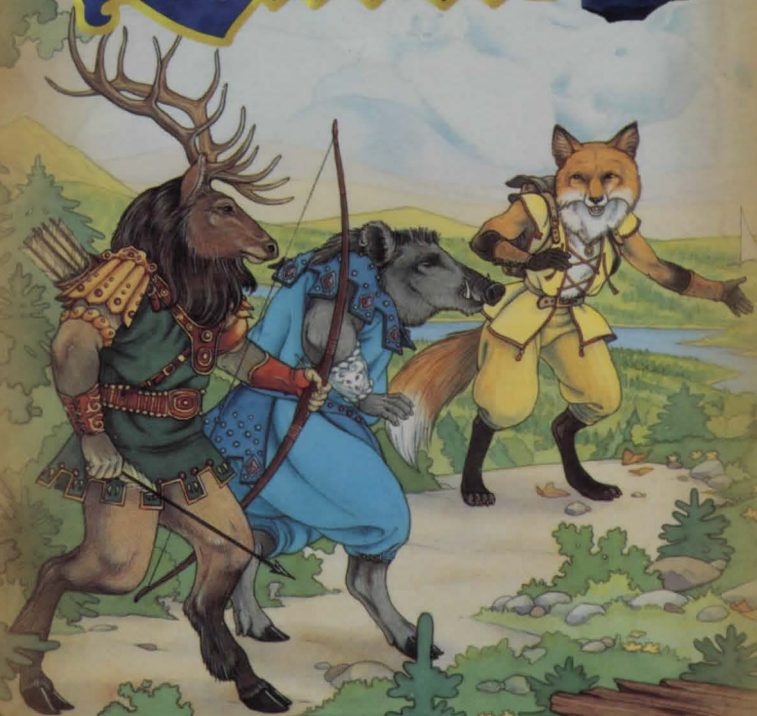


Inherit The Earth™

Quest
for the
Orb



Clue Book

NEW WORLD COMPUTING, INC®

Inherit[®] The Earth[™]

Quest
for the
Orb

Cluebook



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First Edition

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Inherit the Earth

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INTRODUCTION —

As you have probably discovered, Rif, our hero, has quite a problem on his hands. With the Orb of Storms missing, and his girlfriend held hostage, he must solve this mystery — and quickly! That's what this book is all about — solving it QUICKLY.

There are many places to explore, which you have no doubt discovered, but as pretty and enjoyable as they may be to visit, they may not be pertinent to learning the clues, getting the right objects, or doing the right things to rescue the orb and fair damsel in distress. That's why we're going to skip the side trips, get down to the real nitty-gritty, and tell you how to play the game as fast as your mouse-clicking finger can go.

There are some interesting maps and puzzles to help you on your journey through this world. Stop and take a look at them! They'll put the game, and everything you find in it, into perspective. For example, the Overview Map is a puzzle in itself, with areas blocked by impassable terrain like mountains, thick forests, or water. You can't pass over water unless there's either a bridge or some way to sail over it. As a matter of fact, all you can see on the map is the Known Lands. There's no way you can traverse (or even see) the Wild Lands until you trade something for the map of the Wild Lands. Bet you didn't know that now, did ya? But, I'm gettin' ahead of myself here.

Inherit the Earth is divided into three parts. They are:

Part I...

The Known Lands: Troubles at the Tourney, money changing at the Market, enlisting Elara's help, investigating the Sanctuary Grounds, a token visit with the Elk King, getting plastered at the Ferret Village (why, there's grounds for sanctuary!), gleaning knowledge from Sist, groveling at the feet of the Boar King, getting the lens from Tycho, a lens by any other name at Sist's Office, lens building with the Glassmaster (while keeping Sakka and the Orb puzzled), visiting your favorite Boar King again, having a muddy good time at the Lodge, trading with Tycho, and mapping the way to a far better land (visiting with Dogs is so hard to do).

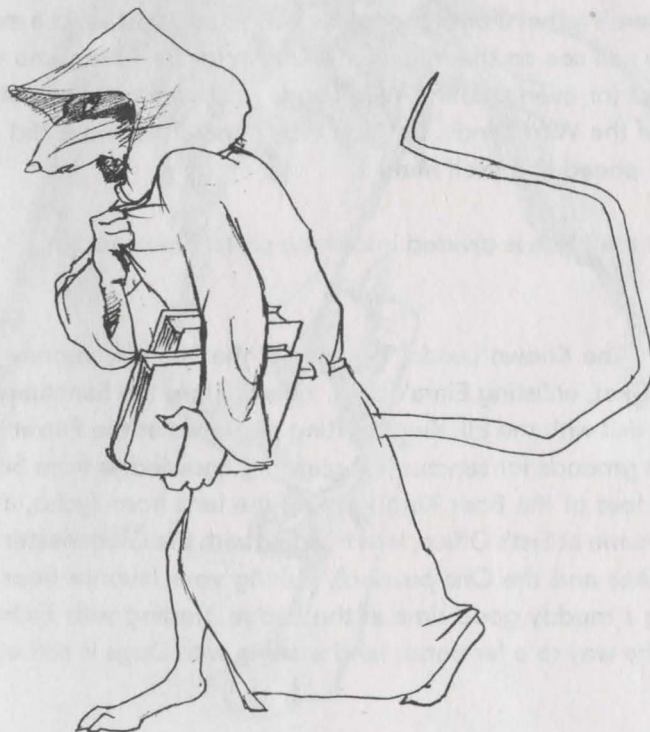


Part II...

