ship in the Jungle Clearing. TAKE POD and head EAST until you get to the Spikeball Field. DROP THE POD to entice one of the rats to run out of the forest. The rat will run into the spikeball plant and be killed. TAKE THE RAT. Go EAST to the Plaza, then GIVE RAT TO SNAKE. The snake will eat the rat and will settle down to digest its meal. It will ignore you.

28. THE PUFFERSLUG IN THE TOWER ON KADUNA 3

28.A Back in the Spikeball Field there is a spike stuck into one of the trees. You need to get that spike, then STAB PUFFERSLUG WITH SPIKE. Splat!

29. ACTIVATING THE KADUNA 3 SHIELD GENERATOR

29.A TURN KNOB, PULL LEVER, and then PRESS BUTTON. If you haven't killed the pufferslug, then see 28.A.

30. THE BOWL AND THE BERRIES ON DORMA 5

30.A TAKE THE BRANCH AND VINE while in the Dark Forest. Then WAIT and watch the beast's movement patterns.

30.B The key is the beast's movement patterns. Watch where he goes, where he appears from, and how long he takes. When the beast enters the cave on the southeastern side of the clearing, you can go EAST into the Forest Clearing and then NORTH into the Tunnel Antechamber.

30.C You need the small stone you will find on the Northern Shore. PUT SMALL STONE IN BOWL to plug the hole.

30.D You need to fill it with berries and then leave it in the Tunnel Antechamber to distract the beast while you venture into the cave on the other side of the clearing. You can find the berries on the Northwestern Shore. PUT BERRIES IN BOWL, then return to the forest.

30.E Fill the bowl with berries (see 30.C and 30.D) and then go to the Tunnel Antechamber when the beast is in the cave. DROP BOWL. The return to the Dark Forest, wait for the beast to go into the tunnel, and go into the cave. In the Crystal Cave you need to HIT SHARD WITH BRANCH to dislodge it, then TAKE SHARD.

31. TAMING THE BEAST ON DORMA 5

31.A You tame the beast using the crystal shard (see 30.E) that you find in the Crystal Cave. First you must WASH SHARD in the pond. The next time you are in the same room with the beast, he will become transfixed by the crystal. If you TETHER BEAST WITH VINE he will follow you around.

32. REPLACING THE BOULDER IN THE DIKE ON DORMA 5

32.A Lead the beast to the dike. THROW CRYSTAL IN POND to break its hold on the beast. The beast will shake off the effects of the crystal and see you. He will then pick up the boulder and throw it at you. Go EAST into the pond during the turn that the boulder is in the air. The boulder will plug the dike.

33. ACTIVATING THE DORMA 5 SHIELD GENERATOR

33.A TURN KNOB, PULL LEVER, and then PRESS BUTTON.

34. GETTING INTO BECKER'S HOUSE ON NEMIRA 3

34.A Becker's House is across the rope bridge from the Pinnacles. To get to the Pinnacles from the Mountain Plateau, head NE to the Halfway Point, NW to the Mountain Trailhead, NORTH to the Meadow, NORTH to the Cliff Trailhead, and finally NE.

34.B That pterodactyl means business. You can take either of two approaches with it. First, if you've got the pistol from Gateway, you can shoot it (this is not nice). Alternatively, you can blow the whistle that's hanging on the cactus at the Crash Site. Take the whistle to the Pinnacles and blow it.

34.C Becker's a forgetful guy and mountain trails can be confusing. He put them in various places to remind him of the proper trails to reach specific mountain sites.

35. MOVING BECKER'S PET DINOSAUR ON NEMIRA 3

35.A You can take either of two approaches with the fierce gopheria. First, if you've got the pistol from Gateway, you can shoot the little bugger. A kinder approach would be to ASK BECKER ABOUT THE GOPHERIA and learn about the Jubifruit leaves the animal craves. If you ASK BECKER ABOUT THE JUBIFRUIT LEAVES, he tells you that he grows them in his garden. Find Becker's garden northwest of the Mountain Trailhead and PICK LEAVES. Return to Becker's house and FEED THE LEAVES TO THE GOPHERIA.

35.B The gopheria gobbles the Jubifruit leaves and quickly returns to his mattress on the control panel. While he's eating, MOVE THE SMALL MAT TO THE FLOOR, and the animal will reluctantly return to the mattress in its new position.

