

THE DOGBOY.

SOLUTION FROM GI GAMES, 11 WEST MAYFIELD, EDINBURGH EH9 1TF.

Part One:-

The first set of locations are inside the palace: kennels, courtyard, kitchen door and Snakery. The blocked exits are the locked door in the Snakery and the north wall of the courtyard. Entering the kitchen is not possible, although it should be tried. Try to open the locked door or go west in the Snakery and you will hear that you need some purple periwinkle. Periwinkle is a plant, so examine the barrels by the kitchen door. Then GET PERIWINKLE, WEST, WEST, WAVE PERIWINKLE, WEST.

Beyond the palace you can go south to the gate and gatehouse or north to the Silver Tower. The blocked exit is the bolted South Gate. You cannot go east from the Silver Tower, although this may be tried. At the Silver Tower, the location of the mutant village is described. Attempting to alert the city by pointing to the fluttering line (to find this EXAMINE TOWER) when the guard is there (SHOW LINE TO GUARD) will fail.

As the South Gate is bolted, not locked, the periwinkle will not work here. Trying to use the ladder to climb over the wall will fail.. and you will lose the ladder. The bolts are too stiff for you to draw, so you need to find someone else to open the gate. The gatekeeper is asleep in the gatehouse (EXAMINE BED) and must be woken (WAKE or SHAKE GATEKEEPER - twice) He will then more or less say that he will accept a bribe to open the gate.

The ladder can be used to get over the courtyard wall. EXAMINE LADDER, EXTEND or OPEN LADDER, LEAN LADDER AGAINST WALL (not essential), CLIMB LADDER, SIT ON WALL, GET LADDER, DROP LADDER. If the ladder was not extended you will not be able to reach it when sitting on the wall. If you jump from the top of the wall you will hurt your ankle and the game will end.

The walled garden is enclosed. The only exit, to the west, is forbidden. The tree (Queen) is covered with jewelry suitable for bribing the gatekeeper, but the dogboy is too honest to take it. EXAMINE QUEEN or LOOK UP to discover the cause of the chattering. Scare the magpie by throwing a brick (EXAMINE WALL, GET BRICK) and then take the ring which is given as a reward. Delaying too long after seeing the bird will mean that the bird flies away with the necklace. Take an egg from the nest (only one egg may be taken) Then follow the same procedure with the ladder to get back to the courtyard.

You can now escape the city, but you need to take two more things with you. A tomato from the kitchen boys and a basket from the Snakery. The Empress will not allow you to take a basket until you placate her by giving her the egg. Now go to the gatehouse and GIVE RIVE to GATEKEEPER (he may need to be waken again first!)

Outside the city walls the obvious directions are south, SE, SW. Either east or west will take you around the walls to the mutant village where the public hourglass is unguarded and can be taken. If you go to the witch's cottage (SW, E, W or AROUND) and do not leave immediately after examining the cabinet (as ordered) the game will end; also if you return to the village after this warning.

First you must go south and open the gate to enter the graveyard. Going east or west from the path you will meet the ghost. The answer to the riddle is TIME, but as you cannot speak you must find some other way to indicate the answer to the ghost. The solution is to show the hourglass to the ghost. (NB There is no thyme in the herb barrels!) Go down the steps into the crypt, examine the stream of objects and try to catch them. They can only be caught in the basket (CATCH OBJECTS IN BASKET or DROP BASKET)

Once you have entered the graveyard the exit to the north will be blocked by the lion until you prove you are alive by eating the tomato(since the dead do not eat) The bull at the south exit cannot be passed(since you are not dead)

The basket of bright wrigglers will glow in the darkness of the tent(in the SE direction from the city gate) thus attracting Gazer's attention. Just after coming (EXAMINE ROBED FIGURE to use up this move) he will instruct you to regard the stars and on EXAMINE STARS will explain their significance and give you some advice - to visit the witch and take her a gift. Without this recommendation from Gazer, the witch will not welcome the dogboy. The gift is to be found by examining the pillar on top of Cuckoo Hill. If you drink the nectar in the flask, the gift will be useless. In the cottage the witch will now enter when you look in the glass. Now GIVE FLASK TO WITCH (other gifts will be rejected, some with appropriate words), LOOK AROUND (as instructed) and PULL RING. DOWN takes you to Part 2.

NOTES

A great many things can be examined, including the dogs (by name), and various inessential actions can be performed eg. the handle of the pump in the courtyard can be pulled to water the dogs; you can kiss the witch and sit on the stool in the cottage.

Part Two:-

The password is DESTINY.

This part is set in the Caves of Illusion. Initially, only three locations can be visited: the blue cave, the white cave and the red cave. Go to the red cave and examine the floor. LIFT FLOORBOARD or GET PLANK to find the mouse, then free the mouse, who will give a hint as to what to do here. Neglecting to find or free the mouse will cause the game to end within a short while. All the caves must be made red, white and blue; this is done by picking up the colours in handfuls (GET BLUE or BLUESNESS, etc) and carrying it about. This can only be done before the caves change colour, so be careful not to change any cave before taking two lots of colour from it. Each cave will change when the two opposite colours are present but not carried, so drop white and red in the blue cave; white and blue in the red cave; red and blue in the white cave. When this is done a new opening will appear in the former red cave.