The Wild Lands: Entertaining Prince the hard way, digging the cuisine at the Jailhouse, "Dragon" around the old dungeon, wheeling and dealing with Kylas, befriending Prrowa, finding flint and rope, learning how to cook with Alamma, finding a beehive and catnip, a pyromanic episode at the old Oak Tree, healing Mirrhp, dancing with Cats, risking all at the Dog Keep, getting the key without a squeak, freeing friends again, chipping off the old block, wheeling with Kylas, running rings around wolves, and booking passage North by Northeast to the North Island.

Part III...

The North Island: Peeking at Shiala. Dam! Ambushed by wolves, Saturday night trophy, dealing with that oily Kylas for a lamp, pillaging the Human Ruins for cable and screwdrivers (going out on a limb is the key), your card accepted at all major Admin. Building doors everywhere, the Janitor's sticky fingers for small triangular devices, finding you can use screwdrivers to open any cylindrical doors, timely rechargeable batteries (battery activation is the key to large iron hatches), Dam Interior investigators, playing catch with Chota and his baddies... and The End.



PART ONE — THE KNOWN LANDS

As the tourney ends the journey begins. Rif, Okk and Eeah find themselves with no place else to go but into the Marketplace scene (See page 16). The second-place medallion Rif won at the tourney is exchanged for hard currency at the Moneychangers tent. Other faire goers hint you should investigate the scene of the crime: the Sanctuary Grounds. This is a wise hint! Use the Overview Map (See page 15) to find this and other locations.

After your audience with Elara, patron of the Sanctuary of the Orb of Storms, you must visit the Elk King to obtain the Token of Authority Elara demands. Pay the ferret Hardware Merchant for the plaster you'll need soon with the coins you received for your medallion. He's found in the Ferret Village (See page 17). Go back to the Sanctuary Grounds. Enter the Orb Dome and give Elara the Elk King's token. She will open the gates of the inner sanctuary for you (See page 18). There you will find a bucket, a water fountain, some sourberries and a footprint left by the thief. Fill the bucket with water, add the plaster you bought to the bucket, and pour it into the footprint. Go to the Boar Castle for a nice warm mud bath with your pal, the Boar King. He inadvertently supplies you with a Wolf's Head Ring.

Take the sourberries, plaster cast of the footprint and the ring to Sist's Office somewhere in the Rat Complex (See page 19). There, Sist will tell you you're looking for a raccoon from the northern lands and suggests finding a map to guide you. Don't leave home without it.

Visit Tycho in his mountaintop abode where he tells you about his broken lightcatcher and how he would exchange a repaired lens for a copy of his map. A visit to Sist reveals the lightcatcher is called a lens. Back to the Ferret Village to visit the Glaziers you go. The Glassmaster brings you to the Lodge to talk to Sakka. Sakka can't help - but The Orb of Hands can, so you ask The Orb how to replace the lens, but only after solving the Lodge Initiation Puzzle; a tanagram (See page 24). The Glassmaster makes a new lens but can't polish it until you go back to the Boar King bath to retrieve some of the fine red mud to be used as rouge.

With new lens in hand... er, paw, return to Tycho's house and exchange the lens for the map. As you leave Tycho's house, Elara's servant gives you a letter to be delivered to her sister, Alamma, found in the Wild Lands. There is only one place to go: the Dog Castle.



PART TWO — THE WILD LANDS

In exchange for avoiding the payment of a toll, you must entertain Prince, the Dog King. Unfortunately, your stories don't exactly thrill Prince, and he decides to entertain himself with amazing simplicity. But first, some time in jail is in order. Pick up the bowl and order takeout by banging it on the jail cell door. Your friendly Jailer will be happy to supply you with the spoon you need to dig out a cement block in the cell wall, and food to give you the strength to pull the block out of the wall! The tunnel you find behind the block leads outside ... or so you might think. Instead, you find yourself splashing in water and climbing into a maze under the watchful eye of Prince. Beware the Komodo dragon! He's young and dumb and just wants to play at this point in his life. He'll knock you over the edge if you get too close, and where you'll end up is anyone's guess (that is, unless you use the map of the dragon maze (See page 20).

Time to wander around a bit and visit the various forest clearings. In one of them, you will find Kylas the Merchant. Trade him the ring for a needle & thread... you'll need it later.

Find the Cat Village and talk to Prowa, the Cat Chieftess. She'll reveal that her daughter Mirrhp is ailing and needs to be healed by someone with medicinal knowledge. You discover Alamma, who has that knowledge, after a rather amusing exchange of letters at her house. She gives you a bowl, and instructs you to find Catnip and Honey. Catnip is usually found along streams and other wet areas. Getting the honey is a little more complicated. First, you need to find a bee hive. Second, you need to drive the bees away or risk being stung by the bees. To drive the bees away, you need to visit the Quarry to get the Piece of Flint. While there, you might as well pick up the rope; you'll need it later.