35.C Move it to the floor.

36. REPLACING THE MISSING FOCAL LENS ON NEMIRA 3

36.A The focal lens is that glassy object visible across the chasm from the Meadow, just north of the Mountain Trailhead.

36.B There are two ways of recovering the lens from across the chasm. The first way is to get the axe from Becker's tree house, up the ladder from his garden. Take the axe to the Meadow and CHOP DOWN THE TREE WITH THE AXE (not nice). The fallen tree spans the distance across the chasm. Walk EAST to recover the lens. A second and more gentle approach is to get the rope coil from the Pinnacles, take it to the Meadow and TIE THE ROPE TO THE TREE LIMB. Then you can SWING ACROSS THE CHASM to get the lens.

36.C In Becker's tree house, up the rope ladder from his garden.

36.D On the trail beside the rope bridge, at the Pinnacles.

36.E You need to replace the lens in the lens housing underneath the control panel in Becker's House. PUT LENS IN HOUSING or PUT LENS UNDER PANEL to install it.

37. FINDING THE MISSING ACTUATOR CELL ON NEMIRA 3

37.A There are actually two actuator cells. One is buried in an old grave that Becker once dug. The other is within the core of a field actuator at the Crash Site. If you read Becker's personal log, you can learn about the grave

site. If you ASK BECKER ABOUT THE CELL, he'll tell you there's one in the actuator in his ship.

37.B To dismantle the field actuator without "blowing it", you'll need a grommet wrench, a flange defuser, an actuator discharger, and some actuator calipers.

37.C Inside the maintenance crib at the Crash Site.

37.D Inside the maintenance crib at the Crash Site

37.E In the drawer in Becker's Tree House.

37.F In the drawer in Becker's Tree House.

37.G In the Garden.

37.H At the River Trailhead, although you'll need to read Becker's personal log to find out about it first.

37.I The actuator cell needs to be installed in the lens housing in Becker's house. PUT CELL IN HOUSING to replace it.

38. DISMANTLING THE FIELD ACTUATOR ON NEMIRA 3

38.A You can remove the grommets from the actuator panel with the grommet wrench. REMOVE GROMMETS WITH WRENCH.

38.B UNSCREW THE CYLINDER CAP.

38.C You can easily REMOVE FLANGE CONNECTOR WITH THE FLANGE DEFUSER.

38.D You can discharge the field actuator, preventing it from exploding, by attaching the clips on actuator the discharger to the anodes on the actuator plug. ATTACH GRAY CLIP TO THE TETRAHEDRON ANODE and ATTACH BLUE CLIP TO THE PYRAMID ANODE.

38.E Pull the core out of the actuator canister with the actuator calipers. You'll need to remove the flange connector first. REMOVE THE CORE WITH THE CALIPERS and TAKE ACTUATOR CELL.

39. REPLACING THE MISSING LENS COVER ON NEMIRA 3

39.A Becker's got it. If you ASK BECKER ABOUT LENS COVER, ASK BECKER ABOUT THE ORE, or ASK BECKER ABOUT ABANDONED MINE, he'll offer to trade you the lens cover for some ore.

39.B The purple ore that Becker wants is contained in a vein of rock beneath the surface of the River Overlook, southwest from the River Trailhead. You'll need a pickaxe to mine it.

39.C The pickaxe is in Becker's abandoned mineshaft, just west of the Mountain Plateau where you landed.

39.D GIVE ORE TO BECKER and he'll trade you the lens cover for it, after testing the ore first, of course.

39.E After you give Becker the ore, he says he's got to test it and tells you to meet him at the Garden. Go to the Garden, just northwest of the Mountain Trailhead, and he'll give you the lens cover.

39.F The lens cover needs to be installed in the lens housing in Becker's House.

40. THE RAFT TRIP ON NEMIRA 3

40.A You can't ride on the raft without some help. Neither can Becker. If you ASK BECKER ABOUT THE RAFT or ASK BECKER ABOUT THE GLINT you can see from the Vantage Point, he'll ask you if you'll help him recover his cane. Agree to help him.

40.B If you've agreed to help Becker retrieve his cane, ASK BECKER ABOUT THE RAFT and he'll tell you need a pail and a tiller to begin the voyage.

