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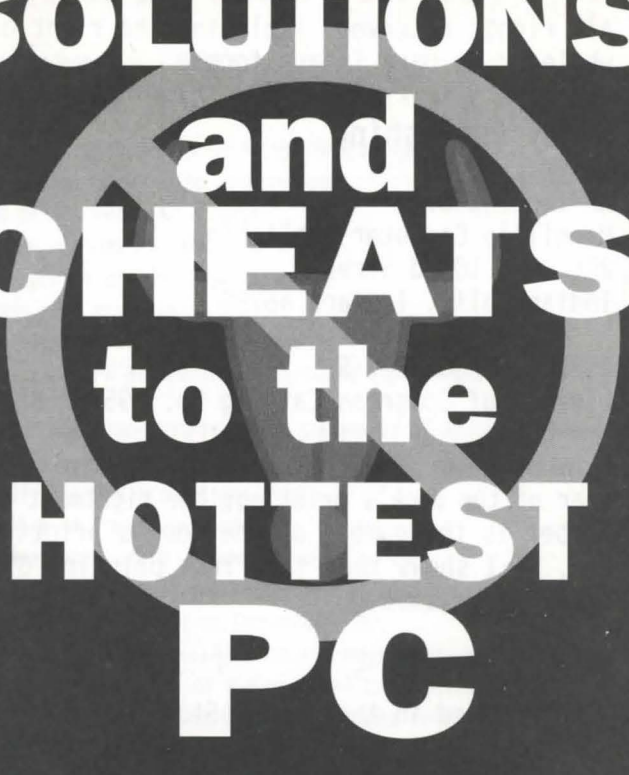
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# **SOLUTIONS and CHEATS to the HOTTEST PC GAMES**

Robert E. Waring

*////BradyGAMES*

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## Brady Publishing

An Imprint of  
Macmillan Computer Publishing, Inc.  
201 West 103rd Street  
Indianapolis, Indiana 46290

ISBN: 1-56686-277-9

Library of Congress Catalog No.: 95-075854

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 95-1 shows that the first printing of the book occurred in 1995.

98 97 96 95                      4 3 2 1

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This book is dedicated to eager and perplexed adventure- and puzzle-game players. Special thanks to the following contributors for their hard work and determination: **Andy Backer-UNCA**, Legend of Kyrandia, Book 3; **Bob Norton**, excellent UHS reader & files!; **David Potter**, Sam & Max; **Diana Griffiths**, Return to Zork and Indiana Jones-Fate of Atlantis; **Jason Strautman**, great hint files and UHS reader!; **John Barillo** for STAR TREK: 25th Anniversary; **Johnny Chu**, Journeyman; **Linda Fitzpatrik**, Death Gate, Under A Killing Moon; **Pete Kuhns**, Eric The Unready, Gabriel Knight, Goblins III, Leisure Suit Larry VI; **Heather, Valerie, and Steven Zook**, Kings Quest 7; **Tobias Magnus**, Inca II.

Also thanks to Robert McDermott & Linda Irene Waring. Bill, Pam, Ross, & Scott Waring, Robert Ray Waring, Betty Waring, Dorothy Taylor, Frank Taylor, John & Tref Barillo, Dave Knispel, and Richard Leach, and Jon McCormick.

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# GAMES

**M**any books cover only one game. The Games section here gives the walkthroughs needed to win many different games. You now can learn why you are stuck at the Rock of Thimbe, why you stare at the business end of a laser-guided missile, and why you will lose the game again.

---

**Throughout this book, you see an icon like the one next to this paragraph. In these “No B.S. sections,” you learn winning strategies and tricks.**



Value 4

Graphics & Sound 3

Game Drama 4

## THE NO B.S. RATING SYSTEM

This beginning of each Games chapter gives an overview and a three-category rating system of each game. The categories are Game Drama, Graphics & Sound, and Value, and each category has a possible rating from 1 (forget it) to 5 (awesome!). The higher the number, the better the game rating in that category. The most important category is Value. The higher the rating in the Value category, the better the game purchase. The ratings appear as vertical-bar graphs in the margin near the beginning of each game walkthrough section.

If you are stuck in a game not listed in the Table of Contents, check “Cheats Galore.” If you’re playing a game that you cannot find in the book, you just might find it on the disk!





# ALONE IN THE DARK™ II

**A**lone in the dark—one of my favorite 3D adventure games—was challenging and fun. The graphics were superb, and I anxiously awaited the follow up game, Alone in the Dark II. I was not disappointed.

The graphics are again superb, and the story line is fantastic. I recommend this game to anyone who craves a great storyline and heavy action. The fighting is tremendous, with lots of fighting in the beginning, so you must learn the best fighting methods as soon as possible. Refer to your manual for the fighting moves.

---

**I found that just running up to an opponent and hitting them with a weapon (use a head butt, if you have no weapon) works best.**



Another hint: move just to the right of an opponent, the opponent keeps shooting past you while you keep hitting them. The best trick is to make sure you're as close as possible to the enemy, which lets you walk up and hit them after your first hit, then you can hit them again and again, kicking butt! Also, drink all the flasks that you find. The flasks restore health, and believe me, you're gonna need all the health you can find to make it through this game.

---

**Read all the books in the game. These books provide clues on how to get past the pirates of Alone in the Dark II.**



**Note:** you can avoid combat by using some item(s) in the game, and most items that you can use or take stand out from the background clearly. If you see an item that doesn't blend in, try pushing the object; you probably can grab or use it.

A frustrating part of Alone in the Dark II is that many puzzles in this game require you to stand in a precise position. If you try to do something that doesn't seem to work, move your character a little on-screen-to the left or right-and try again.

Most important, remember that diamonds are vital to solving this game's puzzle. This walkthrough allows you to get through Alone in the Dark II, so if you find a secret or item that isn't found here, please let me know. My address is in the introduction. I want to hear your Alone in the Dark II success stories!

## THE NO B.S. WALKTHROUGH

### Making Your Way into the House

The front door is permanently locked. You are never told this, but I'm telling you now. Don't try to open the front door-ya can't! The first pirate you confront is tough. You need to kill him. Use your fists and fight him. Pick up the item he drops. Drink the flask and arm the machine gun you get from him.

Go toward the house until you see two pirates approaching. The first one is easy-he doesn't shoot at you until he's extremely close. Kill him quickly and then work back to the area where you see Carnby from an aerial view. Make your way toward the top of the screen and face down, toward the other, incoming pirate. You now can kill him before he gets close. **Note:** this is not easy. Practice finding the perfect position to get it right. Aiming the gun is not easy. You can kill him from here; if you fail, just keep trying.

After killing the third pirate, walk up to the statues before the front door. Use the push option and push the anchor statue. You open a passageway into the garden. **Note:** don't worry about the guards near the front door-you are going into the garden.



The hedge garden is an easy maze. You must kill all the pirates you find in the maze.

---

**The easiest way to kill these pirates is to walk up to them and butt them with your head. Pirates with shot guns are the easiest to kill. They cannot hit you if you're standing next to them. The Thompson gun-wielding pirates are more of a problem because they can nail you when you're too close, if the angle is correct.**



Now you must find the rope in the garden, which is near a diamond card on the ground on its own. Go to where four cards lay on the ground and get the hook, which is by itself on the ground. Now, just walk up to the diamond card; this allows you to drop underground.

Walk up to the chest and use the push option and push. Pick up the metallic jack under the chest. Be prepared—the altar rises and a purple monster attacks from the other end. Approach the altar, switch to the gun, and turn around. Destroy the purple monster twice. **Note:** this monster is the easiest one to kill in the game. It looks tough, but it's a wuss.

Spin around and use the metallic jack on the altar that just raised. You now must get the pirate sword, which is located where the purple monster dropped it. Another trapdoor now opens. This trapdoor leads to the area that holds the lone diamond card.

You now must enter the garden and find the vines that try to hit you. By using the pirate sword, you can kill the vines. **Note:** use the slashing method that doesn't make you move forward.

Two of the four slashing methods with your pirate sword make you step forward with each swing—not the best method because it can bring you within range of the vines. Use the slash where you don't move and kill the vines while standing beyond the reach of their nasty attacks.

The next enemy, Pegleg, is one of the toughest in Alone in the Dark II. The best and easiest method to get past Pegleg is to use the tommy gun, then run past him to the little area opposite Pegleg. You just outsmarted the old Pegleg. Now you must turn around, aim your tommy gun, and shoot Pegleg! Just as he comes into view, shoot him. Repeat this process until he assumes room

temperature. This method reduces Pegleg's lifespan to only a few seconds, and you kill him without getting hit! Now, be a hero and get the **flask** on the opposite side of the room. Also get the **newspaper** that Pegleg drops after you kill him.

Now, examine the photo that one of the pirates dropped. Notice how it shows the building that stands before you. You must move the statue's arm; the door opens. Use either the **hook** or the **rope** in your inventory, in any order, to make a **hook and rope** tool. Use the **hook and rope** when you stand before the door, which now opens. Enter this creepy house!

## Let's Go under the House

If you lose all your weapons, grab the items on the ground near you. Grab the **nickel**, the **crank**, and the **paper bag**. Now, walk past the bridge to Stryker's body. Pick up the **torn notebook** and the **pipe cleaner**. You find these items near the body. You must use the **torn notebook** with another part of the notebook taken from a dead pirate in the preceding section to make a complete notebook. Now, you can stand in front of the locked door and use the **newspaper** on it.

Now use the **pipe cleaner** on the door to free the **key** (you now can grab it). Use the new **key** on the door and enter. Now, stand next to the lever. To the left of the lever, you must use the **paper bag**.



---

**Save the game! If you don't save your game, you die and start over!**

Use the **blown up bag**, and as the pirate gets up, push the lever, and then step back. If you time it right, the barrel hits the pirate and he falls through the hole in the wall. After you master this maneuver, you can get the **riot gun**, **manuscript**, and **flask** (the pirate dropped the flask). Now go to the clock. You must use the **crank** on the clock. The bookcase opens, and you can enter the bookcase. Make sure that you pick up the **riot gun cartridges**. Reload the gun and go upstairs to the basement of this old house. Pun intended...

## **This Old House Has a Basement—Enter It Now**

A music man awaits you in the basement. Tear the **music man's pact**, and he dies. He also drops a **hook**. Pick it up and enter the next room. You see a **battledore** on the ground. Pick up the **battledore** and enter the next room.

Two pirates are here, practicing with their guns. Hit the green man first (not the pirates). He dies after one hit; then go for the second shooter and keep close to him and hit him with the **battledore**, which kills both pirates. After both pirates die, go to the targets and hit them with your hands or the **battledore** until they all turn into diamonds. They turn one or two spots each, depending on how you stand relative to the target. After you turn all the targets to diamonds, the door next to the targets opens and a pirate emerges. Remember the strategy—close-in fighting. Now, enter the room. You now can use the **nickel** on the slot machine. The slot machine is on the wall—get the two **tokens**. You also see a **whiskey bottle** and a **flask** on the shelf. Make sure you get them.

Look for two books at the back of this room, behind the wine casks.

Go back out and walk up to the guy standing on the other side of the room. Drop the **whiskey bottle** near him, and watch him pick it up. He dies. Make sure that you wait until the man is dead before picking up the **sack**. Now, you can use the **sack** and wear the **Santa Clause Suit** inside. Go back to the adjoining room and go up the stairs.

## **THE GROUND FLOOR OF THE HOUSE**

Ignore the little cook that walks around the house. Enter the kitchen, stepping on the white tiles only when directly across from the statue. After you reach the kitchen, get the **eggs**, the **frying pan**, the **wine**, and the **poison**. Listen to the cook's hints.

The maniac cook starts using his blowhard judgements against you after a few moments. He is a wimp, so just attack him with a frying pan or a tommy gun. If the cook uses up all his blowgun ammunition, you can have a hilarious frying pan fight with the cook. To be creative, you even can lure the statue outside to throw its trident. Make sure that the statue follows you into the kitchen and hides behind the cook. When and if you kill the cook, use the **poison** or use the **wine** to get poisoned wine. Go into the main hallway and use the **poisoned wine** on the door



opposite the statue. If you aren't careful, a fat pirate comes from behind. This pirate is tough. The riot gun is an effective kill here, if you still have it. You must kill him before he gets close. Don't waste bullets because you don't have many; aim carefully before shooting, and you should be able to kill him without getting hit.

After the other pirates are dead, go inside and use both tokens in the organ. Enter the room at the end of the hall and find the **bulletproof vest**. Use the **vest** for armor. **Note:** the machine gun in this room is jammed; don't pick it up.

Pick up the **loading clip**. Head back outside. Near the organ and on the floor, pick up the **doubloon**. Enter the main hallway, take the **crown** from the statue, and go upstairs.

## The First Floor of the House

You can kill the two gun-wielding pirates by walking up to them and hitting them with a frying pan. Now, open the door and enter the hallway. Open the door opposite you, which leads to the billiards room.

Pick up the **derringer** that your opponent throws. Kill him now! You can either shoot him or use the frying pan. Now, pick up the **sword stick** the pirate drops and walk to the other end of the room. Search the shelves for a **book** and a **piece of parchment**. Go back outside and into the room on the right—the witch's bedroom. Wield the **swordstick** and kill the two sword arms, while staying out of reach. Get the **torn parchment** they guarded and use it to get the complete **parchment**.

The complete **parchment** gives you a good hint of what you must accomplish next. You must crown the queen in this room. Just put the **crown** on the female bust in the witch's bedroom. Now you can move forward. Enter the room adjoining the bedroom, and pick up the **amulet** on the floor.

## Kinda Like Flowers in the Attic

Immediately get the **message** and the **flask**. Go outside into the main room. Here, you have a few pirates to destroy. Make them assume room temperature. Pick up the **key** and **grenade** that are dropped from the two enemies. Check the chest near the door for a **Thompson** and a **clip**. Enter the room opposite where you entered. Use the **doubloon** on the Jack in the Box, and get the **Pompon** that drops out. Move to the main room, through the



other doorway. Here, you meet the clown that you saw in the game's introduction. Stryker used a great way to kill the clown! The clown won't hit you, so don't worry. Lead him close to the opening that leads into the greenhouse, then throw the **pompon** here.

**Note:** the clown follows the lead, and leads the snakes away from the entrance. This technique takes exact positioning, so it may require a few tries.

Enter and stand near the fireplace. Drop the **grenade** down the fireplace, which kills two of the pirates downstairs where you land. This tactic is supposed to be the easiest method, but I found that not using the **grenade** in the fireplace is more efficient because it makes getting out of the room where you land easier, and the doors of the room are already open. No matter which method you choose, go down the fireplace to get back into the main house.

## THIS OLD HOUSE AFTER THE ATTIC

You need to kill the remaining pirates in the room, and you have a choice of many killing ways. One way is to run outside and as the pirates follow you, run up the stairs. Keep running up and down the stairs and all the pirates but one eventually shoot each other. This process, however, can take a long time.

A faster way is to run to a door, open it, and go through. After you get past the door, stand beside it and hit the first guy through with the **frying pan**. This way, you hit him and all the guys behind him, and if you're standing correctly, no one can hit you—a faster method than running up and down stairs.

Return to the room where you landed and pick up the **billiard ball** near the Christmas tree. Go upstairs to the billiards room. Use the ball on the orange/yellow machine beside the pool table.

After the bookcase moves, approach it and unlock the door with the **key** the pirate in the attic dropped. Step inside. After enduring One-Eyed Jack's reminiscing, use the **hook** on the door—it opens. Go down to the ground floor and head toward the kitchen. The witch comes in and captures you.

## AS IN THE SHIP, YOU ARE GRACE

You now gain control of Grace, the slowest hero/heroine ever to appear in an adventure game. Grace can't fight, so you have to avoid every pirate or become a great big wimp. What's it gonna be?

When you gain control of Grace, push the wooden board (next to the door) to the side. Step through and walk up to the table. Pick up all the items on the table, and use the **seeds** on the parrot. You now must eat the **sandwich** for points. Look at the wall map on the way out of the room. After you are outside, avoid the first pirate. Run down the hallway to Grace's left and hide in the black hole to the side. As soon as the pirate walks past, run back out and get behind the pirate by running up to the ladder and climbing. Climb another ladder to the top deck. Here, make sure that you stay behind the barrels so the pirates don't catch you.



---

**Run from barrel to barrel in a clockwise path. You must pick up the tinderbox and then climb down the hole near it. You end up in the captain's room.**

## **The Captain's Room**

Pick up the **small** cannon in the small chest. Drop the **small** cannon on the floor. Use the **pepper** pot you found near the parrot, in the cannon. Pick up the **crystal** glass from the shelf and walk behind the cannon.

Use both the **crystal** glass and the **tinderbox**, when the pirate enters. After he dies, pick up the **bell**. Go into the closet and pick up the **Captain's Staff**. Exit the closet and enter the kitchen. Take the **chicken** foot and use the **bell** in front of the dumb waiter. Climb into **dumb waiter** and make sure to take the **key**.

## **In the House as Grace under Pressure**

Unlock the cabinet in the kitchen with your **key** in the dumb waiter. Take the **ice** and the **molasses**. Step into the main hallway and use either the **ice** or **molasses** on the entering pirate. Climb to the first floor and use the weapon you have left on the second nasty pirate. Enter the billiards room, and then the captain's room. Use the **Captain's Staff** on the desk to get the **Iron Key** and the **BOOK**. Enter the witch's bedroom and the room next to it, where you originally picked up the amulet

(as Carnby). Use the **Captain's Staff** while standing atop the stone square. You teleport to the ground floor with a load of stuff.

Now, supposedly, you should be able to enter the organ room and drop the **Teddy bear** in front of the folding bed (the item next to the door that leads to the nursery room), and use the **Loa Staff** on the organ to disable the force field and enable you to put the **token** in the organ.

I, however, never could make this work. To kill the third and last pirate in the house, I maneuvered Grace so that the third pirate fell on top of the block of ice left over from the first killing, which means you must use the **ice box** on the bottom floor when first entering the house.

After you get past the third pirate, use the **bell** in front of the dumb waiter and go back to the ship, where you are captured, and you regain control of Carnby (yourself).

## **CARNBY, AFTER GRACE IS CAPTURED IN THE SHIP**

Here, you have control of a chained *You*. While Grace is held by the arms by a pirate, you must find a way out.

---

**Move your arms by pressing the arrow keys until you can pick up the Iron Key.**



You must use the **Iron Key** to get free. Kill the pirate that approaches you and get his **sword**. You can win most fights from here on with this **sword** just by holding down the arrow keys. The pirates walk into your swings—it's a great weapon!

## **Down Under, under the Bottom Deck of the Ship**

Go through the door and kill the approaching pirate, then pick up the **Thompson** and the **flask**. Enter the hall and kill the third pirate. Pick up the **short fuse** and the small **pistol** that the pirate drops.

Now you must enter the room at the end of the hall. Here, a two-gun wielding pirate waits. Kill him and get the **ammunition** for your pistol and the **flask**.

Exit back into the hallway and enter the room that holds the drunken pirate. Kill him and get the two **mail coats**, also the **pistol ammunition**, and the **flask**. Another **pistol** waits here. Push the barrel away from the wall, and pick up the message bottle. To push the barrel clear of the wall, use little pushes, while facing more to the left with every push. In this way you can push so that it doesn't stick between the two walls. Throw the **bottle** and pick up the **parchment**.

Go back into the hallway and kill the one waiting pirate. Enter the furnace room and kill the two pirates.

Now, you must pick up the hot coal **poker** and the **pliers**. Go to the far corner of the room and pick up the **key**.

Back in the hall, use the new **key** (found in the furnace room on the door opposite the furnace room door). Now you must kill the pirate, get the **powder key**, and pick up the **opiscule**.

Exit this room and go upstairs. Enter the room with the cannon, and kill the sleeping pirate. Use the **pliers** on the cannon, then make sure that you push it away from the wall.



---

**Due to a bug in early versions of the program, Carnby may not go through the pushing motions in this room. You still can push the cannon. Just make sure to position Carnby exactly, and sooner or later he can push the cannon. Make sure that you push the cannon *toward* the closest wall (you see only Carnby's back as he pushes).**

Now you must enter the sleeping pirates' room and drop the **powder keg** on the ground. If you do this quickly enough, you won't need to fight the three pirates. Go back to the cannon and use the **short fuse** on it, and then the **poker**. Walk into the blown up room and get the **pouch of gold** and the **flask**.



---

**Save the game here. The gold will open any door, but you have to open the right one, or you cannot finish the game.**



Exit to the hall and use the **pouch of gold** to open the door next to the cannon room. Go inside; you should see two chefs. If you open the wrong door, restore and open the correct one. Kill the little chefs, and get the **flask** on the shelf. Open the other door in the room and go inside. Kill the big chef and get the **metallic jack**. Go back to the hall and use this **metallic jack** to open the door that leads to the captain's room.

After you gain control of Grace, walk to the statue and use the **lao staff**. The door opens. Enter and use the **chicken's foot**. You free yourself, and a ghost appears.

I found no way to kill this ghost. If you know of a way, please let me know.

## **The Tip Top Deck of the Ship**

The cool part of the game is to kill everyone on the top deck, and pick up the **hook** that the music man drops. Climb up the ladder of the main mast, and kill the one pirate on top. Just hit him a few times until he falls off the ledge. Use the **hook** to slide down the rope. Walk toward the middle of the mast and kill the martial artist with the sword. Now, just drop down to the top deck and get the **nichol's sword** that the martial artist dropped.

## **Game's End**

Walk up to Grace, and use the **pliers** on her to free her. Attack One-Eyed Jack with **nichol's sword** until he dies twice. After the second death, he walks toward the cannons as you escape on the lifeboat.

Congratulations, you've finished ALONE IN THE DARK II!

## ALONE IN THE DARK II CHEATS!

How to get 32000 body points:

When you first enter the house, collect both poisons—in the kitchen by the dumbwaiter and from the worksurface. Make the poisoned wine and drink, then hold the Enter button down until it is back onto your inventory and actions list. Your body points display is at least -1000. Now repeat this process until the minus disappears. You then are left with 32000 body points. **Note:** to enhance this effect and to keep from getting drunk, collect the frying pan before you drink, and when you get to 32000 body points, use the frying pan.

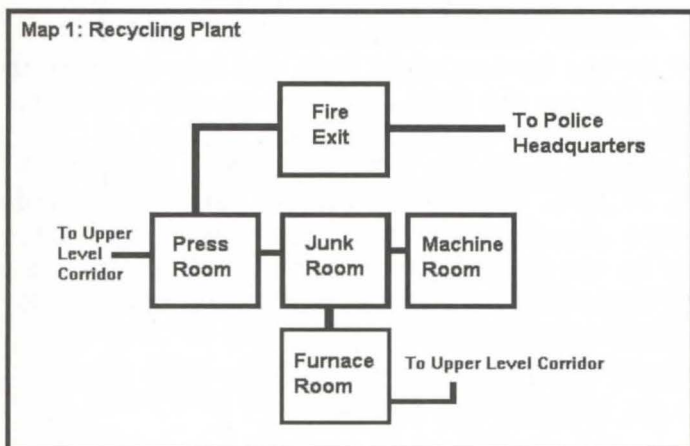
# BENEATH A STEEL SKY™

**W**hat a wonderful game! A well-written story, challenging yet fair game play, and an interface that encourages exploration. The sense of humor is better than in most games. Set in an apocalyptic future, comic book style images tell the story in the beginning, which you may not expect from a high-quality adventure. The introduction is well done, using deadpan narrative. Some sections resemble an arcade, and it seems as though you must beat the clock to win at these sections of the game. The last third of *Beneath a Steel Sky* is more difficult than the first two thirds of the game. The puzzles are hard at the end, and only the tough survive! With the following handy helps, you are on your way to winning.

Game Drama 5  
Graphics & Sound 4  
Value 4

## THE NO B.S. WALKTHROUGH

### Escaping From The Recycling Plant



After the helicopter crashes, Fosters escapes and runs to the Recycling Plant, with officer Reich after him. When you reach and begin to climb the stairs, read the fire exit notice. Take the metal rung on the left side of the stairs (it's a crowbar). Now open the fire exit with the crowbar.

Now Fosters can play a trick on Reich. Go down the stairs after Reich leaves. Go right and examine the junks. You see a robot shell on the right side. Insert Joey's circuit board into the robot shell. Now, activate Joey as a cleaning-purpose robot. Talk to him for a while. Now, go right and talk to the man, Hobbins.



---

**When Fosters talks to a character, he must talk until you get no further replies. Usually, you left-click on an object to look at it and right-click to manipulate an object.**

Try to open the cupboard. Hobbins stops you. Return to the junk room and stand on the lift, which sets off an alarm. Hobbins comes out and disables the alarm. As Hobbins comes out, run to the machine room, open the cupboard, and take everything as fast as you can. **Note:** if Fosters fails to get everything, play the same trick again. You find a spanner (wrench) and a piece of sandwich in the cupboard.

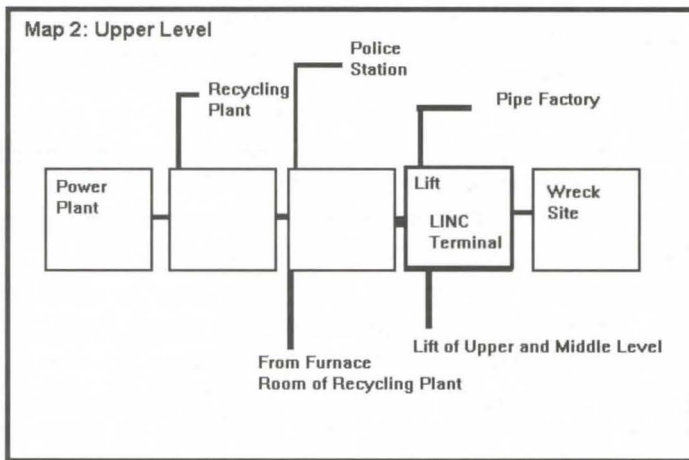
Go back to the junk room and wait for the transporter. Examine the transporter. Talk to Hobbins about the transporter, then go back to the junk room and ask Joey to start the transporter. The transporter moves wastes to the lift. When the lift goes down, Fosters should climb down through the hole.

Fosters arrives at the furnace room. Wait for Joey and talk to him. Examine the lock on the door. Ask Joey to open the door. When the door opens, Reich enters and points his gun at Fosters. In a surprise move, the LINC watchcamera kills Reich before he kills Fosters. Examine the corpse. Take his ID card and a pair of dark glasses. Exit to the upper level corridor. **Note:** do not go to the police station and use the ID card to access the lift there—Fosters doesn't have enough LINC status to access the lift, and he dies.

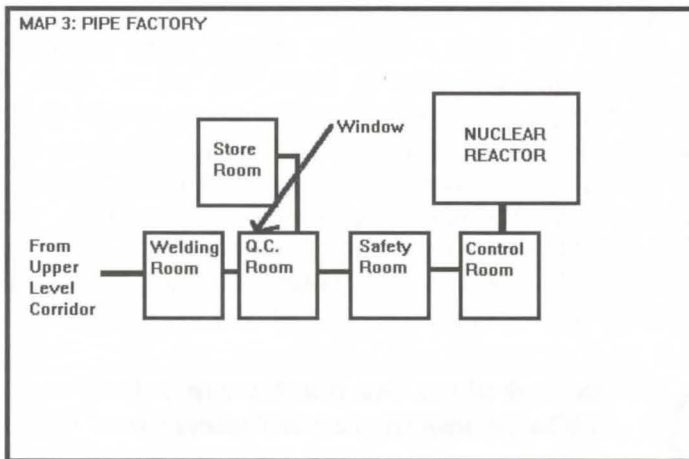
Go right and insert the ID card in the LINC terminal beside the lift. Read all the news and the ads.



## Activating The Lift To Middle Level



Go right until you see the helicopter wreckage. Talk to the officer about the wreckage.



Go right to the pipe factory. Talk to the supervisor, Gilbert Lamb. He asks Fosters to leave because Fosters is not authorized to enter. Walk outside until Lamb comes out. Talk to him, and then give him the piece of sandwich.

Re-enter the pipe factory and talk to the girl, Anita. Go right to the next room and talk to the man, Potts. Look through the window to view the store room. Insert the SPANNER in the COGS to crash the delivery system. Take the spanner from the BROKEN COGS. In the same room with the broken cogs, talk to Joey. Ask him to check the store room. He later reports that he found an alarm unit. Return to the welding robot near the entrance. Use spanner to loosen the WELDING ROBOT's nut (right click the spanner on the robot). Talk to Joey about the new shell. Give him the welding shell.

Go to the room with the broken cogs. Ask Joey to weld out the alarm unit. After Joey does so, enter the store room. Turn over the GANGWAY, take PUTTY from the floor.

Give the putty to Joey to identify. Joey tells Fosters that it is a lump of plastic explosive. You see a can of WD40 and a key on a shelf. These items are useless—if Fosters takes them, he is robbed by Potts when he steps out of the store room. Potts takes away the can of WD40, the key, the pair of dark glasses, and the piece of sandwich. Leave the pipe factory and go to the power plant.

Talk to the old man. Loosen the BUTTONS of the steam machine near the entrance with the spanner. Note the two buttons at the left and at the right. Fosters should stand somewhere near the left button and ask Joey to press the button. When Joey presses the right button, have Fosters press the left button immediately. If both buttons are pressed at the same time, the valve of the steam machine opens and the old man leaves the power plant. Go to the power switch box at the left. Turn off the SWITCH and the bulb goes out. Take the BULB, place the PLASTIC EXPLOSIVE in the LIGHT SOCKET and turn on the SWITCH. This explosion blows away the door of the switch box.



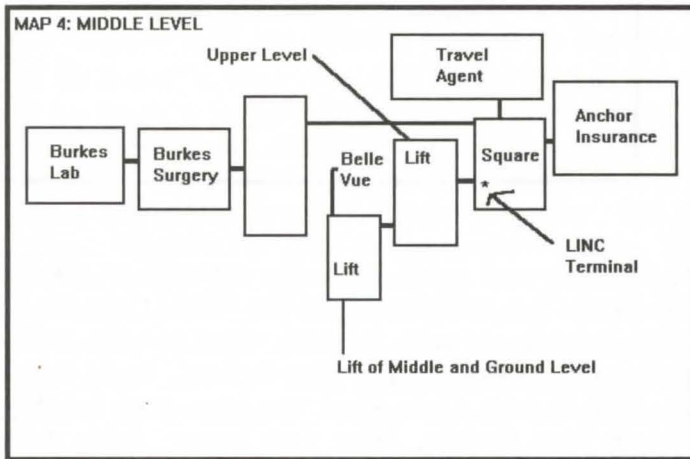
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**Do not place the plastic explosive while the switch is on or Fosters dies.**

The switch box has two switches that Fosters can access. Flip the RIGHT switch DOWN, which switches on the power of the lift again. Now Fosters can go to the middle level.

Go to the lift. Ask Joey to cut the red cable hanging outside on the pipe factory (go to the lift to get out of the way). Next, sweep the ID card on the SLOT of the LIFT. When the lift opens, go in. Note that if Joey is in the same screen when Fosters goes in the lift, Fosters asks Joey to come in the lift.

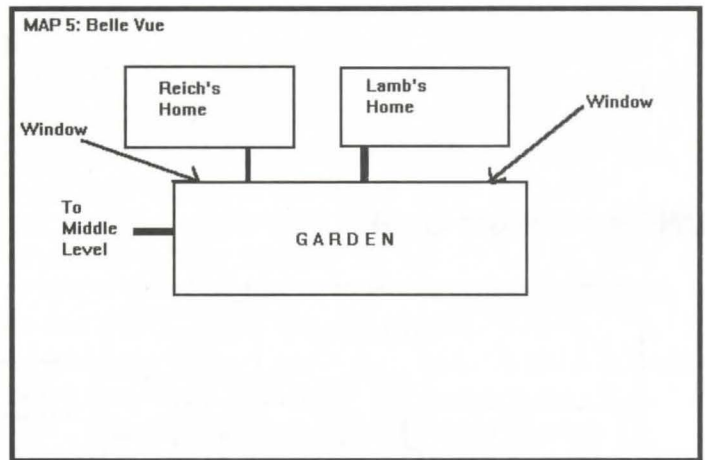
## D-LINCing Gilbert Lamb



Leave the lift and take the CABLE from the floor—the cable Joey cut at the upper level. Go right to the insurance shop and the travel agent first. Go to Belle Vue, located to left of the lift that goes to and from the upper level. Talk to the man in the garden. The right apartment is Lamb's and the left apartment is Reich's. Fosters can peek through the windows to look over the apartment. Use the ID card on the left apartment door's SLOT. Go in and flip the PILLOW to find a MAGAZINE under the pillow. Take and read the magazine. Wait for Lamb in the garden. Then talk about who can fix the lift. Lamb, however, doesn't care who does it.



**Talk to people until they have no more to say. Often, you must reinstate a conversation to get all the information.**



Go right to the travel agent. Give the magazine to the travel agent. He issues you a ticket. Take the TICKET from the desk. Go to the pipe factory and wait for Lamb. Give him the ticket. He promises Fosters a trip, on the pipe factory. Go in the factory and wait. Talk to Lamb again about the trip. Lamb briefly describes the pipe factory. After Lamb leaves, Potts doesn't prevent Fosters from going right to the safety room. Go right to the safety room and talk to Anita until she mentions Schriemann port. Ask her about RETINA JAMMER. Give her the ID card, and she copies the retina-jammer on the ID card.

Exit the safety room and find a LINC terminal, then insert the ID card.

Select (4) SECURITY SERVICE. After the checking of retina, type the password.

Select (1) READ DOCUMENTS. Two documents: BRIEF.DOC and REPORT.DOC.

**Note:** Fosters cannot read the documents because they are encrypted.

Go back to manual of security service.

Select (2) SPECIAL OPERATIONS.

Select (1) FILE ADJUSTMENT. After adjusting the file of Lamb, go back to the special operation manual.

Select (2) AUTHORIZE D-LINC.

**Note:** Lamb is D-LINCing so he can't go back to the middle level from the upper level.

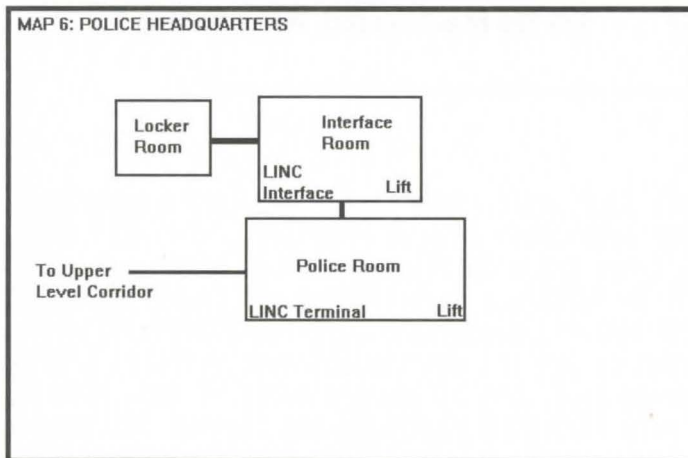


## Enter LINC Space

Go to the upper floor and wait for Gilbert Lamb. Wait until he tries to use the lift. Because he is de-LINCed, he cannot go back to the middle level. Talk to him. He asks Fosters to look after his cat. Now Fosters has access right to Lamb's apartment. Go down and go into Lamb's apartment. Fosters can open the door with the ID card. Inside, take the VIDEO CASSETTE from the book case. Put the video cassette in the VCR. The cassette is about Lamb and his cat. Turn on the FEEDING MACHINE to feed the cat.

Go to Anchor's insurance. Ask Anchor about the Schriemann port. Go to Burke's Surgery three screens left. Talk to the man outside the clinic. Go in and read the LEAFLET on the table. Activate the HOLOGRAM (just click on the HOLOGRAM PROJECTOR). Ask Joey to persuade the hologram woman to open the door. She refuses several times. Keep asking Joey to do so and finally, when Joey mentions Mr. Overmann, the door opens. Go in and talk to Burke. Ask him for surgery of SHRIEMANN PORT. Finally, Fosters can get the Shriemann port *after* he promises the exchange of his balls and the port. Talk to Burke again about how to go to the ground floor. Burke advises Fosters to see Mr. Anchor.

Go to Anchor's Insurance. Say that Burke sent Fosters, so he leaves for a while. Meanwhile, ask Joey to weld down the ANCHOR from the statue. If Mr. Anchor returns before Joey cuts down the anchor, ask Mr. Anchor to process the special policy again. He leaves again.