Once you've found the Oak tree, gather the dry twigs beneath it, and place them under the hive. Strike the flint against the spoon to set the twigs afire. The resulting smoke will drive the bees away. After the fire dies down, put the honey in the bowl and return to Alamma's house.

Give Alamma the catnip and honey, and show her you have the needle & thread. She will then make the Healing Salve. Return to Prowa's

tent and administer the cure to Mirrhp. Prowa and her people will be so elated, they will throw a party in your honor and grant you any wish can think of. Of course, being the good person you are, you enlist her help in tranquilizing the dogs in the Dog Castle so you can sneak in and free your companions.

Search through the castle for Prince's Bedroom (See page 21). He sleeps with the key to open the jail cell door. Carefully walk to the far side of the bed to relieve Prince of the burden of safeguarding that key. If you step on a loose floorboard, the wood will creak and cause Prince to turn over, obscuring the key. These old castles are just so hard to maintain, especially if maintained by dogs. To get him to reveal the key again, you must go back to the first floorboard and begin again.

Once you have the key, go find the jail cell and release Okk and Eeah. You'll need them to help you pull the Gemstone from the other rocks found in the Gem Mine of the Quarry. Find Kylas in one of the seven forest clearings. The gemstone is the only object that Kylas will take in exchange for the wolf's head ring. To get to the Ferry Dock, you must cross the chasm. Eeah is the only one in your party able to leap the chasm, so he must leap across, tie off one end of the rope, and throw the other end of the rope back to Rif and Okk to enable them to cross. The ring is the only payment the Old Ferryman will accept at the Ferry Dock to transport you to the North Island. Your adventure continues on from there.



PART THREE — THE NORTH ISLAND

Traveling to the Waterfall reveals some real beauty (or beauties, as the case may be), but it's not nice to sneak up on a lady (Shiala) while she's bathing, especially when she's going to clue you in on the Dark Claw. Head for the Dam. The Dark Claw will come to you as you approach the dam, take you to their camp, and cage you. After a brief visit with Chota, our chief villain, you rest awhile waiting for Shiala to rescue you. Take a little time to search the wolf's camp, because Gar's Den has a Bowling Trophy perfect for trading for other stuff. In fact, go find Kylas (again!) at the North Dock and exchange this incredibly valuable trophy for an Oil Lamp. It just might throw some light on the subject when you go exploring the Human Ruins.

Using the map of the Human Ruins (See page 22), get the electrical Cable from the airplane hanger. Use the oil from the lamp to lubricate the door to the Garage. There, you will find the screwdriver you will need later. Hanging over the Cliffs with the cable is the only way to get the small Card Key in the bird's nest. You'll need that to open the door to the interior of the Administration Building (See page 23). As you wander around, locate the Janitor's quarters. There you will find a small Triangular Device. Take it.

Go to the top of the Dam where you'll find the Sunspot Observatory. Use the screwdriver to 'jimmy' open the door. Inside, you'll find the digital clock which has the Golden Cylinder you need. Of course, we know these as solar-rechargeable-silver-nickel batteries that last for five hundred years or more. That clock has only lost one second in all that time. Those humans had pretty good technology in those days, didn't they?

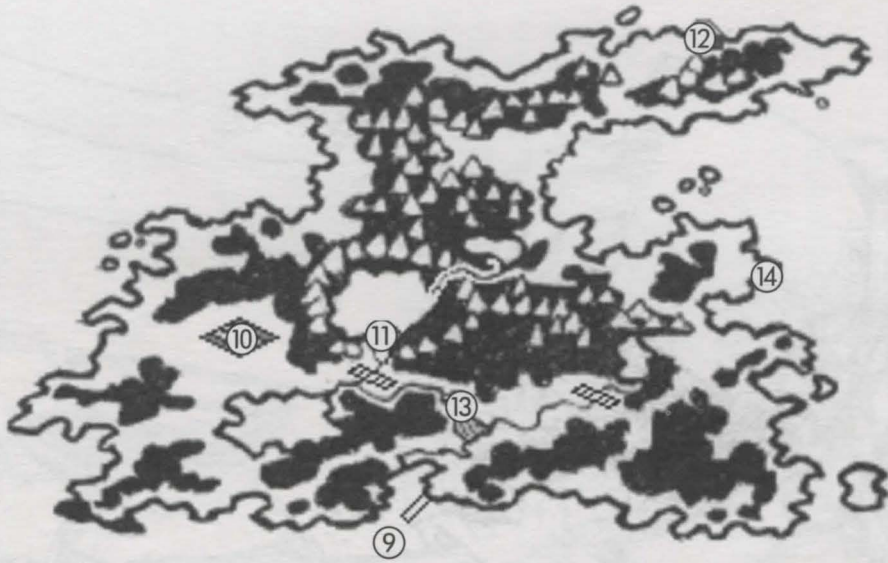
Find your way back to Shiala's Grotto, pop the battery into the triangular device, and use the device on the Iron Hatch in the Grotto. The door will slide open. Follow the tunnel and explore the rooms in the dam interior. Eventually, you'll find Chota. He'll try to elude you, but chase him down (or up, in this case). The startling conclusion of the Quest of the Orb will unfold before your eyes.



