

*STEVE MERETZKY'S*

**SPELLCASTING 301**

***SPRING BREAK***<sup>TM</sup>

**The Official  
Hint Book**

from

**Legend Entertainment Company**

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CONTENTS

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LEGEND  
ENTERTAINMENT COMPANY

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# CONTENTS

Introduction and Quick Reference .....	v
Ernie Eaglebeak:	
Metaphor for the Dissolution of the Soviet Union .....	1
General Tips .....	5
Puzzles and Answers	
Puzzles .....	12
Vague Hints .....	17
Specific Hints .....	24
Answers .....	31
58 Fun Things to Try .....	43
Purchase and Sales Prices.....	46
Complete List of Spells and Where to Find Them.....	53
Scoring .....	55
Letters to the Editor .....	59



# INTRODUCTION

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## AND QUICK REFERENCE

Steve Meretzky and all of us at Legend Entertainment hope that this hint book adds to your enjoyment of *Spellcasting 301: SPRING BREAK*. This book contains sections to help you play this game as well as additional information you will find most enlightening, such as, the scholarly dissertation on the geopolitical aspects of Mr. Meretzky's deeply philosophical works, and an actual reprint of a recent issue of the "Adventuring Enquirer."

The *General Tips* section is a good quick review on playing the game and interacting with the general and specialized interfaces and, of course, the Puzzle and Answers section features vague hints, specific hints, and answers for every puzzle in the game. The chapter entitled *58 Fun Things to Try* will point out some perhaps overlooked tidbits of Meretzky-madness, and the *Complete List of Spells and Where to Find Them*, and the *Purchase and Sales Prices* listing are useful reference guides.

And finally...just to show you how life is on the other side of the game box, we have reprinted some of Steve's recent fan mail. As always, these are actual letters from actual people – honest!

Thank you for purchasing *Spellcasting 301: SPRING BREAK*. We hope that you continue to enjoy our products.





# “Ernie Eaglebeak: Metaphor for the Dissolution of the Soviet Union?”

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By Professor Rettenmund G. Hotairballoon, University of Hullabaloo

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(Excerpted from a paper that originally appeared in the *Journal of Unusual Gaming Suppositions*. Reprinted by permission of JUGS.)

It is clear to all but the most insular observers that the latest work in the Sorcerer University series, *Spellcasting 301: SPRING BREAK*, is a clarion call by an author attempting to grapple with the hope and the pain of the unsettled, new world left in the wake of the break-up of the Soviet empire.

Before even “booting up” this latest game, we know that it will be laden with hidden meanings, as we have come to expect from our experience with the other works in the Meretzky canon. For instance, it is well-accepted that “Leather Goddesses of Phobos” was a metaphor for the exploitation of Albanian mine workers, and that *Spellcasting 101: SORCERERS GET ALL THE GIRLS* was a thinly-veiled attack on the under-funding of basic research into hair restoration techniques.

The *Spellcasting* series has contained countless metaphors for Soviet turmoil, even if they only became transparent with the release of this third game in the series. Indeed, can anyone doubt that Joey Rottenwood, powerful and threatening and yet ultimately impotent, is a metaphor for the communist bureaucracy? Can the campus newspaper, with its twisted syntaxes, be anything but a simplified representation of the Soviet propaganda machine?

For further evidence, let us examine the

very name of the main character: Eaglebeak! The eagle is the accepted symbol of American power, as the bear is the symbol of Soviet strength. With his use of Eaglebeak for the triumphant main character, Meretzky is clearly reveling in the triumph of the eagle (left untouched in “Eaglebeak”) over the bear (which is corrupted to “beak”). Extending this into *SPRING BREAK* there is no doubt that the rivalry between HDP and GLY is metaphorical for the Cold War itself.

Once the theme is obvious, evidence of Meretzky’s double-layered meanings comes in a torrent. In *SPRING BREAK* the 14 contests between HDP and GLY correspond to the 14 breakaway republics of the former Soviet Union. All of the spell names can be anagrammed into Russian words laced with meaning: DOWNSY becomes SWODNY (“beginning”), VOY becomes YOY (“rage”), and so forth. And the puzzling scene where Moe hands the magic carpet control crystal to Ernie becomes far less puzzling when we recognize it as the passing of control from Gorbachev to Yeltsin.

Yes, Meretzky is clearly struggling to make sense of the breathtaking pace of change half a world away. Far from being a light and frothy entertainment, *Spellcasting 301: SPRING BREAK* is a complex and multi-layered work, with hidden meanings waiting at every bend for the perceptive player to detect and savor.

Playing "GATEWAY" Helps **LIZ** Lose  
50 Lbs in 3 Days! . . . page 18



## THE ADVENTURING **ENQUIRER**

### **The Devil Made Them Do It!** **SPRING BREAK Contains Satanic Messages**

The Adventuring Enquirer has learned that *Spellcasting 301: SPRING BREAK*, the most recent of the Ernie Eaglebeak adventures is riddled with Satanic messages.

Many of these messages are revealed if the game is played backwards at twice normal speed. Under these conditions, the wet T-shirt contest contains the phrase "Beelzebub is Boss," the mud-wrestling scene contains the phrase, "Satan really knows how to party," and the sand castle scene displays a picture of Mister Ed.

Reverend Wile E. Peyote, founder of Americans for the Banning of

Everything We Decide Isn't Decent (ABEWDID), denounced the game, called for stores to remove it from their shelves or be prepared to have their doors blocked by "a human wave of volunteer commandos in the war against sin." He also called for a boycott of other Legend products, a complete recall of all other computer games on the market so that they could be checked for similar blasphemies, and a national week of fasting and penance for all computer owners.

Legend spokesman Mike Verdu dismissed the evidence. Hissing and spitting, he [continued on page 31]



### **ELVIS** **Reincarnated as a Game** **Tester for LEGEND**

. . . . . page 5

# **MERETZKY'S SECRET HELL!**

## **Hands Numb from Video Games, He is Forced to Write S301 Using Only His Nose**

The tormented artist comes in many forms. Van Gogh cut off his own ear in the name of love.

Eugene O'Neill found inspiration at the bottom of a whiskey bottle.

Jim Morrison's self-destructive behavior led to an early grave.

And now, revealed through the secret testimony of an appliance repairman, Steve Meretzky has joined the ranks of artists dwelling in self-made purgatories.

In Meretzky's case, it was his addiction to video games that paved the path to this purgatory. Playing games such as "Ms. PacMan", "Tetris", and "Sonic The Hedgehog" for hours and sometimes days on end, deprived of food, sleep and exercise, this fierce addiction eventually led to a complete paralysis of Meretzky's hands. As a result, Meretzky wrote his most recent game, *Spellcasting 301: SPRING*

*BREAK*, entirely by typing with his nose on a specially-adapted keyboard.

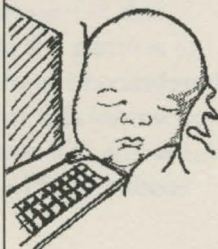
What could have driven the author to such a self-destructive addiction? According to his friend and fellow game designer, Bob Bates, Meretzky may have resorted to video games to help him forget the

personal demons that were tormenting him.

"Steve had suffered some losses - terrible, terrible losses - in his Rotisserie

Baseball League. In addition, he was still grieving over the cancellation of 'Twin Peaks'..."

### **Three-Week Old Baby Completes "LOOM"**



**... page 44**

### **ALIENS Abduct SEAN PENN, Force Him to Play "KING'S QUEST IX"**

**... page 7**

Some feel that "301" might actually be a better game for having been typed by nose. And if so, does it augur a new wave of computer games, written and programmed using different and interesting body parts [continued on page 56]



# GENERAL TIPS

## Tips that apply to the entire game

This section provides a quick review of the most important aspects of game play. If you have a technical question regarding installation or the specific behavior of the game on your computer, you should consult the section entitled *Troubleshooting and Technical Assistance* in the manual that came in your game package. If you need more help, you may call our Technical Support Department at 1-800-658-8891 between 9:00 a.m. and 5:00 p.m. Eastern Time. European Customer Support can be reached at 081-877-0880.

## *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 interaction is simply ASK {name of character} ABOUT {whatever it is you want to ask them about}. For instance, if you want to ask Hillary about Otto, enter ASK HILLARY ABOUT OTTO.

## *Using the Game Interface*

If you have a mouse and are comfortable with typing, we recommend that you use a combination of mouse and keyboard inputs to play the game. One of the best features of our game system is its flexibility; you can pick the methods of interaction that are most comfortable for you. We have briefly summarized the most important interface features below. To review everything there is to know about interacting with the game, consult the game manual that came in your game package.

Click on the petals of the compass rose 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 and score.

Click on the PICTURE button to make the PICTURE return.

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 NEWSPAPER, TAKE TRUNK, DROP TROPHY, and READ LETTER.

Use the verb and object menus to talk to characters. Click on ASK followed by the character's name. Then click on the word ABOUT. You'll be presented with a list of things in the object menu that this character knows something about. Double click on any of the words in the object menu 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 anything about.

If you are a good typist, you may consider typing in complex commands that use many words and verbs that are far down on the verb menu, like THROW THE CONFIRMATION LETTER AT OTTO TICKINGCLOCK. While typing will speed up entry in some cases, you should keep in mind that you don't ever have to type; all of the verbs and objects you need to reference to play the game are on the menus.

## Tips on Operating Special Interfaces

### *The Magic Carpet*

Take off by getting on the carpet, waiting for your fraternity brothers to join you, and pressing the *Take Off* button.

You select the direction you want the magic carpet to fly by clicking on one of the direction buttons around the compass. To continue flying in the same direction, either click the direction button again or the *Continue* button.