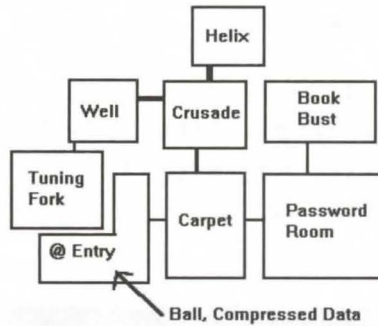
Go up to the upper level. Go to the fire exit of the recycling plant. Tie the cable to the anchor and make a GRAPPLING HOOK. Use the hook on the SIGN on the building opposite police headquarters and swing into the building (yes, Fosters breaks into police headquarters). He takes back the cable first. The second locker from the door belonged to Reich. To open it, first use ID card on the slot of the locker and then open the locker, but you find nothing useful. Go right to the interface room. To enter LINC space, first select identification, sweep the CARD in the slot (if you use Reich's card, identification is Reich; if you sweep Anita's card, identification is Anita). The next step, sit on the chair and wait for the interface to lower (just right click on INTERFACE). Go in LINC space as Reich. Fosters now should have the following utilities:

UTILITY	USE
INFO	For utilities description
LOGOUT	Logout from LINC space and return to real world
OPEN	Open other folders
CHARON	Retina-jammer

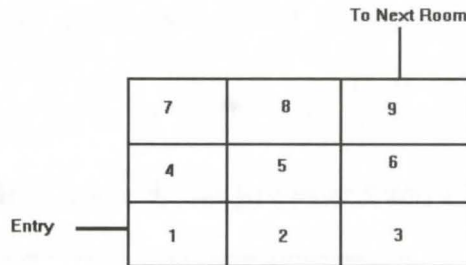


**Two documents have question marks. A question mark means that the file is encrypted. Refer to Map 7.**

MAP 7: LINC SPACE



MAP 8: Password of LINC Space



When Fosters enters the LINC space, pick up the BALL from the floor (it is COMPRESSED DATA). Go right to next room, open the CARPET by the OPEN utility. Two items await—a MAGNIFYING GLASS and a BIRTHDAY SURPRISE. Take both items. The magnifier is a DECRYPT utility and the surprise is a DECOMPRESS utility. Decompress the COMPRESSED DATA with the DECOMPRESS utility. Then Fosters now has two passwords from the compressed data, one is green and one is red. Both passwords are identical in function. Decrypt the ENCRYPTED DOCUMENTS with the DECRYPT utility. Now, both documents should show no more question marks. Go

right again to the password room. Refer to Map 8. The password room can be partitioned into 3x3 cells. To pass the room, do as shown in the following puzzle:

DROP p1, 1 to 2, DROP p2, 2 to 1, TAKE p1,  
1 to 4, DROP p4, 4 to 5, 5 to 2, TAKE p2,  
2 to 5, DROP p5, 5 to 4, TAKE p4, 4 to 7,  
7 to 8, 8 to 5, 5 to 6, 6 to 3, DROP p3,  
3 to 6, 6 to 9

## INSTRUCTION

## MEANING

DROP pX

Place the password at cell X

X to Y

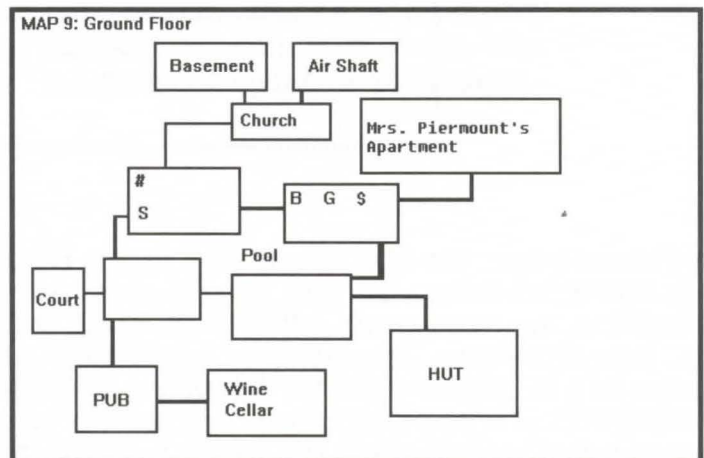
Go from cell X to cell Y

TAKE pX

Take back the password at cell X

When Fosters gets to the next room, take the BUST and BOOK. The BOOK is the third encrypted document. BUST is a utility (PHOENIX) to change the LINE state of a file. Decrypt the third document, then LOGOUT by using the DISCONNECT utility.

## Sponsorship for Entering St. James Pub





Now Fosters returns to the real world. Use the ID card in the LINC terminal at the right. Fosters should be able to read all three documents now because they are decrypted. Choose SECURITY SERVICE, then SPECIAL OPERATION, and finally SPECIAL STATE REQUEST to change the state for a higher LINC state, which gives Fosters enough rights to access the ground floor. Leave the headquarters by the lift. Then go down to the middle level. Go to the lift near the entrance of Belle Vue. Go down to the ground floor by this lift.

When Fosters steps from the lift, Joey falls on the ground and crashes. Foster takes Joey's circuit board from the robot shell. Talk to the guard standing before the entrance of the church. Wandering around on the ground floor, talk to the fat woman with the dog, Mrs Piermount, about Overmann. Talk to everyone on the ground floor.

Go to the south side of the pool. You see a hut. Examine the door and try to open the door with the metal bar. **Note:** there is a LOCK on the door; move the pointer slowly to find it. Use ID CARD on the LOCK and enter the hut. Take the SECATEURS.

Go west on the side of the pool, talk to pub doorman. He tells Fosters that a sponsorship is needed to enter. Circle the pool to find Mrs. Piermount. Ask for sponsorship. She promises to sponsor him, but first she asks him to go to her apartment, then leaves. Fosters should go the east side of the pool and press the BUTTON of the intercom. Mrs. Piermount allows Fosters to enter her apartment. Talk to the woman until she phones the pub about the sponsorship. Insert the VIDEO CASSETTE in the VCR, then the dog comes to the monitor and barks at the cat on the screen. Examine the DOG BOWL and take DOG BISCUITS. Then leave.

Go back to the entrance of the pub. Now Fosters can enter the pub. Go to the pub. Talk to everybody. Go to the top right corner, where you see a door with a METAL PLATE. Examine the metal plate. Talk to the barman, who says that the door leads to the wine cellar. Listen to the band.

## **In the Wine Cellar of the Pub**

Go to the north side of the pool; you see a construction site beside the pool. Place the BISCUITS on the PLANK and wait for the fat woman and her dog. When the dog stops at the plank, pull the ROPE to lower the plank and then throw the dog into the

pool, which makes the guard leave his post. Go into the church. Examine the dummies in the church and then visit the right exit to ventilation shaft. Then go to the basement. Open the middle LOCKER; Fosters finds the corpse (Anita). Go back to the upper level and tell Lamb about Anita's death.

Go in the pipe factory and go to the safety room. Open the LOCKER and exchange the clothes with the OVERALLS (just right click the overalls). Go in the control room. Access the control panel (right click it). Select OPEN REACTOR DOOR and then enter the reactor. Take the LINC CARD from the ground. It is Anita's card. Leave the pipe factory.

Go to the police headquarters through the police station. Enter LINC space as ANITA (sweep Anita's card on the slot). Fosters should have the following items:

ITEM	USE
BLIND	Blinds temporarily
DECRYPT	Decrypts documents
CHARON	Retina-jammer
OPEN	Opens utility
DISCONNECT	Logout purpose
INFO	Information utility
PLAYBACK	Data-playback purpose

Go right to the next room. Blind the eyeball with the BLIND utility and quickly go north. A crusader is in this room. Ignore him and go north. You see a DATA WELL in the room. Use PLAYBACK to playback Anita's data. She mentioned an Eduardo and the subway. Go to the starting room, then blind the eyeball and go to the room with the well fast! Leave the room through the other exit. Fosters should return to the starting room, but at another partition. Take the TUNING FORK before the blind eyeball opens. Logout from the LINC space and back to the real world. Insert Anita's card in the LINC terminal and read all information.

Go back to the ground floor talk to the boy, Vincent, about DANDELIONS and Fosters finally learns that he is no gardener. Talk to the fake gardener until he admits that he is Eduardo.

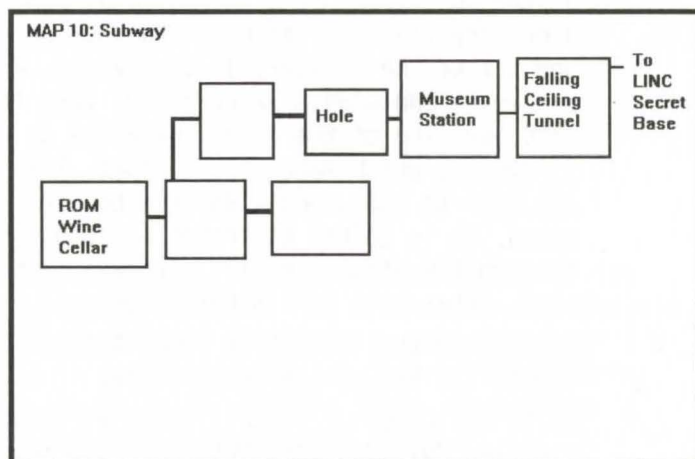
Go to the west side of the pool, if the door to the court is open, go in. It is just a cut-screen and the result of the court has nothing to do with the end of the game.

Go to the pub; the band should then leave. Go to the JUKEBOX and play music (right click on it). Choose "You Search, But Find Nothing." The music plays repeatedly after a period, and Mr. Coston kicks the jukebox. Now, pick up the GLASS on the table as soon as possible (Coston left fingerprints on the glass).

Go to the middle level and visit Burke's surgery. Give him the glass and ask him to change Fosters' fingerprint to match Coston's. Then go back to pub and now Fosters can open the door by pressing on the METAL PLATE (right click it).

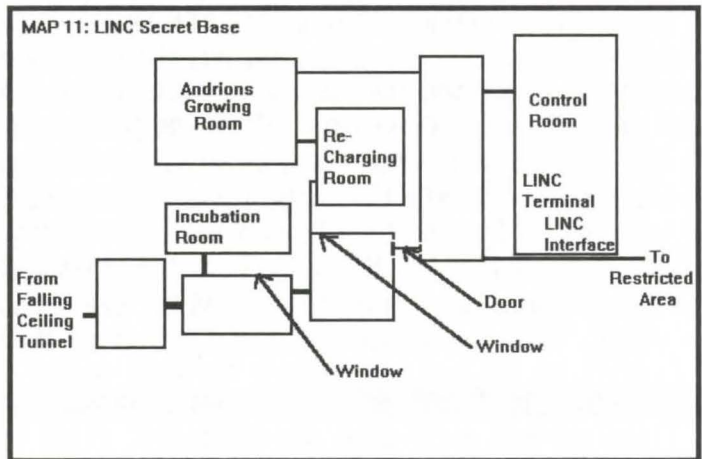
Enter the wine cellar. Use the METAL BAR to open the PACKING CASE. Take the WOODEN LID and place it on the BOX under the grill so the box can support Foster's weight. Stand on the box (right click it). Use the METAL BAR to make a hole in the GRILL and cut the grill with the SECATEURS. Climb through the hole to the subway.

## The Subway and the Secret Base



After crawling through the small hole, Fosters reaches a subway. Go right and turn left. Go right again and stop. You see a big hole in the wall. Do not go near it—SAVE GAME first. A monster waits behind the hole. Place the BULB in the SOCKET at the left

side of the hole. Fosters then can pass the hole safely, if the light bulb is glowing. Follow the path until Fosters reaches Museum station. Save the game!



Go in the entrance and then run to the exit at the bottom right corner, because this ceiling falls down! Now Fosters is at the outside of LINC secret base. Fosters cannot open the door directly. Use the Metal Bar (crowbar) on Plaster on wall. Don't take the Plaster, it is useless. Use the crowbar on the Brickwork and when a Brick falls, take it. Stab the crowbar into Swelling of the vein. Use Brick on the crowbar to force it deeper, which makes fluid spurt. Take the crowbar. Wait for the door to open, and a Nurse Robot arrives to care for the wound. Go in before the robot can close the door. First look through the window (grill), Fosters sees a man pacing in the room. **Note:** this man is dangerous!

Go down to the incubation room. Access the Control Unit and choose (1) Reduce the temperature.

Go to the Cover Of The Pit quickly, because it closes only for a while. Pull down the Metal Bar and leave before the cover re-opens. Now, the grill falls if someone stands on it. Go back to the corridor.

Go to the recharging room. Wait for the robot. When the robot returns to the recharger, put the Joey circuit board in the Slot of the robot. Joey takes the control of the nurse robot. Ask Joey to check the room with the man. Wait for Joey and



talk to him again. Ask Joey to open the tank's tap. Return to the corridor and look through the window to the room. Make sure that Joey opens the tap and that a pool of fluid forms on the floor. Enter the room. When the man tries to kill you, he falls into the furnace before he can reach you. Go north and then go east to the next room. Go to the control room.

Insert the ID card in the Terminal and choose the following actions:

(2) Access To Restricted Area.

(1) Open Door.

Save the game and exit. A man comes out after the door opens. He tries to kill Fosters but Joey kills him. Unfortunately, the nurse-robot shell is damaged during the fight. Examine the robot and take the Joey circuit board. Examine the Corpse and take the third ID, the ID card of Gallagher. Return to the terminal room. Enter the LINC space as Gallagher, using the third ID card. Fosters should have the following items:

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**ITEM**

---

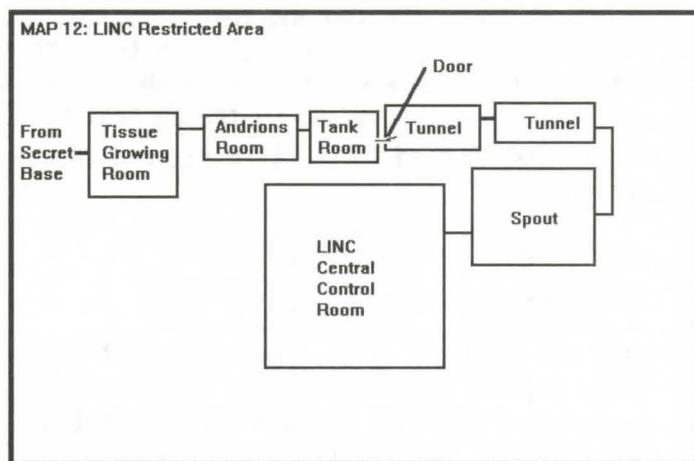
**USE**

---

DIVINE WRATH	Finishes the crusade
BLIND	Blinds the eyeball
DECRYPT	Decrypts the documents
OPEN	Opens the file
DISCONNECT	Logout purpose
INFO	Information utility

Go to the room with a Crusade, end the Crusade with a Divine Wrath utility and logout. Re-enter LINC space as Anita. Because the crusade is killed, Fosters can go to a room behind the crusade. Find a helix in a crystal. Use the Tuning Fork to break the crystal. Take the Helix (a computer virus represented in DNA-form). Logout and return to the real world.

## Joey Takes Over LINC



Go in the room where Gallagher came out—the tissue growing room. You see a big tank with tissue growing inside. Take the Tong from the wall. Fosters can use the Tong to take some Tissue, but this tissue is useless. Insert Anita's ID Card into the Console, the virus transfers to the system, and the system crashes. The tissue growing inside the big tank becomes poisonous. Don't take the tissue now. Take it later because the tissue wears out after some time.

Go to the next room. There are 3 andrions. Save the game! Open the middle Cabinet, insert Joey's circuit board, and access the Console.

- |           |                         |
|-----------|-------------------------|
| Select(1) | Run R&M Program         |
| Select(2) | Download Character Data |
| Select(3) | Run Startup             |

Joey now is in andrion form. Do not start the andrion at the right; it kills Fosters. Go right to next room. You see two panels on the wall. Ask Joey to put his hand on the right panel and Fosters puts his hand on another panel—the door opens. However, Joey's hand now is stuck to the panel. Don't try to rescue Joey. Continue down the tunnel, and Fosters reaches the end. Tie the Cable at the Pipe Support.

Return to the tissue room. Use Tong, then take and freeze the tissue in the Liquid Nitrogen Tank. Now Fosters has poisonous tissue. Return to the end of the tunnel and climb down by the rungs. Drop the Poisonous Tissue into the Orifice. A door then opens at the left. Save the game! **Note:** only poisonous tissue can open this door.

Climb to the left and use the cable to swing into the room. Fosters reaches the LINC central control room and sees his father, Overmann. LINC rejects Mr. Overmann. Ask Joey to sit on the chair as soon as possible or LINC kills Fosters. Then Joey takes over the control of LINC. Although Fosters finally meets his father, his father cannot live without the support of LINC. LINC now is under Joey's control—who is renamed Ken—and Fosters goes back to the Gap.

You have reached the end and won the game!





# BLOODNET®

This action-adventure game takes place in a futuristic New York City. Bloodnet is one of the new cyberpunk stories just hitting the stores. In this game, you assume the role of an ancient evil who eats, sleeps, and lives on the NET—a cyberspace similar to today's Internet. Information moves back and forth, and you kinda have a net jones, cause you're like an info junkie or something. Your name in this story is Ransom Stark. You have become one of *them*, a vampire, in this story. Your goal is to become human again. You must collect certain items and perform a variety of combat procedures to win this game. Most items are neural implants and a variety of weapons.

Game Drama  
Graphics & Sound  
Value

5  
3

## THE NO B.S. WALKTHROUGH

The Bloodnet walkthrough is the quickest way to end this game, although talking to more people gives you more things to do, more fun, and more money. Another helpful hint is that the more you talk to other people, the more places suddenly appear on the map. My ultimate tip is save, and save often! If you see a new weapon, pick it up, and try to keep up with the implants to improve your combat performance.



---

The code left in the game is the M option. You can press M when you are in a hole. You also can walk through things by pressing the M key. The programmers used this key when they wrote the game, and I don't know if the option was intentionally left in the game, but it's there if you need it.



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First, do not talk to Shock Maraud at the Strawberry Fields if you don't want to fight every 5 minutes. If you do talk to Shock Maraud, you are able to sell the things you find on enemy corpses. Then you can buy better stuff.

## The Apartment

Pick up the neural implant, which gives you a cyberspace address. The address is HOPE. When prompted, type HOPE. The apartment has been demolished, but you can see that the computer still functions. Pick up all the loose items here. You can always get bigger and better stuff later.

## Tackett's Lab

Enter cyberspace in the lab by using the game icon. Move two screens to the south and find the FATS terminal. This terminal looks like a human attached to a circling ball. This FATS terminal enables you to move to different places in cyberspace. Now use the cyberspace address (HOPE), and you enter Tackett's cyberspace. You now find her journal. Read this journal. You learn that Tackett has gone into hiding. You also learn about The Lost Kids, Red Corsse, Van Helsing, The TransTech Power and Wealth, and Ludwig Sampson. To leave cyberspace, click on the top of the screen. Also, take the Implant Plans. Pick up the 4MB chip and place it in the decking unit.

## **Houstin Matrix Rovers**

Take the Patch Cord and make sure that you talk to Larry Owen.

**Note:** the patch cord helps you become effective in cyberspace.

## **The Abyss**

You must recruit members here. Do not recruit more than three members. Talk to Rymma Fizz. Get at least two others to join you; Slash McLauchin and Monnick St. Clair are good choices.

## **Metropolitan Museum of Art**

Talk to Montgomery Taylor; answer NO to his first question.

## **Vince Munition Depot**

Buy a Jury Rig Toolkit.

## **Central Park**

Talk to Kimba West. If you see only three persons on the screen, go to another place and return, until you see seven persons.

Talk twice to Sander Tomalin. Put the Soul Box in the decking unit. Search the area and take the dirt. On the second screen, talk to Mother Mary.

## **Cafe Voltaire**

Talk to all the customers who are revolutionaries. You soon meet Cyril Thorpe. You find Gerry Soo, who gives you the address to the well where you can meet Thorpe, but Soo doesn't really like you. He decides to show you the well in three languages. Go to a man named Benny Puzzle to solve the note. Benny gives you puzzle clues to solve this dilemma, and you must use several dictionaries to solve the puzzle. One address, "noun," can be used in cyberspace by going to "noun" and by using the balance of the clue that Benny gives you. To solve the puzzle, you must know the standings of the rage gangs. **Note:** talk to Leonora Major. Answer YES. Also talk to Oscar Nandez in the second room.

## The Rage Gangs

CODE	GANG
BA	Black Abbotts
UP	Unchouth Paupers
SZ	Strident Zugs
HM	Hard Metal
KC	Kafka Conspiracy
R	Rants
PM	Pain Mothers
ND	Nerve Duelists
CB	Crush Bandits

### Cyberspace

Always talk with every person you meet; you meet them only one time!

Use FATS to go to the MAJOR well.

### Kafka Conspiracy

Talk to Coover Tristan. The address for a gang of sim pirates is found here. These pirates are known as the Icon Robbers. Search their headquarters for a camera. Use the camera to record an image of yourself.

**Note:** you can then return to the Cloisters and use the camera a second time. You see a reflection in the mirror. When the reflection appears, you can find many weapons!

### Electric Anarchy

Talk to Phree Thought. Talk to Nai Hilistick. Talk to Chuck. Talk to Pracktle K. Oss. Talk to Auntie Matter. Talk to Garrick Fizz, and make him join you.

### Autonomy Dogs

Talk to Wild Child. Talk to Sabaccatus St. Aubens.



## Hard Metals

Talk to Tempered Steele and make him join you. Talk to Liquid Nails.

## Metropolitan Museum

If your bloodlust is already high, about 80 percent or so, search the area and take the coffin. Byte the guard, and don't let your party members come in action.

## St. Patrick's Cathedral

Talk to Mother Mary and Brother Complicitus, twice to both.

## Hellfire Club

Talk to George Yachisin. Talk to Renfield.

## Strongarm Tacktick

Buy the Lockpick Casing and the Diagnostic Unit. Jury-rig an Electronic Lockpick.

## Renfield

If your party is not yet complete, make his number six. Drop the coffin and use the dirt on it, where you can rest and recover.

## TransTechnicals

Note: you have to wear the security badge before you can enter here.

INDIVIDUAL	ACTION
Security	Murder Chief Daryl Paine. Search the room and take everything.
Emily Esaki	Search the room and take everything.
Bill Doughan	Talk to him.
Nanotech Lab	Search the room and take everything. Use the lockpick on the second door—in this room, search the area and take everything.

## **Lazlo Green**

You must read the crackdown list first. Search the room and take the gasmask. Let someone put it on.

## **Electric Anarchy**

Talk to Phree Thought. Give her the Dragon Soul Box.

## **Icon Robbers Studio**

Use the Somnavapor—the one with the gasmask should perform this task. Search the room; take the Holocam and the Holofilms, and you can take the Transmitter if you talk to more people than necessary.

## **Doom Pilots**

Talk to Ghost Walker.

## **Madame Mescal**

Buy and use the Instapigment.

## **The Cloisters**

Note: do not murder any of the knights!

From Sebastian's room, take the beads. In the Weaponroom, film Stark and use the film in front of the mirror. Search the room and take everything. Talk to Sir Theodoric, then search the room and take everything.

## **Cafe Voltaire**

Place the beads next to Cyril Thorpe.

Put the Azrael and the TransTech Security badge box in your decking unit.

## **Cyberspace**

Use the FATS to go to the well, MEDIUM. Talk to Cyril Thorpe.

## **Cloisters**

**Note:** don't wait too long to re-enter this place, otherwise the Instapigment is useless and you have to fight the knights. If this happens, you can't get blessed soulblades.

In Sebastian's room, Sebastian blesses the soulblades and the stakes.

## **Cyberspace**

Talk to Melissa Van Helsing.

## **Le Phood**

Talk to Melissa and make her join you. Dismiss Renfield if you have to choose someone.

## **Hellfire club**

Talk to Alexander Tennent. Take a picture of Walter MacCalaster.

## **Van Helsing's Apartment**

Kill the vampires, go to the second room, and search it. Take at least the Signal Scrambler. Save the game!

## **Grant's Tomb**

Use the Scrambler to get to the second room. Surprise... Restore, dismiss the bad girl, rest at Renfield's place, and buy ammunition if necessary. Kill everyone and take the Emerald Pendant. Free Alexander Tennent with the Lockpicks.

## **TransTechnicals**

Talk to Bill Doughan.

## **Electric Anarchy**

Talk to Chuck and make him a member of the group. Disassemble the Green Pendant. Put the Emerald Looker Chip in the decking unit. Put the Tackett's Essence in the decking unit.

## **Cyberspace**

Talk to Tackett Cybervision. Go via FATS to the KANSAS well.  
Talk to Sally.

## **Saint Patrick's Cathedral**

Dismiss Chuck. Talk to Mother Mary and make her join you—you need her to get in the final well. If your ammo or your health is low, do something about it now.

## **TransTech Room 1122**

Kill everyone in the battle. It can happen in a few moments, but sometimes you have to restart the computer because you cannot always kill Van Helsing. Don't let Mother Mary die.  
Talk to Dr. John Walker.

## **Cyberspace**

Go via FATS to the ELIZABETH well.

## **Final scene/Killing Dracula**

Kill the six Dracula Images. Kill Dracula—it's easy with the blessed stake.

You reached the end and killed Dracula!

**Note:** some other wells you can look for are SOFTBALL, TTHEAT, NYVAULT, BLACKWOOD, and NOUN.



# CRITICAL PATH™

**O**n a routine mission over an uncharted island, your accompanying helicopter is attacked. Then your helicopter is targeted, the back engine fails, and you go down. Where are you? Whose island is this?

The only other survivor of the crash finds a control panel inside a warehouse. You use your head visor to explore this warehouse and, with the help of your buddy, find a way off the island, alive. General Mihn (your ultimate enemy) has booby-trapped the entire warehouse, and you must find the disarming combinations in the manual to avoid death. Armed with the camera visor and your buddy at the control panel, can you make it out alive?

Critical Path uses some of the best cinematic scenes to date. The action is nonstop, and the puzzles are great.

Graphics & Sound

Value 4

Game Drama

4

5

## THE NO B.S. WALKTHROUGH

If you had trouble figuring out the codes needed to win this game, read on. This section contains all the codes you need to win.

### Tunnel Doors

Kit looks into the camera and says that her Com unit took a hit, and you should use the Alert Button to let her know you are still there.

### MCL Established

Kit says, "If there is anything you can do, soldier, you better do it now."



---

**The code here is 1 2 3.**

## **Ore Carts**

Kit states, "If you have another surprise, now is the time to use it."



---

**The Code here is 1 5 2.**

## **Conveyor Belt**

Stop the Conveyor Belt by pushing the button marked E or the first row and the fifth column. After she kills the first (Red), look at the second one, and when he nears the end of the conveyor belt turn the belt back on by pressing E again.

## **Furnace**

Press J to pour the hot metal right after Kit says, "This isn't a game, they're going to kill me!" This action pours hot metal onto the floor and kills all the bad guys here.

## **Crane**

Press the G button on the second row and the first column as soon as you see the hook.

## **Catwalks**

Make your way across here by following these directions:

First left  
Second left  
First left  
Second right  
First right  
First left  
First right

## **Hallway**

Turn right when Kit says, "Is there any place close?" Kit washes her eyes, and then asks if you are still with her. Press **Yes**.

## **Packing Room**

Kit says, "The doors look locked. What now?" Turn right three times in a row, which gets Kit to run away from the bad guys.

## **Water Tower**

After Kit asks, "Can you save my butt again?" enter number **666**. This code sequence blows up the water tower and the bad guys.

## **Torture Chamber/Electric Chair**

When the lunatic you just freed points a gun at you, press Number **451**. Then press the **red** button after he says, "Of course, I will have to kill you."

## **Elevator Shaft**

In the elevator shaft, Kit says, "It's gonna crush me." Enter Number **911** and press the **red** button. You've just saved Kit's butt again.

## **End Game**

When the man states, "I'm General Mihn," sound the Siren (**N**) or press the button on the second column, third row.  
You've won!





# DARYL F. GATES POLICE QUEST®: OPEN SEASON

**T**his realistic crime story was produced to recreate detective work handled daily by our men and women in blue. Open Season is the story of Daryl Gates, who is investigating a crime—a serial killer who seems to kill only police.

This game features live actors with digitized action and high production values. With graphic images of gritty realism adorning this game, the makers of Open Season went all out to provide quality police drama. Great job, Sierra!

## THE NO B.S. WALKTHROUGH

You must win this one *by the book*, although the game doesn't tell you when you stray from the book.

### The Opening Scene

You are in South Central Los Angeles, California. Talk to all at the scene. Click the Eye icon on the slain officer's body. In the close-up view, click the notebook on the body and take notes. Try to pick up the cigarette lying on the ground. Exit the close-up view of the body and click the notebook on the graffiti on the wall of the convenience store.

Use your car keys to unlock the car trunk. Pick up the homicide kit. Click the Eye icon on the body of Bob Hickman. Click the chalk from the homicide kit on the cigarette and the body.

Exit the close-up view. Open the dumpster and click the notebook on the body inside. Now talk to Nobles and Chester about the body until Chester photographs the evidence.



---

**In the close-up view of the slain officer, make sure you click the notebook and the chalk on the body and the cigarette.**

## **Monday**

### **PARKER CENTER**

Talk to Hal Bottoms. Look at your desk. Click the Hand icon and read the memo in your in basket. Open the left drawer and remove the photograph. Open the right drawer and pick up a 3.14 Follow-Up form. In inventory, click the Notebook on the 3.14 Form. Still in inventory, click the Eye icon on the photograph.



---

**Remember the password written on the photograph.**

Give the 3.14 Form and the crime scene report to Hal. You must now use the computer, click the Hand icon on the computer in the back of the office. Your ID number, 612, is the same as your badge number. The password is the word on the photo, GUNNER.

Look up some suspects on the computer. Who to look at first? South Central, L.A. Try gangs. Select "Gang Information," and now select a gang name to input into the computer. Remember the graffiti on the wall at the crime scene: "Rude Boys Get Bail." Try this on the computer. After reading about the gang, click CANCEL and then LOGOUT to exit the computer. Leave the office and take the elevator to the first floor. **Note:** if the phone rings, answer it by clicking the Hand icon on the desk, and then on the phone.

### **OUTSIDE PARKER CENTER**

There is no graceful way out of this situation, but you can leave. After you hear enough, click the Hand icon on the reporter.

## **MORGUE**

Greet Sherry the receptionist when you enter, and show Sherry your badge. Talk to Russ, the Coroner's assistant. Talk to Sam Nobles, the Coroner. Click the notebook on Bob Hickman's body. Before you leave, you can take the personal belongings of Bob Hickman and Bobby Washington from the room where you talked to Russ, on the counter between Russ and the pathology lab. This action allows you to return the personal items to the grieving families.

## **HICKMAN'S HOUSE**

Knock on the door. Talk to Valerie. Inside, give Katherine Bob Hickman's personal belongings. Keep talking to Katherine and ask about Bob's drug and alcohol problem. She becomes upset. When she leaves the room, talk to Valerie again until she mentions the closet. Open the closet door and take the pill bottle from the jacket.

## **TARGET RANGE**

You are at the counter at the L.A. Police Academy Target Range; you have a target test on Wednesday, and you need to practice. Take the buff-colored 13.5.1 form and give the form to Bert. Take the wallet from inventory and click it on Bert. Pick up the box of ammo that Bert places on the counter and take the head gear. Exit to the right.

In the firing range screen, walk forward. Take the head gear from inventory and click it on John Carey. When your gun is set to low ready, wait for a target to appear, then quickly aim and fire. When it is time to reload, click the ammo on your gun. After you finish, drop off the head gear at the front counter.

## **SOUTH CENTRAL L.A.**

From the scene of the previous night's murder, exit the screen to the left. Go inside the store and take an apple from the counter and some glue from the display rack on the right. Click your wallet on the store owner to pay for these items.

Outside, walk two screens left, where two kids are in front of a burned-out building. Show your badge to the kid who is standing. Talk to him until he repeats. Move forward into the front door

of the burned-out building. Inside, look at the bullet holes in the cinder block wall. Use the putty knife from the homicide kit to loosen the slugs in all 16 bullet holes. Click the plastic bags from the homicide kit on each bullet hole. Exit to the left to leave this screen. You now should return to the scene of the previous night's murder.

Exit this screen to the right. You now need to get the little girl to cooperate. Show her your badge and question her. Give her the apple you bought at the store. Leave this screen to the right. Show Mrs. Washington your badge to get her to cooperate. Give her Bobby's personal possessions.

## **BACK TO PARKER CENTER**

Take the Parker Center ID from inventory and click it on John Carey. Take the elevator to the basement level by pressing B. Walk to the end of the hall and give Julie Chester the glue from the store and the pills from Bob Hickman's jacket.

Take the elevator to the fourth floor. Walk to the end of the hall and talk to Teddy. Give him the bullets from the burned-out building for shelf storage. Take the elevator to the third floor. Return to your office.

When the phone rings, answer by clicking the Hand icon first on your desk and then on the phone. Exit the office and go to the first floor. Extremely important: save the game!

## **SOUTH CENTRAL L.A. SHOOT OUT!**

When trouble starts, click the Walk icon to crouch beside your car's rear door. Get the shotgun from the trunk. You also can click the Kevlar vest (that you got from Katherine) onto John Carey. Click the Walk icon near the trunk twice. Take the car keys from inventory and click them on the trunk. After the trunk is open, click the keys on the shotgun. Click the Hand icon on the shotgun to pick it up. Exit the view of the trunk. I hope you practiced at the target range earlier.

After you take the shotgun from the car trunk, open inventory and select the shotgun. Click it on the burned-out building. Now you can aim the shotgun and click to fire. You have one chance to reload by opening your inventory and clicking the shells on the shotgun. If you run out of shells, you still can use your Beretta. Whew! What a day.



## Tuesday

### PARKER CENTER

After talking to Lieutenant Block, talk to Hal Bottoms. Try to hand over a filled-out 3.14 form to Hal (you can give it to Hal on your next visit). Take the elevator to the B level and pick up your gun from SIDS. Also, question Julie Chester.

---

**To fill out the 3.14 form, go to your desk, take a 3.14 from the right drawer, and click the notebook on it in inventory.**



### YO MONEY'S HOUSE

Click the notebook on the body outline on the lawn, which makes notes about the body on the front lawn. Walk toward the front door of the house. Search the bushes in front of the door. Find and pick up the red shoe.

Knock on the door and you see a decidedly unfriendly bodyguard! Get past him by showing your shiny badge and then talking to him. Inside, show the red shoe to Yo Money's girlfriend. Talk to Yo Money about his enemies.

### MORGUE

Talk to Sam Nobles about the slain officer, Rene Garcia.

### PARKER CENTER

Wear your Parker Center ID. Give the completed 3.14 form to Hal. Use the computer. Enter your login (612) and password (GUNNER). Choose Hate Crimes from the main menu. Type the name that Yo Money mentioned: **Walker**. Click cancel. Click on logout.

### SOUTH CENTRAL L.A.

Visit Mrs. Washington's house and question LaSondra. Ask her about the lady she saw.

## DENNIS WALKER

Knock on the door and when Dennis Walker answers, show him your badge. Click the Talk icon on him. In Walker's apartment, talk to him again. The noise is too loud; turn off the radio. Before you touch his radio, save the game! After turning off the radio, Walker escapes. Perform this next step quickly, otherwise you are killed by his girlfriend. Take the gun from inventory and click it on Walker's girlfriend. Tell her to drop the weapon and kneel.



---

**Select the Talk icon and click it on Walker's girlfriend twice, once to make her freeze and once to drop the weapon. After she kneels with hands on her head, immediately take the handcuffs from inventory and click them on her. If her hands are left free, she reaches for a knife and kills you.**

## PARKER CENTER

Return to Parker Center. Talk to Mrs. Garcia and fill out a 3.14 on Walker's girlfriend. Give it to Hal. Look at your desk, take the memo from the in-box, and read it. Go to the Hickman's house and talk to Katherine. When you leave the Hickman's house, you go to the Short Stop bar.



---

**Inside inventory, click the Eye icon on the memo to read it.**

## SHORT STOP BAR

Talk to Sam and Julie for a bit. Feeling hungry? Make sure that you take some pretzels from the bowl on the table.

## Wednesday

### CITY HALL

Save your game here, and then walk to the front. Respond to the complaints. When Dennis Walker starts to attack, quickly take the gun from your inventory and click it on him. Click the Talk icon on Dennis Walker first to make him freeze and again to make him drop his weapon. After Dennis Walker kneels with hands on his head, immediately take the handcuffs from inventory and click them on him. If you do not follow these steps, Dennis Walker will kill you!

### PARKER CENTER

Talk to Hal Bottoms. Take another 3.14 form from your desk and click the notebook on it. Give the form to Hal.