40.C At the River Trailhead, just south of the Garden.

40.D In Becker's garden.

40.E To get underway, you need to have the metal pail and Becker has to have the tiller. GIVE THE TILLER TO BECKER. Go to the River Shore and GET ON THE RAFT. TELL BECKER TO GET ON THE RAFT. You're ready to go. LAUNCH THE RAFT and you're on your way.

40.F Listen to Captain Becker and BAIL each and every turn until the raft trip is over.

41. HINTS ABOUT ROLF BECKER

41.A Becker's been stranded on Nemira 3 for a long time so he's probably hungry for news of home. Also, there's an article in the magazine about his wife, Adriana. Give the magazine to him and you'll make him a happier guy.

41.B ASK BECKER ABOUT WOODEN STAND for a surprise.

41.C You might try reading it while Becker is napping.

41.D You can learn all about the wonders of Nemiran wildlife in Becker's field notebook. Winnerpellers, Mendobrillium, and Phylangomorphs are only a few of the natural wonders observable here.

41.E Yes and no. You can win the game and turn on the shield generator regardless of how nice you are in solving the various puzzles on Nemira 3. However, Becker may not return with you if you've been especially nasty.

41.F Be nice to him and do as he says, respecting the delicate desert flora and fauna on Nemira 3.

PART III: ENDGAME

42. THE STARCHART

42.A The silver sphere is a Heechee starchart. You'll find it behind the panel in the secret room after all four of the shield generators are turned on (hence the four illuminated sets of Heechee characters). See 10.A, 10.B, 10.C, 12.A, 12.B, 14.A, 14.B, 14.C, and 14.D for information about how to get into the secret room.

42.B Take it down to the Corporation Offices after you get out of the briefing with Leonard Worden.

43. DEEP PSYCH

43.A Leonard Worden will authorize you to enter Deep Psych during the briefing you undergo after the last shield generator is activated. You simply need to go from that meeting to the VR Terminal, where the tech on duty will give you the password. Once you have the password, LIE ON COUCH. PUT ON COLLAR. SET SWITCH TO DEEP PSYCH. TYPE {password}. PRESS BUTTON.

43.B The demon symbolizes your fears. Confront your fears: JUMP OVER CHASM so that you are on the same side as the demon. WAIT. Continue to WAIT until you read that the demon is clawing on the door. Use your fear to solve the problem at hand: LIFT DEMON or PICK UP DEMON so that it can reach the bar on the door and dislodge it. Together you will sail through the door and avoid plunging into the chasm.

44. THE HEECHEE SATELLITE

44.A Here's an easy one. PRESS BUTTON.

44.B PUT ON THE RING.

44.C TOUCH THE GLOBE.

44.D PRESS PEDAL.

44.E TOUCH ORB.

45. THE BALLROOM

45.A This is a clue that you are in a virtual reality.

45.B The directive of the VR you are currently in is to keep you winning.

45.C You can destroy this VR by countering the VR's directive. You must find a way to lose. There are two ways to do this:

The first is to accumulate a stake by visiting the Guess Your Weight Booth or the Ball Throw Booth, playing enough times until you have over \$100 on your card. Then you should join the poker game. Go to the secluded bar and SHOW CARD TO MAN. Play a hand and then FOLD. You use the rules of the card game you are playing (poker) to defeat the VR. You win by losing.

The second way is to use a flaw in the Wheel of Fortune Booth against the VR. If you bet on more than one number, you will lose one of your bets. This will short-circuit the VR.

46. THE DEMON GAUNTLET AND THE EMPTY CHAMBER

46.A It is another virtual reality generated by the Assassin.

46.B Take the sword from the Hydra Lair. Go to the Demon Gauntlet and cross. When you get hit with the net, **CUT NET WITH SWORD**. **CUT NET WITH SWORD** again, then **TAKE THE SACK** that the demons throw at you. **TAKE THE NET** and continue along the gauntlet.

46.C You need to use the ash on the ground in the Hydra Lair to make the demon visible. How? **PUT ASH IN THE SACK** you got when you crossed the Demon Gauntlet (see 46.A). Go to the Empty Chamber. **WAIT**. Continue to **WAIT** until "you hear a scuffle on the stalagmite shelf". This is your clue that the invisible demon is sitting on the shelf. **THROW ASH ON SHELF**. The demon will become visible.