Keyboard users can simply type the number of the key shown beside the buttons themselves. For instance, to fly Northwest you would type the "7" key. The numbered keys are arranged as they are on the numeric keypad.

## *The Hue Maze*

The object of the hue maze is to turn the entire maze blue within the allotted number of turns. After selecting a difficulty level that assigns you a number of turns, you begin the puzzle, selecting one color at a time, thus changing the color of the large piece in the center of the maze to that color.

Every piece of the same color as the center piece that is connected to it will change to the new color.

Mouse users simply click on the color buttons. Keyboard users may type the first letter of the color they desire with the exceptions of Black for which "K" is used and Brown for which "N" is used. The *Undo* button will undo the last color change.

## *The Casino Games*

Don't forget to "straighten" the casino by removing the extra support from the Crawl Space under the Gambling House. (The Crawl Space can only be entered from the Village Center.) While the house is "crooked", you can NEVER win a single gambling game!

Note that the house limit on bets increases each day: on Saturday, you can't bet over 10 gold pieces, on Sunday, you can't bet over 20, and so forth.

**The Squat Machine:** The squat machine is the simplest of the casino games to operate. Simply press the *Play* button each time you wish to play. If three of the same items line up when the wheels stop spinning, you win.

The machine will give you a triple (that is, a payoff) 33% of the time. All four types of triples have the same probability of appearing. Three potties pay 3 gold pieces; three surfboards pay 6; three bubblewands pay 9; and three moustaches pay 12. The average rate of return is 250%.

**Ruelotto:** In the game of Ruelotto, a mouse is released into a maze and eventually emerges from one of the doors with numbered buttons below them. You place your bet by clicking on the up or down arrows. Once you've placed your bet, click on one of the numbered buttons for each gate. If the mouse emerges from that gate, you get paid out based on the odds for the selected gate and on your bet.

All the mice behave the same. (In fact, the ruelottier is probably just releasing the same mouse each time, but giving him different names to stir up interest.)

The chance of a mouse exiting through the oatmeal gate is 33.00% with a payoff of 4 to 1 for an average rate of return of 132.0%.

The chance of a mouse exiting through the cornmeal gate is 22.78% with a payoff of 6 to 1 for an average rate of return of 136.7%.

The chance of a mouse exiting through the earmuff gate is 19.90% with a payoff of 7 to 1 for an average rate of return of 139.3%.

The chance of a mouse exiting through the earwax gate is 14.11% with a payoff of 11 to 1 for an average rate of return of 155.2%.

The chance of a mouse exiting through the cotton swab gate is 6.03% with a payoff of 28 to 1 for an average rate of return of 168.6%.

The chance of a mouse exiting through the lunar moth cocoon gate is 4.19% with a payoff of 42 to 1 for an average rate of return of 175.6%.

The average rate of return for all 6 gates is 141.87%.

**Blockjock:** In the game of Blockjock, a single card from a deck of Blockjock cards is displayed to you. To play, bet an amount of gold pieces, using the arrow buttons to adjust the amount. Then decide if the card shown will be higher or lower than a second card the dealer will turn over. Make your choice by clicking on the *Low* or *High* buttons.

The rank of the 32 cards in a Blockjock is as follows, from highest to lowest:

1. King of Clovers
2. Queen of Clovers
3. King of Zircons
4. Queen of Zircons
5. Jester of Trowels
6. Footsoldier of Clovers
7. Footsoldier of Zircons
8. Footsoldier of Kidneys
9. Footsoldier of Trowels
10. Jester of Kidneys
11. Prince of Clovers
12. Princess of Clovers
13. Prince of Zircons
14. Princess of Zircons



15. Princess of Kidneys
16. Prince of Kidneys
17. Princess of Trowels
18. Prince of Trowels
19. Jester of Zircons
20. Knight of Clovers
21. Knight of Zircons
22. Knight of Kidneys
23. Knight of Trowels
24. Jester of Clovers
25. General of Clovers
26. General of Zircons
27. General of Kidneys
28. General of Trowels
29. Queen of Kidneys
30. King of Kidneys
31. Queen of Trowels
32. King of Trowels

The payoff for Blockjock is fairly complex. It is based on the distance between the first card and the highest or lowest card, as well as on the distance between the first card and the second card. For instance, if the first card is the General of Clovers (#8) and you bet *High*, then the payoff will be higher but the chances of winning are lower. Also, for instance, if the first card is the General of Clovers (#8) and you bet *Low*, you will have a higher payoff if the second card is a "close" card like the Jester of Clovers (#9) than if the second card is a "distant" card like the King of Clovers (#32).

The payoff is also dependent on the size of your bet – the more you bet, the higher your payoff per gold piece bet. Here are some examples, always betting *High* regardless of the ranking of the first card:

Bet	Rate of Return
1 gold piece	100%
5 gold pieces	101%
10 gold pieces	110%
20 gold pieces	133%
30 gold pieces	162%
40 gold pieces	183%
50 gold pieces	212%

In other words, if you consistently bet 1 gold piece, over the long run your winnings will exactly equal your losses; if you consistently bet 20 gold pieces, over the long run you will average out to a gain of about 6 gold pieces per turn.

**Some Final Notes on the Casino Games:** The Squat machine is fun for a little while, but it's basically a waste of time. While the rate of return is excellent, the fact that you are limited to a "bet" of one gold piece per turn means that the squat machine is just too slow a method of amassing wealth.

Ruelotto is easier to learn than Blockjock, and it has a higher rate of return for the first few days. However, once the house limit on bets reaches 40 or higher, there's no better way of making money quickly than playing Blockjock and betting the house limit. For example, on Wednesday, when the house limit is 50 gold pieces, you should be able to average 672 gold pieces per hand playing Blockjock.

# PUZZLES AND ANSWERS

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This section contains a *Puzzles* listing which includes all the puzzles in the game followed by specific questions on each, then a set of *Vague Hints*, *Specific Hints*, and finally *Answers*. To use this section, first scan the *Puzzle* listing beginning on the next page and look for the puzzle you are having difficulty with. Then select your specific question and note the question number. Look up the answer in one of the three help sections: *Vague Hints*, *Specific Hints* or *Answers*.

For example, you may need help getting the Magic Carpet airborne. That is question number 1. Item number 1 under *Vague Hints*, *Specific Hints*, and *Answers* will all correspond to this puzzle and will give you increasing amounts of help. To prevent you from inadvertently looking up an answer, we have added a vertical black bar along the edges of all the *Answers* pages.

# PUZZLES

## Part 1: Fort Naughtytail And What To Do There

### *The Magic Carpet*

1. How do I get the carpet airborne?
2. How do I steer the carpet?
3. How do I get to Fort Naughtytail?
4. What do I do when the carpet malfunctions and I can't land?

### *Visiting Hillary Tickingclock*

5. Where is Hillary staying at Fort Naughtytail?
6. How can I get a good ticket to see Hillary?
7. What do I need from Hillary's room?

### *The Mansion Grounds*

8. How do I get past the fence at the End of Road or Dead End?
9. How do I solve the hedge maze?
10. What am I supposed to do with Azure?

### *The Casino*

11. Why can't I win any of the games in the casino?
12. How can I straighten the casino?
13. How can I win the games?

### *The Point and the Ocean*

14. How can I follow the path around the Lighthouse?
15. How do I get into the ocean from the Point?
16. What do I need to get while I'm in the ocean?
17. How do I get all my stuff out of the ocean?
18. What are the berries for?
19. How can I return to the ocean?
20. How can I get the spell into my spell book?

### *The Sheriff and the Jail*

21. I keep getting arrested. How can I get out of jail?

### *The Bridge Over the Stream of Consciousness*

22. How can I help the workman who is missing a bolt?
23. Where can I find a left-handed ratchet?

### *The Rummy and his key*

24. How can I get the key from the rummy?
25. What do I use the key for now that I've got it?

## **Part 2: Competitive Events**

### *The Weight-lifting Competition*

26. How can Ralph possibly win?

### *The Kick-off Parties*

27. Where is the Kick-off Party going to take place?
28. Where can I find some party girls?
29. What can I use to attract the party girls?

### *The Sandcastle Building Contest*

30. When and where is the contest?
31. How can I win this contest?

### *The Belly Flop Contest*

32. When and where is the contest held?
33. How can I get Vince to perform an amazing flop?

### *The Mixing and Guzzling Contest*

34. When and where is this contest?
35. How am I going to mix a huge drink?
36. Now that I've made it, how am I going to drink it?

### *The Wet T-shirt Contest*

37. When and where is the wet T-shirt contest?
38. Who is going to win the contest for the Pharts?
39. How can I help Roxanne win the contest?
40. How can I increase Mona's score in the contest?

### ***The Bull Fighting Competition***

41. When and where is the bull fighting contest?
42. How am I going to defeat the bull?
43. How can I distract the bull long enough to spike his trough?

### ***The Club Club Brawl***

44. When and where is this brawl?
45. What can I do about Bulldozer's lead pipe?
46. How can I provide Ralph with a suitable weapon?
47. What do I need to do with Lola?

### ***The Body Surfing Contest***

48. When and where is the contest?
49. Who are going to be the two Phart surfers?
50. Where is Fred?
51. How can I wake up Fred?
52. How can I enter the contest and perform well?

### ***The Sun Tanning Contest***

53. When and where is the contest?
54. What items do I need to win the sun tanning contest?
55. I've got the lotion but the Pharts still lose. What now?

### ***The Volleyball Game***

56. When and where is the volleyball game?
57. How do I win the volleyball game?

### ***The Mystery Event***

58. When and where does the mystery event take place?
59. How can I unlock the door in the Aquarium?
60. How can I destroy something of significance?