### TARGET RANGE

Take a green form from the counter at the target range and give it to the officer. Pick up the box of ammo and the head gear. Exit the screen to the right. At the firing range, walk forward. Take the head gear from inventory and click it on John Carey. When you are ready to qualify, take the gun from inventory and click it on the view of the firing range. When your gun is set to low ready, wait for a target to appear. Quickly aim and fire at the targets. When you reload, click the ammo on the gun. Give the head gear to Bert as you leave.

### IMPOUND LOT

The yardman doesn't let you in. Get the daily code by showing your badge at the window. Talk to the yardman to give him the code and question him about the patrol car. Click the Hand icon on the patrol car. Take the newspaper clipping from the car seat and read it.

---

**Click the Eye icon on the newspaper clipping to read it.**



## **MORGUE**

Question Sam about the bodies in the car.

## **GRIFFITH PARK**

The dog doesn't let you near the crime scene. Give the dog the pretzels you picked up at the Short Stop bar. After the dog leaves Griffith Park, walk to the tree with the yellow police banner around it. In the close-up view, click the Hand icon on the disturbed dirt. Pick up the bone, using a plastic bag from the homicide kit in inventory.

## **MORGUE**

Give Sam the bone you found at Griffith Park.

## **HOLLY AND VINE**

Question the man in front of Ragin' Records and the Bitty Kitty Club. Enter the Club. If the club isn't open, look at the newspaper clipping from the patrol car at the Impound Lot. Inside the Bitty Kitty, show your badge to Electra and question her. Show her the shoe you found at Yo Money's house. Question her about Barbie. Take the lighter on the bar and light her cigarette.

Leave the Bitty Kitty Club and pick up the mirror laying on the street next to your car. Enter Ragin' Records and question the proprietor. Discuss the patrol car and abandoned car. Return to the Bitty Kitty Club, show your badge to Barbie and question her. Show her the shoe.

## **MORGUE**

Go to the L.A. County Morgue, where a news team is questioning Sherry. The day ends here.

If the day doesn't end, you missed something. Did you get the newspaper clipping from the patrol car at the Impound Lot? Did you go to the Bitty Kitty Club and question Electra and Barbie after showing them your badge? Did you question the proprietor of Ragin' Records about the patrol car and the abandoned car? Did you give the bone to the coroner? Check all the hints for Wednesday to see if you missed doing something.



## Thursday

### MORGUE

Question Sam about the remains of John and Jane Doe. Go to SIDS and question Julie Chester.

### PARKER CENTER

In your office, fill out a 3.14 form and give it to Hal. Click on the door in the back of the office. Talk to Lieutenant Block. Ask if suspect could be a girl.

### IMPOUND LOT

Click your badge on the Impound Lot window. Enter the lot and talk to the yardman to give him the code word, and then again to question him about the car. Look at the car and write down the license plate number, **E2BSY669**.

### PARKER CENTER

Back in your office, log on the computer. Select DMV. Enter the plate number, **E2BSY669**, and exit the computer.

### SOCIAL SERVICES HEALTH OFFICE

Show the badge to Nora and question her. In Luella Parker's office, click the Eye icon on the desk. Pick up the case files and the audio tape, and note the names on the files and identification on the tape. Leave Luella's office. Question Nora again.

---

**In inventory, click the Eye icon on the case files and note the names.**



### HOLLYWOOD AND VINE

Enter Ragin' Records and give the audio tape to the proprietor. Click the Eye icon on the counter. Take a drumstick from the counter. Go next door to the Bitty Kitty Club. Question Barbie Cann about Luella Parker.

## THIRD EYE THEATER

Show the ticket-booth man your badge and talk to him. Enter the theater lobby to the left. Question Mitchell Thurman about Luella Parker. If he offers you tea, drink it.

Enter the movie theater by clicking the Hand icon on the doors to the right of the concession stand. You now dream. After the dream, leave the theater and go to South Central, L.A.

## SOUTH CENTRAL L.A.

Enter the burned-out building and check the boxes. Take the rope from the boxes.

## GRIFFITH PARK

The dog is here again. Use the rope you got from the burned-out building on the dog.

If you don't see the dog here, you missed something. Check all the Thursday items to see if you missed anything essential.

## The End of the Game

### TRAPPED IN A MYSTERIOUS ROOM

You are trapped in a room. To get out, click the Hand icon on the homicide kit. Take the pry bar and click it on the double doors to the left.

You are in a dark room and need light. Take the flashlight from the homicide kit and click it on the screen. Move the flashlight beam until you find a wooden door. Moving the flashlight beam near the edge of the screen allows you to examine a different wall. Take the putty knife from the homicide kit and click it on the wooden door. Now open the door.

---

**Click the Hand icon on the door.**



The dog attacks you! You must wait until the coast is clear, but you can't see outside the door. You need to see what is going on at the top of the stairs. Make a periscope!

Click the glue on the drumstick. Click the mirror from your car on the drumstick. You now have a periscope. Click the periscope on the crack in the door at the top of the stairs. When you see a **coast is clear** message, click the Hand icon on the door to enter the kitchen.

Move into the hallway. That dog won't let you pass. You need to make him harmless, perhaps sedate him. Give the dog the bottle of sedatives you got from Bob Hickman's closet.

In the kitchen, open the refrigerator and make a shocking discovery. Take the cigarette lighter from the mouth of the head.

Open the closet and look under the rug in the closet. Open the secret trap-door. At the bottom of the ladder, exit toward the rear of the storage room. Note the woman in the theater seats.

Exit to the theater lobby at the top of the screen. In the lobby, you see soft-drink cans on the display case. Take the can on the right. Check the can and find a skeleton key. Return to the movie theater and use the skeleton key on the door to the right of the movie screen. Use the flashlight from the homicide kit. **Note:** you cannot avoid being attacked by the psycho.

If the dog has attacked and is now guarding you, pick up the dog toy and throw it out the window. You need to make a weapon and search the apartment for the psycho.

Take the can of hair spray from the medicine cabinet in the bathroom. Now, save the game. Before you enter the room at the end of the hall, click the lighter on the hair spray to make a torch. Enter the room at the end of the hall and click the torch on the murderer.

You solved the case... and lived!



# DAY OF THE TENTACLE™

**D**ay of the Tentacle (DOTT) is the second Maniac Mansion adventure from LucasArts. This chapter is divided into sections based on each of the three characters: Bernard, Hoagie, and Laverne. You can complete the game in several ways, using different characters at different times. This walkthrough was created from my experience with the Day of the Tentacle. Excellent product by LucasArts!

The DOTT interface is relatively simple. Nine verbs are displayed on-screen. You just pick the verb you want and then click on an object. For example, *talk to* means you should talk to the character and explore the dialogue options.

## THE NO B.S. WALKTHROUGH

**Note:** DOTT has many inventory objects that often are swapped from character to character. You transfer these objects by flushing them through the Chron-O-John. The fast way—click on the object and drag it to the other character's face. That character now has the object in their inventory. In the walkthrough I call this method flushing, or giving, an item to one of the other characters.

You cannot die in DOTT, so you don't have to save the game often. Save once in a while because of power outages, system lock ups, or cola spills at 2:00 a.m.



## **In the Present Day Mansion with Bernard**

You start the game as Bernard standing in the hall of the Maniac Mansion. Pick up the Help Wanted sign in the window, then pick up the flier from the rack. In the pay phone, find and pick up the dime. Open the white door with the office sign. Walk in. On Dr. Fred's desk, pick up the Swiss bankbook. Open the drawer and pick up the Booboo-B-Gone. Leave Dr. Fred's office.

Because Laverne and Hoagie have the rest of the house covered, Bernard must find Dr. Fred's secret lab. Open the grandfather clock to find the secret passage to Dr. Fred's lab.

You now go back in time to save the world from the purple tentacle. During your trip in time, Dr. Fred's imitation diamond breaks and all three kids are sent to different time periods. Bernard ends up in the present day, Hoagie lands 200 years in the past, and Laverne 200 years in the future! These hints allow you finish DOTT; they may not be in order, but you see the hints by character as you need them. The battery plans that Hoagie needs are on a board near the hamster generator.

### **Bernard (Present Day)**

**Where Is Dr. Fred's Secret Lab?** Open the grandfather clock in the lobby, Bernard climbs into it. He bangs his head, and then falls into Dr. Fred's Laboratory.

**How Do I Get the Fake Barf in the Lobby?** Loud noise shakes the wall in the lobby. Remember Green Tentacle's great stereo? It's super loud. Turn on the stereo by pressing the power switch. Next, direct the sound through the floor. Push the freestanding speaker on the right and grab the barf.

**Where Is the Safe?** Right behind the portrait in Dr. Fred's Office.

**How Do I Open the Safe?** You must talk to Nurse Edna; she tells you that Dr. Fred opens the safe when he sleepwalks.

**How Do I Get Dr. Fred To Sleep?** Keep Dr. Fred from drinking anything with caffeine. Caffeine keeps his massive mind going 24 hours a day. Pour some decaf from the kitchen into his coffee cup. You must wait while Dr. Fred opens the safe, you must know what the combo is, and you must wait until Dr. Fred leaves the room.

**The Camera in the Study.** Nurse Edna watches on the camera. You need to get her to leave so you can watch Dr. Fred.

**How Do I Get Close to Edna's Monitors?** Edna doesn't let anybody near her monitors. She loves to watch them all day and all night. Get rid of her. Just push her chair (it's on wheels). Now watch out for the statue. Move the statue.

**How Do I Move the Statue?** The Statue holds a sword, which you need to move. Switch to Hoagie and pick up the left- and right-handed hammers where you found the brothers. Get the brothers to switch places (just switch their tools). Pick up the right-handed hammer and give the brother a left-handed one. The statue then transforms, and you shove Edna out of your way.

**How Do I Remember the Safe Combination?** The Combination goes by too fast. You need a slow-motion replay to see it.

Green Tentacle has the tape and a two-speed VCR. Start by recording, using the default SP speed. You now can play the tape at EP speed to see the combination. Don't worry, now Benard remembers the combo; go back and open the safe.

**How Do I Get the Chattering Teeth?** Open the grating near the fireplace. Walk toward the teeth, and they fall into the grating. After you back them into the grating, just go over and pick them up.

**How Do I Get into the Room of the Suicidal Novelty Salesman?** Go back to Hoagie's Time and get the letter in the mailbox, give it to Bernard, and show the salesman. This letter shows acceptance of his work. He then allows you in the room.

**How Can I Get a Cigar from the Novelty Salesman?** He keeps lighting the cigar with his gun lighter. Switch the gun lighter with another gun. Use the flag gun in his room and switch for the lighter. Now ask for a cigar.

**Where Do I Find a Diamond for Dr. Fred's Time Machine?** On the Home Shopping Show. You need money to pay for it. You need a contract from a computer game. Dr. Fred said it was worth a boatload of money! Get the contract. Use the phone to call the Home Shopping Show. The diamond is delivered to the mailbox. Don't forget to pick up the Swiss bankbook from Dr. Fred's office desk so you can pay the operator. Now take the diamond to Dr. Fred. He installs it.

**Where Is the Contract?** It's in Dr. Fred's safe, behind the portrait in his office.

**Why Won't Dr. Fred Sign the #10%\* Contract?** Dr. Fred can't sign anything while he's asleep. Wake him up.

Talk to Dr. Fred; tell him that you want to save the world and then that you are starting a petition against purple tentacles. He signs the contract now.

**How Do I Awaken Dr. Fred?** After he is free of the control of the IRS, give him some mountain-grown crystals. Use the funnel on Dr. Fred, and then pour the coffee into his mouth. He wakes up, all right.

**How Do I Get the Crowbar from Mr. Thief?** You need a set of keys, found in the honeymoon suite on the second floor, shut the door. Just hand over the keys to the thief. He gives you the crowbar.

**Dr. Fred Arrested by the IRS?** Climb up the fireplace and go through the window on the roof.

You see Dr. Fred, wrapped in tape. You need to get Cousin Ted from in front of the motel up to his room. Use the pulley to bring Ted up to his room. You also need rope.

**Where Do I Find Rope for the Pulley?** Use the rope that the IRS used to tie up Dr. Fred. Tie the rope to the pulley, run down, and then attach it to Cousin Ted. Back up on the roof, use the rope to pull Ted up to Fred. You now need to paint Ted with the red paint from the attic in Hoagie's Time.

**Switching Ted for Fred.** Use Ted on Fred. You now can bring Fred down the same way you brought Ted up. Tie the rope in the attic to Fred. Go up to the roof and pull the end of the rope closer to the window.

**How Can I Get the Sweater in the Honeymoon Suite?** Use the vibrating bed device to shake the sleeper. You need two dimes. Put both dimes in the slot, and then you can take the sweater.

**How Can I Get the Gum with a Dime Stuck in It?** You need a crowbar to pry it off. You can chew the gum after using the crowbar on the gum.

**Where Are the Two Dimes?** The first dime is in the coin slot of the pay phone. The second dime is in the gum.

**How Do I Get the Bowling Ball?** Bernard is little, and he's just too weak at the beginning of the game to carry it. Try to pick it up late in the game.

**How Do I Mail the Contract?** Have Hoagie send the contract. Weird Ed collects stamps, and he has some Pony Express stamps



from the 1770s. Put disappearing ink on the stamp book, and then take the loose stamp. Give Ed his stamps back or else he grows angry at you. Now put the stamp on the signed contract and send it to Hoagie. Hoagie now can put the letter in the mailbox, making Dr. Fred a rich man. Just for fun, go to Ed's and play the original Maniac Mansion on his computer.

## **Hoagie (in the Past)**

**How To Get Hoagie Back to His Time.** You need a portable power source. Dr. Fred and Bernard flushed you the plans. It's the salad battery. The plans are on the bulletin board in Bernard's time, if you haven't already found them. Take the plans and ingredients to Red Edison in the basement of the inn. You can get there the same way that you got to Dr. Fred's basement, through the grandfather clock in the lobby.

**Getting Vinegar.** Get wine from Ben's room and have Thomas put it in the time capsule. Have Laverne use Hoagie's can opener to open the capsule. Send vinegar back to Hoagie!

**Making a Fire in the Convention Room.** If you talk to Thomas Jefferson, you soon realize that he won't give up his log just on Hancock's opinion. Listen to what he says, and you find that there's a better judge of the temperature. Try someone who spent a long time in a very cold place. George Washington needs to be cold, or at least look cold. Chattering teeth are usually a sign of being cold. Bernard can get a set from his time. Look at the Bernard hints for the teeth.

Now, convince George to give up his teeth. Watch what he does with his teeth. He takes them out of his mouth together. Haven't you seen a prank with a cigar? The novelty salesman gives you a cigar if you do the right thing. Look at Bernard's hints for more details. Give the cigar to George Washington. Don't forget to give Hoagie the cigarette lighter gun so he can light the exploding cigar. Now hand George the chattering teeth when he loses his real ones, and Thomas Jefferson starts a fire.

**Ben Franklin.** Why isn't it raining? Because you're in the past, it must be because you're not washing a carriage. There is a carriage right outside the Inn. Wash that carriage and it will rain. Now you need some soapy water and a brush. All you need to wash the carriage is available in this time frame. Get the brush and the bucket from the pantry, and then

use the bucket on the water pump to fill the bucket. For soap, you need to call housekeeping. Pull the cord in George Washington's room and the maid comes. She has soap on her cart in the hallway. Before you can get the soap, make sure that the maid is too occupied to come out to the hallway and then see what you're doing. Create a mess in the bedroom. Use the bed, and then you can take the soap. Close the door after you're in the hallway to make sure the maid doesn't catch you. Now use the soap in the water, and use the brush on the soapy water to make it rain.

**Waterproof Kite.** Only one item in any timeline is waterproof. You can use something in this time to keep away rain. Red Edison's lab coat looks like a raincoat, but only employees can take the coat. You need to give Red Edison proof that you work for him. Give him the Help Wanted sign from the motel window in Bernard's time. Then give the lab coat to Ben Franklin, and he goes out and flies his kite again.

**The Horse's Dentures.** No horse would ever fall asleep with its dentures in place. Bore the horse to sleep by reading Bernard's textbook to the horse, and you can take its dentures.

**Getting the Squeaky Mouse Toy from the Cat.** The cat is attracted to squeaky items. One mattress, the mattress closest to the cat, squeaks the most. Use the bed to find this out. The cat moves close to the bed when you sit on it but moves back far too quickly. It would be nice if the bed were farther away. Use the squeaky mattress on the non-squeaky bed, and you then can sit on the far mattress to attract the cat. You now have time to get the toy.

## **Laverne (in the Future)**

**Stuck in a Tree.** Have you noticed what kind of tree it is? It's a kumquat tree—the same as the tree in Hoagie's time. You can't do anything to the tree now, but if Hoagie did something to it in the 1700s, you could get down. One character in the 18th century is famous for cutting down trees, but only cherry trees. Talk to George Washington as Hoagie. Tell him you were thinking about the tree, and that he couldn't chop down the tree to save his grandmother. George won't cut it down unless it has red fruit. Too bad the kumquat fruit is yellow. There's red paint in the attic—use it on the tree, and tell George to cut down the tree. Laverne will come down.



**How Does Laverne Get out of this Time? Where Is My Power Source?** Dr. Fred had a power source in his basement in the 20th century. It's still here. Use the grandfather clock to get to the basement. There it is! The hamster generator, only you lack a hamster. There is one in Bernard's time. The only trick is how to transfer a live animal through the ages.\*

*\* You need to freeze the hamster in Bernard's time. Drop the hamster in the ice machine and have Laverne take it. Now thaw the hamster so he wakes up. There's a microwave in the kitchen. Use the hamster on it.*

**Power to the Chron-O-John.** The power cord on the John is too short to reach the basement. You need to find something on the floor of this "motel." Get the extension cord from the room where the mummy is. Attach it to the plug, use it on the window, and then go down to the basement to hook the cord to the outlet on the generator. If the generator won't work, it's not the generator. First, however, you must get Laverne out of prison.

**The Hamster Is Giving You Problems.** The hamster won't do his job if he's cold or wet. Dry him off and warm him up. Bernard may find something that helps you, like the sweater from the honeymoon suite. You can't transfer a wet sweater. There is a dryer in the laundry room that takes quarters, but you don't have enough quarters. The candy machine on the 2nd floor has the money you need. Break into the machine. Use the same tool as any other thief. Get the crowbar from the car thief and use it on the candy machine. Then use the sweater in the dryer and put in the quarters. Laverne can then go to the laundry room of the future and get the sweater. Then, put the sweater on the hamster and put the hamster on the wheel, and he does his job... almost. The hamster is trapped in the mouse hole; you have to free him. Use suction. You must have seen something that said there should be a vacuum cleaner in every house—yes, the ad in the lobby of Bernard's time. Wasn't someone in the past looking for suggestions? There's a suggestion box at the Constitutional Convention. Hoagie drops the ad in the box, and Laverne gets a vacuum cleaner. Use the vacuum on the mouse hole. Now, clean out the vacuum. Open the dust hatch on the vacuum, and you have your hamster.

**The Boxing Glove.** You can't stop the glove from hitting you the first time. Just put the hamster back on the generator, and you get power.

**Prison.** Although the tentacles don't like humans, they still take care of you. Tell the guard that you need to go to the bathroom or that you need to see the doctor. To get to the Chron-O-John, mention the bathroom and to go anywhere else in the house, tell him you're sick.

**The Guard.** You need to look like a tentacle. Only tentacles have rights in this future. Too bad that you don't know how to make costumes. One of the other people in this game is famous for sewing. Betsy Ross in Hoagie's time is your woman. She told Hoagie that she's making a new American flag. Give her a plan for a tentacle—there's one in the doctor's office along the wall. Flush it from Laverne to Hoagie and pick up the flag/costume. You find only the flag on the roof of Laverne's time. Go through the door on the back wall of the hotel lobby in the future and then crawl through the fireplace to reach it. Now you need a crank to operate the flagpole. Bernard has one in his time. Just take it, and flush it to Laverne. Laverne can now use the crank on the flagpole.

**The Human Contest.** Talk to the desk jockey while dressed as a tentacle, and he gives you an entry form and name tag for your pet human (after you find one). All the living humans already have owners or won't take new ones. You have to find a dead human. Try the mummy, Ted, on the second floor. Put the name tag on him. First, find a way to move him around. Put the roller skates—from the room where Ted was found—on him and just shove him to start the contest.

**Harold Keeps Winning!** All humans must be healthy before they're allowed in the contest. You need to make Harold look sick. Use the fake barf from the lobby of Bernard's time on Harold, and he is disqualified from the contest.

**The Best Laugh Contest.** Use the scalpel Laverne had at the start of the game on Oozo the clown, from Bernard's time. Retrieve the laugh box from inside Oozo, and use the laugh box on the mummy.

**The Best Smile Contest.** Cousin Ted can't win the smile contest when he doesn't have a mouth. You have to find him one. It doesn't have to be a human mouth. Get the horse's dentures from Hoagie's time and use them. See the appropriate question in Hoagie's section for more help.

**How Can You Fix the Mummy's Hair?** You first must find hair for the mummy. Long and stringy seems to be the style this

century. Try the spaghetti from Hoagie's time (in the kitchen). You now have to style Ted's hair in that new twirly fashion. Use a fork (from Bernard's Kitchen).

**Why Can't You Get inside the Grandfather Clock?** Purple Tentacle's orders prohibit it, and the guard who carries out the orders prevents it. The guard's main job, however, is to care for the escaped humans. Some humans are in the kennel. Before you can do anything with them, you must take care of the "Mr. Tentacle Guy" in charge. You must get the humans to leave the cell. Only a few dangers can convince them to leave. Talk to Zed and he lists the dangers. Push the switch to deactivate the cell's force field. A skunk makes the humans leave. Find a skunk or something that looks similar. Like a black cat. You see a cat in the front yard. Notice how he squeezed under the fence every time you got close to him? Put some Booboo-B-Gone on the fence and step back. Now he gets a white stripe down his back the next time he ducks under. Take the cat when he looks like a skunk and use it on the prisoners. **Note:** use the squeaky mouse toy on the cat to get him off of the roof.

**What Should You Do about the Tentacle Prison Guard?** Ask him out for a date. He really likes to go to Club Tentacle. Well, a trip to Club Tentacle is the prize for winning the human show. Give the guard the trip certificate and he's off.

## End Game

**The Shrink Ray.** No matter what, Purple shrinks you somewhere, somehow. Your best move is to find something to do after you shrink. A passageway meant only for small creatures connects two rooms. Try to open the door in the middle room of the second floor. Do not walk to the door first, just open it immediately, and you should be able to go inside. Notice that mouse hole? Crawl through it while you're small. Now you can find a weapon in Green Tentacle's room. The bowling ball. Wait until you're large again, and then pick it up.

**Dr. Fred and the Ten Tentacles.** Use the bowling ball on the tentacles to get rid of them. Pull the lever to the Sledge-O-Matic to turn it off.

**Purple Won't Let You Turn Off the Sledge-O-Matic.** Give him a taste of his own medicine or, in this case, his own technology. Try talking to him so that he fires the gun on himself. The shrink

ray works only if it hits the middle of a forehead. Dr. Fred has a reflective forehead—maybe this helps. Tell Purple to shoot Dr. Fred. Use the following dialogue path:

Ask Purple what he has against humans, say it's all Fred's fault, tell him he's good with a ray gun, and then suggest that he shoot Dr. Fred. You're finished!

Congratulations—you've won the game!



# DEATH GATE™

Graphics & Sound

3

Value

5

Game Drama

4

**“W**e have come to the Vortex, to *destroy* the world!” Thus begins the tale of the Death Gate. The Sartan sundered the world rather than give up control to the Patryn. The Patryn were cast into the Labyrinth until a solution could be found for their unruliness. The rest of the races were scattered to the four elemental worlds—Arianus, Pryan, Abarrach, and Chelestra—to await the Interconnection. But something went wrong. The Interconnection did not come, the worlds are dying, and the Sartan seem to have disappeared. In their absence, the Labyrinth took on a will of its own, dealing out death mercilessly.

Some in the Labyrinth survive and escape. You are one of the lucky few. You are Haplo, and you escaped from the terrors of the Labyrinth with the help of Lord Xar. Now Xar seeks your aide. He speaks of vengeance against the Sartan, and you pledge your willingness to the task.

You begin the journey in Lord Xar’s chamber on Nexus, just outside the Labyrinth’s gates. He details the goals of the quest: find the missing pieces of the World Seal and the other worlds’ naming runes, learn what happened to the Sartan, and learn any new spells you come across.

**Note:** each time you return to the Nexus, always talk to Lord Xar to gather details about his research into the Sundering.

You start with two inherent spells, Heat and Cold. Xar adds two more, Identify and Rune Transfer.

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**Cast the Identify spell on objects or beings of suspected magical nature. It may provide you with clues for use in future problems.**



Read all the books you gather. Most contain valuable information. Some give hints for solving puzzles. Pay attention. Usually, problems and puzzles in this game are logical. (No



"Give Trixie, the wonder spider, the purple toothbrush, and she gives you the golden tapshoes.") Clues come in many forms. For example, the text descriptions of your failed attempts may contain clues to what is needed. When a new travel location is available, the screen map of this realm updates. One dialogue option may include asking a character about his "scrawniness" not necessarily meant to insult; his small size may prove handy later in the game.

## THE NO B.S. WALKTHROUGH

Movement within Death Gate can sometimes be accomplished by more than one means, usually either by clicking on a compass point or clicking on a path or location on-screen. Where possible, these alternatives are listed after the compass direction, following the "/" (slash).

**Talk to Xar.** He gives you a marker containing the rune for Arianus. **Take the glowlamp.**

**Go west.** Go west (into your ship). Use magic (Rune Transfer) on the marker, and transfer the marker onto the steering stone.

**Use the steering stone.** (NOT the steering wheel. The steering wheel is for navigating between locations within each world.)

You arrive in Arianus, on Drevlin. **Go northeast** (exit your ship). **Go northeast/enter tunnel.**

**Talk to Jarre.** Note: don't try to pass yourself off as a god. Find out all you can about the gods.

**Go east.** Talk to Limbeck. Find out about the glowing statues and Old Grawple Rockdigger.

**Go north/enter tunnel.** Go northwest/enter (leftmost) tunnel. Talk to old dwarf. Ask him for the pipe he is holding. Find out about the seal piece in a blocked-off tunnel.

**Go southeast.** Go east/enter (rightmost) tunnel. Look at the glowing figures working on the Kicksey-Winsey.

**Go west.** Go north/enter (center) tunnel. Look at panel and sensor. Use magic (Heat) on sensor.

**Go north/go to elf ship.** Go up/climb stairs. Take the wine jug.

Optional: use magic (Identify) on the figurines. **Go down.**

**Go down** (NOT south) to ship's hold. Talk to Duke. He gives you his ring, asks you to go to Uylandia. (You now have a new location you can travel to.)

Go up/climb the stairs. (If you tarried too long on the ship and the glowing guard is back on duty, cast another heat spell at the control panel by the guard.)

Go south, south, south, and west. Go southwest/enter the tunnel. Go southwest/enter your ship.

Use the steering wheel. Go to King Stephen's castle on Uylandia.

Go northeast (exit your ship). Go north/go to the castle. Talk to guards. Give the ring to the guards. You are escorted to see King Stephen, who asks for your assistance in rescuing his cousin, the Duke. Afterward, you are back outside the castle.

Go west. Take the shear. Lift the bar with the shear (the bar is barely visible behind the shutters). Open the shutter. You watch a scene in Trian's room ahead and learn a new spell, Create Reality Pocket.

Go north/enter the window. Look at the books (only one is of interest). Read the book (*The Tower of the Brotherhood*, which is now in your inventory). Take the candle holder.

Use magic (Create Reality Pocket) on the tapestry. Go west/enter the tapestry. Talk to the wizard. Give the wine jug to the wizard. Talk to the wizard. You now know two new spells, Create Shroud of Darkness and Swap, and you are back in Trian's room.

Go south, east, and south. Go southwest/enter your ship. Use the steering wheel (return to Drevlin).

Go northeast. Go northeast/enter the tunnel. Take the white shirt. Take the elbow pipe. Take the marmalade. Take the bread slice.

Go east (into Limbeck's room). Give the candle holder to Limbeck (he gives you a pipe). Put the marmalade on the bread slice (do this three times, until overflowing). Give the bread slice to Limbeck. Take the parchment (that Limbeck just discarded). Take the cork (from the ink jug). Put the white shirt in the ink jug. (You now have a black shirt.)

Go north/enter tunnel. Go north/enter (center) tunnel. Use magic (Heat) on sensor. Go north/go to the elf ship. Go up. Use magic (Create Shroud of Darkness) on the black shirt. Put the black shirt on the figurines.

(You dive onto the ship's deck.) Go down (in ship's hold). Go west (into storeroom). Open the box (NOT the strongbox). Take the zinger. Activate the zinger. You are rescued by King Stephen's men, and given a ride to Skurvash, home of the Brotherhood.

Go north/go to Skurvash. Talk to waif. Go west/enter the alley. Use magic (Swap) on the Street Rat (waif). Take/pull the net. Look at the doll (you learn a new spell, Motion).

Go northwest. Take prybar. Talk to the Street Rat. He makes a deal to help you, tells you of Hugh the Hand, the Devil's Workshop, and its bartender).

Go southeast, east, and south (back to ship's deck). Go down and west. Break the lock with the prybar. Open the strongbox. Take the T pipe and the sack of gems.

Go east. Go up. Go north (back to Skurvash). Go east/enter the tavern. Talk to the bartender. Tell him you have something to sell. After the transaction ends, you are questioned by Hugh the Hand. Tell him you are interested in joining the brotherhood. He tells you of the merchant and his amulet.

Go west, west, and northwest. Give the money to the Street Rat. Wait. Street Rat returns with lockpick and parchment containing code. He tells you of the merchant's journal.

Go southeast, east, and southeast (to merchant's house). Put the lockpick in the lock. Push the lockpick. Jiggle the lockpick. Turn the lockpick. (You hear three sounds: clack, tick, and thunk.) You enter the merchant's house.

Take the poetry book. Look at the clock. Read the poetry book (Love Poems). The clock is a form of combination lock, operated by pushing triangles on the opposite side of the dial from words that appear in the poetry book, in the order in which they appear in the book. Push the triangles for Mistymorne, Wintime, Toiltime, Darktime. A secret compartment pops out of the fireplace.

Take and read the journal. Use magic (Create Reality Pocket) on the portrait. Go north/enter the portrait. Tell the merchant you are a messenger from his wife-to-be, and that she wants his amulet. He asks three questions. The answers (from the journal) are: The Bouncing Beans, five, and "How much?" You get the amulet.

Go west, and then northwest. Go east/enter the tavern. Give the amulet to Hugh. He leads you inside the Tower of the Brotherhood, gives you a healing salve, and leaves.

Push the table. Get on the table. Make note of the continent you see through the window. (Example: Aristagon.)



Go southeast. Put the lockpick in the lock (of the northeast door). Shake the lockpick. Pull the lockpick. Tilt the lockpick. (You must hear the same sounds as before: Clack, tick, thunk.)

Go northeast. Use magic (Motion) on the statue. Take the necklace.

Go southwest. Read the paper (the code Street Rat gave you).

**The code that opens the door is randomly generated. The solution depends on which continent you saw when you looked out the window. If you saw Aristagon, the key word is "die." Aristagon is the fifth continent named, so use "die," the fifth word in the phrase (and also the word directly above Aristagon).**



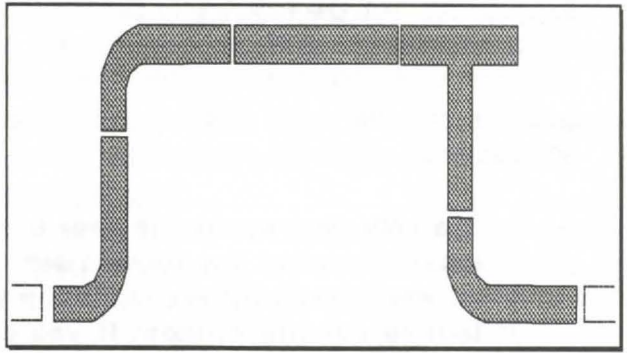
Buy	their	time	to	die
Sharthea	Hesthea	Shegra	Uylandia	Aristagon

Now, spell out key word by using the first letter of each hand on the door (for "die"): Push the Diamond hand, the Iron hand, and the Emerald hand.

Go north/go through the door. Put the necklace on the pedestal. Take the Book of Pryan. Take the handbook. Take the crystal globe. Hugh and a guard enter the room. Take the necklace (from the pedestal).

Go south and south. Meet Street Rat and return to Drevlin.

Go south. Go northwest/enter (leftmost) tunnel. Take the elbow pipe (in the box). Fix the broken pipe with (select any pipe). The following figure shows a possible solution. Note that one end of the T pipe is exposed. Place the cork there.



Put the cork in the fixed pipe, and turn the valve. Talk to old dwarf. Show the parchment (that Limbeck discarded) to the old dwarf. He gives you a lump of iron ore.

Go southeast. Go east/enter (rightmost) tunnel. Read the (Kicksey-Winsey) handbook. Open the compartment (on the Kicksey-Winsey). Put the iron ore in the compartment. The driller goes into action.

Go east. Put the crystal globe in the statue. Take the air seal piece. Go west, west, south, and west. Go southwest/enter the tunnel. Go southwest/enter your ship. Use the steering stone (to return to Nexus).

Go east. Go east/go to Nexus City. Talk to Xar. Pay particular attention to his descriptions of the various Sartan.

Go west. Go west/enter your ship. Read the Book of Pryan. Use magic (Rune Transfer) on the Book of Pryan. Transfer the Pryan onto the steering stone. Use the steering stone. You travel to Pryan.

Go north (leave your ship). Go west/follow the path. Go west. Take the (nut) shell. Go east. Go east. Go south/enter your ship. Use the steering wheel (fly to the Tree City).

Go northeast (leave your ship). Go northeast. Take the clothes line. Go west. The cook talks to you and tells of the stink-weed. Talk to the elf child. Ask about her doll, the wizard. Give the (Street Rat's) doll to the elf child.

Go east (follow the elf child). Go east. Talk to the elf prince. Give the clothes line to the elf prince. The elf prince talks further.

Go southeast. Talk to elf prince. Wait. Some children bring a hive. Wait. The children build up the campfire. Wait. The



children bring moss for the campfire. Wait. A child lights the fire. Wait. A hot ember pops out of the fire. Take the ember with the shell. Wait. A princess arrives. She won't talk to you yet. Wait. Zifnab arrives, discovers you, casts a spell, and leaves. You learned the Transportation spell.

Use magic on the white disk. Talk further with Zifnab, and find out about the Unification and the Interconnection.

Take the black disk. Tie the clothes line to the branch. Go down. Take the blue flowers and the yellow flowers. Go south/swing on the clothes line.

Go east. Throw the black disk into the Maw. Go southeast. Use magic (Transportation) on the white disk.

Push the corpse. Take the arrow. Take the toadstools. Crush the yellow flowers. Put the shell with the ember on the hive. The insects swarm. Throw the marmalade at the spider. Cut the pod (the one containing the staff) with the shear. Use magic (Transportation) on the black disk.

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**Just for fun, before leaving this area,  
attack the dead spider with the shear.**



Give the gold staff, the blue flowers, and the poetry book to the elf prince. He talks to the human princess, returns, and offers to accompany you. Talk to the human princess. Ask her to accompany you.

Go northwest, west, and southwest. Go southwest/enter your ship. Use the steering wheel (to travel to the Citadel).

Go north. Take the pink plant. Go west/go to the Citadel. Go north (yes, it looks like you're heading toward the Citadel door, the compass directions seem a bit off here). Go north. Give the Book of Pryan to the human princess. Let her play her flute.

Cut the vine with the shear. The dwarf girl talks about the giants (tytans), their gem, and the golden hammer. Tell her to ask the elders for the hammer. She goes into a tree stump. Wait. When she returns, introduce your companions. She tells of a cough cure and gives you herbs. Ask her again to get the hammer.

Go south. Go west. Take the nut. Put the crushed yellow petals in the nut. Give the nut to the animal. Take the nut meat. Give the herbs, the nut meat, the toadstools, and the pink plant to the human princess.

Go east, north, and north. Talk to human princess. Ask her to play the tune from the book again. Go north. Go north. Go north. Talk to the elf prince. Ask him to get the crystal.

Go south, south, south, and south. Pull the branch (on the stump). Put the crystal fragment in the stump.

Go south, then wait. Dwarf girl arrives. You all enter the Citadel. Zifnab gives you a magic stone. Take the fire seal piece.

Go north. Go east. Go south/enter your ship. Use the steering stone (to return to Nexus).

Go east. Go east/go to the Nexus City. Talk to Xar.

Go west. Go west/enter your ship. Use magic (Rune Transfer) on the crystal fragment. Transfer the crystal fragment onto the steering stone. Use the steering stone.