In the tunnel, go west through the crack; this will expand the scenario and also give a clue to your ultimate objective: creating the magic rain. The sparkling cavern can be reached by dropping the plank (under which the mouse was found) against the cavern wall, then sliding down it.

From the sparkling cavern ten more locations can be reached. In this set of locations there are four blocked exits. These should be passed in the following order: first, the archway blocked by glass; second, the fire-falls; third, the toll tunnel; last, the heart in the red and black cave. The fire-falls can be breached at any time and any number of times in the same way. The toll tunnel can only be passed once. The other two, once unblocked, stay unblocked.

The first problem you must solve is how to get the fairy doll which belongs on the Christmas Tree (EXAMINE the TREE in the Christmas Cave) away from the bears in the Bear Cave. The mouse's voice gives a very useful hint here (LISTEN TO VOICE) You will need the case which is on the rack in the train carriage. This ordinary-looking case (which was left on the train by a magician) does various different things when it is opened, including releasing a fountain of water from which the bears

will run. Get the Doll quickly, then take her to the Christmas Cave and give her to Jack. He will then give you a present. Examine the present and unwrap it. The paper is important too, so be sure to pick it up. Do not eat the honey!

The archway: breaking the glass will bring the soldiers up and end the game. It must be cut, and for this you need a diamond. Diamond is the missing suit in the Cards cave (a spade, a club and a heart being present) Dig in the sand with the spade to find it. Merely cutting the glass without taking precautions will also end the game. You must first spread the honey on the paper (or the glass) and then stick the paper on the glass before cutting it.

Down in the drill hall you will find a cupboard, but the soldiers will stop you from opening it. Examine the soldiers for a hint on dealing with them. As their legs are stuck together they can easily be knocked over and will be unable to get up. You need the aniseed ball from the Sweets Cave (Examine or try to eat it so see how big it is) It is too heavy to lift but can be pushed. PUSH BALL, N, PUSH BALL, N, PUSH BALL, UP, PUSH BALL, S. Opening the cupboard will reveal a china pig. This is obviously a piggy bank (EXAMINE PIG) Hit the Pig with the club to break it. There are two hundred and fifty-two pennies (a guinea) inside, but the bear at the toll tunnel will not accept pennies. They must be changed. Now the fire-falls must be passed. To do this it is necessary to understand the train. The train's fixed sequence is as follows: Bear Cave, Silk Tunnel, Sparkling Cavern, Mint Tunnel, Sweets Cave, Icing Tunnel, Christmas Cave, Cards Cave, Jewel Cave, Sweets Cave, Mint Tunnel, Sparkling Cavern, Silk Tunnel, Bear Cave. This sequence can be changed by moving the levers in the Sparkling Cavern (EXAMINE FLOOR or TRACKS) The levers each have two positions and pulling the lever changes from one to the other. If the orange lever is in its original position, moving the others will make no difference. If the orange lever alone is moved, the train will miss out the Silk Tunnel and Bear Cave (unless it is in either of these locations in which case it will stop in the Sparkling Cavern) If the pink lever is also moved, the train will shunt into a siding in the Sparkling cavern. If the green lever is moved (and the pink lever is not) the train will pass through the fire-falls as part of its sequence instead of visiting the Silk Tunnel and Bear Cave. If you are in the train at the time, you also will pass through the falls. The Cave of Changes beyond the falls is obviously the place to change the pennies. Drop them and wait for the full moon, when they will change into a golden guinea.

You now have the guinea for the bear in the toll tunnel. But beware! You can only pass here once, having only one guinea, so you must be sure to take the two things you will need: the umbrella from the Jewel cave and the walking stick from the Sweets Cave. In the Wind Cave, open the umbrella (which is Mary Poppins's), then turn the wheel to produce a wind. If you are not holding the open umbrella you will lose it. If you are you will be carried up to the Weather Cave.

In the Weather Cave you must get a ribbon rainbow from the chest (EXAMINE CHEST, OPEN CHEST, GET RIBBON, EXAMINE RIBBON) and the bag of seeds. As the shelf is too high to reach, use the walking stick to HOOK the BAG. The Seeds are obviously magic and being in the Weather Cave can only be rain seeds (try SOW SEEDS) You need the open umbrella to get down again. Don't leave ribbon or seeds as you cannot return here. Go to Cards Cave and THROW RAINBOW to make heart leap up. East from here the way is blocked by bats. Open the case until the balloons appear. East are some wings. WEAR WINGS and fly up into the clouds to sow the seeds (or seed the clouds)...THE END.

NOTE. The mouse's voice serves as a help function in the game!