## **Part 3: Sorcerers' Guild Missions**

### ***The Lighthouse Bulb***

61. How do I repair the Lighthouse bulb?

### *The Pearl Dust*

62. Where can I find a pearl?
63. How can I turn the pearl into dust?

### *The Guild Seal*

64. Where is the Guild Seal?
65. How can I scare the jellyfish away?
66. How can I take the Seal with me?

## **Part 4: Magic Stuff**

### *Spell Locations*

67. Where can I find the RATANT spell box?
68. Where can I find the UPPSSY spell box?
69. Where can I find the PEAWEE spell box?
70. Where can I find the KITCHEMY spell box?
71. Where can I find the SPUNJ spell box?
72. Where can I find the BIGFINNO spell box?
73. Where can I find the HUFINPUFA and HISINFISA spell boxes?
74. Where can I find the GESSIBUB spell box?
75. Where can I find the OKEEDOKEEYO spell box?
76. How do I turn the RATTAN spell back into the RATANT spell?

## **Part 5: Endgame**

### *Things You'll Need in the Endgame*

77. How do I get a suitable light source?
78. Where can I find a Baby Squid?
79. Where do I find the scroll?
80. Where can I find the Scented Seahorse?
81. Where can I find the Fuzzy Seahorse?
82. Where can I find the Soggy Seahorse?

83. Where can I find the Golden Seahorse?
84. Where are my fratmates?

### *Searching for the Bull*

85. Where should I go to look for the bull?
86. How do I find the spring in the cave?
87. What should I do about the Giant Squid?

### *Sitnalta*

88. How do I read the scroll?
89. What do I do with the seahorses?
90. How do I properly place the Scented Seahorse?
91. How do I properly place the Fuzzy Seahorse?
92. How do I properly place the Soggy Seahorse?
93. How can I reach the tureen?
94. How do I properly place the Golden Seahorse?
95. How can I find the Throne?
96. What do I do if I never find the throne?
97. What do I do once I've found the throne?

### *The Bull, Joey, and the Conclusion*

98. How do I prevail over the bull?
99. How do I keep Joey from killing me?
100. What do I do after I've vanquished Joey?



# VAGUE HINTS

This section contains vague hints to assist you in solving the numbered puzzles beginning on page 12.

1. Have you considered what possible use the control crystal might serve?
2. Consult the answer.
3. You might want to double check the information on Fort Naughtytail that came in your game package.
4. Since the Win-a-Bagel instructions tell you to pull the red Auto-Magic Failsafe Lever on the forward right corner of the carpet and that corner of the carpet is missing, there must be some other solution.
5. Maybe if you consult with her husband, Otto Tickingclock, you will discover her whereabouts. Otto can be found in the Hall of Fame off Redtide Drive.
6. Patience is a virtue.
7. Otto seems to have left some luggage in his hotel room.
8. The Mansion Grounds can't be entered from the Dead End or Deserted Beach, but if you approach the Mansion Grounds from the End of Road, you'll notice a hungry-looking mongrel on the other side of the fence. Maybe there's some way to get him to help you.
9. The sequence of colors is important here.
10. Everything about Azure's Parlor seems to be a single color. Maybe changing the situation would help.
11. Is it possible that this casino is crooked?
12. What's the opposite of a crooked casino?
13. Consult *Tips for Operating Special Interfaces* in the *General Tips* section, for information on playing the three casino games.

14. There isn't enough room for you on the path with all the stuff you're carrying.
15. Have you read the BIGFINNO spell box?
16. Take everything you can get your hands on.
17. It may be instructive to visit the lobsterman at the Wharf, West of the Fishmarket.
18. Hmm. The berries look like they might be tasty.
19. Have you tried and failed?
20. You can only use what you can carry.
21. If you're having trouble getting out of jail, relax. There are seven different ways to do it, but each method of escape can be used only once, so use them wisely.
  - a. There IS something strange about that rat. He's wearing a crown. Perhaps he's a prince.
  - b. There doesn't seem to be much in Fort Naughtytail or your spellbook that could weaken the strong steel bars of the jail cell, does there?
  - c. If only you were a hedgehog, you could burrow through the dirt floor of the jail cell.
  - d. The bars of the cell are close enough to keep any normal sized adult from slipping through them.
  - e. There should be a law against locking up Spring Breakers. Don't you agree?
  - f. You don't seem to have anything that would be useful for picking the lock of your jail cell's door. Maybe magic is required here.
  - g. Keeping sick people in jail is against the law in Fort Naughtytail.

22. Maybe there's some way for you to provide a hex bolt for the workman.
23. If you haven't found a right-handed ratchet yet, you probably don't need a hint on this puzzle yet. A right-handed ratchet will appear at Blather Beach following the Sandcastle Contest on Monday afternoon.
24. Have you asked him about it?
25. The key has an inscription on it. Does it mean anything to you?
26. Those weights are much too heavy for Ralph to lift without some help.
27. After the weight-lifting contest on Blather Beach, Moe tells you to be at his room in the Royal Infesta the following night at 7:00 p.m.
28. There's a clue to where to find the party girls in the Royal Infesta Hotel.
29. When you enter the Restaurant west of Redtide Drive for the first time, a group of Wall Topplers does their thing. The product of their sport may be useful in the solution to this puzzle.
30. Have you checked the scoreboard at Blather Beach?
31. Following the weight-lifting competition, Sid mentions that he used to be good at building sandcastles when he was a kid, but Sid's memory doesn't seem to be so great.
32. Have you checked the scoreboard at Blather Beach?
33. Getting Vince to dive from an EXTREMELY high place is the key to producing the most competitive belly flop.
34. Have you checked the scoreboard at Blather Beach?
35. The mixing contest is being judged on size, so the portable bar isn't too helpful. A mixer of huge drinks needs huge ingredients.

36. How are you ever going to drink that massive daiquiri? It's not like you're a giant sponge, Ernie.
37. Have you checked the scoreboard at Blather Beach?
38. If you haven't watched Roxanne and Lucinda wrestle at the Sand Bar, now might be a good time.
39. There will be magic involved and you'll have to give her an indication that you want her to compete.
40. While the enlarged Roxanne and Mona still can beat the two Yu babes, casting the UPPSSY spell on Roxanne alone won't give the Pharts the maximum points for this event. How about giving Mona some additional help? Someone mentions that she's nearly as big as the Yu's girls.
41. Have you checked the scoreboard at Blather Beach?
42. You're not adept in the ways of bullfighting, so consider another approach to defeat the bull.
43. Perhaps a shapely cow would distract the bull long enough for you to pour the laxative in his water trough.
44. Have you checked the scoreboard at Blather Beach?
45. Have you located the trunk you threw from the magic carpet and examined its contents?
46. If you haven't yet located the trunk you threw off the carpet, now's the time to do it. You'll need something inside it.
47. What makes you think you need to do something with Lola?
48. Have you checked the scoreboard at Blather Beach?
49. Listen to what your fratmates have said about the body surfing event.
50. Isn't there something in your game package that tells you where Fred's room is?

51. Did you notice that someone left a jug at the Beach by the Bandstand following the wet T-shirt contest?
52. Couldn't one of the things you picked up in the ocean be useful for this event? You have traveled into the ocean, haven't you?
53. Have you checked the scoreboard at Blather Beach?
54. Didn't anyone bring any suntan lotion?
55. Have you examined the lotion tubes for information on their use?
56. Have you checked the scoreboard at Blather Beach?
57. If you haven't gotten the key from the rummy in the Groggery, you'd be advised to do it.
58. Have you checked the scoreboard at Blather Beach?
59. Have you tried unlocking the door with all the keys you've accumulated?
60. The foundation of the Aquarium is described as EXTREMELY sturdy.
61. You'll have to repair the bridge over the Stream of Consciousness to fix the bulb.
62. Have you found an oyster yet?
63. A pearl is inside the oyster. But Ernie doesn't seem to have anything in his inventory or arsenal of magic spells to turn the pearl to dust.
64. Consult the answer.
65. One of the Yus left some peanut butter at Blather Beach after the suntanning competition. Can you think of a way this might aid in scaring the jellyfish away?
66. This is clearly an untrained seal. Don't you wonder how the Sorcerers at the Guild kept him under control?

- 67.** Have you visited Hillary Tickingclock yet?
- 68.** Have you made the rounds to the various shops around town?
- 69.** Have you made the rounds to the various shops around town?
- 70.** Have you found all the stuff you threw overboard before you landed at Fort Naughtytail?
- 71.** Have you visited the Mansion Grounds yet?
- 72.** To find the BIGFINNO spell box, you'll have to get around the Lighthouse first.
- 73.** Have you used the rummy's key for anything yet?
- 74.** Have you successfully gotten through the locked door in the Aquarium?
- 75.** When you get to Sitnalta, you won't have any trouble finding this spell.
- 76.** In your first visit to the Sorcerer's Guild, a treatise is dropped that you may pick up and read. This treatise specifically addresses the reversion of mutating spells.
- 77.** Doesn't one of the vendors sell something that might shed some light on this situation?
- 78.** Maybe there's a Squid in the Aquarium.
- 79.** You'll have to get wet to find the scroll.
- 80.** A tight tree root is the problem that must be solved here.
- 81.** Have you visited the underwater Mer Museum? It contains some artifacts that may be useful in your quest.
- 82.** Have you tried ordering lobster at the Restaurant?
- 83.** Have you entered the hedge maze west of the Mansion Grounds?
- 84.** Have you tried heading for the mountains yet?