You arrive in Abarrach. Go northeast. Go northeast. Talk to the dead worker. Ask him for his bucket. Go north. Take the rocks. Go south, east, and north. Talk to the dead butler. Go up/climb the stairs. Take the tea set. Go down. Give the tea set to the dead butler. Talk to the dead butler.

Go south. Go west (to the clock tower). Put the rocks in the pail. Put the pail with rocks on the hook. Go up/climb the rope. Turn the crank. Turn the time dial (twice, until clock's hand is just before the fourth mark). Wait. Clock strikes four. Pull the release lever. Go down, west, and north. Go east. Take and read the book. You learn two spells, Possession and Ward.

Go west, south, and west. Go southwest. Go southwest/enter your ship. Use the steering wheel. Travel to Kleitus' Palace.

Go northeast. Go northeast/go to the palace. When you go before Kleitus, you learn a new spell (Hunger), are wined and dined, poisoned, and thrown in the dungeon. Talk to Edmund. He tells you about the antidote.

Use magic (Hunger) on the dog. Give the steak (leftover from the banquet) to the dog. Use magic (Possession) on the dog. You now are in the body of the dog and can only see in shades of gray.

Go north. Go up/climb the stairs. Look at the tablecloth. Take the second bottle from the left (the only one that doesn't block the tablecloth's colored stripes). Go down. Go south. Give the bottle to Haplo. Take the key ring. Give the key ring to Haplo. Touch Haplo.

You return to your normal body again. Take the clear bottle. Drink from the clear bottle. Give the clear bottle to Edmund. Take the key ring. Unlock the manacles with the key ring. Take the vise. Unlock the (Edmund's) manacles. Talk to Edmund. Ask him to accompany you.

Go north. Go west. Go southwest/enter your ship. Edmund steers you to the caves.

Go northeast. Go east. Talk to the gamblers. One gambler gives you a few rune bones. Talk to Balthazar. Note: do NOT tell him you are a Patryn!

Use magic (Possession) on the dog. Try to examine the east tunnel. Touch Haplo. Talk to Balthazar. Mention the cave wall to the east. Tell him it's an illusion. You learn a new spell, Unravel Illusion.

Go east/enter the hidden tunnel. Take the spell book. Take the robe. You see a vision and learn a new spell, Self-Immolation. Go west. Talk to Balthazar. Read the spell book (*A Study of Necromancy*). You learn another spell, Resurrection.

Go west. Go southwest/enter your ship. Use the steering wheel (to travel to Telestia).

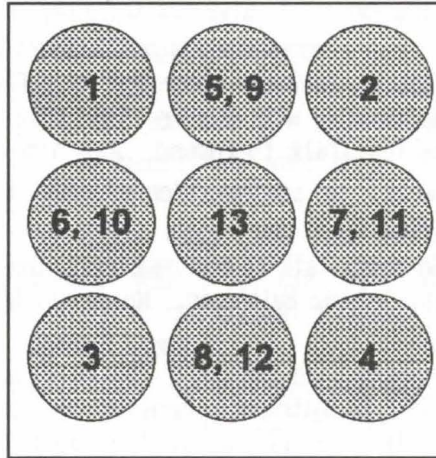
Go northeast. Go northeast. Go east. Go east (to the clock tower). Go up/climb the rope. Tighten the vice. Put the vice in the scepter (or on the headpiece). Loosen the vice. Take the headpiece. Go down.

Go west. Go north. Go up/climb the stairs. Take the children's book. Talk to the dead nanny. Ask her to accompany you. (Don't give her the book back... yet!)

Go down. Go south. Go east. Go north. Read children's book. Leave page open to "Get That Snake" poem. Give the book to the dead nanny. Go south. Talk to dead worker. Ask him to accompany you. Go north. Jethro grabs the snake. Go north.



To open the cave entrance, you need to click on the stones in the following order:



You are in the cave. Wear the robe. Talk to the dead dwarf. Go south. Go south. Go southwest. Go southwest/enter your ship. Use the steering wheel (and go to Kleitus' Palace).

Go northeast. Go east. Meet Edmund. Go north. The dwarf bolts and runs through the door, leaving a bit of cloth behind. Take the cloth. Show the cloth to the dog. Go north.

The dog leads you through the catacombs. Go north, north, north, west, south, west, north, north, north, west, north, north, and north.

Use magic (Unravel Illusion) on the rune (in the Colossus). Put the headpiece in the hole (in the rune). Edmund gives you his pendant and departs. Take the stone seal piece.

Go south (the game takes you back through the catacombs). Go west. Go southwest/enter your ship. Use the steering stone (to return to Nexus).

Go east. Go east/go to the Nexus City. Talk to Xar. Go west. Go west/enter your ship. Use magic (Rune Transfer) on the pendant. Transfer the pendant onto the steering stone. Use the steering stone (to travel to Chelestia).

Go northeast. Go west. Use magic (Rune Transfer) on the rune bone (the second one in your inventory). Transfer the rune bone onto the spell (on the city gate).

Sang-Drax appears, takes your magic rock, and is about to destroy you. Use magic (Possession) on the dog. Go west. You talk to Samah, return to human form, and learn the Null Water spell.

Push the globe. Use magic (Create Reality Pocket) on the rug. Take the rug. Go east. Go east. Put the water in the clear bottle. Use magic (Null Water) on the clear bottle. Drink from the clear bottle.

(Your magic powers disappear.) Go north. Take the scales. Go south and west. Put the scales on the rock pile. Take the stone.

Go east. Go southwest/enter your (Samah's) ship. Put the rug on Samah's ship. (Your magic powers have returned.) Use magic (Create Reality Pocket) on the rug. Enter the rug. Push the globe. Go east. Use magic (Rune Transfer) on the pendant. Transfer the pendant onto the globe. Use the globe (and travel back to Nexus).

Go east. Go east/go to the Nexus City. (Xar is gone.) Take the history book. Read the history book (*History of the Sundering*). Note the mention of the elemental storms around the Island, and the runes used by each of the six Sartan wizards.

Go west. Go northeast/follow the path. Go north. Look at the choke vines. Use magic (Cold) on the choke vines. Go north. Go northeast. (You encounter the tiger-men.) Go southwest. Go south. Use magic (Heat) on the choke vines. Throw the zinger at the choke vines. Use magic (Cold) on the choke vines. Take the zinger. Go north. Go northeast. Go east/enter the burial cave. Take the bone. (Just for fun, save the game, and then cast a Create Reality Pocket spell on the cave painting.) Go west. Take the skull. Go northwest. Put the robe on the zinger. Put the skull on the zinger. Activate the zinger.

Apply the salve to the tracker. Take the cord. Talk to the headman. Talk to the tracker. Go north. (You follow the tracker for a while.) Put the cord on the bone (creating a bow). Put the arrow on the bow. Shoot the arrow at the Chaodin. Drink from the clear bottle (you can't go north until you do). Go north.

Talk to Sang-Drax. Crush the (magic) stone. Talk to Zifnab. Zifnab guides you through the portal, after you leave behind most of your inventory. Talk to Zifnab. Go north. You see your double. Use magic on Haplo. Search the ashy remains (and pick up your double's inventory items).



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**In Spell mode, use the Self-Immolation rune and reverse the runes on both sides of the rune construct, leaving the top and bottom runes in their original positions. This is the spell you will cast upon yourself. (Therefore, your double casts the reverse upon himself.)**



Go north. Go north. Put the shear on the shear (you should have two). Cut the tentacle with the shears. You must cut two more tentacles before you can proceed.

Go north. Sang-Drax's deception is revealed. Xar inserts the fire seal piece. The area outside the Island is engulfed in flames. Sang-Drax kills Xar. Use magic (Resurrection) on Xar. Put the water seal piece in the water spire. A water storm replaces the fire. Talk to Xar. (Xar gives you a hint about the starting rune.) Waste no time. Sang-Drax changed form to a gelatinous worm. Put the stone seal piece in the stone spire. A rock storm begins. Move the focus to the rune of Orseph (the "Heart"). Sang-Drax is shape-shifting into a vaporous dragon. Put the air seal piece in the air spire. A wind storm erupts.

Put the Nexus seal piece in the focus.

Congratulations—you've won!!

# DRACULA UNLEASHED™

**D**racula Unleashed, published by Viacom New Media, takes the CD-ROM game standard to a new high. The action is fast in this game and the horror is fantastic.

The intrigue also is a factor in choosing this game for the *Solutions and Cheats* book. I highly recommend this game to all adventure gamers.

## THE NO B.S. WALKTHROUGH

### Day 1

You must keep from being killed by Annisette. If you miss one step, you die. First, visit the Holmwoods to learn of the murder of their coachman. Try to get the present that the coachman was carrying, which entails a second trip to Holmwood. I went back around 3:00 PM, and Regina gave me the present. Try delivering the package to the intended recipient.

You get the Harkers' home address from the Holmwoods on your first visit. Go there to get Jonathan Harker's business address. Deliver the present to Jonathan at his office, and he gives you a necklace for Annisette. Now, examine the shape of the necklace—it's a cross. Vampires don't like crosses, so give her the necklace—and make sure you have it in your hand when you visit. She puts it on, and then she won't turn into a vampire.

The following hints list shows the time that I entered a location. You may have to pass time in some instances, but the times listed aren't the only times you can visit a location.

Value

4

Graphics & Sound

4

Game Drama

5

7:05 AM	Annisette.
8:30 AM	Telegraph. Have Janos' card in hand. <b>Note:</b> you have the card at the start of the game.
9:30 AM	Newsstand.
9:50 AM	Holmwood.
10:25 AM	Saucy Jack.
11:45 AM	Bookstore.
12:40 PM	Harker Home.
1:10 PM	Asylum.
3:00 PM	Holmwood.
4:10 PM	Harker's Office. Have Quincey's present in hand. <b>Note:</b> you get the present after visiting Regina Holmwood after 3:00 PM.
5:25 PM	Annisette. Have the cross necklace in hand. <b>Note:</b> Harker gives you the necklace at his office in exchange for the present.
10:00 PM	Asylum.
10:50 PM	Home. Read the telegram from Father Janos and sleep.

## Day 2

Protect yourself from the Bloofer Lady. Get Van Helsing to help. Contacting him is not enough. You need to get part of the Hades Club to help you; however, you must telegram Van Helsing. Dr. Seward at the Asylum gives you his car but to get it, show up both the night of Day 1 and again on the morning of Day 2. Take the card of Van Helsing and go to the telegraph office. The other trick here is to show someone that you know about your brother's death.

Did you contact Father Janos, as described in the manual? Take Janos' card to the telegraph office on Day 1. At 9:00 PM, you should receive a reply by telegram that includes a knife. Visit Harker's office, and he asks you to visit him at night. Go to his house in the evening, and Van Helsing will be there.

When you leave Annisette's, you are attacked. Don't worry—you are saved by Van Helsing.

The following hints show each time I entered a location. You may have to pass a little time in some instances, but the times in this list are not the only time you can visit a location.

7:00 AM	Annisette.
9:00 AM	Asylum.
10:50 AM	Telegraph. Have Janos' card in hand, then return with Van Helsing's card. <b>Note:</b> Van Helsing's card comes from a visit to the asylum after 9:00 AM.
12:00 PM	Harker's Office. Have Quincey's knife in hand. <b>Note:</b> Quincey's knife was in Janos' telegram from Day 1. You had to first send him a telegram on the morning of Day 1.
1:05 PM	Bookstore.
2:05 PM	Newsstand.
2:40 PM	Harker Home. Have the rose in hand. <b>Note:</b> Juliet gave you a rose on the evening of the first day.
7:00 PM	Harker Home.
8:30 PM	Annisette.
10:00 PM	Hades Club. Have Juliet's letter in hand. <b>Note:</b> the letter came from the last visit to Annisette.
10:55 PM	Bookstore. Have Goldacre's keys in hand. <b>Note:</b> Devlin gave you his keys at the Hades Club in exchange for the letter.
12:20 AM	Home. Read the telegram, and then go to sleep.

## Day 3

You need Goldacre's keys. You get them when you do another a favor. Give Juliet's letter to Goldacre by having it ready when you visit the Hades Club. Devlin drops his keys, and you can take them. You must visit Goldacre's bookstore after the store closes. Go early in the morning or late at night. Place the keys in hand, and you get a new item. Take the manuscript from the secret room.

You need someone who can translate the manuscript. Take the manuscript to the university, and then you can bring it to Harker's



House. The information you bring is enough to keep the game going.

The hints in the following list show each time I entered a specific location. You may need to make some time pass in some instances, but the times listed aren't the only times you can visit a particular location.

7:05 AM:	Newsstand.
8:05 AM	Annisette.
10:10 AM	Cemetery.
11:15 AM	Asylum. Have the blackjack in hand.
12:40 PM	Saucy Jack's Pub.
1:50 PM	University. Have the manuscript in hand. <b>Note:</b> the manuscript is in the secret room of the bookstore. Arrive either late on Day 2 or early on Day 3.
6:00 PM	Harker Home. Have the manuscript in hand.
8:45 PM	Annisette. <b>Note:</b> after visiting Annisette, you can do nothing else until the morning of Day 4. Seems quirky, but this is how the game works.

## Day 4

You cannot protect Annisette and Juliet. You can meet only at Harker's office, as you were told the night before. You can get the stick and mallet for Van Helsing at the asylum, after you're told that it's burned down. You also must drive a stake through Juliet's heart.

Timing your return to the cemetery is essential. You cannot wait until dark, but you also cannot arrive too early. Come at or after 5:00 PM. Holmwood's place is unsafe to visit until you know why it's too unsafe to visit. Wait until your encounter with Dracula at Annisette's (9:00 PM, or just after), and then go to the Harker house. Van Helsing says that he thinks Holmwood is Dracula. Now you can safely visit Holmwood's house.

You encounter Dracula and Annisette. You need a cross. Mina Harker said that roses reminded her of someone she knew. Maybe you should give her a rose. Juliet gave you one at Annisette's on Day 1. Take it to the Harker's on Day 2, and you are told

to see Mina Harker after the funeral on Day 3. Talk with the Reverend Jenkins. He offers to deliver something to the Harker house on the morning of Day 4. It's the cross that you will need. Just make sure to pick it up on time.

Not everyone is going to live through this encounter with Dracula. Juliet, Goldacre, Renfield, Briarcliffe, and the Holmwoods will die.

If Dr. Seward dies, listen to Alexander's advice in the epilogue. You should have acted more quickly.

People start dying around 1:00 AM. Go to the Hades Club before then.

The following hints show the time that I entered each location. You may need to pass a little time in several instances, but the times listed are not the only times you can visit a location.

7:30 AM	Harker Home.
8:20 AM	Harker's Office.
9:15 AM	Asylum.
12:05 PM	Cemetery.
1:25 PM	Annisette.
2:00 PM	Hades Club.
5:00 PM	Cemetery. Have the mallet and stake in hand.
6:05 PM	Annisette.
6:50 PM	Harker Home.
9:05 PM	Annisette.
9:50 PM	Harker Home.
10:05 PM	Holmwood.
11:25 PM	Annisette.
12:00 AM	Hades Club.

## FINDING THE PLACES IN THE GAME

Sometimes, figuring out where to find places that you, the player, need to go can be difficult. The following list gives you the points in the game where you find these directions:

Asylum	Visit the bookstore on Day 1. You see an inscription in the book on the Bloofer Lady that points you to the asylum.
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- Bookstore** A regular in Saucy Jack's gives you the address.
- Cemetery** Annisette's father is buried on Day 3, the paper on Day 2 tells you in which Cemetery.
- Harker Home** Their coachman was murdered. When you visit to see how they are doing, you learn of Harker's address.
- Harker Office** When you visit them at home, Mr. Harker gives you his business address.
- Saucy Jack Pub** The man selling papers on Day 1 tells you where to find the pub.
- University** Visit the bookstore on Day 2. Horner tells you about the University.
- Congratulations—you just beat Dracula Unleashed!

# DRAGON LORE™

**T**his game was created by the same people who brought you MegaRace—Dragon Lore is a Mindscape company game. With full-screen 3D graphics and animation, the graphics on this game are fantastic, the action fast, and no lag seems present in animation. As a first-person and interactive game, Dragon Lore actually adapts to choices you make, a great stride forward for an action adventure game. I highly recommend this game to all the dragon lovers of the world.

## STORY LINE

Your father was killed by an evil knight. This knight vows to destroy your family. In the game are puzzles, magic spells, and evil creatures. You must regain your legacy and avenge your father's death.

## THE NO B.S. WALKTHROUGH

### At the House

Walk around outside of the house and take the hammer (back of house) and sword (in cart). Talk to your uncle. Take the right path and continue to pasture area. Get the bone. Return to previous screen and give the bone to the dog. Get the bowl in the previously blocked area. Return to the house and give the bowl to your uncle. Get all the items from the house (sulfur, rope, flint, shield, armor, canteen, and walking stick). Don the armor and shield.

Take the left path and use the rope to get a cow. Go all the way back around the path to the pasture. Tie the rope to the tree. Return to the house and talk to your uncle. He gives you a ring and a whistle.

Graphics & Sound

Value 4

Game Drama 3

5

3



## **The Skulls**

Turn left and take the path you see. Use whistle on the dog. Go to circle of stones. Enter the left skull and take the key. Enter the right skull and use the key on grate. Here, you have a choice—you can either fight the skeleton now or go past him. Continue halfway down the hall, and then turn right. Push the button. Make sure that you get out of the way of the rolling stone. If you didn't previously kill the skeleton creature, the rolling stone does. Examine the pieces of rock. Take the key. Go back down the hall and use key on the iron grid. Go down the trapdoor and first use the ring on the door and then on the casket. Talk to the dragon. Get the spell for Open Door. Leave this place.

## **The Cave and the Inn**

Continue down the path until you meet a knight. Talk to the knight, and then continue down the path until you reach a cave. Enter the cave. To the left you find a peculiarity in the wall. Use the hammer on this area of the wall and take the Spell Book. Put the spell in the Spell Book. Walk up to the door, and cast the Open Door spell. Go down the path.

Visit the Inn on the left and talk to the occupants several times. Receive a ladle. Return to the cave and kill the dragonfly. Go to the far side of cave and use the ladle.

Return to the Inn. Give the ladle to the occupants. Receive a morning star, rope, and fireball spell. Add the fireball spell to the Spell Book.

## **Crossing the River**

Go outside and continue the journey. Use the fireball spell to pass through the web. Continue down the road until you see the black knight. Talk to the black knight. Kill the creature and take the ax and the pole. Use the pole on the ferry to cross the river.

Continue down the road. Find a skull beside the flytrap. Join the skull and rope, and then use this combination on the tree. Talk to the knight on other side. Continue down the road.

## At the Mushroom Village

Talk to the knight in the mushroom village. Take the path near the knight to cross back across the river. Take the left path at the fountain and enter the tree house. Talk to the woman with wings and receive a cog. Go upstairs and take a cloth from drawers. Exit the house and return to the fountain. Take the path left. Take an apple and give it to the dog.

Activate the lever by the dog, which takes you up to the tree house. Talk to woman with wings and take the key. Activate the lever in the tree house to get back down. Go back to the fountain and wet

the cloth. Put the cloth on your face. Enter the area that contains the flowers and take some blue flowers. Go back to the mushroom village.

Eat the blue flowers. Kill the scorpion. Enter the mushroom near the dead scorpion and go upstairs. Talk to the Sprite. Receive the Reveal Illusion spell. Put this spell in the Spell Book. Go back outside. Find the blue potion, which heals hit points, and search for another mushroom that you can enter. Go upstairs. Search the cabinet beside the bed. Find the green potion. Go outside. Drink the green potion.

Return to the flower area and follow the path on the far left, where you find a Japanese knight. Talk to the knight. Place the cog on the wall. Find the illusionary door to the right. Cast Dispel Illusion. Enter. Find the torch (talk to the knight while you are there) and the pail (fill with water from far right room). Place the pail of water on the lever outside, enter the grate, and get the silver chest. Go back outside, enter illusionary door again, and find a skeleton on a bed. Give the silver chest to the skeleton and receive a ring. Go to the door at the end of the room. Use the torch. Go outside.

## In the Belly of the Fish

Talk to the knight, then follow the path to the river. Jump into the river and get swallowed by or you kill a carp. Take the diamond you find inside the fish. Use the weapon inside the fish. The carp spits you onto the opposite shore.

Go to the waterfall and walk down the bank. Go through and behind the waterfall. Give the diamond to the turtle dragon. Take the huge crystal from the previously blocked location.

Exit the cave and return to the river. Jump into the river again (this time, you jump to the opposite bank). Return to the knight and give him the huge crystal (he promises his vote). Return to the falls. Take the stepping stones across.

## Stonehenge

Follow the path. Go to the top of Stonehenge. Accept the challenge from the knight and receive the pick. Go down to the path. Go to the right until you are on the path. Turn around so that you face the end of the path. Use the pick on the rocks in front of you.

Follow the path, then talk to the black knight. Take the axe from him and cut down the tree stump. Approach the two thugs, kill them, and take their possessions. Open the bag you took and remove the vase. Dispose of the broken vase. Now, follow the path until you come upon the castle. Talk to the duo in front of the castle, then give the vase to the duo.

## The Castle

Follow path to the castle and enter. Go to the door on the left. Show the ring to the small dragon that guards the door. Enter the castle and kill the zombie. Explore all the rooms. In the bedroom, push the metal bracket on the log grate. Now, go through the curtain. Get the key from the ceiling light and use the key on the chest. Take a portion of the crest. From the chapel, take the water shaker. Go to the opposite end of the chapel. Go through the door on the right. Take candles and the Bible. Go back to the chapel and insert the candles in the candelabra. Get another piece of crest.

In the library, click on the man-sized dragon and learn how to release the spirit. Take stairs down. Get the sword to the right. Go back upstairs and go to room with the table and fireplace. Use sword on the coat of arms that is missing a sword. Take a final piece of crest. Join together the pieces of the family seal. Return to the main room and in the upper left corner (referenced by where you first entered), find dragon effigy and stone eyeball (break the half-full bottle). Go downstairs.

Use the combined family seal on the door. Search all rooms. Climb the ladder and find a broken key. Find a stone eyeball



in the skeleton's skull on the bed. Find another stone eyeball under the blanket in another room, the ladle in the kitchen area. Find a crowbar in banquet area, charcoal in the room off the blacksmith area, and a forge hammer and hacksaw in the blacksmith area. Put charcoal in the brazier. Use the ladle to get water from the water trough. Use the flint on the sulfur (you picked up these items at the house at the start of game). Use the fire you create to light the charcoal. Use bellows. Put the broken key in the charcoal. Put the key on the anvil. Use blacksmith hammer on the key. Use the ladle of water on the key. Take the repaired key and return to the main room. Use the key on the door that wouldn't open. Search the weapon room for another stone eyeball. Use the four stone eyeballs on the two skeleton heads here. The crystal containers disappear. Take all the items (sword, shield, crossbow, key). Go back outside to the large room.

Take the skeleton in the center cell. Use this skeleton on the skeleton in the right cell. Use the Bible. Use the holy water shaker. Click on the skeleton to free him. Go up to the room with the pool of water, jump in, and take the crank. Jump out of the water. Go back down and use the crank on the dragon head. Go back up to the pool room (the water is now gone), jump in the pool, and go through the door. Follow the path around to find the dragon. Receive all the items and go back upstairs. Go back to the first entrance to the castle. Use the sleeping powder on the dragon and take the sphere. Go in the castle. Go to the door with stairs leading up. Use the magic powder and go upstairs.

## **FIND FOUR METAL BALLS**

You need to find four metal balls before you can collect the items needed that help you win the game. You find these items in the following four areas:

1. In the bedside table in the first room to the left (kill the skeleton after entering, the Ball is in the next room)
2. In the plant to left in second hallway
3. In the nursery
4. In the bookcase



In the room with a balcony, go around the balcony and talk to stone imp. Take the imp. Go to the hallway with the window that looks into the egg. Use a hacksaw on the window. Place the sphere in the nest. Use pliers on the sphere and remove the baby dragon. Take the baby dragon to the large dragon in the basement and receive an item. After you use the stone imp on the dragon, it flies you to the top of the castle. Get a teleport spell and a vial of blood. Teleport back to the dragon. Talk to dragon. Go back upstairs to room with the eagle. Take a twig from the fireplace, use flint on the sulfur, and then use fire on the twig. Use lit twig on the eagle. Place four metal balls in the holes in front of the eagle. The eagle opens to reveal a talon. Take the talon.

Go back to the hallway with stairs that lead up to a door. Use the key from the basement. Go into the room that contains several pots. Find the pot with a hole in the bottom. Use the talon to get the key that hangs over the eagle. Climb the stairs and use this key. Go through the door.

## END GAME

Talk to the mage. Place all the items from the basement—sword, shield, and crossbow—in the pentagram, and then go up to the next level. Take the ruby from the railing. Go back to the mage and talk again. Teleport to the skull cave. Use the ruby on the coffin. Take the dragon armor. Teleport back to the mage and talk some more. Get the cup and the amulet. Take the amulet out of the cup. Follow the mage's instructions. Take and break the dragon effigy. Receive the crystal ball. Teleport to the dragon. Enter the back room and take the dragon saddle and lance. Don the dragon armor. Use the saddle on the dragon. You fly to the voting place, where you either become a Dragon Lord or are turned down.

You now become a Dragon Lord and win the game!

# ERIC THE UNREADY™

**E**ric is a dolt of the Old Times. He was known to screw up often. Here, you are Eric. You must go into the kingdom and surmount many challenges, and slay many monsters to prove that you are worthy. It's a tough challenge, being such a loser and all, but you pull through! This game has plenty of humorous and challenging puzzles. Eric the Unready keeps your attention, and the game play is good. I also like the simple interface.

## ERIC THE UNREADY INTRODUCTION

Eric the Unready begins his quest by leaving King Fudd the Bewildered's castle to battle the Knight of the Black Cauldron. When Eric faces the knight, he can't remember what to do. He pulls out his trusted manual *How to Joust*, and eventually sticks his lance into the apple tree beside him. When Eric tries to pull out the lance, bushels of apples fall on the evil knight and knock him off his horse.

At the victory banquet held in Eric's honor, Eric sets the banquet hall on fire when he drinks to a toast.

The next day at Eric's "performance" review, the shop steward of Knight's Union Local #704 decides that Eric should be assigned only simple quests because of his limited abilities!

## THE NO B.S. WALKTHROUGH

### Game Introduction: Saturday at the Farm

Eric's first quest after his appropriate review is to remove a curse from a farmer's daughter. When Eric reaches the farm, the farmer welcomes him and points to a pig—the farmer's daughter. The farmer continues and says that a kiss by a knight transforms her back to a girl. At this point, the control of the game is handed to you.



**If you use only the walkthrough, have tried everything, and now are stuck, remember that Eric receives a lot of help from other characters in the game. Talk with everyone you see! If they want something, they tell you. If you give them what they want, you probably get something in return.**

**Barn:** Go in the barn and open the medicine cabinet. Pick up the two bottles and the vial. On your way out, pick up the rope.

**Outhouse:** Hang the rope on the hook and go down the hole. Don't forget to read the newspapers: they have clues to other puzzles. Now the fun begins!

Go down the rope into the yuck muck. When you see the pig, give it (her?) the Hog Wild bottle. Now kiss the pig (it's a girl, remember). The farmer must be next to you when you kiss the pig.

Right after you kiss it (her), the farmer's daughter comes home! Demand an explanation from the farmer, then go into the barn to clean your face.

Leave the farm to go back to the village. As you walk back, Princess Lorealle the Worthy stops to pick you up. As you sit there, the Princess decides to take you back to the castle. It's pretty obvious that she likes you.

### **DAY THREE: Sunday in Town**

You wake up in the knight's barracks. On your bed is a card. Try to look at the card. You won't be able to read it because of your rusty armor. A squire arrives and announces that Princess Lorealle disappeared and a knight will be assigned to find her. Afterward, the squire removes your rusty armor. Now you can read the card (you need this card shortly).

Right after you read the card, the Sergeant-at-Arms makes you go to the Union Hall. Look at and talk to the young knight and the old knight. What a motley crew! After you talk, the shop steward comes in and describes what you must do for the rest of the game. The shop steward informs you that a prophecy of



her father's death has been told. If the Princess isn't found and rescued quickly, she loses her right to succeed him. The shop steward then assigns you the quest! Talk about being in over your head!

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**From this point, your only goal is to find and rescue the Princess (what a concept!). This task sounds simple, except that you're working against the clock (that and you—as Eric—are a dullard). Think fast and try everything, and save often!**



Return to your sleeping quarters and get your helmet and the card.

Go east, south, and then west until you arrive at Giovanni's armory. Give Giovanni the card. He asks you questions about your old suit of armor. The answers to these questions are in the front of the game manual (copy protection!). Answer his questions correctly and he hands you a wizard's cloak that you can wear until your armor is ready. Put on the cloak and look in the pocket. In the pocket, you find a packet that contains a seed. You need to grow the seed by planting and watering it. Go to the pond and put your helmet in the water. Use the helmet to carry water for the seed. Go to the garden, plant the seed, and water it with the helmet. It grows!

Climb the beanstalk (another familiar task...). Look in the window at the top of the beanstalk. You see a weird wizard who doesn't talk to you until you get him a root beer. Remember the ice cream shop?

Go down the beanstalk, walk to the village green (the duck pond), and go into the Ice Cream Shoppe. Talk to Bobbin, then buy root beer by handing over the coin. You like Bobbin's earmuffs, but he needs them because he is cold. To get his earmuffs, you need to light a fire in the fireplace.

Go next door to Ulric's House of Torches and enter the store. Now you have the torch. Return to the Ice Cream Shoppe and light the kindling with the torch. Bobbin happily hands over his earmuffs.



Return to the village square and look for Ponce. Talk to him, put on your earmuffs, and then give him your gold coin. This is a request for the epic of Baldur. Talk to Ponce again, and when you get his attention, he agrees to perform the epic of Baldur again at the feasting hall. He then follows you back to the feasting hall.

When you reach the feasting hall, go up the stairs. When you are outside the Queen's chamber, you hear the Queen and Sir Pectoral planning something suspicious. Now you know who kidnapped the Princess! They also mutter something about an ambush for you when you leave the village.

Go down to the feasting hall. The epic just ended, and all the knights are waking. They make it clear that you shouldn't have been assigned this quest. Suddenly, a fight breaks out, and Ponce gives you a commemorative book. After he leaves, Bud the wizard appears and suddenly everyone is transported to the village green. After the knights try to pull the banana from the stone, go to the stone and pull. You did it! The knights express their unhappiness and disappear as you are transported to the wizard's room on the beanstalk.

The wizard tells you the Princess is held at the Queen's sister's castle. You learn that you must find five items in the land of Torus to help you rescue the Princess. Before you begin the search, you must return the banana to the lady of the pond.

Suddenly, you transport to the pond. Throw the banana in the pond. Scenes of Princess Lorealle and her captivity appears.

## **DAY FOUR: Monday in the Enchanted Forest and Kingdom of the Dwarves**

Again, you transport—to a cemetery in the Enchanted Forest. Look at the newspaper and follow the path west. Pour the root beer on the tree roots to stop them from tripping you. Continue following the path to the west.

When you reach an upside-down tree, look under the branches on the ground. You see a trap door! Open the door and go down. You see a boarded up house. Open the shiny box in front of the porch. Look at the mail. One letter says the owner has won a prize. You decide to break into the house, but you need something to break the boards.

Go west and walk into Fran's place. Now leave. When you leave, Fran gives you a pickaxe. Return to the boarded house, use the pickaxe on the boards, and enter the house.

In the living room, look under the rug. Another trap door! Open the trap door, then pick up and use the skeleton key to open the cupboard. Inside you find a beard. Take it, then go upstairs and search the bones. You find a driver's license. Go downstairs, and down the trap door into a cavern. Kneel and enter the clearinghouse. Give the mail and the license to Ed McDwarf. You win the prize. Remove the beard and stand.

Go southwest. You encounter a dwarf family who gives you money. Go west and play the memory game you find at the carnival to win a slingshot. If you can't keep all those pictures straight, draw a 7 by 5 grid on a piece of paper and fill in the pictures as they appear. When you win, return to Fran's outside the boarded house and buy a starter rock. Walk back to the cavern. As you leave Fran's he also gives you a bungee cord.

Go to the Ferris wheel. Move the lever, then take a seat, then push the green button. At the top of the wheel, use your slingshot and starter rock to move the lever down below. Stand up and take the pitchfork. Tie the bungee cord to the branches and jump down. The dwarves are happy you took the pitchfork and give you a large rock. Return to the boarded house, and use the large rock to climb into the attic and out into the Enchanted Forest Cemetery.

You now see a message that the first part of the quest is over. Afterward, more scenery of the Queen and Sir Pectoral plotting against the Princess and the King appears.

## **DAY FIVE: Tuesday at the Tavern and Blicester Castle**

Enter the house with the thatch roof next to the road. Sit at any table in the tavern and look around. Pick up and read the newspaper, then read the sign above the bar. Talk to the key maker and then look at Bruce, the waiter. What a clown! Take out the book Ponce gave you and look at it. Inside is a coupon. Give the coupon to Bruce, order a Mead Lite from the menu, and leave.

Go west to return to Blicester castle. Scale the castle wall. The defenders scurry about and unexpectedly reveal a secret path to the northwest. Follow the path until you see the owners of the path. Note the secret door and key. The owners are unhappy about your discovery and sic turtles on you. Remember the

bottle of medicine you got at the farmer's barn? Pull out the bottle of Tort-Ease and give it to the turtles. They promptly fall asleep. To get the key off the wall, go back down the path to the stables. Give the Mead Lite to the two-headed oaf and take a branch from his wagon.

Go up to the battlements and dip the branch in burning tar. Take the torch to the key. Melt the wax seal and apply the wax to the key. What an impression!

Take the key impression to the tavern and give it to Howard Johnston. He makes a key that can open the secret door. Go back to the secret door and open it. After you go through the door, you must play the Wheel of Torture, a game about the land of Torus. If you read all the newspapers, you can win the game in one or two tries. When you win, choose the Crescent Wrench of Armageddon. Demonstrate it and watch out!

Visions of the Princess in peril again appear. As you can see, you're running out of time!

## **DAY SIX: Wednesday at the Fairgrounds and with the Dragon**

You're at the entrance to a fairground. Pick up and read the newspaper, then spit. You are put in the stocks. When a boy with an apple teases you, insult him. He throws the apple. Pick it up. What a humiliating way to get this object!

Wander the fairgrounds. When you reach the main fairground area, give the apple to the chef. He leaves and forgets his apron. Take the apron, then go to the Pavilion of Tomorrow.

Take the leech. You now need to get the chamber pot. Stick the rubber band on the snake's mouth and tie the aardvark to the table with the bungee cord. After two tries at getting the pot, stand on the floorboard and try again. It will come off.

Go to the amphitheater and read the sign. Come back to see Lily's show at the advertised time. Lily invites you to her dressing room. Go, and talk with her. Return to the amphitheater and watch the jugglers. Throw the leech at the jugglers when they challenge the audience to give them something they can't juggle. They run and leave their gloves. Take them.

Walk to the Maypole. Put on the gloves and climb the pole. At the top, grab the boa. Return to Lily's room with the boa. She gives you a weed (what a gift!) that transforms into a reed (even better!).



Walk to the shady area where the three-handed elf runs a shell game. When the musician walks by, give him the reed. He gives you a pair of sunglasses. Don the sunglasses, talk to the elf, and play the game. Your prizes are the woodcuts of Lily.

Go to the shooting gallery and give the barker the woodcuts. He is so excited, he forgets about the shooting gallery. Shoot at the moving targets until you have a chicken, a whoopee cushion, and a noise maker. Who's carrying all this stuff?

Go to the fools' contest and enter. Place the whoopee cushion on the chair and sit on it. You win! Take the cap.

Put on all the clothing you won at the fair. Make sure that you wear the apron, the chamber pot, the gloves, the boa, the sunglasses, and the fool's cap. Leave the fairgrounds and head west until you reach the dragon's lair. In the background you see the raw steak of eternity. The dragon attacks!

To kill the dragon, shoot his arm if he attacks your arm; shoot his leg if he attacks your leg—shoot the part of his body that he attacks on your body. Next, grab the steak and stand back!

Scenes of foreboding elsewhere in Torus appear. Grizelda, potential usurper to the throne, looks into her mirror and asks herself important questions. Well, maybe not that important.

## **DAY SEVEN: Thursday at the Home of the Gods**

Pick up the paper and read the sad story. Moon the unicorn and get the leaf from the tree. Who said being an incompetent knight wasn't fun!