EPILOGUE —



I hope you enjoyed our little adventure with our anthropomorphic friends, and that you'll join us in our next adventure with some more of Rif's friends in *INHERIT THE EARTH II*.

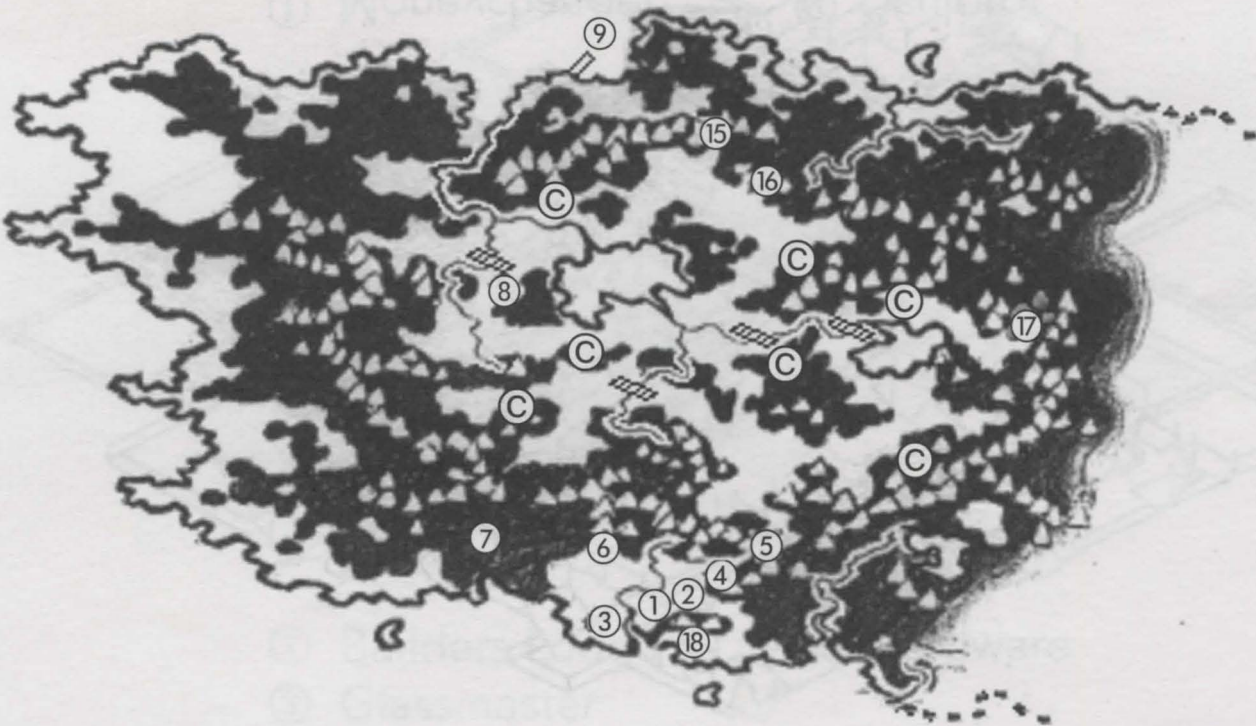
For further information or hints regarding *INHERIT THE EARTH* call New World Computing's technical support line at (818) 999-5650 between the hours of 9am - Noon and 2pm - 5pm (PST).