85. Judge mentions the bull lives in the mountains.
86. Have you tried looking around in the cave?
87. This Squid means business. Can you think of a way of calming him (or her) down?
88. Maybe the scroll is a map or something.
89. Remember the inscription from the Mer Museum: The ancient seat of Mer authority will only be restored when the Four Seahorses are returned to their rightful place.
90. The Scented Seahorse first appeared in a cloud of pollen.
91. If you follow the scroll correctly, you'll arrive at a stand of trees, one of which looks climbable.
92. The Soggy Seahorse came from a bowl of bisque.
93. You're getting pretty close to solving the puzzle! Will you blow it?
94. The Golden Seahorse would be at home in a pot that customarily holds gold.
95. If you never find the Throne, you're not following the map correctly.
96. Consult the answer.
97. The Throne would probably make a bad hat. Isn't there something else you can think of using it for.
98. You're never going to vanquish THIS enemy with force. Perhaps there's a magical solution of some sort.
99. With all its whimpering, maybe this isn't a full grown Prokturingam Bull.
100. Try walking around your environment.

# SPECIFIC HINTS

This section contains specific hints to assist you in solving the numbered puzzles beginning on page 12.

1. Try following the examples of your fratmates.
2. Consult the answer.
3. Consult the note that Vince stapled to the Win-a-Bagel Recreational Magic Carpet Operating Instructions.
4. The mechanical voice of the malfunctioning carpet tells you what to do. Follow these instructions and you will land.
5. Have you read the Sorcerer University newspaper classifieds?
6. If you wait around awhile, perhaps another spring breaker will leave his ticket behind.
7. Maybe there's something inside Otto's suitcase that could be of use.
8. It is possible that the mongrel on the other side of the fence would find a hellhound haunch to be a scrumptious repast.
9. Consult the answer.
10. Have you found anything for sale in any of Fort Naughtytail's shops that might change Azure's mood?
11. Have you looked at the casino? There's a crawlspace under it that you may enter from the Village Center. Have you been there?
12. Don't you have a spell of opposites in your possession?
13. Consult *Tips for Operating Special Interfaces* in the *General Tips* section for information on playing the casino games.
14. Maybe there's some way you could lighten your load.
15. The BIGFINNO spell will make it possible to enter the ocean if you've attained the sufficient sorcery level.



16. In addition to what's in plain view, make sure you look inside things as well.
17. Have you visited the Harbor Bottom just east of the area named Under the Sea? Waiting there awhile might provide you with a clue to the solution to this puzzle.
18. Why not eat one and find out?
19. Try returning to the Point.
20. Do you really need your spell book?
21. If you're having trouble getting out of jail, relax. There are seven different ways to do it. Each method of escape can be used only once, so use them wisely. Following are the more specific hints for the seven methods:
  - a. Perhaps the rat prince is waiting for somebody to bring him something to break his enchantment.
  - b. Maybe the steel bars of the jail cell will rust and corrode over the next century or so. But that seems a little too long to wait, doesn't it?
  - c. Haven't you seen anything for sale in Fort Naughtytail that would make a suitable implement for tunneling out of jail?
  - d. Maybe there's something you could do to slim down enough to slip through the bars of the jail cell.
  - e. In the absence of any legal advice, is there anything you could do to make the sheriff release you on legal grounds? The answer may require a magical mutation and you don't have time to write your senator.
  - f. What's the opposite of a locked cell?
  - g. Don't you have a spell that could make you sick, or at least seem sick?
22. Have you checked what's available for sale at the various purveyors of fine goods?

23. What could be more opposite of right than left?
24. Ask the rummy about the key. Got any ideas?
25. The key fits a safe deposit box in the Mining Town bank.
26. Isn't there a way you could lighten Ralph's load with the use of magic?
27. Moe's room can be determined from the confirmation letter included in your game package.
28. Check out the activity board in the lobby of the Royal Infesta Hotel. It mentions a nail polishing seminar at 6:00 p.m. on Sunday.
29. There's a studfinder for sale at the Hardware Store.
30. Read the scoreboard at Blather Beach.
31. There is a way of making Sid remember how to build sandcastles the way he could when he was a kid. It involves magic. He's also going to need a suitable implement for constructing his castle.
32. Read the scoreboard at Blather Beach.
33. There's an indigenous animal in the vicinity that you can summon that might help raise Vince's performance to impressive new heights.
34. Read the scoreboard at Blather Beach.
35. You have a spell that makes daiquiris from fruit. If you could make a really big fruit, you might be able to make a really big drink out of it.
36. There is an item available at one of Fort Naughtytail's purveyors of fine goods that will help you dispose of the giant daiquiri.
37. Read the scoreboard at Blather Beach.

38. Roxanne is unable to pin Lucinda effectively. Maybe there's something you could give her that would help her get a better grip on the competition.
39. Be at the Beach by the Bandstand well before 11:00 a.m. on Wednesday. When Roxanne shows up, give her your T-shirt as an indication that you want her to compete. (You should have gotten a T-shirt from the judges after the Drink Guzzling Contest.) Now, how is flat Roxanne going to possibly win a wet T-shirt contest? She's just the opposite of the ideal wet T-shirt contestant.
40. Have you checked the stores in Fort Naughtytail for the proper enhancement for this particular problem?
41. Read the scoreboard at Blather Beach.
42. Have you noticed that the bull gets awfully thirsty during the bullfight?
43. Read the NEWS section of the Sorcerer University newspaper. What is the opposite of a cow?
44. Read the scoreboard at Blather Beach.
45. You might have a magic spell that could make Bulldozer's weapon a lot less intimidating.
46. The solution to this puzzle requires spell mutation.
47. You could try meeting her in her hotel room.
48. Read the scoreboard at Blather Beach.
49. Fred is eager but asleep. Gary "hates the water". By the way, have you explored the ocean bottom yet? You'll need something from there to solve this puzzle.
50. You can look up Fred's room number on the confirmation letter from the Royal Infesta Hotel that came in your game package.
51. The problem with Fred is one of consciousness, or the lack thereof.

- 52.** Have you read the inscription on the medallion that can be found within the Sunken Ship?
- 53.** Read the scoreboard at Blather Beach.
- 54.** If you haven't met Azure or changed her mood significantly, consult the hints about the Mansion.
- 55.** If you read one of the tubes of lotion, you'll notice a warning about exposure of the lotion to lemon juice.
- 56.** Read the scoreboard at Blather Beach.
- 57.** The key you acquired from the rummy has an inscription on it that might lead you to what it unlocks. What you find when you solve this puzzle will help you deflate and inflate the volleyball.
- 58.** Read the scoreboard at Blather Beach.
- 59.** Were you at Beachedwhale Boulevard at the start of the mystery event? It is important that you do so.
- 60.** What's the opposite of a sturdy foundation?
- 61.** Have you checked the services offered by the various stores inside and OUTSIDE Fort Naughtytail?
- 62.** The oyster may be found in the ocean beside the wreck of the sunken ship.
- 63.** Have you checked the various services that are available from the Fort Naughtytail merchants?
- 64.** Consult the answer.
- 65.** If you show the peanut butter to the jellyfish, why does he get so nervous?
- 66.** Have you found the collar at the base of the Lighthouse or read its inscription?
- 67.** Maybe there's something of significance inside Otto's suitcase.

- 68.** Have you checked out what's for sale at the Souvenir Shop?
- 69.** Have you tried pawning anything at the Pawn Shop yet?
- 70.** You'll need to locate the trunk you threw off the carpet before you landed here.
- 71.** You'll have to gain access to the Mansion Grounds to find the SPUNJ spell box.
- 72.** When you get around the Lighthouse to the Point, you won't have any difficulty locating the BIGFINNO spell box.
- 73.** Until you've finished a banking transaction, you won't be able to obtain either of these spell boxes.
- 74.** When you gain access to the Aquarium basement, the GESSIBUB spell box will be easy to find.
- 75.** You won't have any trouble finding this spell box when you finally arrive in Sitnalta.
- 76.** The pimento moss is in the cannon at the Fort. Loosexa Wingus Maxima is another name for a roc.
- 77.** The lantern you found in the Aquarium basement is way too complicated to operate. Maybe you could simplify it somewhat.
- 78.** Check out Beachedwhale Boulevard after the Mystery Event, or Beach by Snack Bar.
- 79.** Have you been to the Mermaid's room under the sea?
- 80.** Have you been to the Mansion Grounds? There may be a magical solution to this puzzle just waiting to be found.
- 81.** Have you noticed the egg in the Mer Museum?
- 82.** If you order food at a Restaurant, you really should taste it.
- 83.** You have to successfully solve the hedge maze to get this sea-horse.

84. If you head for the mountains, you're sure to run into them.
85. Look for the bull in the mountains.
86. Try every possibility of movement within the mountain caves. You should eventually find the spring.
87. Do you think the Baby Squid you found in town could be related to the giant one?
88. The scroll is indeed a map of Sitnalta and, if read correctly, shows the exact path you must follow to fulfill an ancient prophecy.
89. In Sitnalta, you'll find a vessel for each seahorse which most closely fits it, based on the characteristics of the seahorse or based on where each seahorse came from.
90. Other than the Scented Seahorse, what else is sweet-smelling?
91. Climbing the tree, you'll discover a nest. Does the nest give you a clue as to which seahorse to place there?
92. A bisque is a type of soup.
93. Are you holding anything that might help?
94. Are you up on Irish myths?
95. If you follow the map correctly, you will find the throne.
96. Consult the answer.
97. Now what in the world could you do with a throne?
98. Don't you have something in your magical arsenal with which to calm down this beast?
99. Perhaps there's a way of summoning this bull's parent from the depths of the caves.
100. Are there any new egresses from this room?