46.D **THROW THE NET ON DEMON**. **TAKE RING**. **WEAR RING**. If you haven't got the net, then see 46.A.

47. ESCAPING FROM HELL

47.A The statues in the Mirror Room breath out Berserker dust. You can figure out which one is about to breath out because it will begin moving a turn before it "spews". **WAIT** until one of the statues starts to move, then note the name of the one that does. **PUT SACK ON {name of statue}**. If you don't have the sack, see 46.B.

47.B After the statue in the Mirror Room fills the sack with dust (see 47.A), **TAKE SACK** and return to the Hydra Lair. **THROW DUST ON HYDRA**. The hydra will breath in the berserker dust and attack the first thing that it sees: its own heads. The result is that two new heads are created for every head destroyed, and the new heads join the fray as soon as they appear. The infinite progression continues until the VR locks up.

COMPLETE LIST OF POINTS

48. THE FINAL STEP

48.A Once you have slept and gotten your messages, you know that you are in another Assassin virtual reality. The puzzle is to figure out how to get the Deep Psych password so you can unleash the virus program. The answer is to use the UV light in the Tanning Room to read the VR Manual. TAKE THE MANUAL from the VR Terminal, then go to the Tanning Room. READ THE MANUAL in the Tanning Room. Note the day of the month on the status line and remember the password on the corresponding line in the manual. Return to the VR Terminal. LIE ON COUCH. PUT ON COLLAR. TYPE {password}. And - hold your breath here - PRESS BUTTON. That's it. You've won.

COMPLETE LIST OF POINTS

Number
of Points

Achievement

Gateway

- | | |
|----|--|
| 3 | Taking the book from the desk drawer |
| 2 | Taking the debit card from your desk |
| 2 | Taking the rose from Central Park |
| 5 | Getting the magazine from the receptionist |
| 5 | Getting the DataMan from the receptionist |
| 5 | Pulling the shut-off lever in Central Park |
| 10 | Getting the maintenance key by hiding it in the planter tray or putting the old man's tools away |
| 5 | Opening vent cover with maintenance key |
| 5 | Pressing the call button for the spider robot |
| 5 | Putting the gun in the spider robot's waste box |
| 15 | Retrieving the gun from the spider robot |
| 10 | Getting your blue badge at Hector's lecture |
| 15 | Winning the medallion from Nubar |
| 5 | Asking Terri about the Orion Program or the memo you got from Thom |
| 10 | Getting Terri's phone number on the napkin |
| 25 | Getting your mission bangle |
| 30 | Getting your green badge from Terri |
| 15 | Getting the green badge course code from Worden |
| 5 | Putting the medallion in the depression in the Heechee camera in the Gateway Museum |
| 10 | Making a hologram of the tuning fork |
| 15 | Putting the hologram on the pedestal |
| 5 | Entering the Pedroza Lounge |
| 25 | Listening to Big Shot's speech in the tanning room |
| 10 | Meeting with Worden after Aleph 4 (and getting shield generator codes) |
| 5 | Spying on Perry in Corridor B4 |
| 5 | Making the blister appear in Corridor B4 |
| 3 | Putting the tuning fork in the blister |
| 10 | Making the portal appear in Corridor B4 |
| 5 | Entering the Hidden Room |
| 50 | Taking the silver sphere (star chart) |
| 10 | Getting the code for the Assassin WatchTower |

Number of Points	Achievement
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Dayan 7

- 5 Pushing the rock to make a rockslide
- 5 Getting into the Entry Chamber
- 15 Getting into the Ovoid Room
- 25 Taking the Heechee box

Aleph 4

- 5 Taking the salamander
- 2 Entering the Mutzer Village
- 2 Hiding under the Chief's Hut
- 10 Putting the salamander in the tank
- 15 Getting the metal cylinder from the Lake Shore
- 20 Getting into the Dome (passing the test)
- 2 Taking the red prayer fan
- 2 Taking the yellow prayer fan
- 2 Taking the blue prayer fan
- 5 Putting the red fan in the yellow slot
- 5 Putting the blue fan in the red slot
- 5 Putting the yellow fan in the blue slot
- 25 Releasing the fan reader