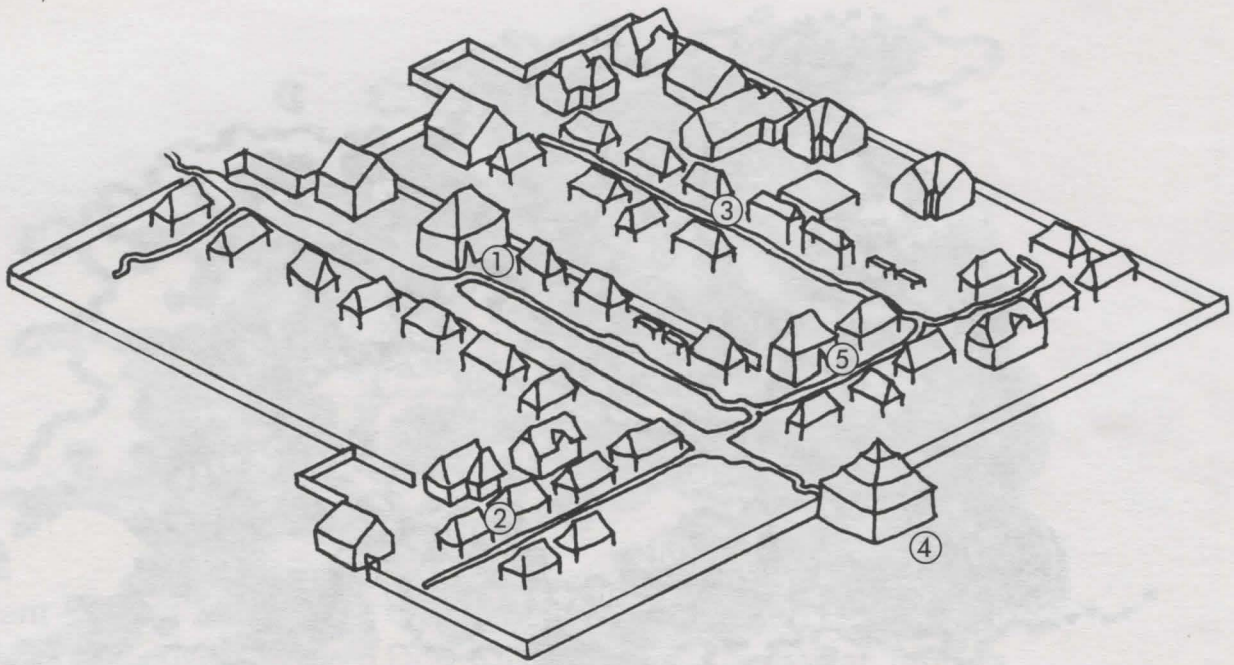
The North Island

- | | | |
|-----------------|--------------------|------------------|
| ① Tent Faire | ② Orb Sanctuary | ③ Ferret Village |
| ④ Tycho's House | ⑤ Dog Castle | ⑥ Rat Tunnels |
| ⑦ Elk King | ⑧ Alamma's Cottage | ⑨ Docks |
| ⑩ Human Ruins | ⑪ Dam | ⑫ Wolves Camp |
| ⑬ Waterfall | ⑭ Cliffs | ⑮ Rocky Gorge |
| ⑯ Oak Tree | ⑰ Quarry | ⑱ Boar Castle |