# ANSWERS

This section contains the answers to the numbered puzzles beginning on page 12.

1. Get on the magic carpet and wait for all of your fratmates to also climb aboard. Then click on *Take Off* button or press the "T" key.
2. If you have a mouse, click on the appropriate circular compass button to make the carpet fly in that direction. For keyboard users, type the first letter of the word on the desired button or use the numeric keypad to select a direction. To continue travelling in the same direction, select *Continue* or select the same direction button again.
3. To get from Sorcerer University to Fort Naughtytail, take off and follow the directions Vince has attached to the magic carpet operating instructions included in your game package.
4. To jettison excess weight from the carpet, throw the trunk, lotion case, portable bar, sack of gold, and beer keg overboard in any order. The carpet will then land automatically.
5. Hillary Tickingclock is staying in room 911 of the Royal Infesta Hotel.
6. If you wait awhile outside Hillary's hotel room, another spring breaker will offer you a better ticket for a price.
7. Take the RATANT spell box from inside Otto's suitcase. The suitcase can be used as a container for hauling around all your valuables.
8. Take the hellhound haunch from the Mouth of Cave to the End of Road and drop it. The mongrel will begin digging under the fence. It's going to take him awhile to dig through, so come back tomorrow. He'll have dug a hole big enough for you to go through into the Mansion Grounds.
9. Enter the hedge maze by walking west from the Mansion Grounds, paying attention to the Nymph's instructions. You

can buy your way through the maze, but a more clever solution is to solve the maze in the most efficient way. See if you can beat our 14-move solution: Brown, Yellow, Black, White, Yellow, Blue, Purple, Green, Black, Red, Brown, Yellow, White, Blue. When you solve the maze, something will pop out of the hedge that will be important later.

10. Buy the color bomb from the Pawn Shop, take it to Azure's parlor and throw it.
11. The casino IS crooked and, until you correct it, you can't win.
12. From the Village Center, enter the crawlspace and remove the extra support or buy the UPPSSY spell from the Souvenir Shop and cast it on the casino. Once the casino is straight, the odds of winning go from zero to slightly in your favor.
13. Consult *Tips for Operating Special Interfaces* in the *General Tips* section for information on playing the casino games.
14. When you try to follow the path west from the base of the Lighthouse, you find that it's too tight for you to fit through carrying all your stuff. Drop everything you're carrying at the base of the Lighthouse. You'll then be able to walk around the Lighthouse to the Point.
15. You can't enter the ocean until you've repaired the Lighthouse bulb for the Presiding Sorcerer. Once you've fixed the bulb and returned it to him, you'll be elevated to a Level 4 Sorcerer. Open the BIGFINNO spell box. In the absence of your spell book, the spell is cast on you, transforming you into a Merman. Once transformed, all you need to do is enter the ocean or the harbor.
16. Take the oyster from Wreckside, the medallion from inside the sunken ship, the egg from the Museum south of the Mer City, and the scroll from inside the Mermaid's room. You can find the scroll by greeting the Mermaid or following her when she leaves.



17. The lobsterman throws his lobster trap into the Harbor Bottom every few minutes. When the trap appears, you need to open it and put your possessions in it. When you revert to a human, you'll find that the lobsterman has hauled your possessions out of the harbor to the Wharf.
18. Eating the berries as a Merman will cause you to immediately revert to your human form.
19. If the BIGFINNO spell wears off before you want it to, you can simply return to the Point beside the Lighthouse and another BIGFINNO spell box will appear.
20. You don't need to put the BIGFINNO spell into the spell book. Open the spell box, and in the absence of the spell book, the spell will be cast on you, transforming you into a Merman.
21. If you're having trouble getting out of jail, relax. There are seven different ways to do it. Each method of escape can be used only once, so use them wisely. Following are the answers for the seven methods:
  - a. If you give the rat with the crown anything in your possession, he'll turn into a prince, unlock the jail cell, and give the object back to you.
  - b. You can spray the steel bars with the rust spray that is sold at the Souvenir Shop. In one turn, they'll rust through, allowing an escape.
  - c. You can dig yourself out of the cell if you have the shovel that can be purchased from the Hardware Store.
  - d. If you eat one of the slimfish that is for sale at the Fishmarket, you'll become so thin that you can slip between the bars of your cell.
  - e. If you've obtained the RATANT spell from the suitcase in Otto's hotel room, you can cast it on your FRIMP spell causing it to mutate into the FRUMP spell, a spell of legislation. Casting FRUMP while in jail will cause a favorable law to be enacted, allowing a surprising escape.

- f. If you've bought the UPPSSY spell from the Souvenir Shop, you can cast it on the jail cell, thus unlocking it.
  - g. If you've obtained the RATANT spell from Otto's suitcase, you can cast it upon the BIP spell, causing BIP to mutate into the BIM spell, a spell of mucous. Casting BIM on yourself will make you cough and wheeze, causing the sheriff to release you from jail.
22. You can buy a #40 hex bolt at the Hardware Store just south of the Littered Street and give it to the workman.
  23. Cast the UPPSSY spell on the right-handed ratchet to turn it into a left-handed ratchet. Give the ratchet to the workman and he'll finish up his work on the bridge.
  24. Buy the key from the rummy for the price he asks.
  25. Buy the key from the rummy and bring it to the bank in the Mining Town. Wake up the banker, show him the key, and he'll retrieve a Safety Deposit Box. Open the box and take the contents. You'll need them for a contest later on in the game.
  26. As Ralph steps up to each successive barbell, cast the FRIMP spell on it.
  27. Look up Moe's room on the Royal Infesta Hotel confirmation letter included in your game package.
  28. Be in the lobby of the Royal Infesta Hotel at 6:00 on Sunday and you'll see the girls enter the nail polishing seminar. At 7:00 they'll emerge and you'll have a chance to attract them to the party.
  29. The two-by-fours left in the Restaurant are sometimes referred to as studs. Buy the studfinder from the Hardware Store and move the studs from the Restaurant to Moe's room in the Royal Infesta. When you find the girls you wish to attract to Moe's party, give them the studfinder.
  30. The Sandcastle building Competition is judged at 1:00 p.m. on Monday afternoon.

31. Buy the shovel at the Hardware Store and give it to Sid. Buy the PEAWEE spell box from the Pawn Shop. Cast it on Sid before the sandcastle competition is judged at 1:00 p.m. on Monday afternoon on Blather Beach. The spell of regression will make him remember his sandcastle-building skills.
32. The Belly Flop Contest starts at 10:30 a.m. Tuesday at the Infesta Pool.
33. Get the male plumage from the huge roc nest in the Foothills just beyond the Bridge over the Stream of Consciousness. You can purchase a roc call at the Souvenir Shop. Give the roc plumage to Vince at the start of the contest and, after the Yus have finished their diving, blow the roc call. Vince will perform the belly flop of the century.
34. The mixing and guzzling event starts at 7:30 p.m. on Tuesday night.
35. Be at the Sandbar at 7:30 p.m. on Tuesday night. Cast RATANT on the SPUNJ spell, mutating it to the SPURJ spell. Then cast the SPURJ spell on a strawberry that can be bought for cheap at the Grocery Store. Then cast the FOY spell on the giant strawberry, creating a massive strawberry daiquiri. Way to go, Ern!
36. Buy an absorption pill from the Surf Shop and either swallow it and drink the daiquiri, or simply put it in the drink. The Judge will be most impressed.
37. The Wet T-shirt contest starts at 11 a.m. on Wednesday.
38. Pick up the suction gloves that the Caped Crusader left on the Cliff Road and give them to Roxanne before a match. Stick around and she'll emerge victorious and offer her assistance in the wet T-shirt contest.
39. After giving the T-shirt to Roxanne, cast the UPPSSY spell on Roxanne, causing an enlargement of mammoth proportions.
40. Buy the dehydrated falsies from the Surf Shop and give them to Mona before the T-shirt contest. They'll give her that extra edge you need to trounce the Yus.

41. Be at the Arena at 5:00 p.m. Wednesday for the bull fight.
42. Buy the laxative from the Grocery Store and figure out a way to get it into the bull's water trough.
43. There are two ways to distract the bull long enough to pour the laxative in his trough. The first way is to inflate the duck float from Sid's book bag and cast the UPPSSY spell on it. Give the cow float to the bull and he'll be distracted long enough for you to do your dirty deed. Alternatively, you can cast the BIM spell on the bull, also causing him to temporarily pause. You'll need to wave the cape to get him excited enough to drink. Once you've spiked the trough water, wave the cape again to see the effects of the laxative.
44. The fraternity brawl occurs at Club Club just southeast of Beachedwhale Boulevard at 8:30 p.m. on Wednesday.
45. When Bulldozer wields the lead pipe, cast the KITCHEMY spell on it.
46. Cast the RATANT spell on the KITCHEMY spell, causing it to mutate into the BOTCHEMY spell. Cast the BOTCHEMY spell on the banana peel.
47. You don't have to do anything with Lola although you can meet her later Wednesday night in her hotel room.
48. Be at the Beach by the Snack Bar at 10:00 a.m. Thursday for the body surfing competition.
49. One of HDP's winning surfers is Fred so you'll have to figure out how to wake him. HDP's other winning surfer is, believe it or not, you.
50. Look up Fred's room number on the Royal Infesta Hotel confirmation letter that came in your game package.
51. Fill the jug left at the end of the wet T-shirt contest with water from the Stream of Consciousness and pour it on the slumbering Fred. He'll immediately wake up and run out to the beach prepared to do his duty.