Follow the path west to the portico of the temple. Grab the robe, put it on, and read the sign. Now, ring the fourth bell. While you wait for the examination, give today's newspaper to the girl attendant. When she cries, offer her your handkerchief. Put the leaf in the hanky. When you see the unicorn, you pass the test and can enter the salon. Go in and talk with all the virgins. All in a day's work.

Enter the sanctuary to the north. Don the ring and stand in the wine vat. When a sacrificial virgin appears, give her Ponce's commemorative book. She falls asleep.

Return to the wine vat and wait for Molochi's mouth to open. Walk into it. You see an escalator. Read the sign and wait. Go up the escalator and explore the home of the gods. See the shiny object in the clouds that surround the mountains? You see the Crowbar of the Apocalypse, the next item you need.



Go to the main building by walking through its facade. Enter the library and ask the librarian for the book *Priming the Mountain*. The librarian doesn't hear well, so you may have to repeat. Read the book and notice that it isn't copyrighted. You can legally make a copy! Go to the scriptorium and copy the book. Read the ritual and note the items you still need. Now go to the library and push the lever on the machine. Pick up the slimewig.

Go to the God of the North Wind. He gives you a note for Morty. Walk through the palace facade. When you see Clio, give him the note. Wait for Morty to call and give Morty the note. Exit and take the herbs from the reception area while Clio is with Morty. Leave the palace. You find another note. Go back and show the note to Clio, then to Morty. While they are busy, take the costume from the case in Clio's reception area.

Leave and go to the lounge. Give the token Morty gave you to the repairman, then put the penny in the vending machine and take the bottle of nectar. Notice the messages on the bulletin board. Dial the number 1-800-DOMINUS on the phone and wait until a cake arrives. To light birthday candles, pull the dragon tail. Take the cake to the God of the North Wind. Give him the cake and walk back to the glade. The pool is frozen. Now you can get the golden key.

Walk back to the god you saw digging a hole. Give him the nectar until he leaves. Take the egg. Now walk to the marketplace. Read the book and perform the ritual. If you perform the ritual correctly, a stairway appears, rising into the mist. Go up the stairway and unlock the padlock with the golden key. Take the Crowbar of the Apocalypse. WHAM, BAM! Hell breaks loose.

Suddenly, images appear of a bachelor party being held for the Princess's fiancé. Hurry, or you'll never see her pretty face again!

## **DAY EIGHT: Friday in the Beautiful Swamp of Perdition**

You're on a raft with a few other riffraff. Looks familiar, doesn't it? As Captain Kirk, give the berries to Zulu and you realize where you are going. You are being sucked into a whirlpool and land on Phantasy Island.

Dourke kidnaps the crew. Daddoo tells you that Dourke will return your crew if you give him a drink of coconut milk and rum with an umbrella in it. No problem for Captain Kirk. Get back on your raft and head for Monkey island.

### **ON MONKEY ISLAND**

Yell YOOHOO to get the banana. Give the banana to the monkey and take the big coconut. Leave on the raft.

### **ON MILLIGAN'S ISLAND**

Take the beach umbrella. Wait a few seconds for the bottle to appear. Take the bottle and read the match book. Connect the dots on the picture, then put the matchbook back in the bottle. Put the bottle in the swamp and wait 15 minutes. The bottle comes back. If you connect the dots correctly, you find a special certificate in the bottle. Leave this island.

### **ON LILLIPUT ISLAND**

Move the lever to Import. Put the coconut on the conveyer belt. The coconut shrinks. Put the umbrella on the conveyer belt. A miniature umbrella returns. Move the lever to Export and put the dragon on the conveyer belt. The dragon returns to normal size. Time to go.

### **ON THE ICEBERG**

The full size dragon helps you get past the iceberg.

### **ON GNOLL ISLAND**

Use the guillotine to cut the coconut, then go to Treasure Island.

### **ON TREASURE ISLAND**

The pirates let you onto the island when you show them the certificate. Pass their test to receive an eye patch and rum. Return to Phantasy Island.

## BACK ON PHANTASY ISLAND

Pour the rum into the coconut. Add the umbrella. Now give this drink to Daddoo. He gives you the Bolt Cutters of Doom. Watch out! All hell breaks loose and a tidal wave appears. Suddenly, Bud appears and gives you a whistle so that you can call Pegasus.

Scenes of the Princess's shotgun wedding appear. Hurry or you've had it!

## DAY NINE: Saturday at the Black Gate and the Wedding

Another newspaper?! Read it. When you see the skeleton, take the candygram from him (her?).

Get rid of the tar by using the pitchfork, then use the crowbar to get rid of the bird. Put the steak in the eye, then turn the moon with the wrench. Cut the lightning with the bolt cutters. As you see, you only have ten minutes left. Put the hourglass on its side to break the curse.

When you see the book, try to read it. Look in the crystal ball to read the book. Put the eyeballs in the skull, then hoot like an owl. The mirror asks you a riddle, to which you respond **IIIVX**. Everything in the riddle is in reverse because of the mirror. Suddenly, a passageway appears in place of the mirror.

Go into the witch's bedroom and grab the green makeup (yuck!). Go into the passageway and stand by the chain. Wait until 10:50. At 10:50, put green gook on the chain. The wedding starts at 11:00, and by 11:20 the chandelier falls on the groom.

Go back to the witch's room and open the window. Take the broomstick and sit on it. Try this until you get to a crawl space. Open the trap door. You're inside the wedding cake! What a great place to see the ceremony. Watch the ceremony until the chandelier falls on the groom. Immediately give the candygram to the witch and pick up Lorealle. Leave the castle before it crumbles on you and call for Pegasus by blowing your whistle. When a duck arrives (some unicorn!) sit on it and you go to Fudd's castle.

You learn that the prophecy has a twist: King Fudd is still leader, all the evil scumbags are exiled, and you and Lorealle set your wedding date. Party!

Congratulations—you won!



# ECSTATICA™

If you like adventure and action, Ecstatica is the game. Psygnosis has produced a perfect balance of action and adventure that brings you to a world of fantasy and terror.

You start the game riding a horse, and you can choose to play either a man or a woman in the role of a knight in the Middle Ages. Along the way, you discover a village that at first seems uninhabited; however, you soon find that this is not the case. Monsters and other creatures who are determined to exterminate you appear at every corner.

The village, named Tirish, is under an evil spell that makes every creature a demon. You have to fight for your life against giant spiders, minotaurs, gnomes, werewolves, puny piglet-like creatures, and so on. Either fight hand-to-hand (you cannot defeat large opponents) or fight with weapons you find during the adventure. During exploration of the village, you discover helpful clues in the quest against the evil forces.

This game utilizes a new patented Ellipsoid technology to add realism to the rendered characters. The graphics are drawn faster than typical 3-D polygon engines, providing excellent game play. Over 200 locations provide the player with a real-time interaction through hundreds of animated scenes and multiple camera views. Ecstatica gives you the nostalgic feeling of "Alone in the Dark," only better and faster. The game's brilliant and realistic feel invites you into the action; you don't just passively watch the screen. You experience what a nightmare can be like, including fear, terror, madness, and ultimately—if you're not careful—death.

The atmosphere of the game is tense, nearly oppressive, and the macabre music and sounds reinforce this impression. The sound in this game is fantastic and really draws you into the game.

An interesting feature: when saving a game, you can see in a small window where your location is, which helps when you have

Value 5

Graphics & Sound 5

Game Drama 5



to restore the game. More than just a description to add to a saved game, the photos help you remember where you actually were in the game.

You may experience painfully slow animations on anything lower than a 486 processor. The speed of your CD-ROM drive also may affect the gameplay. **Note:** I suggest you upgrade to at least a 2X CD-ROM to play Ecstatica.

Three options are available for the amount of hard-drive space the game uses, ranging from a minimum hard drive installation to a full 70 MB of HD space. **Note:** the 70 MB option may be best for the single-speed owners who do not want to sacrifice speed over space on the hard disk.

Ecstatica establishes a new standard for this kind of game. Titles like "Alone in the Dark" drop to second place. If you want intense action, if you have a great sense of humor, and if you want to explore a deserted village full of demonic monsters, Ecstatica brings you all the excitement you can dream of. Way to go, Psygnosis, and keep up the great work!

## GENERAL ECSTATICA NOTES

Things are never the same in this game. Don't worry if the way I describe the action in this game doesn't happen in exactly the same way on the screen. The walkthrough tells you how I finished the game.

If you find this game too tough, start the game all over and use the woman character. It's easier to win the game as a woman. I don't know why, but it is written, so let it be done.

You can only carry two items at a time, so make good use of the items you are carrying. Drop off items in a location that's easy to find (and to remember) because you probably will need the items later. Directions here are often complex because of the constantly changing *camera* angle. Don't get confused by the changing viewpoint. It's part of the game and you need to deal with it. Become familiar with the town's layout, which helps make sense of the walkthrough.

# THE NO B.S. WALKTHROUGH

## The Village

After you get off your horse and enter the village, you see an irritating little girl, crying for a teddy bear. She skips into the stables in front of you. I was attacked by the werewolf when I tried to follow her here. That's okay. The werewolf beats the stuffing out of you here, but you live. If he beats you up, press the down-arrow key to exit the chains he puts you in. If he doesn't catch you, you can go by the herb shop and take a right, where you find a road that leads to a pub.

**Note:** the werewolf is a puss. He may attack you by jumping on you. He wins in this way, but confront him directly and you can beat on him until he lets you pass. He licks his wounds and lets you pass, provided you hit him two to three times.

You may be attacked by a piglet here. Piglets are easy to beat—just punch them. They die. You may want to try and sneak past these creatures here by pressing F1. **Note:** F1 is for creeping, F6 is a normal walk, and F10 allows you to run.

When you reach the stables, you meet a dying man. You are attacked here, but you should have no trouble killing this monster. Go into the stable, and the crabby little girl demands a teddy bear. **Note:** you can walk up to the left of the little girl and under the crosswalk. You find a small patch of grass in the back. This is a great place to rest and restore your health. In various parts of this game, you *will* get beaten up, so this grassy area is a great place to go and regain your health.

## The Dagger

Leave the stables and go to the left from the point of view of the start of the game. At the right side of your character, enter the first doorway you see and you may have to fight more piglets. Be careful, these little dudes have maces! You can't pick up the maces after beating them. You see a dagger on the table. Pick up the dagger with your right hand. The table doesn't like this, and you have to fight the table after picking up the dagger. Kooky, right?

## The Gassy Bear

Exit this room and go up into the next doorway. You see a giant, intoxicated, farting bear. The bear attempts to punch you if you get too close. Sneak (F1) past him and get up the stairs. It can be done. After you go up the stairs, pick up the diary (you automatically read it). Listen to all the months recorded in the diary, and learn the history of this town. After you finish, drop the diary and pick up the teddy bear. I wonder where this teddy bear belongs? Now, go up the stairs and look at the book. You need ingredients to make a super-duper magic potion. After you see what you need, exit this room and sneak past the drunken bear. **Note:** you can kill the bear. Stand to his left and bash away with a decent weapon.

## The Teddy Girl

Take the teddy bear to the girl in the stable. Watch what happens. Follow her to her destination. There comes a point in the dungeons where you can't follow her. That's okay. You'll get in there later. She opens another area. Enter this area and kick skeletal butt!

## The Church

Enter the church and note the holy book near the hanging monk. Pick up the funny-shaped twig near his feet. Now, take this twig to the house of the drunken bear. Approach the magic potion-making apparatus. Your character knows what to do. Enter this item into the potion before leaving.

## The Shop

Return to where you started the game. You see a shop. Enter the shop, and you notice some old man getting thoroughly thrashed by a demon. Fight the demon, and as the guy dies, he gives you a key. You may have to pick up the key, or he may give it to you. Either way, it's there. Leave the shop as soon as the danger is over.



## The Pub

Go through the road past the shop, to the right, and enter the pub. You see a drunk getting beaten up by a cranky old demon. Help him out, kind citizen, and the demon leaves. Pick up the mace. Go behind the counter and get yourself a drink. The drunk asks you to get him to the shop. You do so automatically, and you drop him in the back room. Stick around until he regales you with his story. When the drunk start saying "Really, really depressings," proceed toward the door. A demon bashes through the door. Smack the demon back long enough to get one of the herbs from the shelf. **Note:** if you are careful, you can grab the herb before you open the door.

Leave and work back to the upstairs level of the bear's CRIB and go back to the super magic creation apparatus.

**Note:** Robert E. Waring's Slang Dictionary: *Crib* (n.) = *Pad*, *Pad*=*Apartment*, *Apartment*=*Home*, *Home*=*Where your heart is*.

## The Church

Go to the church and pick up the Bible. Now go to the next house after the bear. You find a murdered woman who keeps screaming each time you visit. Be extremely careful here. Another monster waits here. Save your game! **Note:** you can beat this monster out of your way; keep trying.

After this monster is out of the way, go to the left and you see a man crucified upside down in the distance. Go to him and then to your right until you approach a monastery. You may see a leper/beggar on the way. You can ignore him, or if you're into killing innocent people, destroy him—it's up to you.

## The Monastery

Approach the doors to the monastery, and you automatically read the Bible. The monks let you see it. Grab your weapons and enter the monastery. You see a library inside. Explore the library. Drop the Bible near the bookshelves and pick up a book. One monk explains the book. You can pick up another book, if you are into the library scene. Otherwise, drop through the hole in the ground. After you hit the bottom of the hole, go back up. DO NOT explore the underground of the Monastery. You die if you decide



to explore this area. Exit the Monastery and on the way back, pick up the red flower on the road. Drop your weapon(s) nearby.

**Note:** you can drop your weapons and pick up a better weapon to the right of the stables, in the house to the right. The house appears to be a blacksmith's. Kill the demon and grab the sword. It can be done. You see a suit of armor here. It is loud and bulky, plus you can walk about one mile a year while wearing it, but try it on for the fun of it.

Now, take the flower to the apparatus in the upstairs in the bear's house. Your character now drinks the potion you created, whether you want to or not. Now you shrink into a little forest creature.

## **The Forest Critter**

As the forest critter, you can carry nothing. You now must proceed to the dungeons. Remember the opening the little girl took you to that you were too big to enter? As the forest critter, you can enter it. Press F7 and hop past the snakes and piglets to make it there. After you make it to this hole, keep left and follow your nose... it always knows. You pass two piglets—don't kill them, just avoid them—and then you become big again. Beat up the monsters here and go up some stairs. You enter a room with an old knight. Walk toward him, and he praises your name, drops to his knees, and drops his golden sword. Well, what are you waiting for? Pick up the golden sword and go down the stairs.

## **The Monastery Again**

Walk back until you reach the entrance of the library. Proceed up and out of the monastery. Walk up to the crucified man and go to the left of him and kill the Minotaur with the golden sword. What a cool sword!

## **The Magician**

After you kill the first Minotaur, keep going right and go up two flights of stairs at the main staircase. Drop the sword somewhere visible at the bottom of this staircase and go up the stairs to your far right. The magician at the top of the

stairs turns you into a frog. You are not yet a knight, therefore you become a frog in the magician's freakish eyes.

## **The Frog Stage**

Exit the magician's tower and down the stairs again. Continue down the path to the cottage. A door opens. Enter this door and an old woman kisses you. Wow, talk about the old Frog and Prince story! You once again are restored to your former self. There is a magic broom in this room that you **MUST** pick up to finish this story. Ride the Broom to the same place you dropped the sword. Drop the broom and pick up the sword.

## **Lady in the Lake**

Go past the cottage to the small lake. Stand on the square stone and throw the sword into the lake. A lady, a lovely lady, comes out of the lake and she knights you. You now are a knight. Now, return to the magician, who welcomes you and allows you into his realm. Go up the tower in the magician's lair. Look at the magic table and see that you need a relic and a book of magic.

## **The Monastery Once Again**

Take a safe route to the monastery. Save your game! You can outrun the other Minotaur. Keep trying. Try going through the murdered woman's house. In the monastery, grab the bone they are worshipping. The monks are not going to like you grabbing their bone, and you have to kill them. Go ahead—kill a few monks. Run to the hole in the library and after you fall, find your way to the stairs that lead you to the old knight and the village.

## **Circle of Stones**

You now must take the bone to the circle of stones. You also must find the safest way there. Save your game often. If you see the Nymph, don't hang around. She's trouble, man. Place the bone (relic) on the shaped stone at the center of the circle.

## **The Magic Book**

Now find the Magic Book. You need the magic broom. Go back to the stairs where you left it. You may have to avoid the Minotaur

again—good luck. Carry any weapon you can find. Go back to the magician's tower. Instead of going up, go down. You see a statue that tells you that you can go no further. Don't listen to the statue. Use the F1 key and sneak past his left arm. Keep going, and then you have to fight two invisible skeleton. Kill them! In the next room, ride the broom down the stairs and then to the right between the statues. **Note:** if you try to walk down the stairs, you are impaled by the giant spears. You must have the magic broom.

You may need to fight a skeleton creature here, but you can best him easily. Enter the room between the statues and pick up the Magic Book. A strange creature may point out the other room that is closed. The king may be hanging around here. Leave the room, go through the doorway, and head to the left of the stairs. You come across a strange place where women are reclining and getting fanned by naked men. Find the stairs down and you come to a skeleton king. You first must fight the skeleton. This skeleton soon turns into a double of yourself. Kill the double. Now, go back to the magician's home.

## Stone Circle Again

Go back to the stone circle. The magic broom is handy here. Pick up the bone. Make sure that you have the magic bone and the book of magic. Step on the stone in the middle and... WOW! Watch what happens.



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**From this point on, do not drop this bone, EVER!**

## The Finale

Hang on tight! Take the bone and return to the room where you found the book of magic. The closed door now is open and you go through the archway. You now go down into the dungeon you visited at the beginning of the game. You can drop the broom, but do NOT drop the bone. You are invited to supper with the devil, lucky you. Old Hobb makes a proposition you cannot refuse. Refuse it; accept if you don't want to win the game, but otherwise refuse. Save the game here. Find a tight,

secluded area of the screen. The devil turns into a dragon and attacks. Use the bone to shoot fireballs at the dragon.

If you do not succeed, try again, brave soul.

If you succeed, you kill the devil and win the game. Ecstatica has been completed. *Congratulations!*





# GABRIEL KNIGHT: SINS OF THE FATHER™

## GABRIEL KNIGHT GAME BACKGROUND

**T**he opening scenes of this game are similar to the comic book. You see familiar images of supernatural horror and death related to the past and the present. These are Gabriel's nightmares. At the beginning of each day (for the first few days), a news carrier drops off the newspaper at Gabriel's book shop. Grace arrives, gets the paper, and opens the store. Gabriel then enters through his studio. Depending on your progress as Gabriel, speak with Grace about each day's responsibilities. As the days progress, your life grows more complex.

## THE NO B.S. WALKTHROUGH

### DAY 1: At St. George's Book Shop

Ask Grace for your messages. Get them all. Look at the table, then take the tweezers and magnifying glass. Look at the painting of three snakes on the wall near Grace. Look at the books in the bookcase farthest from you. Take out and read the top left book by Heinz Ritter and the top right book about snakes. Read the newspaper near the cash register, then open the register and take the gift certificate. Leave the store and go to your grandmother's house in New Orleans.

### GRANDMA'S HOUSE

When you see your grandmother, ask her about each family member until she stops talking. Now walk upstairs to the attic.

Pick up and read the sketch book on the armchair. Look familiar? These images look like the ones in your nightmares. See the three snakes? Now look at the clock. Change the time to 3 o'clock, then move the outer circle until the dragon appears at the top of the clock. Wind the clock and watch the secret door appear. Take the photo and letter out of the door. Read the letter, then go downstairs.

Ask your grandmother about Heinz Ritter, then go to the police station in the French Quarter.

## **THE POLICE STATION**

Ask the sergeant at the desk about Mosely and take the photo envelope when he offers it. Look at the two photos. One shows a murder victim; the other shows a picture of you and Mosely, acting like old friends. Go to Jackson Square.

## **JACKSON SQUARE**

Walk to the northwest part of the square. Walk by the mime artist. Make sure he follows you. Walk to the cop on the motorcycle. Don't walk too closely to other people or the mime starts following them. If so, approach him to make him follow you.

When you reach the cop with the mime close behind, get the mime to attach to the cop. When the cop leaves the scene, listen to the police radio on the motorcycle. Leave to go to Lake Ponchartrain, which is where the crime occurred.

## **LAKE PONCHARTRAIN**

When you arrive, you meet Malia Gedde. Look at the tracks on the ground and use the magnifying glass to examine the hatch marks in the grass to the lower right. Pick up the snake scale with the tweezers. Open your sketchbook and draw the pattern you see around the body. Go to the lake and take some clay. Now return to the the French Quarter police station.

## **THE POLICE STATION**

Ask the sergeant about Mosely, and then open the swing door and the office door. Ask Mosely about the patterns surrounding the body, then ask about the other six patterns. Go to the lobby.

Talk to Officer Franks; she gets the pattern file. Put the file in her In-box, then return to Mosely's office. Ask Mosely if you can have a photograph of Mosely and yourself for your book. After Mosely calls in Frank, tell Mosely you need to fix your hair for the photo. Leave the office. Take the pattern file from the In-box, then use the photocopier to make a copy. Put the pattern file back. Return to Mosely's office for the picture. Leave the police station and walk to the Dixieland Drug Store.

## **THE DIXIELAND DRUG STORE**

Spooky, huh? This is no drug store, but a voodoo front. Look at the sign about St. John's Eve, then show the murder photo to Willy, the owner. Return to St. George's Book Shop.

## **DAY 2**

### **ST. GEORGE'S BOOK SHOP**

Ask Grace to research Malia Gedde. Go back to the Police Station.

### **THE POLICE STATION**

Look at the repairman working on the thermostat. Ask the desk sergeant if you can see Mosely, then go through the swing door. Turn the thermostat to 75 degrees. When you enter Mosely's office, he takes off his jacket because he's hot.

Ask Mosely to get you coffee. After he leaves the office, grab his police badge and leave. Go to Jackson Square.

### **JACKSON SQUARE**

Walk around the square, then walk to the northeast corner. Notice that the artist lost his picture. Follow him, then walk to the southwest corner. Give the certificate to the hot-dog man and take a hot dog. Give the hot dog to the little dancing boy. Ask the boy if he can help you get the painting. The boy squeezes through the fence and gets the painting. Give the painting to the artist, then pull out copies of the six patterns from the police file, and the pattern you found at Lake Ponchartrain.



The artist tells you he can re-create the veve pattern but will not finish it until tomorrow. Leave the square and go the Gedde Mansion in Greater New Orleans.

### **THE GEDDE MANSION**

Knock on the door. When the butler answers, tell him you want to see Malia. When he asks why, show him the police badge and tell him it's official business. When Malia arrives at the house, ask her twice about voodoo and about Lake Ponchartrain. Say rude things to her to get kicked out of the estate. Now travel to the voodoo museum.

### **THE VOODOO MUSEUM**

When you see Doctor John, keep him talking until he explains current and historical voodoo and Marie Leveau. Look at the ritual coffin at the left of the museum. Go to St. Louis Cemetery.

### **ST. LOUIS CEMETERY**

Talk to the graveyard supervisor until he explains everything he knows about Marie Laveau. Then ask him about the tombs with voodoo marks. Look at the voodoo marks and add them to the sketch pad. Exit the cemetery and go to Moonbeam's house.

### **MOONBEAM'S HOUSE**

When you see Magentia Moonbeam, ask her about voodoo, St. John's Eve, snakes, and Grimwald. Ask her to show you how she works with Grimwald. While Moonbeam and Grimwald dance, take the snake skin from Grimwald's cage. Show Moonbeam the voodoo message you copied from Marie Laveau's tomb. She translates it. Pull out the magnifying glass and compare the snake skin with the scale you found at the lake. They don't match! Go to the Dixieland Drug Store.

### **THE DIXIELAND DRUG STORE**

Look at Madame Cazaunoux; watch her dog. When she leaves, ask Willy about animal masks, then about Willy Jr. Go to St. George's Book Shop.

## **ST. GEORGE'S BOOK SHOP**

Ask Grace to research Madame Cazaunoux. That's it for Day 2!

### **Day 3**

## **ST. GEORGE'S BOOK SHOP**

Bruno the florist may enter the shop and offer to buy your father's painting. Ask for 100 bucks. Grace won't be too happy, and she may kill the sale. Don't worry; you have another chance to sell the painting to Bruno. Afterward, ask Grace for messages. Then ask for Wolfgang Ritter's phone number. Read the paper, then go to your studio.

Go in the bathroom and take the red hair gel. Exit and look at the phone list that contains the Cazaunoux phone number. Phone her house by dialing 555-1280. You hear her dog's name. Next, dial the vet at 555-6170. Mention Castro's name and you receive Madame Cazaunoux's address. Go to the Dixieland Drug Store.

## **THE DIXIELAND DRUG STORE**

Give Willy the 100 bucks from the painting and he gives you the crocodile mask and Gamblin' Oil. Go to Jackson Square.

## **JACKSON SQUARE**

Walk to the northeast part of the square and talk to the artist. He gives you the reconstructed veve pattern. Walk to the northwest corner and look at the fortune teller's snake. Wait until the fortune teller begins to dance, then walk to her and touch her. She dances and flirts, and then leaves her veil on the ground. Pick it up and pull out the magnifying glass. When you look at the veil closely, you see a snake scale. Use the tweezers to remove the scale and give the veil back to the fortune teller. She then tells your fortune. Bummer!

Look at the two snake scales you have in your inventory. The scale you just acquired doesn't match. What a waste of time! Leave Jackson Square and go to the police station.

## THE POLICE STATION

Walk right into Mosely's office and give back the police badge and sit in on the interview with Crash. Exit the police station and go to St. Louis Cemetery.

## THE ST. LOUIS CEMETERY

When you arrive, travel to the right. You find the Wright family tomb. Walk to the right again for another scene involving the Gedde family tomb. Talk to Malia.

Walk to the left through the scenes you just encountered and go to Tulane University in Greater New Orleans.

## TULANE UNIVERSITY

Sit in on the lecture. Examine your tape recorder. The tape recorder has recorded Hartridge's lecture. Notice that you also can't stop looking at the small ritual coffin called a *sekey madoule*. When the lecture ends, go to Hartridge's office behind the lecture hall to the left.

Show the veve pattern to the Professor and ask him about "Cabrit Sans Cor." Show him the murder photo and ask about black voodoo. Now ask about St. John's Eve. While Hartridge researches the veve pattern, go to the St. Louis Cathedral in the French Quarter.

## ST. LOUIS CATHEDRAL

In the back of the cathedral on the right is a door. Open it and go into the Priest's room. Pick up the short black priest's shirt from the right cupboard and the white priest's collar from the left cupboard. Now go to the Cazaunoux house.

## THE CAZAUNOUX HOUSE

Before you knock on the door, apply the hair gel to your hair, and put on the clothing you "borrowed" from the church. Knock, and then and tell Cazaunoux that you are Father MacLaughlin. When she lets you in, ask her about "Cabrit Sans Cor" and tell her it means "goat without horns." Also ask her about human sacrifice, real voodoo queens, and voodoo *hounfour*. During

your conversation, Madame Cazaunoux takes off her bracelet. Ask if she wants it blessed. You then see a close-up view of the bracelet. Take out some clay and make an impression of the bracelet. If you screw up, you can ask to see it again.

Thank Madame Cazaunoux and exit. Go to your grandmother's house in Greater New Orleans.

## **GRANDMA KNIGHT'S HOUSE**

Ask your grandmother about Wolfgang Ritter. Exit the house and go to the Napoleon House in the French Quarter.

## **THE NAPOLEON HOUSE**

When you are in the bar, ask the bartender if he knows anything about voodoo. Then ask everyone in the bar what they know. Make sure you ask each person twice.

Look at Sam (he wears a purple coat). Notice that he is a jeweler. Give him the Gambler's Oil and tell him it can help him win in chess against Marcus. Sam plays and wins! After he wins, give him the clay impression. He uses it to make a snake bracelet that you can pick up tomorrow. Go to the book shop.

## **ST. GEORGE'S BOOK SHOP**

Grace is closing when suddenly Malia arrives.

## **Day 4**

## **ST. GEORGE'S BOOK SHOP**

Give Grace the pattern. Go to your studio; call Wolfgang Ritter at 49-09-324-3333. Wolfgang sends you his journal. Return to the shop and read the newspaper. Exit and go to the Napoleon House.

## **THE NAPOLEON HOUSE**

Get the snake bracelet from Sam, then go to Jackson Square Overlook.



## **JACKSON SQUARE OVERLOOK**

Look through your binoculars to the left. You should see Crash talking with the Drummer. As he leaves, follow him to St. Louis Cathedral.

## **ST. LOUIS CATHEDRAL**

Give the snake bracelet to Crash. Ask what he talked with Drummer about and also ask about the Voodoo *hounfour*. Right after he dies, look at his body, then open his shirt. Look at the snake tattoo. Draw his tattoo in your sketchbook.

Exit the cathedral. You are at St. George's Book Shop at the end of the day. When you sleep, your dreams are sweeter.

## **Day 5**

## **ST. GEORGE'S BOOK SHOP**

Grace gives you a news clipping from 1810 and also Wolfgang's letter and journal. Suddenly, the phone rings. Professor Hartridge made an exciting discovery. Ask Grace to research Rada Drums, then read all the goodies you just received. Finally, read today's newspaper. Exit and go to Tulane University in Greater New Orleans.

## **TULANE UNIVERSITY**

Walk into Hartridge's office. He's dead! Look at his body. Next, take the notes he left on his desk. Exit and go to the Historical Voodoo Museum.

## **THE VOODOO MUSEUM**

Just when you go in, you're attacked by the snake. Act quickly or you will die. When the snake has you by the neck (so to speak), press the switch on the right. What a crummy way to start the day! Exit and go to St. George's Book Shop.

## **ST. GEORGE'S BOOK SHOP**

When you arrive, Grace walks up and pulls something off your face. When she puts it in the ashtray, look at it. Pull out your tweezers and pick up the scale. Pull out the magnifying glass and compare this snake scale with the one from the museum. Finally! They match! Things are looking up! Exit and go to St. Louis Cemetery.

## **ST. LOUIS CEMETERY**

Look at the tomb. See the new voodoo code? Pull out the sketch pad and copy the code in the book. Translate the new code by using your old translated code on it. Pick up the red brick near the corner of the tomb. Use the brick to write a message in code on the tomb. The message you need to write in code is, "DJ bring sekey madoule." Refer to the translations. This is the small ritual coffin you saw at the Voodoo Museum.

If you successfully write your message, you can leave. Go to Jackson Square.

## **JACKSON SQUARE**

Talk to the fortune teller. Listen to what she says. Sound familiar? Just like your nightmares! Go to the police station.

## **THE POLICE STATION**

Go to Mosely's office. Talk about reopening the murder case. Give him the veve drawn by the artist, Hartridge's notes, the 1810 news clipping, and the two matching snake scales. He reopens the case. Exit the police station. All in a day's work!

## **Day 6**

## **ST. GEORGE'S BOOK SHOP**

Some frightening things happen, then Grace gives you a book on Rada Drums. Later, an envelope is delivered through the mail slot. Pick up the envelope, then open it. Read the letter, then read today's newspaper. Next, show the tattoo to Grace, and talk her into painting a tattoo on your chest. Go to Jackson Square.

## JACKSON SQUARE

Walk to the southwest corner and talk to the beignet vendor. During the conversation, tell him to return to his old stomping grounds outside the police station. Exit and go to the police station.

## THE POLICE STATION

When you arrive, Officer Franks goes out to the beignet vendor. Wait a few moments. The desk sergeant also goes out to buy beignets. After he walks out, go through the swinging doors and open Mosely's office with the key. If you screw up and get caught, leave the station and then return. The desk sergeant will fall asleep, and give you another chance. Open the drawer in Mosely's desk and take the tracker. Exit the station and go back to Jackson Square.

## JACKSON SQUARE

Walk to the northeast part of the square and pull out the Rada Drum book. Use it on the drummer. Look at the drum codes and use them to select the appropriate phrase. The phrases are found on different pages. Select "Call Conclave," "Tonight," "Swamp." Exit and go to the Voodoo Museum.

## THE VOODOO MUSEUM

Put the tracker signal component in the small ritual coffin (the *sekey madoule*). Exit and go to the Bayou St. John site in Greater New Orleans.

## BAYOU ST. JOHN'S

Turn on the tracker by using it on yourself. A display appears in the bottom right part of the screen. Walk through the maze and follow the tracker signal. Eventually, you reach the entrance to the ritual site. Finding it takes time, so don't worry about Gabriel's pessimism.

When you finally reach the ritual site, put on the crocodile mask and walk into the assembly. Dr. John (Brother Eagle) asks you two questions. Respond with "Damballah" and "Ogoun Badagris." After the bizarre ritual, the day ends.

## **Day 7**

### **ST. GEORGE'S BOOK SHOP**

After you awake, pick up the flashlight on the right side of the dresser. Then use the telephone to call Wolfgang (49-09-324-3333). Talk with Wolfgang about Tetelo, the Talisman (ask him twice), Tetelo's remains, and the African Homeland. Wolfgang seems excited about the information. Afterward, read today's paper. Exit and go to St. Louis Cemetery.

### **ST. LOUIS CEMETERY**

Walk to the right until you encounter the scene at Gedde's tomb. Under the plate on the left of the tomb is a red button. Press it, then enter the tomb. Pull out the flashlight and look around. Open the drawer with the veve pattern. You then find Mosely's body and are knocked out. When you wake up, look in the open drawer and get the wallet. Open the wallet and take Mosely's credit card. Push the red button to open the tomb, then exit. Leave the cemetery and go back to the book shop.

### **ST. GEORGE'S BOOK SHOP**

Go to your studio and pick up the phone. Call a travel agent (585-1130), make a reservation for Germany, and pay with Mosely's credit card. Go to the New Orleans International Airport in Greater New Orleans.

### **IN WOLFGANG'S BEDROOM**

When you get to the great hall, walk up the stairs. The room you see is Wolfgang's bedroom. While you are here, look at the stone lintels above the giant door. Go downstairs to the great hall.

### **IN THE GREAT HALL**

Find out from Gerde what the Portal poem means. Leave and go to the chapel on the right side of the great hall.



## **IN THE CHAPEL**

Look at the panels on the wall. They show the following images:

1. Hands catching snow.
2. A blade cutting hair.
3. A chalice among ocean waves (this is salt water).
4. Blood dripping into a chalice.
5. A person kneeling.
6. A scroll.

Exit the chapel and go back into the great hall.

## **IN THE GREAT HALL**

Talk with Gerde again about the panels and initiation ceremony. Leave and go up to Wolfgang's bedroom.

## **IN WOLFGANG'S BEDROOM**

Open the window and grab some snow. Go to the dresser and pick up the scissors and the bowl, then cut your hair. Open the case above the dresser and read the scroll. Exit and go back to the great hall.

## **IN THE GREAT HALL**

Take the dagger on the left side of the stairs, then take the salt next to Gedde. Go back to the chapel.

## **IN THE CHAPEL**

Put the bowl holding your hair on the altar, then add the salt. Pull out the dagger and cut yourself. Blood drips in the bowl. Now, kneel at the altar and read the scroll aloud. Another day slips away.

## Day 8

### IN WOLFGANG'S BEDROOM

Pick up the key at the end of the bed and open the locked door on the left side of the room. Walk into the library.

### IN THE LIBRARY

You need to take five books from the bookshelves. Before you take each book, look at the bookshelves. You need to take these books:

1. *People's Republic of Benin*, from the lower shelf of the center bookcase.
2. *Primal Ones*, from the upper shelves of the far right bookcase.
3. *Ancient Roots of Africa*, from the top shelf of the bookcase on the left wall.
4. *Sun Worshipers*, from the lower shelves of the bookcase on the far left.
5. *Ancient Digs of Africa*, from the far right bookcase.

Leave and go to the great hall.

### IN THE GREAT HALL

Show the snake mound book to Gerde. Gerde makes a reservation for you on a flight to Africa, only after you offer to pay using Mosely's credit card.

## Day 9

### THE SNAKE MOUND'S OUTER ROOMS

Walk to the snake mound, then explore all the outer rooms in the mound. Take the blue rod, then pick up all loose tiles from the rooms (usually on the inner walls or near the floor). Each tile has a number. Count the number of snakes on the tile—that's its number. Place the tiles in a clock position from one to twelve. Notice that some tiles were already placed—these help you figure out where the loose tiles go. Save the game!

Put the blue rod into the hole in the tile in room 3. You now need to walk clockwise to room 7. This isn't easy because the dead guards now come to life. To get there, follow these steps:

1. Walk from room 3 into room 4, then continue into room 5.
2. Quickly save your game right when you reach room 5.
3. Bypass the mummy by clicking on the right wall near the lower middle (walk there), then clicking on the doorway to get to room 6. If you screw up, just return to the saved game.
4. In room 6, grab a vine and swing into room 7. You made it!