 Bridges
  Clearings

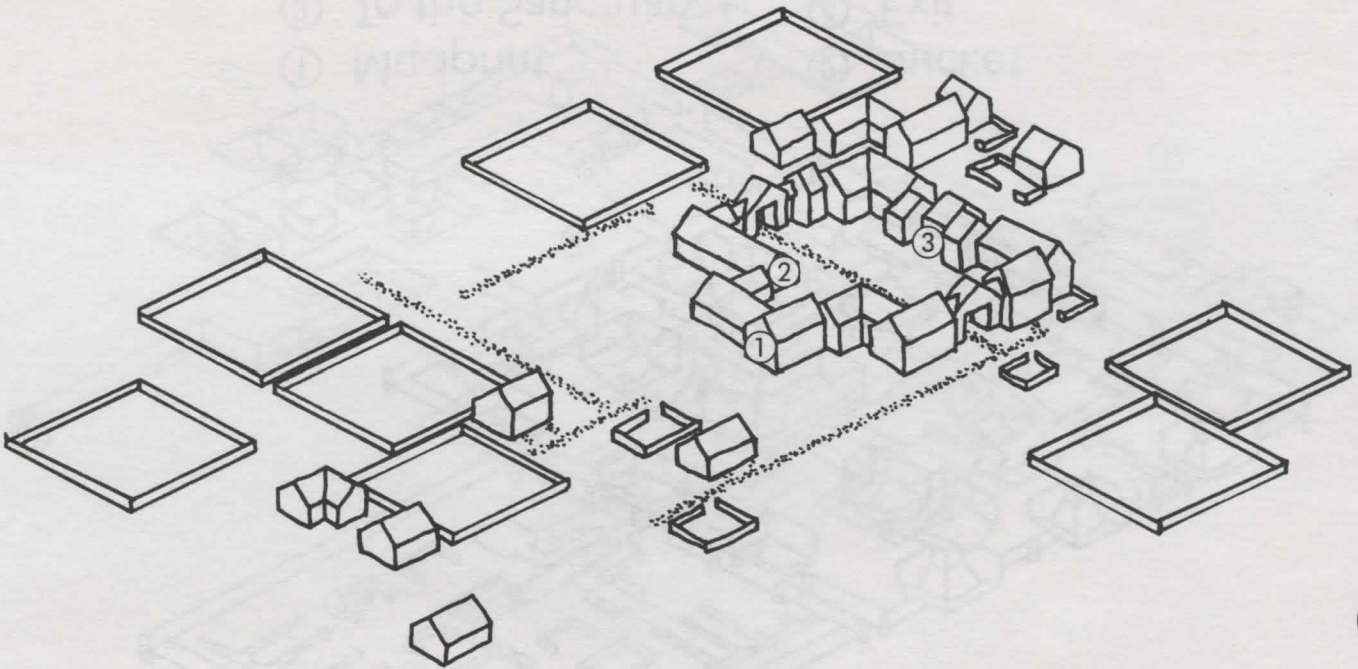


The Known and Wild Lands



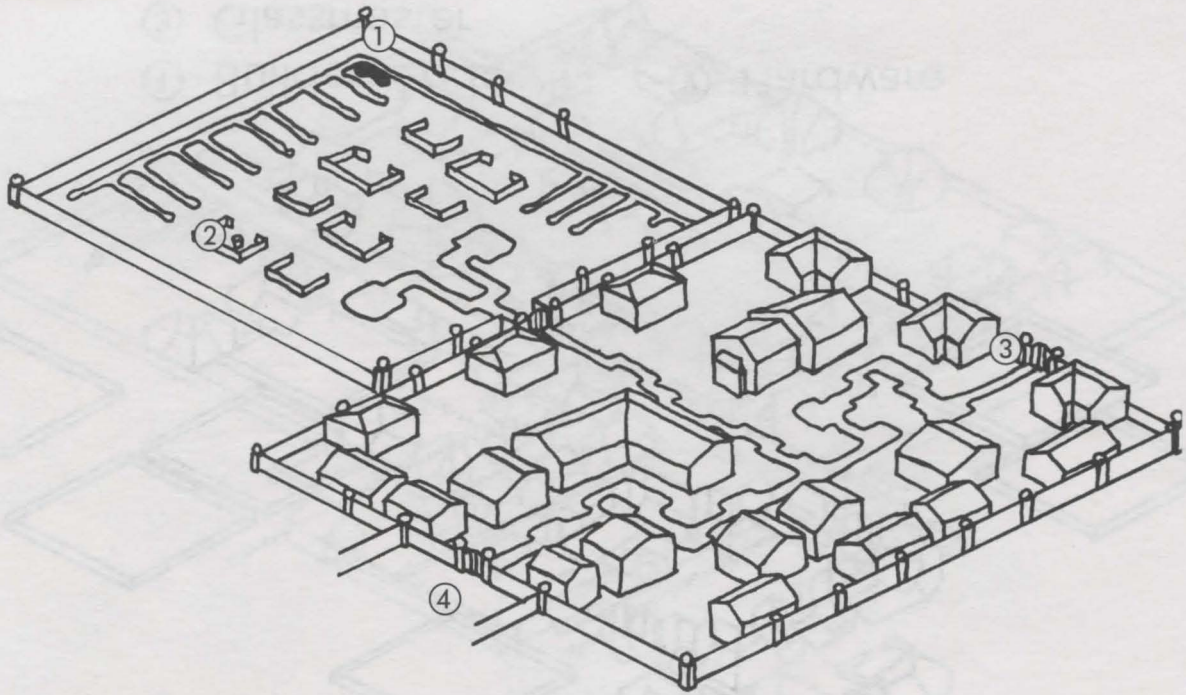
The Marketplace

- ① Moneychanger
- ② Sculptor
- ③ Honey on a Stick
- ④ Tournament
- ⑤ Fortune Teller