52. Wear the medallion you found within the Sunken Ship and when it's time for the Pharts to surf, type "surf", and if you're wearing the medallion, you'll turn out to be an impressive competitor.
53. Be at Blather Beach at 3:00 p.m. on Thursday for judging of the sun tanning contest.
54. You'll need the lotion case. It, like the other items you threw from the magic carpet, can be in any of five locations, depending on when you jettisoned it. The five locations are the Village Center; the Mansion Grounds; the Cliff Bottom; the City View under the sea; and the Mouth of Mine in the mining town.
55. Submerge the opened lotion case or the individual tubes in the vat of lemon juice in the Lab below the Mansion Parlor. Then go to Blather Beach when the Pharts are getting in their last minute rays, and distribute the tubes of lotion. You can also give the entire case to Ollie, who will distribute the lotion for you. Don't forget to apply a tube of lotion to yourself.
56. Be at the Beach by Volleyball Game at 9:30 a.m. Friday for the volleyball competition.
57. Take the rummy's key to the Bank, wake the teller, and show the key to him. When he appears with the Safety Deposit Box, unlock it with the numbered key and take the two spell boxes. Before the Yus serve the volleyball to the Pharts, cast the HIS-INFISA spell on the ball. It won't make it over the net and the Pharts will get the serve. Now cast the HUFINPUFA spell on the ball and, after the Pharts have served, cast the HISINFISA spell on the ball. The ball will deflate while on its way to the Yus and they won't be able to return it. The score will be three-zip in no time.
58. Be at Beachedwhale Boulevard at 2:00 on Friday afternoon for instructions on the Mystery Event.
59. Pick up the key the uniformed man drops at Beachedwhale Boulevard at 2:05 on Friday afternoon. Use it to unlock the door inside the Aquarium. Open the door, walk east, and descend the stairs to the Aquarium Basement.

60. Destroying the Aquarium is sure to get you the winning score in this event. There are two ways to destroy it. You need to be in the Aquarium's basement for both. The first way is to cast the UPPSSY spell on the Aquarium's foundation. The other way to destroy the Aquarium is to open the GESSIBUB spell box and cast the RATANT spell on it, causing it to mutate into the DESSIBUB spell, a spell of amplification. Cast the DESSIBUB spell on the BIP spell and, finally, cast the BIP spell itself. The amplified music will cause the foundation to crumble.
61. Give the broken bulb to the shopkeeper at the Prospector Shop northeast of the mining town. He'll fix it for a fee and return it to you. Give the repaired bulb to the Presiding Sorcerer and you'll be elevated to the rank of a Level 4 Sorcerer.
62. A pearl is inside the oyster.
63. Give the pearl to the shopkeeper at the Hardware Store. He'll grind it into pearl dust for a fee and hand you the dust. Return the dust to the Presiding Sorcerer and you'll be elevated to the rank of a Level 5 Sorcerer.
64. The Guild Seal is in the chest at the Cliff Bottom.
65. Take the peanut butter left by one of the Yus after the tanning contest and buy some sliced bread at the Grocery store. Bring them to the Cliff Bottom. Thinking you're about to prepare a peanut butter and jellyfish sandwich, the jellyfish will flee. Open the chest and the Guild Seal will emerge.
66. Take the collar from the base of the Lighthouse and put it on the seal. You can now take the seal to the Presiding Sorcerer, where you'll be elevated to the rank of Level 6 Sorcerer.
67. The RATANT spell box is located in the suitcase in Hillary and Otto Tickingclock's room in the Royal Infesta Hotel.
68. The UPPSSY spell box may be purchased at the Souvenir Shop.
69. The PEAWEE spell box may be purchased from the Pawn Shop.

70. The KITCHEMY spell box is located within the trunk you threw overboard while the magic carpet was malfunctioning. Depending on when you threw it overboard, the trunk may be in any of five locations: the Mansion Grounds; the Village Center; the Mouth of Mine east of the Mining Town; the Cliff Bottom; or the City View in the ocean.
71. The SPUNJ spell box is located on the Mansion Grounds.
72. The BIGFINNO spell box is located at the Point just west of the base of the Lighthouse.
73. The HUFINPUFA and HISINFISA spell boxes are located in a Safety Deposit Box at the Bank in the Mining Town. To obtain the Safety Deposit Box, you must wake up the banker, and show him the key available from the rummy in the Groggery east of the Fish Market.
74. The GESSIBUB spell box is located in the basement of the Aquarium. You can't get into the basement until the mystery event on Friday afternoon.
75. The OKEEDOKEYYO spell box is found in the first location you'll arrive at in Sitnalta.
76. Look inside the cannon at the Fort and take the pimento moss. Place the moss together with your spell book in the roc nest in the Foothills. The RATTAN spell will revert to the RATANT spell. There's only one piece of pimento moss in the game, so use it advisedly.
77. You can either buy the torch from the Prospector Shop in the mining town or cast the GESSIBUB spell of simplification on the lantern you found in the Aquarium basement. Either of these is an acceptable light source. Of course, using the lantern is cheaper.
78. The Baby Squid will appear at Beachedwhale Boulevard or Beach by Snack Bar after the Aquarium's destruction. If you happen to get arrested before the Aquarium's destruction, the squid will appear in your jail cell.

79. You must take the scroll from the Mermaid's Room, which you can obtain by greeting the Mermaid or following her when she leaves to her room southeast of the Mer City.
80. The first time you enter the Windswept Road, the Scented Seahorse appears but gets stuck between the roots of a tree. Cast the SPUNJ spell on the tree root and the Scented Seahorse will be released.
81. The Fuzzy Seahorse is inside the egg in the Museum south of the Mer City. Open the egg and the seahorse will emerge.
82. If you sit down at the Restaurant and order the bisque and drink it, you discover a conch. Then cast the RATANT spell upon itself, causing it to mutate into the RATTAN spell, a spell of shell mutation. Cast the RATTAN spell on the conch and the Soggy Seahorse will appear.
83. The Golden Seahorse is your reward for solving the hue maze to the west of the Mansion Grounds.
84. After you get arrested following the destruction contest, your fratmates will be waiting for you at the Village Center. Be sure and pass through there to pick them up.
85. Head for the Mine.
86. The easiest way to find the spring is to proceed north from the Cliff Top, through the Mouth of Cave, and into the Mine. Once inside, walk east, arriving at the spring.
87. Give the Baby Squid to the Giant Squid.
88. Each individual ribbon-like segment and each series of dots on the scroll represents a single movement through Sitnalta. The scroll is read from the starting point in the lower left-hand corner. The scroll also serves as a map for the placement of the four seahorses in their proper places, as described on the plaque in the Mer Museum.
89. As you proceed along the proper path, you must deposit each seahorse in the right place in the correct order. Therefore, any-



thing which isn't on the proper path (such as the pond) is not the right place for any of the seahorses.

90. Starting from your initial position in Sitnalta, walk east, east again, north, east three times, south, and east two times. You'll arrive at a bed of red flowers with a birdbath. Put the Scented Seahorse in the birdbath.
91. Starting from the flowers, walk north three times, west, south, and west, arriving at a wooded glade. Climb the tree and discover a bird nest. Place the Fuzzy Seahorse in the nest and climb back down.
92. From the glade of trees, walk west, north, north again, and west, arriving at the base of the statue. Put the Soggy Seahorse in the tureen.
93. Blow the whistle you got at the human pyramid practice at the Arena at 12:30 on Friday. You did attend the practice, didn't you? Anyway, when you blow the whistle, the Pharts will form a human pyramid. Climb up the pyramid and deposit the Soggy Seahorse in the tureen and climb back down.
94. From the base of the tall statue, walk west three times and south three times, arriving at a pot at the end of a rainbow. Put the Golden Seahorse in the pot.
95. From the pot, proceed east, north, east, and east again, finally arriving at the Mer throne.
96. Consult hints 89 through 94 for the proper paths to walk and the proper placement of the four seahorses.
97. Sit on it.
98. Cast the OKEEDOKEEYO spell you found in your first position in Sitnalta on the fierce bull. He'll be calmed into submission.
99. Cast the DESSIBUB spell of amplification on the bull. The bull's parent will appear and take care of Joey for you.
100. An entrance has opened to the south. Take the bull's head and walk in that direction.



# 58 FUN THINGS TO TRY

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Here are some fun things that you may not have run across while playing through *Spellcasting 301*.

**CAUTION:** Do not read this section until you have finished playing the game. It will give away things that, trust us, you don't want to know yet!

1. Sell the Baby Squid to the fishmonger.
2. Throw the BIGFINNO spell box into the ocean.
3. Sit in the stands in the Arena.
4. Grasp at straws when Moe offers the straws in the Arena.
5. Moon the bull (while you're fighting him).
6. Enter the ocean at around the time the Destruction Contest is ending and wait for Sheriff Wormpoop to arrive.
7. Examine the air while underwater.
8. Lead the Pharts (after the Destruction Contest) into Hillary's room.
9. Pour water on the sleeping banker.
10. Enter the cannon.
11. Organize an Ernie Eaglebeak look-alike contest in your home town.
12. Smell the Tavern.
13. Show the large daiquiri to the rummy.
14. Burn your spell book with the torch.
15. Cast PEAWEE and POWWOW on just about any character in the game.
16. Cast OKEEDOKEEYO on the fisherman.