Suddenly, Wolfgang appears. Put the blue rod in the hole in the doorway to access the inner room. You walk into the inner room.

### IN THE SNAKE MOUND'S INNER ROOMS

Walk to the table, then look at the holes and marks in the table. Take one iron bar, then the other and put them in the table. Try to lift the table (no luck). Go to the dead guard and pull out the dagger. Cut out his heart (yuck!). You have the talisman. Uh oh... Wolfgang just bought the farm and Grace is in trouble. The day ends.

## DAY 10

You are back in the U.S. at the New Orleans airport. Go immediately to St. George's Book Shop.

### ST. GEORGE'S BOOK SHOP

You can't find Grace. Read today's paper and the note from Malia next to the cash register. When Mosely comes in, ask him about Grace and Voodoo *hounfour*. Keep talking to Mosely about a plan. Exit and go to St. Louis Cathedral.

### ST. LOUIS CATHEDRAL

Walk into the cathedral and go to the left. Walk in the right hand confessional. Put the blue snake rod into the knot in the wood. Put the rod and the signal device under the bench. Leave the confessional and open the door on the right by using the keypad. Walk into the outer hallway of the secret Hounfour.

### IN THE OUTER HALLWAY

Each door has a room number located above the doorway. Look above the doorway, then enter the room number on the keypad. Each room's contents are in the following list:

ROOM	CONTAINS
1	Locked.
2	Dr. John's study.
3	Malia's room. Make sure you look inside this room.
4	An office with a record book (look at the book).
5	Office.
6	Elevator.
7	Supply room.
8	Locked.
9	Guest room.
10	Animal room.
11	Locked.
12	Guest room.

Go into room 7.



### **IN THE SUPPLY ROOM (ROOM 7)**

Pick up two animal masks and two robes. Go into room 4.

### **IN THE OFFICE (ROOM 4)**

On the far right desk is a record book. Take it, then save the game! Walk to room 2.

### **IN DR. JOHN'S ROOM**

Look, but do not go in. Look at the plastic card on the left wall. Leave and go in one of the doors to the private sanctum.

### **IN THE CEREMONIAL ROOM**

Use the drums to send the message "Summon Brother Eagle." This gets Dr. John out of his office.

Now act quickly. Exit the ceremonial room using the door at the upper right. You appear in the hallway next to room 1. Go to room 2.

### **IN DR. JOHN'S ROOM**

Open the door and take the plastic card. The plastic card is a key to all the locked rooms. Leave the room and go to room 1. Pull out the plastic key and use it on the door. Presto! It's unlocked.

### **IN THE MONEY ROOM (ROOM 1)**

Take some but not all of the money. Exit and go to room 11.

### **IN THE BODY STORAGE ROOM (ROOM 11)**

Unlock the door, enter, and look around. Go to room 8.

### **IN THE GUEST ROOM (ROOM 8)**

Unlock the door and enter. You found Grace! Pull out the talisman and use it on her. Give the bear costume to Mosely. You need to put on the wolf costume. Later, Dr. John comes and leads you to the ceremony.

## IN THE CEREMONIAL ROOM

Immediately after Dr. John leaves, use the talisman on Tetelo/Malia. Make sure you do this before Tetelo kills Grace. Grace rolls away (she's safe) and Mosely kills Dr. John. When Tetelo demands the talisman, throw it to Mosely. While Tetelo fights with Malia about killing you, take the stone idol from within the stone table. A pit opens and Malia falls into it. You **MUST** rescue Malia.

If you try to rescue her, you live. If you do not rescue her, you die.

Did you make it out alive? Regardless of your survival, the curse on the Gedde family is no more and—believe it or not—this game finally ends.

**You Won! The End!**



# GOBLINS™ III

**G**ooney goblins await in this third adventure from the creators of Goblins and Goblins II, which kept me busy for months. These games have enough action, graphics, and adventure to keep serious gamers playing. This chapter tells how to finish the game and helps you through many tough spots. Feel free to write to me with questions that I may have not answered here—it's uncommon for me to *not* answer a question, but ya never know. Pump up a balloon, make a walkway, and walk to success in Goblins III.

## THE NO B.S. WALKTHROUGH

Goblins III has many fun actions that do not further your progress. This walkthrough doesn't include the silly results of each action. To get the most and have the most fun from Goblins III, use the walkthrough only when you are stuck and you tried everything imaginable. Talk to each character you meet, which rarely gets you in trouble and certainly helps you decide what to do next.

### Flying Ship

To get off the flying ship, make a Rube Goldberg device. Open the toolbox. Use your coin on the screw that holds the hook. Use the hook on the loop part of the rope. Untie the knotted rope and use the club to free the parrot. Next, use the plunger to free Chump. Use Chump on the weight while Blount waits by hook to get the umbrella. Use Blount on hand and Chump on springboard to get the tooth. Put umbrella in the barrel, and then cut the barrel rope with the tooth. You're free!

### Idol and Royal Guards

Use umbrella on the hot air to look in the idol's mouth. Not pretty! To pass the guards, use the club on Hercules and



Gromelon, then pick up the toast. Use the coin on Mac, and then club him. Place toast in his helmet and use the club on the toast to make crumbs. Bounce on the rubber stone to get behind Babzau, then pour crumbs down his back. Now whack him with the club.

Put the shield on the branch. Use your hand on Kendo, then club him! Stand on rock behind Zembla and shake pepper on him. Use Chump on Django and have Blount pull Django's tongue. Use wooden club to repair the ladder, then place Blount near the big stone. Use Chump on Punky, then make Blount push the stone on Punky's head when he leans forward. Ouch!

## Death

Pick up and light the matches on the rough area near you. Move the mouse directly up from the grave and click the top scruffy area. Blount goes there and provides light.

Next, break off the end of scythe. Cause trouble by using scythe on all the wisp's dens. Then, use scythe on clown's flower to get the tube of water. While the clown is unhappy, take his spectacles.

Get the ladle and use it on the blood, then pick up spectacles and place them on the skull. Open the skull; a blue wisp enters. Close the skull to capture it. Put blue wisp in the bowl and talk to blue ghost. Take the blue wisp out with the ladle. Put the special blood in the pirate bottle and then use the match on the wooden leg. Put out fire with the tube of water. Pick up yellow wisp and put it in the bowl, then push the yellow button in Amoniak's name. Now put blue wisp in the bowl with the yellow wisp. Take cork from the green hand, and put the mirror in place. Place pirate bottle of blood on the Pedestal and cork it with the red wisp inside. Use the ladle to remove blue and yellow wisps from the bowl and put red wisp in the bowl. When the red vampire appears, pull out scythe and use it on the vampire. Now put blue wisp in the bowl with red wisp, then take spectacles and put them on the purple ghost. Now put the yellow wisp in the bowl with the blue and red wisps. Enjoy the show!

## Giants in The Country

Pick up the dolmen and the stone. Place the dolmen on the thorns. Walk to the lever and use Chump on the piece of meat.

Talk to King, then pick up the roof to talk to the princess. Get memorum from Knight Brayer. Use haystack in the basin to make a sponge, then put sponge on the fire. Pick up pitchfork and jab it in the meat. Go to the Inn.

## **The Inn**

Put the spoon on the stone—instant catapult! Place Chump on the spoon. Go through crack and pick up the sugar cube. Put sugar cube on the spoon to catapult Chump up to bottle of paprika. Put Blount under the paprika, then put Chump on the paprika. A cloud of paprika appears. Put meat on the paprika cloud. Take spicy meat back to the country.

## **In the Country Again**

Place memorum in the basin. Put coin in your ear, then put pitchfork in your nostril. Take meat and put it on the pitchfork. Remember to take the coin.

## **Back in the Inn**

Place Chump on the customer's hand, then make Blount give sugar to the customer. Take and stick plunger to the cage, then throw the leash on the plunger. Climb leash, pull out the coin and use it on Othello. Unlock little door with the key, then use the dragon on Othello's house. Give key to Othello, and he gives you the coin. Now, give the note to Captain. Talk to Korin and then give her the pretty stone. Afterwards, check the sword handle.

## **Wynnona at Fourbalus' Fort**

Make a bomb! Pick up stick by the monk and use on flint. Go to little animal to get the fuses. Place flint on the pan flute. Get powder from the keg. Use small pipe on the hollow, then use powder and fuse on the pipe. Take and use flint on the bark. Grab the stick on the helmet and skull and use it to get the helmet. Use helmet on glue, then place the gluestick in the hollow. Instant dynamite!

Rub flint on the stone head to light the dynamite. The first stick blows up Wynnona. But this is okay because it doesn't happen again. Repeat the process to make more dynamite, then blow up the beam, wall, brick, and door. Now, make a new flute for

the Inca by using flint on the small pipe in the hollow. Make and place another stick of dynamite on the rock in the foreground. Take Ooya and put him on the tree stump at the top of the screen. Give the Inca his flute. When he begins to play, put Ooya on the Condor and make Ooya get the skull and bamboo. Now you can make bigger dynamite! Use the bamboo and the hairs to make some more sticks. Place one stick on the barred window and the grate. Suddenly, Fourbalus talks to you. Walk closer to him and talk to him, and this scene is finished. What a mess!

## **Town**

Talk to everyone you see. Place the umbrella on the hole in Nanny's roof. When you get a chance, talk to Nanny again. Take her hot water bottle and place it on the egg on the roof.

## **Store**

Give the coin and then the letter to the shopkeeper. Now get the boa egg and the key. Unlock the moonstone lamp with the key, then talk to the shopkeeper. Click the cupboard, then the cornice. Get the hammer from the little opening and use it on the storage cabinet and on the shopkeeper. Grab the spaghetti, then look in the pot. Pick up the decoy from the hole in the cabinet. Walk to the couch and jump on it, then jump on the spring that appears. Whack Gidouille with your hammer. Now get the horn.

## **Lab**

Push the doorbell twice to the lab. Go to the spell book, then use your left hand on the spell book. Read it and click the switch to turn pages. As you read, you realize you need to make growixer by following these steps:

1. Use Gidouille's horn on ashtray. Light with lighter.
2. Use burned horn on mixer.

3. Use left hand on faucet to get water in cup. Put in kettle.
4. Put spaghetti in cold water. Use lighter on heater. Put cooked spaghetti in mixer.
5. Put boa egg on hot water bottle. When hatched, put shell in mortar.
6. Use pestle on shell. Put crushed shell in mixer.
7. Start mixer with left hand on on/off switch.

Now use the growixer on the baby boa, then make more growixer and put in the bottle, which goes with you when you leave the lab.

## **Town**

Sprinkle some growixer on the bud and the plant. Stand below the young lady and have Fulbert climb the floriane stem. When Fulbert stops, Blount picks up the letter. Have Fulbert climb the stem again. Blount must get the floriane flower before it falls through the grate. Try to read the love letter in the mirror (do it twice).

Now sprinkle growixer on the boucassier. Use the lever to lower the cannonball. Have Blount stand on cannonball while Fulbert jumps on lever. After he bounces, make Fulbert climb the plant and go to the edge of the roof by the shoe sole. Fulbert happily stretches across the gap so that Blount can walk across and get the shoe sole. Jump down the chimney and go to the store.

## **Store**

Make Fulbert press the button. Make Wolfy pick up the night stand while Fulbert gets the soap out from under it. Now use the hammer on the trap to get the crocomouth bone.



## Lab

The next little concoction you need to make is speedixer:

1. Use left hand on faucet to get water in the cup. Put in the kettle.
2. Put the shoe sole in cold water. Light the heater with (you guessed it!) the lighter.
3. Put the cooked shoe sole in the mixer.
4. Crush bone in mortar with pestle. Put in the mixer.
5. Put floriane in the still and use lighter on burner. Put extract in the mixer.
6. Use left hand on the switch to turn on the mixer.
7. Put speedixer in a bottle.

## Town

Make Fulbert stretch across gap from Nanny's roof to the bell. Make Blount use the speedixer (this speeds him up), then use the decoy on the bell, which calls a female bird. Save the game because the next few steps are difficult. Make the boucassier fall in love with the she bird. Walk back to Fulbert, then tap the boucassier on the shoulder. He sees the she bird and falls in love. After he falls in love, he drops a feather. Make sure Blount gets it before it falls in the grate. This is why he needs the speedixer, so he can run fast enough to catch the feather. It may take a few tries. You now have all the ingredients for flyixer. You may want to read the recipe for this medicine by placing the love letter in the mirror. Go back to the Lab.

## Lab

To make flyixer, follow these unrevealing steps:

1. Pour water in empty basin. Dip soap in water, and make bubble formula.
2. Place the coin on the fan. Quickly pick up the key, dip it in the bubble solution, then click the fan. The bubble automatically goes in the mixer.
3. Use the boucassier feathers on the ashtray and burn them. Pour the feather ash into mixer.
4. Put memorum in still and light heater to get tears of joy. Put tears in mixer and mix.
5. Put flyixer in bottle.

## Clouds

Walk to Ooya and talk to him. Grab the pump and blow up the balloon. Click on Ooya and have him grab the balloon as it pauses, which gives him a ride to the next island. Make Ooya click on the tuft of hair. Pump up another balloon and let Ooya take another ride. Use his wand on the stone there to make a walkway back to the giant. Have Blount use his club on the fishing line, and then use his fishing pole on the cloud. Now have Ooya stand near the giant. Blow up another balloon. Let Ooya jump onto the rope of the balloon while Blount stabs the cloud with his knife, which gets Ooya to the next island. Again have him use his wand on the stone on the edge of the island to make a bridge. Put one sandbag in the basket and use the knife as ballast. This should take care of the ram.

## Foliandre

Put Ooya on the shovel and make Blount push the catapult control button. Make Blount look in the telescope to see if Ooya catapulted to the cheese. Make Ooya use his wand on the cheese. Blount then pushes the catapult control button twice and gets onto the shovel. Ooya then pushes the button and uses his wand on the Colossus ship painting; Colossus sees a ship and starts the catapult, which should put Blount next to the cheese. Make sure Blount uses his fishing pole on the worm. Make Blount push the catapult control button twice and the loader button once to get a stone on the catapult. Push the catapult control button two more times and have Ooya click on the Colossus ship painting. This should remove Colossus's helmet. Now use the fishing pole on the scope. Go back to the clouds.

## Clouds

Use the fishing pole on the worm. Drop a line in the hole in the clouds. Did you catch a sword fish? Use the scope to look at the speck in the ice. Make Ooya take another balloon ride from the giant (use the giant's sneeze for wind). Ooya should make it to the last island. Have Ooya stand over the tall hole (not marked) and have Blount use the lowest geyser. He covers it with his hand and blows Ooya to the next island. Give Blount the knife and tell him to use it on the ballast, then make Ooya climb in the basket. Use the sandbags on the basket to lower it to the icy island. Use Ooya on Bizoo. Use field-glass on Bizoo again, then take her with you. Head back to Foliandre.

## Foliandre

Cut the column with the sawfish. You're stuck! To get out, make Ooya rescue Blount. Make Blount's shadow talk to the other shadows, then use Bizoo on Colossus.

## Colossus' Face

Get the toothpick by clicking the loose tooth. Next click on the eye. Use the toothpick on the eye. Walk to the left side of the screen and go in the ear. Get the sand out of his eye.

Pull a nose hair by clicking it, then click on the grain of sand to kick it onto the tear. The sand is on its way. Save your game.

Pick up the toothpick. Walk down Colossus's scar until a junior flea appears. Whack him with the toothpick, then whack Chubby flea and the two sister fleas. Move quickly or you have to start over. Now hit Mama flea and Papa flea. When the fleas are gone, pull a nose hair again and ride the tear to his collar. Kick the grain of sand off the collar and return to Foliandre.

## **Foliandre**

Pick up the grain of sand and put it in the catapult's machinery. Get the gear, use the knife on the robot, and then put the gear in the hole. When pollen appears in the robot's mouth, take it. Rub the pollen on Colossus.

## **Colossus' Face**

Jump on his nose. When Colossus rubs his nose, get on his nose again and he shoots you up to his forehead so that you can get the pollen. Stick the toothpick in his nostril, then put the pollen in his ear on the right side of the screen. Jump onto Colossus's shirt collar to push the pollen into his ear.

## **Queen Xina's Throne Room**

Make Fulbert climb and get the candle. Talk to Queen Xina until her bodyguard appears, then hit him with the hammer. Talk to the Queen again. When she kisses you and Mrs. Pythie covers her eyes, grab the magic wand. Walk with Wolfy and Fulbert in the door on the right side of the screen. Place Wolfy below the boxes while Fulbert climbs the colonnade. Make sure Wolfy catches the spectacles when Fulbert goes out the door and gets onto the flagstone, breaking the fall of the spectacles. Pick up and use spectacles to pick up the onion. Put Fulbert on the plate and place Wolfy on the vegetables. Place Fulbert on the chandelier; he swings up onto the mantle. Lots to do!

Open the pot and talk to the cook. Pick up the fennel and jump down. Use the candle on candleholders by putting the candle on the middle candleholder first, then light it with magic wand. Put the candle in the back candleholder, then light it with the wand. Next, put the candle in the front candleholder and light



it with the wand. Your shadow says, "I, the shadow, command the opening of the fountain." Click on the mouth of the fountain.

### **King Bodd's Throne Room**

Ask King Bodd questions, then give him the hand. Pull out the onion of the Iron Head and use it to get his ax. Use the wand on the candles in the same order as earlier: middle, back, and front. Then use the coin on the mouth of the fountain.

### **Queen's Throne Room**

Get onto the mantle as you did before: put Fulbert on the chandelier, and he swings up to the mantel. Give the ax to the pot, then place Wolfy on the fireplace and Fulbert on the candlestick next to the Queen. If you do it right, Fulbert knocks down the skull and the cook throws the ax at the cat, cutting the skull loose. It may take a few tries to get the timing right. If you succeed, get the skull and ax, and walk back to the King's throne room.

### **King's Throne Room**

Hand the skull to the King, then give the wand to the buffoon. Grab the dish, then give the gun to Tibo. Place Fulbert on the roach motel and make Blount give the dish to the buffoon. If you time it right, Tibo shoots at the dish and knocks the slipper from King Bodd's hand. Blount must pick up the slipper before Rock Steady does. Now you can go back and give Queen Xina her slipper, and then return to the King's throne room. Now use the fennel on Rock Steady. Have Fulbert climb Rock Steady's spear and make Blount stand on the chair. When the swinging chandelier is closest to Blount, click on the chandelier to have Blount swing across to the mantle. Talk to Wynnona, the butterfly, and then talk to King Bodd several times. Go outside.

### **Chess**

Look around, then walk on to the big book room.

## Big Book Room

Click on the geometry book three times until the arrows jump off the page. Read the open book, and click on the hole in the tree. Take the arrows and put them in the hole in the tree. You now have a chess piece you need. Turn the page by clicking on the right corner of the page. Click on the page again to read it, then click on the tower. Pick up the ink brush. Make Fulbert go to the pile of dust, and put Wolfy below him so that he sneezes and blows the numbers off of the page. Now you need to collect all the numbers that have blown around. Don't forget the number 6, which is stuck on the hook near the picture of shrink.

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**Place every number in the ink bottle, except Zero. If you use zero, you must start over.**



Click on the sculpture book to get a compass. Use the compass on the blank sheet of paper at the front of screen. Wolfy draws the number 8 you need. To get the 9 from the spider, click Wolfy and spider, and click Fulbert on the moon in the moonlight scenery. Wolfy momentarily changes and scares the spider so that he drops the 9. After all the numbers are in the bottle, place the brush in the bottle. Paint the brush on the page to make a path so that the knight can get closer. Then use the horse on the knight. Now you have the next chess piece you need. The last two chess pieces you can make out of wood and marble. Use the ruler to get a block of wood, use the coin on the wagon in the picture, and then use the ink on the wagon. Now you can get a marble block from the picture. Click on the drawing book to learn how to draw and get a piece of chalk. For fun, use ink on sheet of paper and place Wolfy on the moon. Turn the page of the open book again, and read the story. Click on the house, then use the ink on the house twice to get a small mandolin. Turn the page in the book and read to learn something about Blount.

Go back to the chess room.

## Chess

Place both hands on the balls to juggle them. Place the coin in the piggy bank, which chases out the mouse. Place your right hand on the mandolin and your left on the strings to freeze the mouse so that you can pick him up. Pull out the chalk and write

on the wood. Pick up the hammer with your right hand and pick up the wood chisel with your left hand. Use the hammer on chisel. You must time it right to get the hands to work together. Pick up a rough piece with your right hand and use on the paint. Use ink brush on the painted lover piece. Pick up the lover, and you will put him on chess board. Use compass on piece of marble. Pick up hammer with right hand and chisel with left hand and use hammer on chisel on marble to make rough wolf piece. Pick up piece with right hand and use on paint, then use ink on painted piece. Now put your piece on the chess board. Read the instructions. You are now in the chess game.

## **Chess Game**

Move the rat to the blue square diagonally in front of the chaperone to scare him away. Place the bowman on the diagonal green squares in front of the lover to remove the lancers. You must move the knight to do this. Use Wolfy on the lever, and use the lover on the square with the mandolin. Give him the tiny mandolin. To get the key, use the bowman to shoot it down from the green squares with a snake on it. Have the lover use the key on the door to enter tower.

To conquer the King, you must corner him with the bowman, knight, and killer. Use knight on both brown squares next to King. Put bowman on front square diagonal from empty square next to King. Use Wolfy on square with ax. You win.

## **Mirror, Mirror on the Wall**

Pick up the egg, then place it on the time mirror. Put the chick on the fat mirror. Pass fat chick to reflection through the passage. Use fat chick on big hole. He changes the clock. Use fat chick on thinning mirror twice and pass him back to Blount. Use skinny chick on small hole. He changes the clock so that the alarm goes off. Use skinny chick on fat mirror once and then use him on time mirror to get a chicken. Use chicken on fat mirror. Look at old demon and go to the brain. Had enough?



## The Brain Maze

Put Wolfy on the Window of Memories at top of screen. Make Blount push the button until Colossus appears. Then place Wolfy on the picture of Colossus to get the sand from his eye. Pick up the sand. Take the growixer, apply to the plant bud, and make Fulbert go to the plant. Make Wolfy pull the lever twice and operate rail cart until he reaches lake's edge. Move Wolfy to lake of visions to make eyeballs appear. Now use red stone to reach the lever. Make Blount operate the rail cart to get to the lake, then have him place the grain of sand on the lake. Make Blount pick up the red stone, then place the stone on the rail cart. "POP!" This action bursts the balloon.

Make Wolfy push the lever once, then make him quickly jump into rail cart. If you time it right he takes a ride on the fish. Use Wolfy on wedged decoy. Repeat action with Blount riding the fish so that he picks up the decoy. Use decoy on window, then apply growixer to the dragon. Click on dragon to ride up to the pile of grain. Pull out and use the fat chicken on the grain. Pick up the folly grain. Place the decoy on the fence. Go in the door nearest the lever and use decoy on puddle. Get and use the key to open the small box. Click on the open box to get ointment. Go back to the mirror room.

## Mirrors

Throw folly grain on the old demon, then make his reflection get an ugliness extract. Stand Blount in front of the beauty mirror and stand the reflection in front of the ugly mirror. Make Blount wipe ointment on the beauty mirror. After he is handsome, have reflection wipe ugliness extract on ugly mirror. If you time it right, Blount and the reflection walk through the mirror.

## The Gods

Take the ax and whack the fence, then use the hammer and hit the brick wall. When the positive pole appears, talk to it to get the string of time. Click the left bell and then the right bell. Now jump on the chain when the hands hold it up. Get sacred score and use it on the spring. Click on both bells again in the



same order, then click on the basin. You now should have two scores. Place the red score on the demon's music stand, and place the yellow score on the angel's music stand. To get the demon to play, whack the cloud with the hammer. To get the angel to play, place the coin on the halo. Make sure the red and yellow notes are gathered at center screen. Place the string of time on the red and yellow notes, then push the bells again so that the hands tie the string around the notes. Sit back and enjoy the show.

**You're finished; you've won the game!**

# INCA™ II

**S**ierra On-Line sells this game under the concept that it “blends action and adventure.” Inca II has great combat action and a decent plot with lots of cinematic footage. A plus: the combat and arcade sequences of Inca II are fantastic. The adventure/puzzle areas, however, aren’t quite on a par with interactive games like The Seventh Guest. Generally, however, these areas are challenging and fun. Although Inca II has a game-save feature, it isn’t automatic after you complete a “level” and not at player choosing. You can replay up to 30 minutes of game, saved by a VCR-type feature. Inca II holds enough puzzles and fun to keep you going for a quite awhile.

Game Drama 4  
Graphics & Sound 5

Value 3

4

## THE NO B.S. WALKTHROUGH

### CONTENTS

1. Gates of Wisdom or Force, Tumi, Cabin
2. Map, Locomotive, Cave, Fighting Tips
3. Planet A + B
4. Asteroid
5. Flower puzzle, Maze—CD-ROM version

### Gates of Wisdom

Take the feather from the guard’s headdress. Take the stone from the lower side of the screen. Place the stone in the gutter so that the water falls on the left statue. Next, use the

feather on the left statue, which causes one of the gates to rise. Repeat the same steps on the right statue to raise the second gate. Click the opening to walk through.

## **Gates of Force**

The Gates of force is an arcade sequence, a test. To pass this test, shoot a minimum of 26 statues. You are given several tries to improve your score. There are approximately fifty statues on the course. If you cannot pass this test, go back and choose the Gates of Wisdom.

## **Tumi**

Draw the guard's attention and knock him out. First, click on the cocoa leaves and the post that holds the rope. Place the post above the gate entrance. Walk to the pile of rocks and throw one rock at the guard. Quickly hide behind the vegetation to the left of the screen, or scroll to the right and click on the fence. If the guard didn't see you, he walks to the entrance and stands there for a moment. Click on the rope, and the post falls on the guard.

## **Cabin**

To join the war, get control of the 3Master. Click the control panel on the left side of the cabin. Click control keys and enter any 3-digit combination on the numerical pad. An alarm sounds, and you now can enter the 3Lock.

Enter the Airlock, scroll to the left, and click the portion of the pipe called *Reservoir*. You notice a crowbar; click on the crowbar, scroll to the right, and use it to pry open the case of Wodka. Click on a bottle. Return to the Reservoir, click on it, and pour the Wodka in. Exit the Airlock, then go back to the control panel and click on it. Choose either F1 or F2 for gun position. Exit the Control Panel screen and click the throttle lever to the on Position.

## **Map**

Follow comments that display on the bottom of the screen.

## Locomotive

This is a steam engine, and you use the water in the Water tower for fuel. Use crowbar on the peg. During arcade sequence, notice 4 directional red arrows. When the attack is ready to commence, a red arrow blinks. Click on it and the steam engine takes you to the location of the attack.

## Cave

Get the bottle of Mercury from the chest and click on the rusted dials. Click the razor on the rope tied around the cabinet and use the key from the chest. You find the Combination in the File of the locked Cabinet. Try rubbing the key on the sand to remove the rust. The Key now should open the File Cabinet.

## Fighting Tips

If you are pitted against many enemies, the best defense is to stop the Tumi and take advantage of your weapons. First use the atomic bomb. After that use the nuc torpedoes, then start your engines and pick off the remaining enemies one at a time. (Don't use IA missiles right from the start!) If asked to fight or go to other planets, choosing fight decreases the number of enemies in the final COMBAT! Try it; I didn't and had plenty to do at the end.

## Planet A, B

Enter the mangrove; try clicking on the broken stems to the left. After clicking on the palm leaf, use it on the ground to reveal the footprints. Scare the Ibis and Monkey away from the nest. To get to the nest, find the oyster at the lower right corner of the screen. Click it on the Monkey to scare it away. The Ibis leaves too. In the nest you find an emerald egg. Click the oyster pearl on the egg. Place the pearl and emerald egg in the eye sockets of the crocodile. This revives the crocodile.

## CRATER

The purpose: to place a power source in the sphere. You need two scepters and a gourd. To find the scepters, scroll right one



screen and click near the bottom of the wall. You should see an outline of a door—the two scepters are below the door, one at each corner.

## **KEYSTONE**

Scroll left one screen from the pillar. Place half the gourd on the keystone above the entrance of the cave.

## **BASE**

Climb the cliff to get to the fort. Scroll up. You can use the branch to assist you in your climb.

## **CLIMBING**

Use the peg on the block of stone and hit it with the mallet. Scroll up and click the ballast-rope on the root. Scroll down and use the light thread on the end of the ballast rope. Now pull on the light thread and attach it to the peg. Finally, click first on the small stones and then on the block of stone.

## **PRAYERS**

Click on the prayer scrolls numbers 2, 4, and 7, starting from the left—you must be in the air at one time—HURRY! Click the opening and take the chain; click the chain on the points at the base of the golden lightning rod. Use the molten rod (Shield) with the crowbar. Give the Lama the conch shell and make a gong to clear the avalanche. Click the sticks *in* the snow. Click the sticks *on* the snow. Click the strap on the sticks. Use the shield on the strap. Hit the gong with the mallet. Give the Lama the conch shell. Use the mallet on the icicles. Put broken pieces in the sun. Quickly click the water skin and place it on the melting ice. Pour water in the basin.

## **Asteroid**

Get the necklace from the guard. Use the razor to cut the cord. Use the crowbar on the hatch at the left side of the opening. Insert pearls from the necklace on the panel. Use the mallet on the pearls. Pick up the pearls and go to the right opening. Use the mallet or crowbar on the ledge.

**Way to the room of Statues:** Click on the Eye to continue. Go right, left, right, right, right. Click on one of the statues and get the diamond. Go through the tunnel.

**Way to the room of Mirrors:** Open Eye, go right, left, right, right, right, left, left. Use the diamond on one mirror and get a piece of glass. Go through the tunnel.

**Way to the room of Pictures:** Open Eye, go right, right, right, left, right, right, right. Use the glass on picture of Atahualpa. Take the music box.

**Back to room of Statues:** Tunnel, open eye, left, left, right, right, right, left, right. Click the music box on a statue.

## **Flower Puzzle**

Only for the CD-ROM version:

1. Click on a flower to open it.
2. Click the stone of light icon on the flower petal to reveal its color.
3. To get the pollen, click on the flower.
4. Go to the next flower and repeat steps 1 and 2.
5. If the color is different from the 1st flower, click pollen from it.

Inventory on the flower. Click on the flower again and use the stone of light to reveal two colors.

6. Repeat steps 1, 2, and 3 to reveal three colors.

The End



# INDIANA JONES™: FATE OF ATLANTIS

**L**ucasArts was so successful with their first Indiana Jones software title that they created a sequel. Indy's at it again in this straightforward adventure game, with simple LucasArts graphics and an excellent dialog on the CD-ROM version. The game play is exciting, and the puzzles are outstanding. Fate of Atlantis is a superior job by LucasArts, and I highly recommend this game to all who want more than an interactive movie. The game offers superb action and game play that most interactive movies lack. I give this one a 5 on game drama!

## THE NO B.S. WALKTHROUGH

### START

Take the part of Indy before the titles and music end.

Looking for a statue, search the first room. You do not find it here. Search the *peculiar statue* on the far left. Click on it and you enter a second room.

Click on the rope on the right side and you now enter a third room. The third room is a library. Look for the statue again. Click on the books about statues and you enter the fourth room. Look for the statue. Click on each cat figurine. More bruises! Now you're in the basement furnace room.

Look for the statue in the lockers by clicking on each locker. Finally, Indy has found the statue! Click on the statue to pick it up.

Indy leaves the building and walks across the street to his office. Indy, Marcus, and "Mr. Smith" discuss the statue. "Mr. Smith" makes off with the statue, leaving his coat behind. Indy and Marcus identify Mr. Smith as an agent of the Third Reich,



Klaus Kerner. They also discover that Kerner may be after Sophia Hapgood. Sophia was a colleague of Indy's in Iceland. Indy travels to New York to find Sophia.

## New York

Try to get into the theater show. It's sold out. Pick up the newspaper on the board outside the news agent's store.

Open the back door to the theater. You can fight, avoid, or talk your way past the doorman by supporting his idolization of Sophia.

To avoid the doorman, get to the fire escape at the back of the theater. You have to push some crates out of the way. Climb the fire escape and enter the theater.

Watch Sophia's show. Try to persuade the stagehand to leave by offering him the newspaper. Be persistent; encourage him to gratify his hobby of reading.

Now, get Sophia's attention. Operate the machine by pushing the left lever, then the right lever, then the button. Indy manages to get Sophia's attention and stops the show!

Indy and Sophia go to her dressing room and find that it was searched. Indy looks for Kerner outside, but Kerner slips away unseen and makes a phone call. He asks that Dr. Ubermann be informed that he has the samples required.

Sophia realizes that the Third Reich—with the help of the scientist, Dr. Hans Ubermann—wants to harness the power of Atlantis. She shows Indy the power in a bead of Orichalcum when it is placed in her necklace. She clearly believes she is in contact with the Atlantean god, Nur-Ab-Sal. Sophia thinks Indy needs to find a copy of *The Lost Dialogue of Plato*.

Sophia and Indy decide to go to Iceland to talk with Heimdall.

## Iceland

In Iceland, walk to the old dig site. Talk to Dr. Bjorn Heimdall about *The Lost Dialogue* and other subjects. Try to learn who else can help. After talking to Heimdall, use the truck to head for the airport, and go to Tikal.

## Tikal

Walk into the jungle. Walk through the center back entrance to the chasm. Get rid of that snake! Walk toward the jungle rodent until he is in front of the center back entrance to the jungle path. Use the whip on the rodent and the rodent takes the path that leads to the chasm. Follow it along the same path. Climb the tree to reach the other side of the chasm.

Sophia is annoying: she found another way to the temple! Try picking up the kerosene lamp in the stall. Sternhart appears. Chat with him and you find out that Kerner got here first. You want to get into the temple, but do supply Sternhart with the correct title of *The Lost Dialogue*. Admit that you do not know the title and Sternhart leaves. Talk to the parrot. Say, "Title?" and the parrot gives you the title you need.

Get Sternhart's attention by trying to pick up the lamp again or by walking toward the temple. When Sternhart asks for the title of *The Lost Dialogue*, give the parrot's response. Sternhart then leads Indy and Sophia into the temple.

In the temple, ask Sophia to distract Sternhart. Get the kerosene lamp from outside, then return to the temple. Use the opened kerosene lamp on the spiral design on the left of the blocked doorway. Pick up and use the spiral design on the animal head at the far left. Pull the spiral design to open the blocked doorway. Sternhart runs off with an Atlantean Worldstone. Ignore him, return to the tomb, and pick up the bead of Orichalcum. Return to the airport in the truck and go to Iceland.

## Iceland

Revisit Heimdall at the old dig site. He uncovered the head of a statue, but is frozen solid himself. Put the bead of Orichalcum in the eel head of the statue and, when the statue is free of the ice, pick up the eel figurine. Return to the airport and make for the Azores.

## Azores

Visit and talk to Costa. He isn't inclined to talk to Indy, so have Sophia try. Sophia should establish that Costa is interested in a trade for information concerning *The Lost Dialogue*. Switch back to Indy and try talking to Costa again. Discuss the

trade and offer him the eel figurine. Costa tells you in which collection he believes a copy of *The Lost Dialogue* can be found. Note the name of the collection. This varies from game to game.

Indy realizes that this particular collection is at Barnett College. Meanwhile, the Nazis are making progress in Dr. Ubermann's laboratory.

## **Barnett College**

Back at Barnett College, Indy must find the collection that contains *The Lost Dialogue of Plato*. First, return to the office for the jar of old mayonnaise from the ice box. Cross the street to Caswell Hall. Walk upstairs to the library. Pick up the gum on the old school desk. Climb the rope and check the collections. Pick up the arrowhead from the far bookcase. Move the crate aside and find a locked chest. Use the mayonnaise on the totem pole, then pull the totem pole until it is under the entrance to the top floor. Use the following instructions until you find *The Lost Dialogue of Plato*.

## **Search for the Lost Dialogue Of Plato**

Climb the totem pole to the top floor. Open the funeral urn and take the key from the ashes. Take the totem pole down and open the chest. Climb down the rope and return to the hallway. Go downstairs to the basement furnace room.

Pick up the dirty rag. Use the gum on the coal chute and climb up the chute. Check the collection of books that fell from the room above. Pick up the wax cat figurine. Return back down the coal chute. Open the furnace door and melt the wax off the cat figurine. Return upstairs to the library.

In the library, wrap the arrowhead in the dirty rag and unscrew the screws in the tipped-over bookcase with the arrowhead. Open the back of the bookcase.

## **Office**

Go to your office and look at *The Lost Dialogue* with Sophia. Scan the pages of *The Lost Dialogue*. You need to interpret Plato's information carefully as the game progresses.