Beach VR

- 5 Giving a drink to the bartender
- 10 Putting your drink in the scanner to break the VR
- 10 Taking the Pedroza Lounge membership pin

Aurigae 6

- 7 Putting the bright cube and clear prism in the transporter disk
- 7 Stepping on the disk to arrive at the City Center
- 7 Catching a beetle in the Temple Court
- 7 Putting the bright cube and clear prism in the cabinet in the Residence
- 7 Putting the beetle in the cabinet's oval tray
- 7 Taking the black pyramid from the cabinet
- 14 Getting through the maze to the pyramid stand
- 19 Putting the pyramid on the stand
- 25 Activating the shield generator

Number
of Points

Achievement

Kaduna 3

- 3 Taking the fruit pod
- 4 Removing the worm from your helmet
- 10 Killing the spider
- 5 Getting to the Swamp
- 10 Killing the octopus
- 5 Reaching the Field
- 3 Taking the spike from the tree
- 5 Killing the rat
- 5 Taking the dead rat
- 10 Feeding the rat to the snake
- 5 Entering the Tower
- 10 Killing the pufferslug
- 25 Activating the shield generator

Dorma 5

- 4 Seeing the beast for the first time
- 12 Taking the wooden bowl
- 6 Taking the small stone
- 8 Filling the bowl with berries
- 6 Getting the first dream
- 5 Taking the strong vine
- 9 Taking the long branch
- 17 Leaving the berry bowl in the Tunnel Antechamber
- 12 Dislodging the crystal fragment
- 11 Taking the crystal shard
- 20 Washing the crystal
- 16 Tying the vine to the beast
- 14 Bringing the beast to the dike
- 15 Throwing the crystal in the pond
- 20 Entering the pond so the boulder fixes the dike
- 25 Turning on the shield generator

Number
of Points

Achievement

Nemira 3

5	Seeing the glint from the Vantage Point
5	Taking the pickaxe
1	Examining the Halfway Point cairn
1	Examining the River Trailhead cairn
5	Taking the tiller
1	Examining the Cliff Trailhead cairn
3	Finding the wreckage
7	Taking the whistle
1	Greet Becker
1	Give magazine to Becker
5	Taking the jubifruit leaves
5	Taking the shovel
5	Taking the metal pail
5	Finding Becker's house
6	Taking the coil of rope
1	Tying the rope to the winnerpeller limb
12	Getting focal lens
1	Blowing whistle at Pinnacles
12	Digging up ore
12	Taking ore
12	Getting lens cover from Becker
12	Getting actuator cell from wreckage or grave
20	Putting cell in housing
20	Putting lens in housing
20	Putting lens cover in housing
1	Playing drums with Becker
7	Starting the raft trip
1	Getting Becker's cane
7	Finishing the raft trip
1	Giving jubifruit leaves to T. Rex
10	Moving the small mat to the floor
25	Activating the shield generator
20	Bringing Becker back to Gateway

Number
of Points

Achievement

Deep Psych VR

- 10 Jumping over chasm
- 15 Lifting scrabbling demon to solve VR

Satellite

- 50 Turning on final component of cloaking system
- 5 Wearing collar
- 15 Touching the blue globe
- 15 Touching the black orb

Ballroom

- 25 Breaking VR by folding from poker game or betting on two wheel-of-fortune slots

Hell

- 5 Taking the sword
- 5 Cutting the net once
- 5 Cutting the net again
- 5 Taking the net
- 5 Taking the sack
- 5 Putting ash on the shelf in the Empty Chamber
- 15 Throwing ash at the invisible demon
- 10 Throwing the net on the demon
- 10 Taking the demon's ring
- 10 Wearing the demon's ring
- 15 Collecting the magic dust in the sack
- 50 Throwing the dust at the hydra to break the VR

Final Step

- 20 Reading PV message from virus program
- 15 Taking VR manual
- 15 Reading VR passwords
- 20 Entering Deep Psych password
- 100 Beginning Deep VR inside Gateway VR (winning the game)

1600 TOTAL

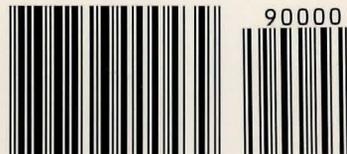


14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500
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