17. Kill yourself (in Naughty mode).
18. Play with the band at Beach by Bandstand
19. Throw any reasonably heavy object, such as the ratchet, at a seagull.
20. Moon Mona and then bite her.
21. Put the water jug in the lemon juice. Twice.
22. Attack the Pawn Shop proprietor.
23. Look into the control crystal.
24. Moon the sheriff.
25. Kiss the enchanted rat in the jail cell.
26. Date the mermaid.
27. Slice the baguette with the sword.
28. Point the sword at the Pawn Shop proprietor.
29. Read the activity board on Monday and then show up for that event.
30. Dance in the Dance Club after the Pharts arrive but before the Yus show up.
31. FRIMP Lola's evening gown while she's wearing it at the Dance Club.
32. Open the ticket dispenser outside Hillary's room.
33. SPURJ or FOY the fruit in Hillary's room.
34. Give the keg to the bimbos when they're in the lobby.
35. Give a mushroom to the bimbos.
36. Moon the bimbos once they've reached the party.
37. Lead the bimbos to the line of guys outside room 911.
38. Kick sand at yourself.
39. FRIMP the sign in the Grocery.
40. Eat the haunch while under the effects of the slimfish.

41. Order a margarita in the Groggery. And then answer YES.
42. Bring the suction cup-covered gloves to the statue in Sitnalta to help you climb the statue.
43. Put the peanut butter on the bread.
44. Look in the mirror in the Parlor.
45. Drink the lemon juice in the Lab.
46. Cast FOY on the lemon juice.
47. Cast RATTAN on the seashells of Redtide Drive.
48. Show the spare tie and the RATANT spell box to Otto.
49. Blow into the conch.
50. Write an entire adventure game with one foot glued to your keyboard.
51. Smell the ocean.
52. Put the Baby Squid in the ocean.
53. Throw the medallion into the ocean.
54. Look behind the ocean.
55. Wait around in the Guild Hall until you are thrown out.
56. Moon the Presiding Sorcerer.
57. Show the breadsticks to one of the guild members in the Guild Hall.
58. Finally, the UPPSSY spell has oodles of interesting responses. Some of our favorites are casting UPPSSY on your spell book, on all the spell boxes, the lantern, the bullpen, the giant strawberry, the snack bar, the snack bar's menu board, the T-shirt, the pool, the high or low diving board, the gun rack in the Police Station, the waste basket in the Police Station, the activity board, the door to Room 911, the hole under the fence, the scoreboard, the exhibits in the Hall of Fame, the absorption pill, the treatise, Izzie, the bimbos, Mona, the rummy, the fishing villagers, the Pawn Shop proprietor, and the banker.

# PURCHASE AND SALES PRICES

(IN GOLD PIECES)

<u>Item</u>	<u>Where to find it</u>	<u>Sale Price</u>	<u>Pawn Value</u>
Spell book	Your Room	—	50
SPUNJ spell box	Mansion Grounds	—	10
RATANT spell box	Inside Otto's suitcase	—	20
PEAWEE spell box	Pawn Shop	40	20
UPPSSY spell box	Souvenir Shop	99	20
KITCHEMY spell box	Inside trunk	—	40
GESSIBUB spell box	Basement	—	40
HISINFISA spell box	Inside Safety Deposit Box	—	80
HUFINPUFA spell box	Inside Safety Deposit Box	—	80
OKEEDOKEEYO spell box	Sitnalta	—	160
Cloak	Starting inventory	—	20
Breadsticks	Your Room	—	2
Trophy	Your Room	—	7
Beer keg	(wherever you dropped it)	—	30
Case	(wherever you dropped it)	—	4

Each tube of lotion	Inside the case	—	7
Sack of gold (full)	(wherever you dropped it)	—	100
Sack of gold (empty)	(wherever you dropped it)	—	2
Portable bar	(wherever you dropped it)	—	8
Trunk	(wherever you dropped it)	—	12
Denim	Inside trunk	—	10
Sid's book bag	Your hotel room	—	18
Nose shield	Inside Sid's book bag	—	7
Pool float	Inside Sid's book bag	—	10
Textbook	Inside Sid's book bag	—	1
Textbook, uppsied	Made from textbook	—	10
Blue jeans	Made from denim	—	85
Hans's ticket	Outside Room 911 (wait)	30	—
Otto's Suitcase	Hotel Room 911	—	24
Spare tie	Inside Otto's suitcase	—	6
Spare tie, uppsied	Made from spare tie	—	12
Wooden two-by-fours	Restaurant	—	6
Studfinder	Hardware Store	64	32
Mushrooms/kaleidoscope	At Sunday's party	—	24
Shovel	Hardware Store	48	30

<b>Item</b>	<b>Where to find it</b>	<b>Sale Price</b>	<b>Pawn Value</b>
#40 hex bolt	Hardware Store	5	2
Right-handed ratchet	After Sand Castle Contest	—	14
Left-handed ratchet	Made from other ratchet	—	28
Roc call	Souvenir Shop	79	45
Strawberry	Grocery	6	—
Small daiquiri	Made from strawberry	—	5
Absorption pill	Surf Shop	30	10
Suction cup gloves	Cliff Road	—	18
T-shirt	Given at Drink Contest	—	5
Dehydrated falsies	Surf Shop	45	25
Hydrated falsies	From dehydrated falsies	—	15
Water jug	End of T-shirt Contest	—	3
Bottle of laxative	Grocery	39	13
Lead pipe	Dance Club (during brawl)	—	10
Baguette	Made from lead pipe	—	3
Sword	Made from banana peel	—	80
Evening gown	Room 1812 (after brawl)	—	85
Mudpack	Room 1812 (after brawl)	—	3



Medallion	Sunken Ship	—	150
Color bomb	Pawn Shop	150	75
Numbered key (1)	From rummy in Groggery	500	5
Safety deposit box	Bank	—	40
Small blue key	Beachedwhale Blvd.	—	5
Lantern	Basement	—	33
Flashlight	Made from lantern	—	6
Baby squid (2)	After Aquarium collapses	—	20
Light bulb	Guild Hall	—	8
Pearl	Inside the oyster	—	125
Pearl dust	From pearl	—	25
Peanut butter	Beach after tanning	—	3
Sliced bread	Grocery	3	2
Treasure chest	Cliff Bottom	—	40
Great Seal	Inside treasure chest	—	75
Collar	Base of Lighthouse Lev.5	—	15
Treatise	Guild Hall	—	2
Pimento moss	Inside cannon at Fort	—	10
Can of rust spray	Souvenir Shop	19	12
Slimfish (3)	Fish Market	33	13

<b>Item</b>	<b>Where to find it</b>	<b>Sale Price</b>	<b>Pawn Value</b>
Snack	Beach by Snack Bar	5	—
Boot	Wharf	—	4
Torch	Prospector Shop	179	95
Whistle	Arena (on Friday)	—	4
Bisque (4)	Restaurant	8	3
Conch	In bisque	—	12
Soggy Seahorse	In conch	—	25
Scroll	Mermaid's Room	—	15
Egg	Mer Museum	—	10
Fuzzy Seahorse	Inside egg	—	50
Sweet-smelling Seahorse	Windswept Road	—	100
Golden Seahorse (5)	Mansion Grounds (maze)	1	200

### **Footnotes to Purchase and Sales Prices Table:**

1. You can get the rummy to knock 25 gold pieces off the price by giving him a margarita or small daiquiri. You can get it free by showing him the large daiquiri.
2. By selling the Baby Squid at the Fish Market, you can get 30 gold pieces, but then you lose the chance to buy it back.
3. You can get 15 gold pieces for the Slimfish at the Fish Market.
4. The cost of the bisque is 7 gold pieces, but you need an additional gold piece for the tip. If you only have 7 gold pieces, the waitress will eventually resign herself to this fact and go away.
5. The cost depends on how many times you had to play the hue maze before solving it, and what level of difficulty you paid for. One gold piece would be the minimum cost to acquire the Golden Seahorse; 100 gold pieces would be the maximum cost.

### **Miscellaneous:**

In the dream, you have 10,000 gold pieces.

You start the game (after the dream) with 375 gold pieces.

You lost 100 gold pieces when the Pharts check into the Royal Infesta.

You gain 200 gold pieces when you open the sack of gold. You gain only 25 gold pieces if you instead give the unopened sack to the Goldmaster.

If you sleep in an unsafe location, you may lose up to half your gold.

You lose 1 gold piece each time you FRIMP your gold while outside.

The workman tips you 25 gold pieces for the left-handed ratchet.

Fixing the bulb at the Prospector Shop costs 24 gold pieces.

Grinding the pearl to dust at the Hardware Store costs 15 gold pieces.

Ordering beer in bars, clubs, and restaurants costs 2 gold pieces.

If you manage your resources properly, you can finish the game with a perfect score without ever having to win gold at the casino.



# COMPLETE LIST OF SPELLS

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## And Where to Find Them

### Level 1 Spells

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WOO	Spell of privacy	In spell book during dream
BIP	Produces soft music	In spell book after dream
BIM	Produces soft mucous	Result of RATANT
FOY	Creates daiquiris	In spell book after dream
VOY	Creates dungarees	Result of RATANT

### Level 2 Spells

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BLERK	Creates purple animals	In spell book during dream
FRIMP	Levitation	In spell book after dream
FRUMP	Legislation	Result of RATANT
SPUNJ	Enlarges tree roots	At Mansion Grounds
SPURJ	Enlarges wee fruit	Result of RATANT

### Level 3 Spells

---

RATANT	Spell mutation	In Otto's suitcase
RATTAN	Shell mutation	Result of RATANT
PEAWEE	Regression	At Pawn Shop
POWWOW	Digression	Result of RATANT
UPPSSY	Opposites	At Souvenir Shop
DOWNSY	Opossums	Result of RATANT

### **Level 4 Spells**

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KITCHEMY	Lead to bread	In trunk
BOTCHEMY	Peel to steel	Result of RATANT
GESSIBUB	Simplification	In Basement
DESSIBUB	Amplification	Result of RATANT
BIGFINNO	Human to merman	At Point

### **Level 5 Spells**

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HUFINPUFA	Inflation	In Safety Deposit box
HISINFISA	Deflation	In Safety Deposit box

### **Level 6 Spells**

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OKEEDOKEEYO	Docility	In Sitnalta
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# SCORING

For all you perfectionists out there, this section will show you how to wring every last point from the judged competitive events.