Indy and Sophia conclude that Atlantis is in the middle of the Mediterranean. Sophia informs Indy that he must find the three kinds of stones Plato mentions to gain entrance to Atlantis. She also mentions two possible contacts—Alain Trottier of Monte Carlo and Omar Al-Jabbar of Algiers. Sophia then recommends the path Indy should take to continue the search for Atlantis. This path varies based on your method of entry to her performance at the theater in New York. The response you select determines whether you follow the Wits, Fists, or Team Path. Indy heads for the airport.

## TEAM AND FIST PATHS

The statements vary, but the decision...?

"You're right, I better think this through alone." (WITS)

"I'd rather tackle this together with you." (TEAM)

"I'd rather go into action by myself." (FIST)

TEAM: Togetherness!

## Monte Carlo

In Monte Carlo, talk to Sophia (Note 1). According to the plan, she enters the hotel to prepare for a séance. It's your job to find Trottier. But how to find him? All Indy can do is ask strangers about Trottier. Perhaps, someone can give a description. Of course, someone does. Talk with Trottier. Don't boast! He asks you a question from Plato's *Lost Dialogue*, which you must answer correctly. Try again if you fail the test. Reread Plato's *Lost Dialogue*, if necessary. After you correctly answer his question, talk more.

Convince Trottier to follow you to the hotel to see Madame Sophia. Remember what Trottier says! In the room, let Sophia take over. She asks Trottier for proof of his sincere belief and in reply, he places a Sunstone on the table. Great! But now Trottier asks Sophia to prove her ability to read fortunes. He asks questions for which only Indy knows the answers. Save the game (Note 2). He asks Sophia to guess how many fingers he is holding up behind his back! At this point Sophia gives Indy a chance to take over. If he doesn't and Sophia answers incorrectly, Trottier leaves, taking the stone. If, however, she gives the correct answer, Trottier leaves the Sunstone. On to Algiers! (See Note 3 for an alternate solution.)



## Algiers

Walking from the airport, you arrive in the marketplace. Talk to Sophia. Because Indy will not bother the two citizens, talk to the beggar. Ask about Omar (it's a good thing he does not ask for money!). Because I had none, I assume that you haven't any. Leaving the beggar, go east. Indy refuses. Read the sign and then go up the stairs. A balloon ride awaits but you have no ticket. No sightseeing today. Leave.

Talk to the knife thrower. Talk to Sophia and see if she volunteers. No. (What did you expect? Would YOU?) Indy has other ideas. When Sophia goes close to the knife thrower, he just pushes Sophia forward. A cut-scene follows. Now you have a bloody knife. Ugh! Talk to Sophia. Okay, you get the idea.

Because Indy will not leave the market (west), talk to the grocer. But you've no money and he refuses to trade for what you have. Talk to Sophia. Go down the back alley? Okay.

Talk to Sophia. Talk to the shopkeeper. Ask about the mask. Take it. Ask about Atlantis and show the Sunstone. Omar gives you a map and offers transportation—some camels. Leave with Omar. However, you return almost immediately. The camels die outside of town. Talk about secondhand goods. Complain. Omar now proposes a trade for the mask. No thanks.

Return to the grocer and trade the mask for the squab. He refuses. Go back to Omar. Accept? Yes, the mask is useless. A baseball? Look at Lou Gehrig baseball. What's this? Signed by Ron Gilbert? Muttering something about historical baseballs, you go back to the grocer.

The next sequence is variable. If he refuses, it's because he doesn't accept a gift for himself. Keep returning to Omar. The grocer eventually trades for the squab.

My sequence was: baseball, voodoo doll, glasses, and black veil, deal, gift for mother-in-law. (In your game it may be another member of his family.)

Return to the beggar and give him the squab. In return he gives you his daily special—a balloon ticket. Up the steps. Give the ticket to the merchant. Ride the balloon. I said RIDE! Cut the rope!

## Balloon

Read the manual for instructions on how to fly the balloon. To land where you want, position the balloon to the south of the chosen site. The balloon spirals down and away from you, so you can easily overshoot.

Land the balloon at nomad camps. Talk. Ask where the "X" is located. You do not SEE the X until you talk to a nomad who is close to it.

## Dig Site

Shots ring out. The balloon deflates and drops. You lose your transport. Exit, west.

This is the dig site that Omar marked on the map, and like all adventurers, Sophia promptly drops out of sight. So much for teamwork! Alone, Indy examines his surroundings. Look at the truck. Unusable. It is missing parts (spark plug, distributor cap). Exploring further, you climb down the ladder.

It's dark! Note that you now have TOUCH rather than LOOK AT in the verb list. Swing the cursor around the large screen to find objects in the dark. Touch the portable generator. Touch little metal thing (on/off switch). Use switch. Out of gas! Swell. But remember the truck. Keep feeling. Long tubular thing. What's this? A sleeping snake? Indy hates snakes! Oh, a hose. Touch clay thing. Pick up clay jar. Head back to the truck. Use the hose with the gas tank and clay jar. Now for some light! Back down the ladder. At the generator find and open the gas filler pipe. Pour the gas into the pipe. Push the switch.

Pick up the ship rib and wooden peg. Look at the painting on the left. The round object, which is being tossed in the air, looks so interesting that Indy accidentally PUSHes against it. A compartment opens but is empty. Move to the generator; open it. Take the spark plug? Not without turning it off. Go to the right and look at the crumbling wall. Pry at the wall with the ship's rib. A mural! The mural is a map of Crete, with a hole in the center. Use the peg in the hole? Try it. Put the Sunstone on the peg. Look at, push, and pull the Sunstone. Align the Sunstone (Note 4).

Cover the horns with Darkness. Click on the stone to move Darkness up to the top, under the horns. Click on the peg.

A cut-scene appears of Sophia coming out of a secret door. After she fell, she found the distributor cap and an amber fish, and she gives both to Indy. Use the fish. It points at Sophia. Talk to Sophia.

Go to the generator and turn it off. Get the spark plug and return to the truck. Repair the truck with the spark plug and distributor cap. Leave the dig site for Crete.

## Crete

Walk to the pedestal. Talk to Sophia. Walk the path to the ruins of Knossos. Talk. Look into the doorway to the right. Talk to Sophia. Walk out and cross the bridge on the left. Notice that the tall horns are the center of the old town. Use the transit. Too far away. Pick up the transit and go to the ruins.

Walk to the entrances. Look at the mural. Remember what Indy says. Examine the mural and note the positions of the two converging lines. Talk to Sophia. Go out and look at the piles of stones and find a loose pile. PUSH that pile. Look for a second loose pile of stones. Two statues are revealed—a bull's head and bull's tail. (The locations of the loose stones vary with each game.)

Use the transit on either statue. Turn the large knobs (coarse tune) to locate a tall horn. Use the small knobs (fine tune) to the outside edge of a tall horn. Click the screen. You found the correct spot when a cut-scene appears with a line, then a traveling "X" on it. Move to the other statue and repeat.



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**On one horn, use an inside edge.**

When a second "X" moves down, it intersects the first line, leaving an "X" on the ground. Walk to "X marks the spot." Dig with the ship's rib. A Moonstone! Pick up the Moonstone. Talk to Sophia, then leave the ruins.

Return to the pedestal and put down the two stones. Align the stones (Note 4). Darkness conceals the tall horns. Darkest night healed by the Full Moon. Push the spindle. A secret door opens. Talk to Sophia. Enter the door.



## Knossos Labyrinth

Talk to Sophia. Examine the statue heads on the shelf. Pick up Apollo, Ares, and Zeus. The bronze gate closes the doorway. Replace a head on the shelf and enter the doorway. Look back. Use Indy's trademark, the whip, on the statue head. The gate closes, locking you in the labyrinth. Talk. Save game. Explore and map if you want, then return here.

Go north up the steps, east, and west. Interesting statue. Walk forward and the floor drops when Sophia moves onto it. An elevator! Look at the round shapes under the elevator as it covers them. After getting off the elevator, the round shapes now are rock chips. But who is that? Professor Sternhart. Read his note. Looking around, you spot a staff and a stone. A Worldstone! Pick up the Worldstone and the staff. Examine the waterfall. A chain. Leave the chain for the moment and go north.

Here you find a closed gate and a hole too high to reach. Talk to Sophia. Persuade Sophia to climb into the hole (Note 5). After the gate opens, explore. Return to the waterfall. Climb the chain. What's this? Sophia refuses to follow.

Emerging from the secret door, go west. The elevator floor just bounces, but doesn't descend. Another closed gate with a shelf. Put the statue heads on the shelf; the gate opens. Go through the open doorway, and then north, up the steps. Go east. Across a gap you can see a gold box that cannot be reached. Look at the chock. Another elevator? Use the staff.

Go west, north, and east twice. Look at the statue and its mouth. Use the staff. Going up? Look and pick up the gold box. Orichalcum beads! Time to check on Sophia.

Go west, north, and west to the room with the open shelf gate. Go up the steps through the left doorway (north). Examining the statue reveals that the head is loose. Use the whip. Walk to the head. Down you go. Talk to Sophia.

Go north, north, up the steps north to the room with the bones and stone—now, ask to see her necklace.

Talk to Sophia. She takes the gold box, removes her necklace, and places it inside with the Orichalcum beads. Now use the amber fish. Go north, through the open gate (using the detector), north up the steps, and east. Go west. You now are in the waterfall room. Go past the falls. Now use the amber fish. Here, it points to a blank wall. Look at the wall. Use the rib. A hidden door. Open the door and go north. An Orichalcum bead lays on the floor. Sophia now gives the gold box to Indy and puts her necklace back on. Go east.



The Map Room, and there is another spindle! Put the stones onto it. Align (Note 4). Darkness covers the horns. Full Moon covers Darkness. West sea covers Full Moon. Push the spindle. Try reversing West sea to East sea (contrary minds). Push the spindle and the north door opens. Save the game and go north. Kerner appears! Talk. Stay alive. Kerner leaves, wedging the door shut, and you're locked in. Examine the surroundings. Look at the wall. Use the rib. Watch the cut-scene. Go up the steps and exit the labyrinth.

## **Submarine**

At the dock you see a U-boat. Walk down and board. Opening the hatch brings up the captain. Talk to him. Indy fights the captain or you can. Enter the sub after decking the captain. The sub immediately sets sail.

An animated sequence now begins with the sub near the sea-floor. You cannot maneuver the sub because you have no controls. Spot the airlock (click on a dark opening). Return to the conning tower.

Only two interesting items here—an intercom and a control. Push/pull the lever. Embarrassment. A broken depth control. Down? Better yet, note Indy's advice. Because you're now the captain, just order the crew out of your way. Much better. Now, to rejoin Sophia. Whoops! That guard is enthusiastic and alert, but you want to talk to her. There must be another way. Explore.

Go aft and open the first trapdoor. Down and head toward Sophia. Talk. Plan. Return to the conning tower ladder and go down to face the guard. He immediately covers you. Talk to the guard. Bucket head? It's as good as any of the others. Love that action. Sophia promptly bonks the guard with the pail. Talk to Sophia. Examine the locked wheel.

Move right toward Kerner. Indy overhears a snippet of conversation. Now you know where the stones are, and here is a plunger! (Never know when it might come in handy.) Leave and go aft.

Nobody is around, thanks to you, so pick up the food. Indy is prodigal; he saves some of the sandwich for later.

Moving left, look at the lever (speed control). Look at the switch (reverse lever). Now, depending on where you ordered the crew (Note 6), walk aft to the Torpedo room. Nothing here.

Return to the open trapdoor and go down. Walk left. Acid is on the floor. Use either the mug (near the food) or clay jar. Head back up and walk to the other side of where Kerner is talking with the professor. Open the trapdoor and go down. There you see the captain's safe. Use the acid. Now add the stones and a small key to your inventory. Return to Sophia. Using the small key, open the padlock on the emergency rudder control.

Go up the conning tower ladder. Fix the depth control with the plumber's helper. It should fit. Push the plungerized lever.

In this animated sequence, you now control the sub. First, locate the air lock to Atlantis. Then, steer the sub into the opening. Move the sub closer toward you or away by using the steering wheel. If you miss the airlock, stop, back up, adjust, and try again. (Steer left, right; away or toward you.) After you align with the airlock, the sub enters it.

## Atlantis

After emerging from the sub, it's dark. Talk to Sophia. Explore. Touch and pick up the wood thing (ladder). Find the rubble. Use the ladder on the rubble. Suddenly, Sophia tells Indy not to touch her and then she yells for help. Sophia is being kidnapped! A door opens and mysterious figures disappear. The door closes, and Indy is alone in the dark.

Try to follow, climb the ladder. The door doesn't budge. You find a stone thing here. Touch and open the stone box. Touching inside the box, you find a metal rod. Pick it up. Try Orichalcum in the rod. Now you can see. That bronze door must be where Sophia was forced through. Looking at the sentry statue reveals nothing. You must open the door. The spindle! You've done this before.

Align the stones (Note 4). Because the positions change with each location, try reversing them 180 degrees from the last time. (12 o'clock moves to 6 o'clock; contrary minds again.) Push the spindle. The mouth of the statue opens. Use Orichalcum in the sentry statue. The bronze door opens. Collect all the stones and the ladder, then enter Atlantis.

## The Outer Ring

At this point all the paths converge. If you haven't played out one of the other paths, play on, using the main walkthrough. If

you finished one of the other paths, you now have a decision to make.

**Note 1:** always talk to Sophia when entering a new area or room for the first time, and particularly after something is accomplished. (Sophia often suggests what to do next.)

**Note 2:** games should be saved when you enter a new area or make a significant advance. If exploring, it's easier to reset, and then press on after you know what awaits you.

**Note 3:** after you find the mask in Algiers, return to Monte Carlo. Find Trottier, again and (politely!) ask him to enter the hotel. This time, let Indy take over. While Sophia entertains Trottier, go into action. Pick up the blanket, open the cabinet, and get the flashlight. Now, open the fuse box and pull the fuse. In the dark, use the blanket, put on the mask, and turn on the flashlight. A cut-scene follows. Trottier leaves in a hurry, leaving the Sunstone. Return to Algiers with the Sunstone (**alternate solution to get the Sunstone**).

**Note 4:** Plato's *Lost Dialogue*. The stone settings are from my game. These settings may differ from yours because Fate has several variable points. My stone settings were: Darkness/Noon Sun, Full Moon/New Moon, East sea/West sea. These settings must be changed as you progress, usually reversed (contrary). If the instructions in your Plato differ, then use those settings and view these as only a guideline.

**Note 5:** several paths are possible in this conversation. It pays to be nice, however.

**Note 6:** you can order the crew either aft or forward. Sophia tries to look at Indy. He backpedals. She talks. YOU decide.

## **FIST: DID YOU CHOOSE WISELY?**

### **Monte Carlo**

With all these people about, you wonder where the casinos are. Talking to the strangers should give you a description of whom to look for. Now, find the man and talk to him.



After establishing who you are, Trottier tests you with a question from Plato's *Lost Dialogue*. Answer correctly. If you do not know the answer, read the book and try again. The questions change each time. After you answer, he gives you a business card. Because Indy refuses to enter the hotel, board the taxi and leave for Algiers.

## Algiers

After slogging in from the airport by foot, you arrive in the market. Look at the sign and climb the stairs. Closed. Go back down. Go east and Indy refuses. Talk to the beggar. No help. Because Indy will not bother the two citizens, go west; and because Indy again refuses to enter the city (west), try the alley. A souvenir shop. Talk to the storekeeper. Give the business card to Paul Abdul. Disregard Paul's instruction not to follow when he leaves, and leave as soon as you can.

Now, Indy enters the city. A map appears. In the animated sequence, you follow the red fez figure. He leads you to Omar's house. The location of the house changes with each game. Entering, Indy listens to the conversation, but moving around promptly precipitates a fight. Fight Horst. Don't forget to save your game before fighting, just in case you lose; otherwise, you have to replay from your last save (Note 1).

After you beat Horst, Omar leaves. Look at and pick up Bamboo stick, Blackbird statue, Soapstone statue, and Hanging cloth. The Hanging cloth is the map Omar mentioned. But you cannot reach it. Okay, use the stick to get the cloth map. You don't want to go back into the streets, so what about the camel? Hop out the window and use the camel.

## Desert

Nothing like a short ride through the desert on a camel with a map to guide you. This is Indiana Jones who is riding. Try riding away from town. See the vehicles moving in your direction? Try putting the mouse cursor on one. TROUBLE! Okay, this is where I leave you.

If you want to meet a vehicle, note the subtle differences between the drivers. Just for fun, get surrounded by several, and then try to escape. You are more interested in finding that "X" on the map. To do so, travel to various nomad camps, and ask



for directions. The "X" doesn't appear until you ask a nomad who is close to it (the location of "X" varies from game to game).

## Dig Site

At the "X," walk to the dig site (your camel runs away if you go back to it). Examine the truck. No good, unusable. Go toward the tents—a rope ladder hanging in the sky? Somebody shoots at you! Try the other side. No good. Same result. The wood ladder? Down.

It's dark. You now have TOUCH rather than LOOK AT in the verb list. Find and touch the generator. Touch on/off switch. Use switch. Light! Looking around, you see a painting on the left wall, a table with a clay jar and a wooden peg, and a wall on the right. Also, you see a ship rib near the entrance. Get the clay jar. An Orichalcum bead! Get the wooden peg. Get the rib. Return to the painting on the left wall. Look at the round object. Push the round object. A secret compartment opens. Pick up the disk. A Sunstone!

Go to the crumbling wall. Use the ship rib with the wall. A mural. Put the Sunstone on the peg. Look, Use, or Push the Sunstone. Now, align the Sunstone per Plato's *Lost Dialogue* (Note 2) "At many outposts, a Sunstone sufficed, if darkness conceals the tall horns." At the top of the screen you see a carving with a horn like appearance. Find Darkness and click on the stone to move it under the horns. Click the peg. A secret door opens. Remember what Indy says about the mural. **Note:** the generator can be opened and a spark plug can be taken. Save game.

Go through the secret door, where you confront a guard who doesn't like you digging an unauthorized hole. Talk to guard; fight Rolf. USE the whip! Climb the rope ladder.

## Balloon

Read the manual for flight instructions. To land where you want, position the balloon south of your chosen site. The balloon spirals downward away from you—it's easy to overshoot. Land at a nomad camp. Talk. Remember, Indy is looking for the way to Crete. Talk to the nomad a second time.

## Crete

Walk to the archaeological ruins. Look in the door opening at the right. Cross the bridge to the left. Look at the surveyor's instrument. Pick up transit. Walk to the ruins. Look into all door openings until you find a mural painted on the wall. LOOK at the mural and REMEMBER what Indy says. Also, look carefully at the positions of the mural's connecting lines. Leave and look at the site area.

Walk to the stones. Find two loose piles. Push. You should now be looking at the statues of a bull's head and tail. Place the transit on either statue and become a surveyor.

Turn the larger (coarse tune) knobs to find a tall horn. Fine tune (small knobs) on the outside edge of the horn. Click anywhere on-screen. You found the correct spot when a cut-scene appears with a line, then a traveling "X." Move to the other statue and repeat. **Note:** on one tall horn, use an inside edge. The positions of the statues change and differ with each game. When the second "X" travels along the line, it intersects the first line, leaving an "X" on the ground.

Walk to "X marks the spot." Dig with the ship's rib. Pick up the Moonstone and leave. Return to the stone pedestal. Didn't you look around before going down the path? Place the two stones onto the pedestal. Now to align them (Note 2), cover the horns with Darkness; heal Darkness with a Full Moon. Save game. Push the spindle: a secret door! Say hello to Klaus. Well, this is the FIST path. Fight.

## Knossos Labyrinth

Enter the door. Look at and pick up the heads of Apollo, Ares, and Zeus. The gate closes! Return a head to the shelf. Go through the door and look back. Retrieve the statue head by using the whip. The gate shuts, locking you in. You now stand in a room with a closed gate and three doorways. Go north up the steps, then west. This room has four doorways and a closed gate. Look at the marble shelf. Open the gate. Use the statue heads with the shelf. The gate opens. Explore and map, then return here. Go up the steps and enter the left doorway (north).

Statue Room. The floor bounces in front of the statue steps when you walk on it. Go up the steps and look at all the statues. Use the whip on the head, which rolls to the floor. Look at the head. "An elevator," exclaims Indy, disappearing down.

Notice the shapes of the stones under the elevator as it goes down? Walk off (there goes Indy's ride). The stones are crushed.

But who is lying here? Sternhart! Read his note. Pick up the staff. Look at the waterfall. Interesting. Go north. This room has a gate but cannot be opened without the aid of a partner, and you are alone. Go back to the waterfall. Climb the chain.

Go west. Careful of the elevator! Now, go through the open gate, north up the steps, and east. Look at the room. Note chock. Look at it. Use the staff. Go west, north, and east twice. Look at the statue's mouth. Use staff. Look at and get the gold box. Another Orichalcum bead! Return to the opened gate room with the statue heads on the shelf. Go up the steps to the right doorway (northeast) and go east. This room has a massive stone slab blocking the doorway north. Push the slab. Push again (groan). Push again. Push again. It moves. Go north.

Make multiple save games from here on until you leave the labyrinth. **Save before or after, but save.**

Walk to the stone outcropping. Swing across. Use whip. Go west, then north through the passage. This room has two stone slabs and a passage north, where you see two guards talking. Listen, then try to cross or enter the passage. Meet Hans. Move around behind the slab, wait until the guard is in front of the slab, then push. You can miss the guard if you push too soon.

Go north through the passage. Here stands Hans' partner, and he appears tougher. Talk. Fight Franz.

Go north. You are now in a room with five doors. Explore northwest or north; Otto.

Go east. Anton. Go explore, leaving Anton alone for now.

Go northeast from the room with five doors. Say hello to Karl. Fight Karl. Nice waterfall.

Go west. Another one (grumble). Fight Kurt.

Go north, left doorway. Look who's here, and notice the nice position of that hanging column of rock? What would happen if you pushed it? Circle back to Anton. Pick up the stalactite.

Go east. What the *is* that noise? Singing?



Go north. Talk. Don't fight Arnold. After Arnold tells you to go, try the doorway east. Wow! Doesn't this boulder look vaguely familiar? Use rib. Trapped! Back down passage and talk to Arnold again. If Arnold tries to get physical, run!

Go east to where the boulder is wedged in the doorway. Use stalactite. Follow the boulder's path, and look at poor Arnold! Get the amber fish. Use fish. It points at you. An Orichalcum detector? Close the gold box and use the fish. It points nowhere.

Go west. The Map Room! Note the spindle in the center of the rings, but you only have two stones. Back (east) to the labyrinth.

Go west. Go through the rooms and use the amber fish in each until you find a room where fish points down. Look in the pit. Too dark. Talk to the pit (Note 3). Use the whip. Sophia climbs out—she found a Worldstone. Talk. Return to the Map Room. Put all three stones on the spindle. Align the stones (Note 2). Darkness covers the horns. Full Moon covers Darkness. Glorious sun blazing upon a western sea. But don't forget the contrary minds. Reverse the Worldstone to East sea. You now have an open northwest door.

Go northwest. The sea! You are out of the labyrinth. Look at the pointer. Head for Thera.

## Thera

Talk to Sophia. Talk to captain. The diving suit has a hole. After talking, head east to the path. Look at the island scenery. Notice a gap in mountain, notch in mountain, and a cleft in mountain. The next part is variable: walk to each (gap, cleft, and notch), or until you find a truck and a vent. Find and pick up the tire repair kit. Return to Sophia. Talk to Sophia. Return to the salvage boat.

Look at *The Lost Dialogue*. Note the direction and distance to the Lesser Colony (this varies). Talk to the captain and go to sea. Just try to criticize the boat! Don't forget to divide by ten and reverse the direction (north becomes south).

When the cut-scene ends, open the locker and look at the suit. Repair the suit with the tire kit. Attach the air hose and don the suit. Save the game.

The game now shifts to Sophia's viewpoint. Have her use the hoist to put Indy to sea. (She automatically starts the air



compressor.) If the map coordinates are wrong, you are summarily returned to Thera. If correct, watch the cut-scene.

When Indy falls to the bottom, start looking at the caves. You have only a few minutes. Hustle around, and try each cave until you enter an ancient airlock.

## Atlantis

It's dark again. Find and TOUCH the wood thing (ladder). Pick up the ladder. Find the stone rubble. Use the ladder with rubble. Climb it. Touch the stone (open stone box). Touch and pick up the metal rod. Use an Orichalcum bead in the metal rod. Light! Look around. Check the statue and bronze door. Notice the spindle? Down go the stones again. Align the stones (Note 2). Darkness covers the horns, Full Moon covers Darkness, East sea covers the Full Moon. But remember the contrary warning? Reverse all three stones 180 degrees from your last setting. (What was at 12:00 o'clock is now at 6:00 o'clock.) The mouth of the sentry statue opens. Use Orichalcum in sentry statue. The bronze door opens. Pick up all the stones and the ladder. Enter Atlantis.

## The Outer Ring

Here, all the paths converge. If you haven't played another path, play on, using the main walkthrough. If you finished another path, you now have a decision to make.

**Note 1:** Game saves. Games should be saved when a new area is entered or a significant advance is made. If exploring, it's easier to reset, and then proceed after you know what is awaiting.

**Note 2:** Plato's *Lost Dialogue*. The stone settings are from my game. They may not be the same as yours, as Fate has several variable points. My stone settings were: Darkness/Noon Sun, Full Moon/New Moon, East sea/West sea. These settings must change as you progress, usually reversed (contrary). If the instructions in Plato differ, then use those settings and view these as only a guideline.

**Note 3:** The Room with the waterfall. You can't "see" the pit until you use the amber fish. Yes, talk to the pit.

# WITS PATH

This is a walkthrough of the Wits (or Thinking) Path of the game *Indiana Jones and the Fate of Atlantis*. If the player follows these instructions carefully, the walkthrough leads to a successful arrival at Atlantis.

## Introduction

The Wits Path starts after Indiana Jones finds *The Lost Dialogue* of Plato and follows the game path that requires his thinking his way through. The Wits Path ends when Indy discovers the underwater entrance to Atlantis.

## Path Split

After Indy finds *The Lost Dialogue* of Plato and returns to his office, Sophia may recommend the Action Path, Team Path, or Wits Path to Indy. Indy must pick the Wits (Thinking) Path for this walkthrough.

## Monte Carlo

After selecting Wits, go to Monte Carlo. Talk to Trottier, the man in the brown suit with a flower in his lapel. Be honest and diplomatic and ask about Atlantis. Answer his question correctly. He may not ask the same question again, but answers to all his questions are in *The Lost Dialogue*. You may fail to answer his questions several times until you have learned a repertoire of correct answers. After Trottier feels you are knowledgeable, he hands you his business card.

## Algiers

Go to Algiers. Go to the far left and walk down the back alleyway to the artifacts shop. Ask the attendant if he is Omar. He isn't, so try to persuade Omar's servant, Paul, to arrange a meeting. Offer Paul Trottier's business card, then attempt to follow Paul through the city. You can't spot him among all the other pedestrians, but you do see a man in a red fez. Follow the man in the red fez to the market and then approach him. You want his red fez, so compliment him on it profusely, express envy, and he gives it to you.

Return to the artifacts shop. You may have to wait for Paul to arrive from the errand you sent him on. When Paul returns, offer the fez and convince him he needs it. Then ask Paul to arrange a meeting with Omar again. Follow him through the city again. This time you just follow the red fez. Eventually, Paul enters Omar's house. Follow him in.

Omar is not pleased to see you. He doesn't want you looking around and touching his things. Lure him into the closet, then close the closet door.

Pick up two statues—the Blackbird and the Soapstone carving. Pick up the pole. Use the pole with the hanging cloth to obtain the map. Use the camel outside the window.

## **Desert**

Go to the nomad camps and ask about the map. They describe where the "X" (the Nazi dig) is in relation to their camp. Use the camel to travel around the desert.

Officers of the Foreign Legion chase you in the desert. Try to avoid them. If you encounter them, resist being sent back to the city. Offer them one of Omar's statues. Eventually, the nomads guide you near the dig site, which is marked with an "X" on the screen. Ask to be trusted—it works every time!

## **Dig Site**

After you arrive at the abandoned dig site, check the truck. Open the door and try starting it. The engine won't start. Walk to the ladder. Look around in the dark, and you find a "metal thing." Touch it—it is a portable generator. Locate and use the on/off switch. You discover the generator is out of gas. Pick up the long snaky thing (hose) and the clay thing (pot) and return to the truck.

Remove the gas filler cap and fit the hose to the gas filler. Use the clay pot with the hose to collect gasoline. Pick up the clay pot and hose, and return to the generator. Remove the generator's gas filler cap and pour the gas in from the clay pot. Now use the switch to turn on the light.

Go to the painting on the left and push the round object in the middle of the painting. Pick up the Atlantean statue. Walk to the ladder and pick up the ship rib. Walk to the right and look at the crumbling wall. Use the ship rib to clear away the crumbling wall and look at the mural.



Open the generator and note the spark plug. Turn off the generator and remove the spark plug. Return to the truck, open the hood, and insert the spark plug in the engine. Try starting the truck. The battery is flat. Put the bead of Orichalcum in the Atlantean statue and use the statue with the spark plugs.

Return to Monte Carlo to warn Trottier about the plot to kidnap him. He is skeptical, but persist. Unfortunately, you are too late, and you witness his abduction.

Follow the red car that the Nazis drive around Monte Carlo and ram them at every opportunity. Eventually you crash into them and the Nazis run away, leaving Trottier behind. Talk to Trottier. He recovers quickly and tells you where the entrance to Atlantis is, and where he tossed the Sunstone out of the car.

Look at the street sign to establish where you are. Then explore the city intersections, checking signs until you find the intersection where Trottier tossed the Sunstone. This may take time.

When you find the intersection, look down the drains. Open the drain cover and pick up the Sunstone. Return to the hotel and get a taxi cab to the airport. Go to Thera.

## Thera

You arrive at the dock on Thera. Look at the crate that holds a balloon. Try opening it and asking the official for the balloon. You need an invoice.

Try taking the large basket. Ask the official what he would take in exchange for the basket. He wants an archaeological exhibit. Pick up the fishing net.

Walk up the hill to the gap in the mountain. Check the vent. Close the empty crate and pick up the balloon invoice. Walk into the mine entrance and then further in. Close the interior door. Put the Sunstone on the peg.

Now look at *The Lost Dialogue* and find the passage: "Gates of the kingdom, only opened with the aid of special stones. At many outposts, a Sunstone sufficed, if darkness concealed the tall horns."

Place the symbol for darkness at the top of the Sunstone, and push the peg. It clicks if you use the right combination. Open the door and pick up the carved sign. Close the door and pick up the Sunstone. Pick up the entrenching tool and return to the outer entrance. Open and use the entrenching tool on the



cave-in. Meanwhile, watch Sophia, Kerner, and Ubermann leave Thera in a submarine.

Go to the dock and exchange the basket for the ancient sign. Exchange the invoice for the crate. Get out the balloon. Use the fishing net with the balloon and use the balloon with the basket. Now return to the vent in the mountains. Use the hose with the balloon and use the balloon with the vent. The balloon fills with gas. Use the inflated balloon to track the submarine. This may take time. Land near the submarine.

## Submarine

After you change into the sailor's uniform, open the hatch and walk into the submarine. Walk to the lower deck. Walk aft and pick up the bread and cold cuts and make a sandwich. Walk forward and talk to the guard in front of the lockers. Offer him the sandwich when he says he is hungry and offer to cover for him. Open the lockers, and then pick up the Moonstone and torpedo instructions.

Walk to the forward sections. Pick up the washing line and oily rag. Walk to the aft torpedo tube. Use the torpedo instructions on the control panel. Use the oily rag on the wires that spark and pull the launch lever.

Having caused a distraction, walk to the forward torpedo tubes. Use the torpedo instructions on the control panel. Attach the clothesline to the launch lever and open a torpedo tube. Try getting in the tube. Change clothes, then get in the tube. Pull the clothesline.

## Crete

Approach the stone pedestal. Look at *The Lost Dialogue* and note the following paragraph: "At the Greater Colony a Moonstone was also needed, with the noon sun riding high above the full moon."

Place the Sunstone, then the Moonstone on the spindle and look at the Moonstone. Align the Sunstone as before and the Moonstone as in the paragraph that references the Greater Colony. Push the spindle. A secret entrance appears. Pick up the Sunstone and the Moonstone and walk through.

## Labyrinth

Pick up two stone heads and go through the doorway. From this room, use the whip to get the third stone head. Explore the Labyrinth. In the Minotaur statue room, use the whip with the Minotaur head, then stand on the unstable floor, and descend on the elevator. Sternhart, who ran off with the Worldstone in Tikal, starved to death down here, but don't worry. Pick up the staff and read the note. Pick up the scarf, comb, and the Worldstone. Now, look at the waterfall and use the chain. Avoid stepping on the elevator because you don't want to go down again.

Find the other door (near a shelf). Put the three stone heads on the shelf to open the door. Walk through the doorway and look for the room with a gold box. Remove the chock with the staff. Now, find the room where the lower part of the stone shaft is located. Put the staff in the statue mouth and go up in the elevator to the gold box. Pick up the gold box and the bead of Orichalcum. Walk to far doorway to and find a large machine.

Put a bead of Orichalcum in the Atlantean statue (used to start truck engine) and put it in the machine. The machine digs a hole through the wall. Crawl through the hole.

You are in the Map Room. Place the Sunstone, Moonstone, and Worldstone on the spindle in the middle of the map. Look at *The Lost Dialogue* and read the passage: "To approach Atlantis itself a Worldstone was required as well, with darkness ruling the old city without challenge."

Position the three stones according to the three passages and one of the three doors opens. Pick up the three stones. Walk through the doorway opened by the stones and behind the waterfall.

Put the Orichalcum in the gold box and close the box. Attach the clothesline to the comb and use the scarf on the comb. Use the comb on the string as an Orichalcum detector. You find more Orichalcum under some bones. Use the Orichalcum detector again (you have to charge it again with the scarf) in the waterfall room. Use the ship rib on the crumbling wall. Open the door and walk into the subway. Pick up another bead of Orichalcum and put it in the mouth of the subway car. Use the subway car. You are now at the underwater entrance to Atlantis.

## ATLANTIS

The Atlantis section begins when each of the paths ends (the paths converge at the underwater entrance to Atlantis).

During your exploration, you may need to pick a fight or two with the Nazi Guards. If you need help winning these fights, see the Action (or Fists) path walkthrough for some guidelines on this topic.

You found your way to the underwater entrance to Atlantis, but it's dark! Look for the "wood thing," touch it, and pick up the ladder. Walk to the right and put the ladder against the stone rubble and climb up. Open the "stone thing" that is slightly to the left and pick up the metal rod. Open the gold box, get out the Orichalcum, and place a bead in the metal rod.

Now you can see the spindle; place the three stones on the spindle. Read *The Lost Dialogue* and note the passage: "The final entrance yielded only to contrary minds."

Position the stones as you did at the entrance to the Labyrinth on Crete, and then turn each stone through 180 degrees. Place a bead of Orichalcum in the statue's mouth. Pick up the ladder and stones, and walk through the entrance.

## Outer Ring



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**Read the entire OUTER RING section  
before proceeding with the game!**

Nazis guard the hallways and corridors of the outer ring. You can fight the guards or you can back off. You may need to fight a guard at least once to obtain lunch. Explore all the rooms marked with a "?" to identify their contents. Remove all the gratings and crawl through the grate openings.

During your exploration of the outer ring, you should find the following rooms and items:

## ROOMS

LOCATION	RESULT
Subway I	Dead end
Statue Room I	Use the ladder to cross the hole and pick up a cup
Robot Parts I	Pick up the bronze spoked wheel
Lava Room	Collect lava in a cup
Machine Room	Make Orichalcum
Lower View of Dungeon	Where a guard holds Sophia imprisoned in a cell
Higher View of Dungeon	Use Orichalcum in the statue to crush the guard
Subway II	Pick up the rib cage from the skeleton
Crab Pool	Trap a crab
Robot Parts II	Pick up the bronze gear
Sentry Room	Use the eel sculpture
Statue Room II	Pick up statue head

## ITEMS

ITEM	COMES FROM
Bratwurst	Beating up a guard
Cup	Statue Room
Statue head	Statue Room
Bronze spoked wheel	Robot Parts I
Bronze gear	Robot Parts II
Rib cage	Subway II
Eel sculpture	Subway II
Crab	Baited and trapped from Crab Pool



After you collect all the items and identify all the rooms, you can use the items and rooms as follows:

**Crab Pool:** Put food (bratwurst sandwich or gum) in the rib cage. Put the baited rib cage in the pool. Wait for a crab to be tempted and trapped, then retrieve the rib cage with the trapped crab.