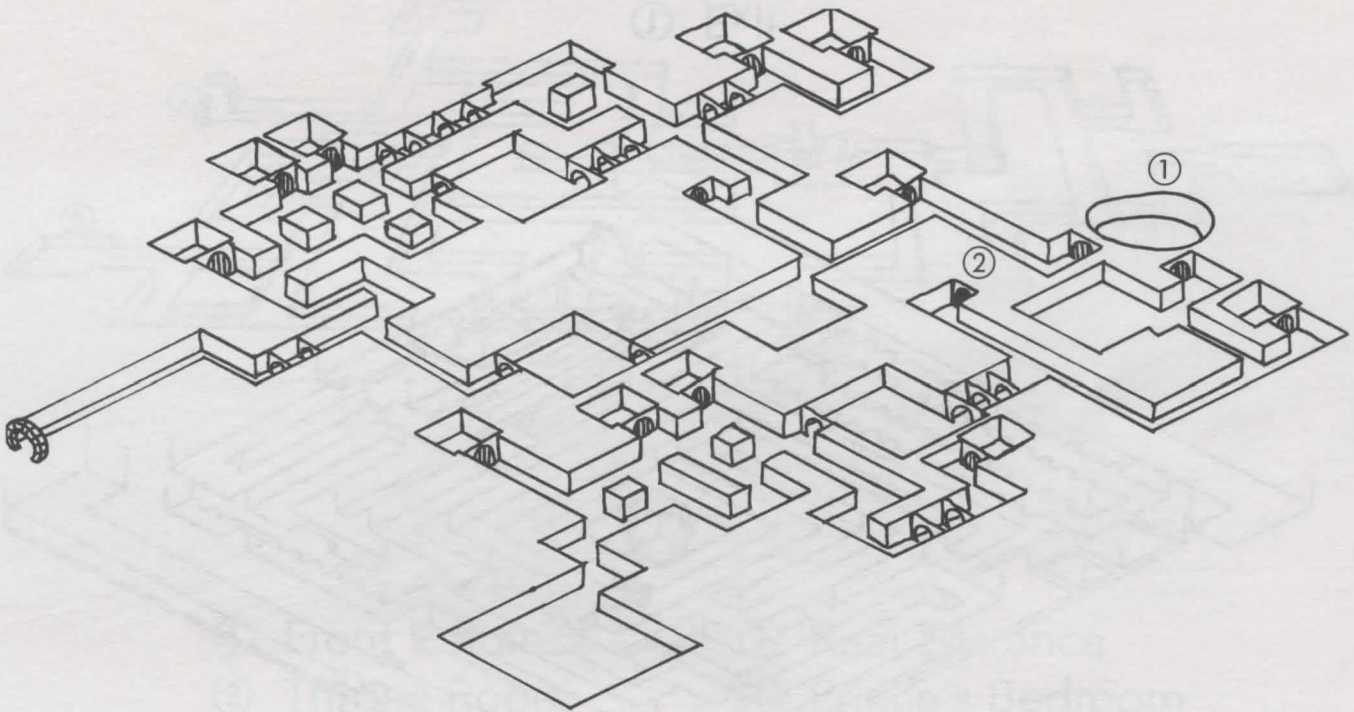
The Ferret Village

- ① Builders Lodge
- ② Hardware
- ③ Glassmaster



The Sanctuary

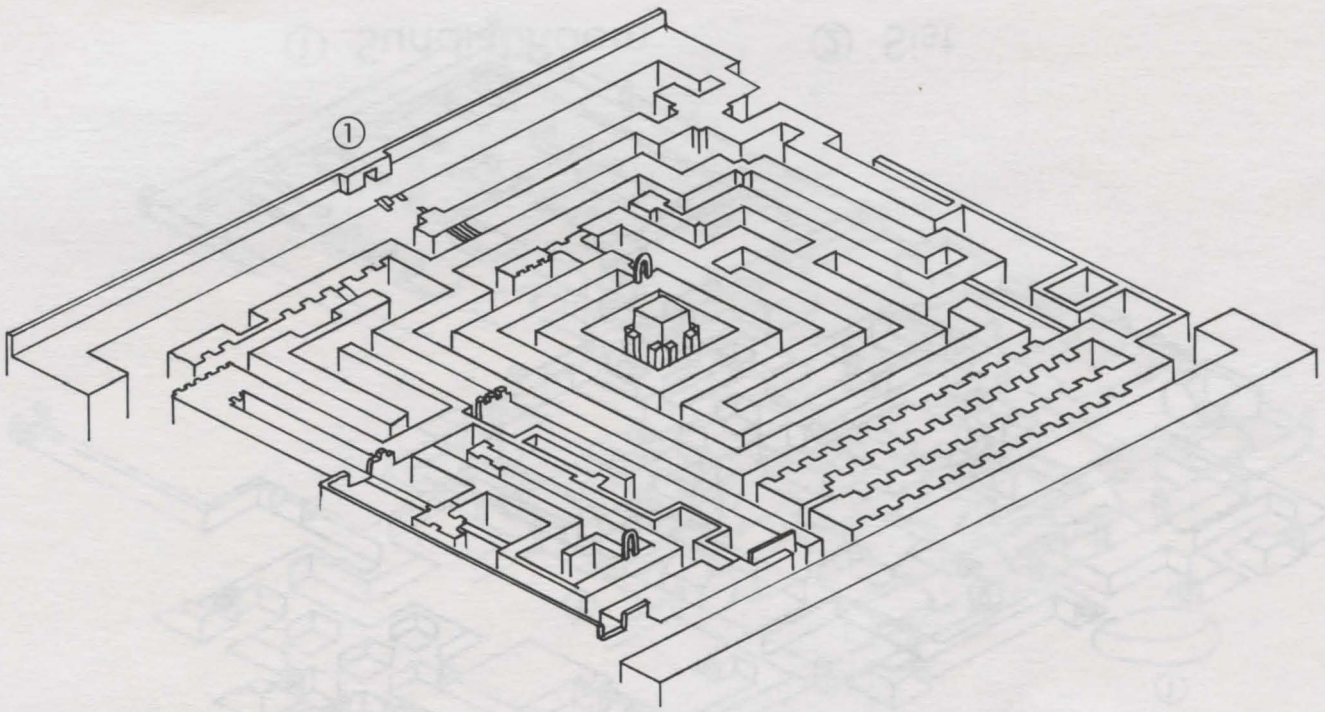
- ① Mudprint
- ② Bucket
- ③ To the Sanctuary
- ④ Exit