## Weight lifting Contest

*Saturday, a half-hour after check-in - Blather Beach*

GLY always gets 40 points. HDP will get 15 points for each weight you FRIMP.

Best possible outcome: HDP 45, GLY 40

Worst possible outcome: HDP 0, GLY 40

## Kick-off Parties

*Sunday, 10:15p.m. - Moe's Hotel Room*

GLY always gets 60 points. HDP will get 80 points if the bimbos are at the party, 30 points if the plain women are at the party, and 0 points if there are no women at the party.

Best possible outcome: HDP 80, GLY 60

Worst possible outcome: HDP 0, GLY 60

## Sand Castle Contest

*Monday, 1:00p.m. - Blather Beach*

GLY gets 50 points. HDP will get 60 points if Sid has built his sand castle; otherwise, HDP will get 5 points.

Best possible outcome: HDP 60, GLY 50

Worst possible outcome: HDP 5, GLY 50

## Belly Flop Contest

*Tuesday, 10:30a.m. - Poolside*

GLY gets 175 points. HDP will get 200 if either Vince or Fred is dropped by the roc; 180 if Ralph is dropped; 160 if Gary or Ollie is

dropped; 150 if any other Phart is dropped; and 50 points if no one is dropped by the roc.

Best possible outcome: HDP 200, GLY 175

Worst possible outcome: HDP 50, GLY 175

### **Drink Mixing Contest**

*Tuesday, 7:30p.m. - The Sand Bar*

GLY gets 175 points. HDP will get 200 points if the large daiquiri is there, 180 points if the half-drunk large-daiquiri is there, 125 points if both the small daiquiri and margarita are present, 75 points if only the small daiquiri is present, 50 points if only the margarita is present, and 25 points if you do nothing.

Best possible outcome: HDP 200, GLY 175

Worst possible outcome: HDP 25, GLY 175

### **Drink Guzzling Contest**

*Tuesday, right after Mixing Contest - The Sand Bar*

GLY gets 200 points. HDP will get 250 points if the large daiquiri has been drunk, or 150 points if it has been half drunk. HDP will get 20 points if the large daiquiri has been drunk but undented. HDP will get 10 points if either the small daiquiri or the margarita get drunk. HDP will get 5 points if you do nothing.

Best possible outcome: HDP 250, GLY 200

Worst possible outcome: HDP 5, GLY 200

### **Wet T-shirt Contest**

*Wednesday, 11:00a.m. - Beach by Bandstand*

GLY gets 300 points. HDP will get 390 points if Mona is wearing the falsies and Roxanne has been uppsied. HDP will get 360 if Roxanne has been uppsied and she's wearing the falsies instead of Mona. HDP will get 330 if Roxanne is uppsied but nobody is wearing the falsies. HDP will get 240 if Roxanne is wearing the falsies but isn't uppsied. HDP will get 195 if Mona is wearing the falsies and Roxanne is on stage but not uppsied. HDP will get 180 if Mona is wearing the falsies and Roxanne is not on stage. HDP will get 135 if



Roxanne is present but not uppsied and nobody is wearing the falsies. HDP will get 120 if Roxanne is not on stage, and Mona isn't wearing the falsies. Whew.

Best possible outcome: HDP 390, GLY 300

Worst possible outcome: HDP 120, GLY 300

### **Bull Fight**

*Wednesday, 5:00p.m. - Arena*

If you give Snorty the runs while Machete is the matador, GLY will get 450 points and HDP will get 0. Otherwise, GLY will get 375 points. HDP will get 450 if you give Snorty the runs while you're the matador. If you never get rid of Snorty, HDP will get 75 points. If you don't even show up for the bull fight, HDP will get 60 points.

Best possible outcome: HDP 450, GLY 375

Worst possible outcome: HDP 0, GLY 450

### **Brawl**

*Wednesday, 9:00p.m. - Dance Club*

If the peel has been turned into a sword and the pipe hasn't been turned into bread, both sides get 100 points. If the peel has been turned to a sword and the pipe has been turned to bread, HDP will get 125 and GLY will get 50. If the peel hasn't been changed and the pipe has, GLY will get 125 and HDP will get 50. If the peel hasn't been changed and the pipe has, both sides will get 50 points.

Best possible outcome: HDP 125, GLY 50

Worst possible outcome: HDP 50, GLY 125

### **Body Surfing Contest**

*Thursday, 10:00a.m. - Beach by Snack Bar*

GLY gets 500 points. HDP will get 600 points if you surf while wearing the medallion and Fred is the other surfer. HDP will get 500 points if you surf wearing the medallion and Fred doesn't surf. HDP will get 300 points if Fred surfs and you don't surf with the medallion. HDP will get 100 points if neither you nor Fred surf.

Best possible outcome: HDP 600, GLY 500

Worst possible outcome: HDP 100, GLY 500

## **Tanning Contest**

*Thursday, 3:00p.m. - Blather Beach*

GLY gets 800 points. HDP will get 150 points for each tanned Phart. If no Pharts are tanned, HDP will get 100 points.

Best possible outcome: HDP 1050, GLY 800

Worst possible outcome: HDP 100, GLY 800

## **Volleyball Game**

*Friday, 9:30a.m. - Beach by Volleyball Game*

If GLY wins, GLY will get 300 and HDP will get 100. If HDP wins, HDP will get 300 and GLY will get 100. If time runs out with no winner, each frat will get 200 points.

Best possible outcome: HDP 300, GLY 100

Worst possible outcome: HDP 100, GLY 300

## **Destruction Contest**

*Friday, 2:00p.m. - Beachedwhale Boulevard*

GLY gets 1200 points. If you destroyed the Aquarium, HDP will get 1250 points. If not, HDP will get 250 points.

Best possible outcome: HDP 1250, GLY 1200

Worst possible outcome: HDP 250, GLY 1200

At the end of the Destruction Contest, the best possible score is 5000 for HDP and 4025 for GLY. The worst possible score at this point is 4375 for GLY and 805 for HDP. Also, you get 2500 points for bringing the mama bull's head back from the Lair, so a perfect score for the game is 7500 points.

# LETTERS TO THE EDITOR

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Dear Spellcasting 301 Hint Book Editors:

I'm outraged! Isn't the opening sequence of the game, depicting a shapely and scantily-clad babe conducting a class, nothing more than a shameless, exploitative, gratuitous display of flesh?

- Outraged In Duluth

Dear OID,

Yup, I guess you saw right through that.  
Can't pull anything over on you. No siree.

- S301HBE

---

Dear Hint Book Editors:

I read on one of the E-mail nets that Spellcasting 301: SPRING BREAK has a secret key combination that brings up pictures of Margaret Thatcher and Francois Mitterand romping in lacey underwear. Is this true, and what is the key combo?

- Undies Fan in Oshkosh

Dear UFO,

Yes, the game will produce such pictures by simultaneously pressing the F1, F5, Insert, NumLock, and Down Arrow keys. However, this feature was only included in the release of S301 with the red border on the box. If you have a box with the blue border, the Thatcher and Mitterand pictures aren't in your version.

- S301HBE

Dear S301 Hint Book Editors:

I am the biggest Ernie Eaglebeak fan in the world. I dress exactly like him. I wear my hair exactly like him. I spend hours every day trying to cast magic spells, even though I know they don't work in our universe. Although I don't wear glasses, I always read without enough light in the hope that this will ruin my eyes and I'll need to get glasses, and when I do, I'll get glasses just like Ernie's. My question is this: I want to eat exactly like Ernie, also, but nowhere in any of the Spellcasting games does it say what Ernie's favorite food is. Can you tell me, so I can eat all of Ernie's favorite foods myself?

- World's Biggest Ernie Eaglebeak Fan

Dear WBEEF,

Get a life.

- S301HBE

---

Dear Cultural Elite:

Your game is undermining our nation's morale fibre. Ernie Eaglebeak's promiscuous lifestyle is undermining our family values and leading to urbane decay. You can laugh at me, but I'll weare your scorne like a badge of honore.

- Name Withheld by Request  
The White House, Washington, D.C.

Dear NWBR,

Okay, we admit it. The breakup of the American family is entirely our doing. We are also responsible for Hurricane Andrew. We're terribly sorry.

- S301HBE

Dear Eds:

My mom and dad won't let me get Spellcasting 301:  
SPRING BREAK. They say it's lewd and lascivious. What  
can I do?

- Horny But Overprotected  
Racine, Wisconsin

Dear HBO,

We have just the program for you. Just send  
\$90 in cash (small bills preferred) to: Hinky  
Parents Program, Box 1776, Whisperville NJ  
15151. You'll get a copy of Spellcasting 301,  
but it will come in a box bearing the title,  
"Harvey Hamster Teaches Geometry." Your  
parents will be delighted - and so will you!

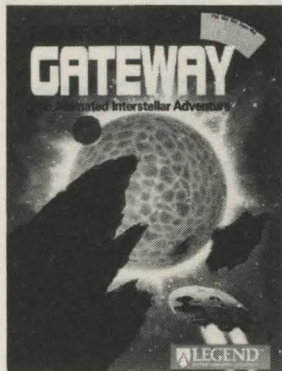
- S301HBE



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