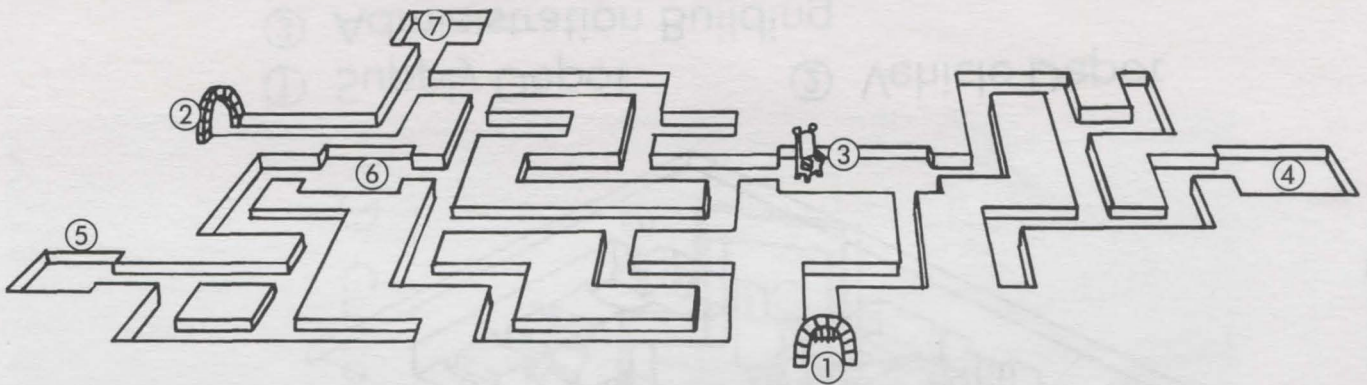
The Rat Complex

- ① Sundial Room
- ② Sist

The Dragon Maze



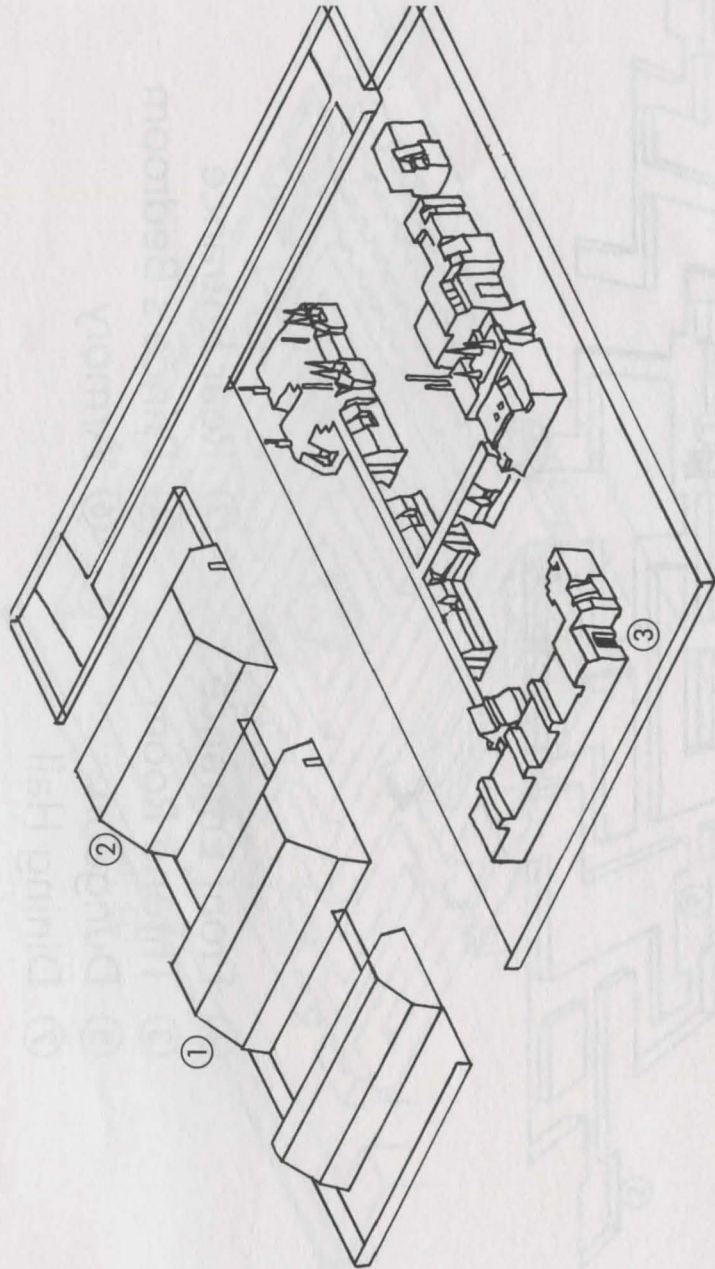
① Exit



The Dog Castle

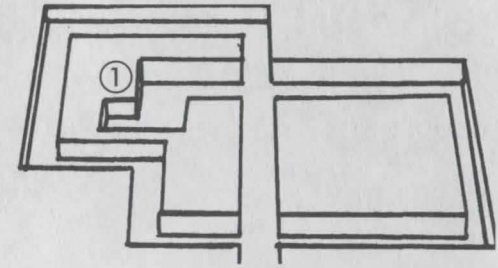
- | | |
|------------------|--------------------|
| ① Front Entrance | ② Rear Entrance |
| ③ Throne Room | ④ Prince's Bedroom |
| ⑤ Dungeon | ⑥ Armory |
| ⑦ Dining Hall | |

The Human Ruins



- ① Supply Depot
- ② Vehicle Depot
- ③ Administration Building

The Administration Building



- ① Custodial Office

Lodge Initiation Puzzle



© Supply Depot © Vehicle Depot
© Administration Building

The Complete Guide to

Inherit The Earth™ **Quest for the Orb**

- * Detailed maps**
- * Guided tour of the known lands**
- * All the important locations**
- * Who to meet, where to go and how to find...**

The Orb of Storms



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