**Lava Room:** Place the cup on the pedestal, then the statue head on the plaque to obtain a cup of lava.

**Machine Room:** Use the bronze spoked wheel with the spindle at the bottom of machine. Pour lava from the cup into the funnel at the top of the machine. Collect Orichalcum at the bottom of the machine. Keep the bronze spoked wheel—you need it later.

**Higher View of Dungeon:** When you find the grating that looks into the dungeon near the robot statue, feed Orichalcum to the statue to activate it, and crush the guard.

**Sentry Room:** Use Orichalcum in the eel sculpture to evaporate the pool of water. Use Orichalcum in the fish statue to open the double doors. Go to the dungeon. Visit Sophia in her cell but do not release her. Pick up a part of the robot statue.

If you run out of Orichalcum, manufacture more by revisiting the lava and machine rooms.

## Canal

Walk to the canal. Distract the octopus by feeding it the trapped crab. Walk to the raft across the canal and climb on. Use Orichalcum in the crab like raft mouth. Use the Sunstone on the spindle above the gate to open the gate to the left. Use the Moonstone for the next gate. Stop at the landing. Climb the stairs and walk through the doorway. Pick up the crescent shaped gear, close the cupboard, and look carefully at the diagram. You will refer to this later.

Return to the raft and float to the next gate. Use the Worldstone to open it. Stop at the next landing. Walk through the archway.

Use the ladder to climb the robot statue. Open the chest plate and look inside. Place the bronze spoked wheel on the center peg and place the robot part on top of it. Put the crescent-shaped gear on both of the right-hand pegs. Place the bronze gear on the upper left peg. Place a bead of Orichalcum on the center peg. Climb down the ladder, and attach one end of the

chain to the arm, now moved forward. Attach the other end of the chain to the loop on the door.

Move the arm backward by moving the bronze gear to the lower left peg and feeding it another bead of Orichalcum. The door now opens. Get the hinge pin that is lying on the floor and pick up the ladder.

Now, make a decision. You may rescue Sophia or you can go on without her. Skip the next paragraph if you do not wish to rescue Sophia.

Return to Sophia. Give Sophia the hinge pin. Pick up the cage door and have Sophia wedge the door open with the hinge pin. Lift the cage door and pick up the hinge pin.

Return to the raft and float to the archway entrance. Pass through the now-open doorway to the middle ring.

## **Middle Ring**

(If Sophia isn't with you, skip this paragraph.) Sophia is acting strange and you must help her. She leads you to a room with a lava pit. Look at Sophia and place a bead of Orichalcum in her necklace. Then capture the necklace in the gold box. Toss the box into the lava pit. Look over the strange skeletons to the left and pick up the scepter. If you didn't save Sophia from possession, she cannot leave the room—skip the next paragraph.

Go through the first entrance on the left. A lava pit is in the center of this room. Examine the strange skeletons to the left and pick up the scepter.

Leave the lava pit room and continue round the middle ring. Walk past the next entrance on the right and look at the markings on the wall on the left. Return to the entrance on the right and walk into the room. Look at the markings on the floor. Each set of markings tells how to operate the machine in the room. The markings on the wall indicate how to start the machine, and the markings on the floor indicate how to stop the machine.

Climb aboard the machine. Use the hinge pin and scepter as operating levers. Put the levers in the correct position for starting. Feed the machine with Orichalcum. Enjoy the ride! Stop the machine by moving the levers to the stop positions.

## Inner Ring

Cross the bridge to the center of the ring. Then cross the lower bridge to the outside of the ring.

Explore the connections between the doors and the stairways. Note the three stone positions on the giant carving on the wall. The aim of the exploration is to find your way to the lava crust, which may take time. Cross the lava crust after you find a safe path. As you step on a piece of crust, the piece in front disappears. Pick a path where the piece in front already disappeared.

## Center

Go down the stairs to the center of the inner ring. Place the Sunstone, Moonstone, and Worldstone on the spindle as depicted in the giant carving on the inner ring wall.

After starting the machine, Indy may have played right into the enemy's hands! Don't worry when they plan to put you on the platform; you're not to be the first guinea pig.

After Kerner's demise, Ubermann orders Indy onto the platform. Try to stop him from using the machine; tell him that when you become a god, you will make him pay for his misdeeds. The professor should be convinced that he cannot risk Indy becoming a god but should use the machine on himself.

(If Sophia is with you, skip this paragraph.) Sophia enters, clearly under the influence of Nur-Ab-Sal. She insists on using the machine for herself and is transformed, kills Ubermann, manifests as Nur-Ab-Sal and then disintegrates. Indy, but not Sophia, wins the day! Skip the next paragraph.

By convincing Ubermann to use the machine on himself, Indy and Sophia win the day!

Indy and Sophia saw Atlantis with their own eyes but no evidence remains. Using the god-making machine disturbed the earth's crust. Atlantis erupts as a volcano and sinks beneath the sea... the Fate of Atlantis.

Congratulations, you won!

# IRON HELIX™

**A**n advanced 3-D action/adventure game that truly tests your computer's capabilities. I have a 486/66 and I felt the animation slow up at times, but the game play made up for it. There are too many areas to explore, and the chances of you making it are slim. Please enjoy this walkthrough!

Using the following hints and tips, you can complete the Iron Helix.

## BEGINNER'S LEVEL GAME

### Where's DNA?

Garrett—Deck 2 (Hallway), Deck 3 (Front of the elevator door), Deck 4 (Hallway)

Hendryx—Deck 2 (Just outside the elevator), Deck 6 (Ctrl Room), Deck 1 (Bridge)

Benedetti—Deck 5 (Weapon Ctrl)

Ichikawa—Deck 5 (Just outside the elevator), Deck 2 (Rest room)

Zyzinski—Deck 1 (Rest room)

Geist—Deck 2 (Aux. Eng.), Deck 5 (Main Eng.)

Semenovsky—Deck 4 (Hallway)

Blatman—Deck 6 (Waste)

Ingram—Deck 2 (One of the Crew rooms)

Parish—Deck 1 (Sure, in his room)

### Can't Find the Video Clues?

There are at least 4 video clues. Some are useless or have the same meaning. Messages are in Deck 1, 2, and 5. They are not in the hallways.



## **FOR INTERMEDIATE LEVEL**

### **Where's DNA?**

Zyzinski—Deck 2 (Dining), Deck 1 (Captain's room)

Geist—Deck 1 (1st Officer's room)

Hendrix—Deck 1 (Rest room, Bridge)

Garrett—Deck 3, Deck 6 (Waste)

Ichikawa—Deck 2 (Hallway)

Benedetti—Deck 2 (Biol. Lab.)

Semenovsky—Deck 5 (DEEP in Engineering)

Ingram—Deck 5 (Weapon Ctrl)

Captain—Deck 2 (Restriction area)

### **How To Enter the Weapon Control Room**

Find a weapons specialist's DNA.

### **How To Enter the Restriction Area**

Hope you find Lieutenant Commander's DNA!

### **Where Are the Video Clues?**

Somewhere in the 2nd deck and the 5th (should I say the 7th?) deck.

### **How to Eliminate the Defender?**

Wait a moment until it comes to the loading deck, and blow it away.

## FOR ADVANCED LEVEL

### Where's DNA?

Zyzinski—Deck 6 (Waste)

Geist—Deck 4 (Near the elevator)

Hendrix—Deck 6 (Waste), Deck 2 (Dining)

Garrett—Deck 1 (Bridge), Deck 2 (Dining)

Ichikawa—Deck 1 (Rest room), Deck 6 (Near the elevator)

Benedetti—Deck 1 (1st Officer's room)

Semenovsky—Deck 2 (Ladder to the Deck 2)

Ingram—Deck 4 (Restriction area)

Captain—Deck 5 (Weapon Ctrl)

### Can't Find Semenovsky's DNA?

Try to Climb a ladder from 3rd deck to 2nd deck. You find Captain's DNA, but you must keep searching for someone else's DNA.

THE END!



# THE JOURNEYMAN PROJECT™

## STORY LINE

If you feel uncomfortable reading the fine print in the booklet, here's a brief history. Humankind managed to end World War III, with a rather pleasing outcome. In 2117, a unified world was realized and all lived in peace and harmony. In 2185, a cargo ship bound for Morimoto Mars Colony sighted an alien vessel. No incident occurred, and the alien vessel left the solar system.

Humanity continues to advance their technology, and cities grow from Mars colonies. Thanks to a new antigravity invention, people now build cities that float above Earth's surface. In 2300, Caldoria—the first skyborne city—was completed.

Eight years later an alien race, the Cyrollans, visited Earth and invited humanity to join the "Symbiotry of Peaceful Beings." Humanity was given ten years to deliberate the alien's proposal.

During these years, a time-travel project continued in the hopes that this technology would be a gateway to the past. Unfortunately, the project succeeded. In 2315, after the first time-travel experiment, it was realized this technology also can wipe out humanity. The project was discontinued, and the machine was hidden in a top-secret base.

Because time travel was now a reality, a special team was formed to neutralize any threat that might arise from this technology. You are one of the agents.

The present year is 2318. The Cyrollans are due to arrive in hours. When you receive an ultra-violet priority call from headquarters, you know something big is up. **Note:** save your game often!

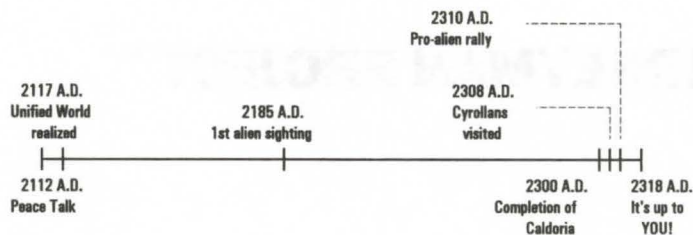
Graphics & Sound 4

Value 4

Game Drama 5



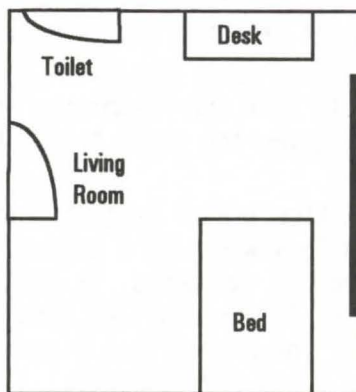
**Note:** this chapter covers both THE JOURNEYMAN PROJECT and THE JOURNEYMAN PROJECT: Turbo!



*Time Line*

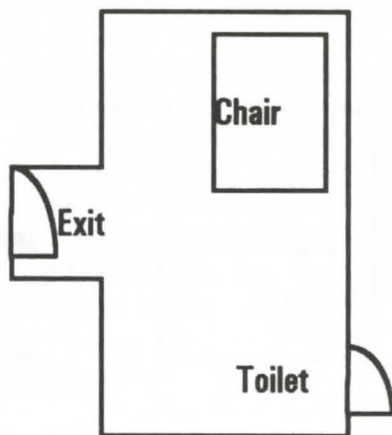
## THE NO B.S. WALKTHROUGH

### Getting Started



*This is your bedroom. Go to the desk and get the Transportation Card—you cannot go anywhere without it.*

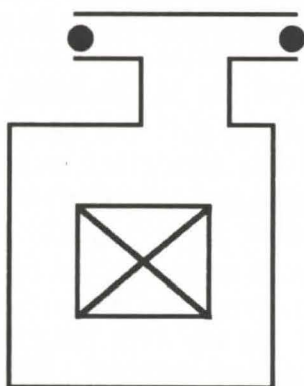
Walk to the door that leads to the living room and click on it. (In this game, you open doors by clicking on them.) After the door opens, go through it.



*This is your living room.*

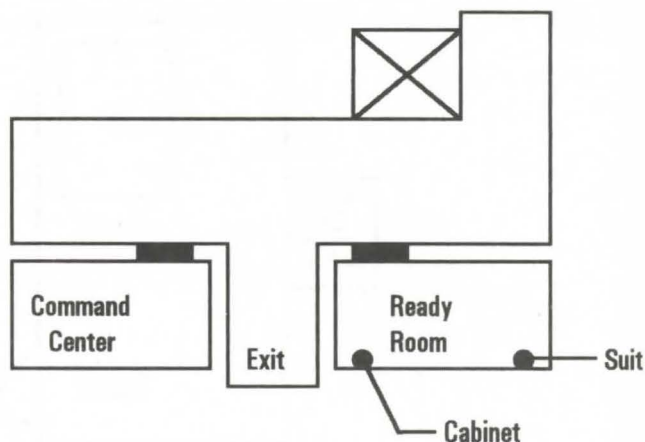
Go to the Exit and enter the corridor. Walk to the right, down the corridor, and you find the elevator door to your left. Turn and face the elevator, then press the **red** button. After you enter the elevator, press 1 to go to ground floor.

**Transporter**



**Caldoria Heights  
Apartment Info.**

When you arrive at ground level, go to the Transporter. Click on it to open the Transporter and click on the seat. When asked, drag your Transporter Card from inventory to the card slot on the lower right corner of the now open panel. Choose "Temporal Security Annex" as your destination.



*This is Pegasus Headquarters.*

To enter, walk down the corridor after completing transportation. To open the door, use keyboard to enter the “Temporal Security Annex Entry Code.” Proceed to Command Center. On the left side, you see a computer console. Walk over and face the console, then click on the upper left monitor and enter the “Background, Theory, and Procedure Monitor Access Code” to start the mission review. After reviewing the information, you hear a siren. This denotes a temporal rift was detected and history was altered. Go to the Ready Room at once.

Go to the cabinet and pull the handle. Drag the two BioChips into your inventory, then click on the blue glass cover and drag the JourneyMan Key into your inventory. Go to the BioSuit fitter and wear your suit.

After you have your equipment, go to the elevator at the upper right on the map. Press the **green** “arrow” button to gain access. Walk all the way into the time machine, and you are placed before a set of monitors. Select **200 Million B.C.** from the left monitor and press **Activate**.

## **200 Million B.C.**

The setting is the Triassic Period, your prime objective—locate and retrieve the historical log. Go north and follow the path all the way. At the end, you see a JourneyMan symbol engraved in the cliff. Pressing this symbol opens the cover panel and reveals a safe. Select JourneyMan Key from inventory and drag it to the safe. After you unlock the safe, get the log disc.

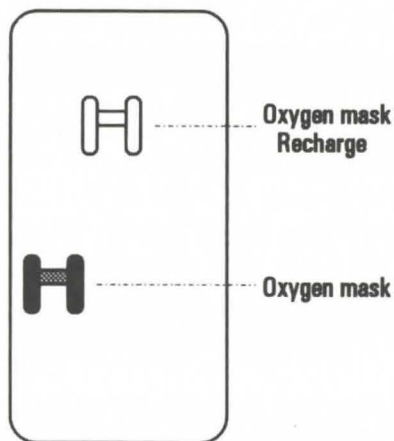
To return to Pegasus, press the **Pegasus** button to the right of the inventory list.

Upon arrival, push the exit button, then go to the Command Center. Go to the computer console. Click on the right side of the metal casing on top of console to open the reader. Put the log disc inside. After entering the "Historic Reconfiguration Code," the computer compares the different histories and shows you what was altered. Clicking on options on the monitor gives you an update on temporal changes. Now you know what you must do to put history on the right track.

## **Year 2185 AD—Mars Colony**

Activate time machine by selecting 2185 as the destination. After you arrive, walk west through the corridor—ignore the Emergency Exit, it does nothing. On the way, note the location of Shuttle Dock 3. When you reach the intersection, turn south. You arrive at "Maintenance Transport 4" in a few moves. After entering, go to the far end of the platform and activate the control panel.

Enter the shuttle and turn east. Take the "wire cutter" and "maintenance key." Turn around and pull on the handle with a big arrow painted below. The bus takes you to the other side of the colony. After you arrive, exit the transport room and walk straight ahead.



Here, you see a 24th century version of an oxygen mask on a shelf, complete with recharging point. Take and drag the mask to the recharge point. Turn around and walk back to the intersection, then turn west and walk toward the door. You may



run into the enemy robot—if so, just move out of its way. Enter the Shield Generator Room.

Save the game! On the glass panel (platform control) in front of you, select **Return to last position**, followed by **Lower diagnostic screen**. Drag the maintenance key to the chamber-door lock to open the door. Select **Run diagnostic**, **Analyze**, and **Attempt circuit link to detonator** on the platform control.

Now, you are on your own. To deactivate the bomb, you play a Master Mind-like game. You must match all nodes to the designated color to disarm the bomb. The computer only tells you how many nodes were matched. The answers to this 3-part color guessing game is random, so don't write them down.

If you disarm the bomb, remove it from the card slot and place it in your inventory. Select **Retract platform** on platform control and leave the Shield Generator Room. Walk to the other side of the corridor and enter the air lock. Wear the oxygen mask\* and press the **pressurize** button. When pressurization is complete, press the **spin** button and turn around. Save the game now and activate the Mapping BioChip.

\* *Select Oxygen Mask from the inventory list and click on the picture. Select Use in the Artificial Intelligence Module when asked whether you want to use or remove it. The mask holds about four minutes of oxygen, so you need to move fast.*

Walk through the maze\* and travel on the conveyor belt (just walk forward) to the upper level. Step off the belt and enter the air lock on the other end of the room. **Pressurize**, **Spin**, and remove the oxygen mask. Turn around and open the door to exit the air lock.

\* *With the help of the Mapping BioChip, going through this maze is relatively easy. You may, however, find this list of directions to turn at intersections—E, S, N, E, N, E, S.*

You see that blue robot again. This time, go after it. It has a head start, but this doesn't matter. Just enter Shuttle Dock 3 and launch your own shuttle craft. Select **Auto Pilot Tracking** after the animation sequence ends. Now, you have two choices:

1. Destroy the robot's shuttle—the easiest way to resolve matters. Just activate the Graviton Cannon and blow him up. By destroying your enemy, however, you cannot retrieve BioChips, and you also lose bonus points.

2. Capture the robot's shuttle—activate **Energy Damping Beam** and shoot the shuttle several times. Note that the Target Ship Energy meter indicator (on the upper left corner) drops. When the indicator drops below 10 percent (the indicator turns bright red), use the Tractor Beam to capture the shuttle. Transport to the enemy shuttle by using **Close Range Transporter**, open the shuttle door and you see the robot. Click the robot's skull to open it and grab as many BioChips as you can by dragging them to inventory. Only undamaged chips are useful. Examine the new BioChips after you return.

## Year 2310—Pro-Alien Rally

Upon arrival, you are attacked by a robot. Just pull out the dart fast. After the robot leaves the room, turn and click twice on the monitor on your right. Drag the dart to the activated compound analyzer. Follow instructions on the monitor. Turn, go north and east, and activate the monitor here. Follow the instructions on the monitor and answer **yes** to both questions.

Drag the molecules on right to the base molecule. You must insert these molecules into the base molecule in proper order. This sequence has a definite answer, which you see in the following table:

MOLECULE	#1	#2	#3
	4 2	2 4	6 1
	1 6	6 3	3 4
	5 3	1 5	2 5

After you complete designing all 3 base molecules, turn and drag the antidote from the molecular synthesizer into your inventory to apply.

Leave and turn left. Use the Trace BioChip\* and follow the footsteps on the floor. After you enter the Auditorium Electrical Access, drag the wire cutter to the Fire Control Access and cut the lock. Click on the cover to activate the control system and select **Test**. Save the game. Open the robot's skull and grab as many chips as you can—getting the Retinal BioChip and Shield

BioChip is crucial; make sure you have them. Get the stun gun left by the robot. Examine the new chips after you are back.

\* *If you don't have the Trace BioChip, go west, north, then west again. Enter the 2nd room on the left, the one with a purple door.*

## **Year 2112—Norad Base**

After the robot leaves, wear the oxygen mask and activate the Shield BioChip. Leave the room and turn east. After the robot gives up shooting at you, go all the way east—open doors\* if necessary. Note your location where you can proceed east no farther; you need to return here to deal with your opponent. Turn north and go down the corridor; at the T-intersection follow the sign and go to **Alpha Section**.

\* *To neutralize pressure between rooms, use the down arrow button on the control panel beside the door.*

This door has a security system. Use the Retinal BioChip and click the door. The Retinal BioChip fools the security system so that you can gain access. Enter the room, go to and activate the monitors on the desk. Read the instructions on how to override the launch sequence and deactivate all active silos. The answer to this game sequence is again random, so save your game.

Go to the loading dock—at the location mentioned previously—and you see a control console monitor at the far end. Go there and turn to face it. The robot now stares at you, and you have little time left. Activate the screen by clicking on it, select **Programmed** and **Activate** to activate a robot arm to squeeze your opponent to death. Remember to grab the BioChips.

## **Year 2318—Present**

By viewing the robot's Optical Memory Chip, you now know Dr. Sinclair wants to kill the Cyrollans—stop him FAST! Leave Temporal Security Annex and go back to Caldoria Heights Apartments. Enter the elevator and press R to go to the roof. Insert the security card bomb in the slot beside the door. After you blow up the door, you see Dr. Sinclair. Aim your stun gun at him (by dragging it from the inventory) and fire! Congratulations! You defeated Dr. Sinclair!



# KING'S QUEST® VII

**A** humorous adventure awaits you in King's Quest VII. This, the 7th chapter in the best-selling series by Roberta Williams, is published by Sierra, and I highly recommend it to all adventure-game players. The Princeless Bride and her mother must battle the evil enchantress Malicia (nice name, eh?) for the survival of the magical realm of Eldritch. The graphics are superb. Sierra brings to PC a quality of animation that would make Disney jealous.

## THE NO B.S. WALKTHROUGH

### CHAPTER 1—WHERE IN BLAZES AM I?

This chapter has at least three paths, based on the whether the Desert Spirit is helped and if the Hunting Horn is retrieved before helping him. In this version, the minimum step path is shown (where he is not helped). This version skips trickier sequences (like turning salt water to fresh).

Take the Ripped Petticoat from the cactus. Walk 2 screens south. Take the Hunting Horn from the skeleton. Walk 3 screens north.

Enter the cave north. Take the Basket. Examine the Basket and open the lid. Rotate the Basket to see the Corn Kernel inside. Pick up Corn Kernel. Pick up all four Clay Jars in any order (first 3 break). Leave the cave.

Use the Corn Kernel on the sand under dripping water. Examine the gourd plant just left of the corn stalk. Examine the picture on the rock wall right of the cave entrance. Take the Gourd Seed from the now open gourd plant. Walk one screen east.



Use the small door under **Rare Curiosities** and talk to the Kangaroo Rat. Use the Hunting Horn on Valanice to blow out the dust. Use the Hunting Horn on the eastern Jackalope hole twice to stun the Jackalope. Take Jackalope Fur from the cactus. Take Glasses from the ground.

Use a small door under **Rare Curiosities**. Use Glasses on the Kangaroo Rat. Use the Gourd Seed on the Kangaroo Rat and trade for the Turquoise Bead.

Walk 2 screens west and 1 screen south. Take the Stick. Take the Salt Crystals from south edge of the pool. Use the statue's head; this rotates it and causes the sun's rays to come out. Examine the statue's collar and line all blue beads to the third column. Use the wrist band on the statue's right hand, which drains the pool. Enter the empty pool. Examine the offering tray. Examine the empty part of the tray. Use the Turquoise Bead on the offering tray. Examine the offering tray. Take the Turquoise Piece on the right. Leave the pool.

Walk east 2 screens. Use the Ripped Petticoat on the Stick to make a Flag, and put it in inventory. Enter the doorway. Use the Flag on the scorpion quickly, or Valanice dies. Examine the statue. Use the center symbol on the side. Take the blue bead at the bottom on one hand of statue. Place the yellow bead at the right on the other hand. Place the red bead at the left on the pedestal right, and behind, the statue.

**Note:** the next (and last) two steps are not always necessary because of a bug in some versions.

Take the Turquoise Piece. Leave the building.

Walk 2 screens west and 1 north. Use the Stick on the cactus to the right of the doorway and take the Prickly Pear. Use one Turquoise Piece on the other to make the Puzzle. Examine the lock above the doorway twice. Use the Puzzle on the lock. Enter the open doorway.

**Inventory:** Golden Comb, Clay Pot, Stick, Basket, Hunting Horn, Jackalope Fur, Prickly Pear, Salt Crystals.

## Other Paths

The Wanderer gives an item (either rope or bug-reducing powder) if he receives fresh water. Fresh water is made by picking an Ear of Corn from the corn stalk. Then go to the salt water pool and fill the Clay Pot with salt water from the pool. Prime the statue (head and collar). Using the Golden

Comb on Valanice, cry into the statue's bowl, pour the salt water into the bowl, and put the Ear of Corn into the statue's left hand. The salt water should transform into fresh. Then use the Clay Pot to give the fresh water to the wanderer.

Rather than getting the Hunting Horn, the Glasses can be had by getting a Rope from the Wanderer. Then the rope is used to trip the Jackalope by tying it to two cactuses and tripping him.

Rather than using the Flag to trick the scorpion, render the scorpion harmless by using bug-reducing powder from the wanderer.

## **CHAPTER 2—A TROLL IS AS A TROLL DOES**

In this fairly long chapter, you spend a lot of time walking through the underground. The items needed to make the magic potion don't have to be collected in any particular order. There also are two bowls in the kitchen—gold and brass.

Leave the room. Take the Toy Rat. Take the Shield from the wall just left of the throne.

Enter the kitchen at top right. Get kicked out, overhear a witch, leave the mud pool area. Enter the kitchen at top right. Use the Toy Rat on the floor by the cook troll quickly or Rosella expires. Take the Bowl from the bottom left shelf. Use the machine to the right of the shelves to get Baked Beetles. Leave the kitchen.

Enter the mud pits and overhear trolls discuss "sleeping aids." Leave the mud pits.

Enter the workshop at lower left. Descend to the lower area. Take the Lantern. Use the Bowl on green water by the entrance to make the Bowl with Green Water. Walk to the edge of the crevasse and feel an updraft. Walk to the lower edge and jump to the center island. Jump to the upper left area and take the Wet Sulphur. Jump back and exit the area.

Walk to the right in front of the fire, wait until the fire is hot. Use the Lantern on the fire to make a Lantern with Spark. Use Wet Sulphur on the fire to put "sexist pig troll" to sleep. Take the tongs from the tool rack, use on the brown box, use on the water pail to get Silver Spoon, and replace the tongs on the rack. Leave the workshop.

Enter the area at lower left. Try to leave the area on the bridge to the right. Examine the Shield and take the Shield Spike from it. Examine the cart at upper left. Use the Shield on the empty axle, then use the Shield Spike on the axle. Ride the cart.

Enter the dragon cave at upper right. Enter the dragon lair to the right. Talk to the dragon. Use the Lantern with Spark on the dragon to receive the Big Gem. Return to the workshop.

Talk to the jeweler troll. Use the Big Gem on the jeweler troll in exchange for a Hammer and Chisel. Return to the dragon lair.

Use the Hammer and Chisel on the dragon's tail (after it flops to floor) to get the Dragon Scale—quickly, or Rosella dies!

Go to the main hall and use the Bowl with Green Water on the troll. Give these ingredients to the troll: Silver Spoon, Baked Beetles, and Dragon Scale. Rosella ends up human and gets a Silver Pellet. Move the large bench seat under the picture. Then stack the small seat and foot stool on the bench.

Overhear plotting, fall, and take the Dragon Toad. Walk to the bedroom, overhear an argument. Use the Dragon Toad on Mathilde, and she gives you an Enchanted Rope. Try to leave to lower-right. Use the Toy Rat on Malicia quickly, or Rosella expires. Leave to lower-right.

Use the Enchanted Rope on the elevator. Use the elevator.

**Inventory:** Lantern, Hammer and Chisel, Dragon Toad, Silver Pellet.

## CHAPTER 3—THE SKY IS FALLING

This chapter is tricky because Valanice must walk back to the desert to complete it. Also, without foreknowledge, you can easily finish chapter 1 without enough objects to solve puzzles in chapter 3. However, Valanice can go back to the desert and get them. The rest of the action is fairly straightforward.

Use the Prickly Pear on the monster quickly, or Valanice expires. Walk 1 screen northwest, then 1 screen west. Talk to the stag until he tells of Lord Feldspar. Walk 1 screen west and 1 screen north. Jump to the boulder in the muddy stream bed at left, then to center, and to top.

Use the Basket on the spider. Examine the bird. Walk 1 screen northwest. Enter through the small door right of city gate. Use the Golden Comb on the duke. Enter the China Shop. Talk to Fernando about "Treasure." Leave the China Shop and walk 1 screen east. Use the cover over the bird cage. Use the door of the cage. Examine the bird in the cage. Retrieve China Bird.



Return to the China Shop, use China Bird on Fernando and get the China Mask. Leave the shop and walk near the Town Hall door.

Use the China Mask on Valanice and use the Town Hall door. Leave the party through the curtained door at rear. Walk left on the stairway down and continue walking to the door. Use the door twice to enter the powder room. Leave the powder room by examining the third mirror from the door.

Use the drawer on the right side of the desk and take the Magic Statuette. Leave the office and walk west to the main landing. Walk south from the landing back to the party. Leave the Town Hall and walk to the east pond.

Take the Wooden Nickel from the mockingbird nest. Use Salt Crystals on Valanice and enter the Faux Shop door. Use China Mask on Ersatz the Turtle and trade for a Rubber Chicken. Use the Wooden Nickel on Erastz and trade for the Book. Walk back to the Desert.

Walk 2 screens east and use **Rare Curiosities** door. Use the Book on the Kangaroo Rat and trade for Crook.

Return to the woods and examine the flowers left of the screen. Use the Clay Pot on the flowers and get Nectar in Pot. Walk to Falderal and use the Crook on the cheese in the pond to get Moon.

**Inventory:** Golden Comb, Stick, Hunting Horn, Jackalope Fur, Nectar in Pot, Rubber Chicken, Magic Statuette, Moon.

## **CHAPTER 4—WILL THE REAL TROLL KING PLEASE STAND UP**

This is the first chapter with events that happen without user command. The Bogey-Man can appear at any time and “get” Rosella. When the Bogey-Man appears, move offscreen and return (until Rosella is wearing the Black Cloak). Note that the Extra Life is not necessary to complete the game (there are two levels of completion). However, the most successful completion needs it.

Use the shovel blade quickly, or Rosella dies. Talk to the gravedigger about his rat Iggy (3 times). Walk southeast and watch the brat. Walk west and watch the other brat. Walk east and use the rope to enter the Jack-o-Lantern.

Take Back Bone from the floor just south of the coffin. Take Foot-In-A-Bag from the coffin. Use the rope to leave the Jack-o-Lantern.



Walk west, watch the brat, and enter Dr. Cadaver's house. Use the Back Bone on the doctor and receive a Weird Pet. Walk east and use the Weird Pet on the brats. Use the Weird Pet on the elevator to rescue Gravedigger's Rat.

Walk north to the graveyard. Use the Gravedigger's Rat on the gravedigger and receive the Gravedigger's Horn. Walk south-east. Use the Hammer and Chisel on the casket to save the cat and get an Extra Life.

Walk north and take the Shovel. Walk west, south, and south again. Stand at the far lower left and use the Gravedigger's Horn. Enter the hole. Examine the lock. Use the skull, then the bat, and then the spider. Use the Dragon Toad on the king. Use Hammer and Chisel on his arm-band quickly, or Rosella dies.

End up with the Magic Wand and the Troll King as Scarab. Take the Black Cloak; use it on Rosella.

Walk north and enter Dr. Cadaver's house. Talk to the doctor and get the Defoliant. Walk east and scare the brats, then walk south to the garden.

Use the Defoliant on the green monster quickly, or Rosella expires. Use Foot-In-A-Bag on Venus flytrap plants. While they are busy, take the little red Fragrant Flower at their base. Walk east.

Walk quickly past Malicia's house, King wants to jaw awhile. Walk north behind Malicia's house. Use the green vine covering the hole under Malicia's house. Use Shovel on the hole to enlarge it. Enter the hole. **Note:** a bug exists that sometimes prevents the next action. If the dog is barking before entering hole, go back to the front of the house and walk east. Then walk west again. The dog should not bark. It is now safe to enter the hole.

Inside the room, go back beneath the floor as soon as possible. When the dog sticks its nose in the knot-hole, use Defoliant on him. Enter the room. Keep examining the third drawer of the chest until you get the Mysterious Device. Use the pile of clothes to put them back in the drawer. Take the Woolen Stocking. Leave the room through floorboard.

Use Black Cloak to put it back on. Walk to the front of the house and then east. Try to walk east, Were-bear confronts Rosella. Use the Silver Pellet on Woolen Stocking to make a Sling and use the Sling on Were-bear quickly, or Rosella expires.

Walk north, cross river bed, and walk northwest. Use the small door to enter town. Use door on the town hall to enter. Leave party room through the curtain at rear. Walk right and down, and continue to the powder room door.

Use the powder room door twice to enter. Examine the plaque on base of the statue. Use the Woolen Stocking on the plaque to clean it. Examine the plaque again. Examine the grapes on the pillar at right of the room. Use the Hammer and Chisel on grapes to get a Golden Grape. Use the Golden Grape on the statue to partially open the entrance. Walk to the left side of the room. Use Magic Wand on the Troll King as Scarab. Put Magic Wand back into inventory and enter entrance. Walk northwest.

**Inventory:** Lantern, Hammer and Chisel, Defoliant, Magic Wand, Shovel, Extra Life, Fragrant Flower, Woolen Stocking, Mysterious Device.

## CHAPTER 5—NIGHTMARE IN ETHERIA

This chapter also has a lot of walking. It's also the longest. Every time you pass through the central screen in Etheria, you have to wait for the little creatures to dance with Valance (or else warp through).

Use Rubber Chicken on the tree at right. Use the Moon on the Rubber Chicken on tree. Take Feather from the tree branch. Use Magic Statuette on snake salesman. Trade for Were-beast Slave. Leave town.

Walk east 3 screens. Drink from the nectar pot before you use the Feather on the snoring rock or you get sneezed away. After getting clued in, walk 2 screens west, and cross the stream bed. Walk south and 2 screens east. Use the Nectar in Pot on the statue. Walk west. Use the Jackalope Fur on the Were-beast Slave, making Were-beast Slave with fur. Use the Were-beast Slave with Fur on Valance. After monster is defeated, walk east.

Sneak past the Venus flytrap plants and leave the garden north. Walk west and then back east; use the rope to enter the Jack-o-Lantern. Take Femur Bone from the mummy. Use the rope to leave. Walk 2 screens west and 1 north. Use the Femur Bone on the dog. Talk to the dog until Valance gets the Horseman's Medal. Walk south and use the Horseman's Medal on the crying woman. Walk 2 screens east and take the Lit Firecracker. Walk 2 screens west. Use Lit Firecracker on the lock of crypt door. Enter the crypt and use the dog statue. Examine the open casket to get the Horseman's Head. Leave the crypt.

Stand on path and use Horseman's Head on the horseman as soon as he appears. End up in Etheria with the Horseman's Fife. Walk east 2 screens and climb to the top of the mountain.

Use the strange looking tree and climb out to the end of the branch. Examine the clump of grapes to get Ambrosia. Climb back off the tree and walk south. Climb back down the mountain and walk south.

Walk west. Use southeast rainbow to warp to the woods by the stream and bridge. Walk northeast across bridge. Use Ambrosia on cornucopia and take Pomegranate from cornucopia. Walk southwest across bridge and then west.

Use Pomegranate on the bleeding tree to uncurse Ceres. Use Horseman's Fife on yourself to return to Etheria.

Walk east and then north. Use the strings of the harp in order 1, 5, 6, and 4 to activate the harp. Use the globe of the harp to warp to the Fates.

Talk to the Fates, who tell you to talk to Maab in the land of dreams. Talk to the Fates again and they tell you to sleep to reach Maab. Walk south and then west. Use southwest rainbow to warp to Ooga-Booga.

Walk north through gate. Walk west. Enter Dr. Cadaver's house. Talk to the doctor about insomnia. Use the coffin to sleep. Use Horseman's Fife to warp to Etheria.

Walk east and north. Use the harp to warp to the Fates. Talk to the Fates, who say go to Ceres. Walk south and west. Use southeast rainbow to warp to woods. Walk west and talk to Ceres.

Use the Horseman's Fife to warp to Etheria. Use southwest rainbow and walk east to Malicia's house. Walk north behind the house—if the dog is barking go back and east, then come back. When the dog isn't barking, enter hole behind the house.

After you are inside, climb back under the floor then try to re-enter the room. After Malicia leaves with Cuddles, re-enter the room. Examine lamp at right of room and get the Crystal Shaft. Leave through the floor and walk back to the front of house.

Use the Horseman's Fife to warp to Etheria. Use the northwest rainbow to warp to desert. Walk 2 screens north, 1 east, and enter building. Use the Crystal Shaft on the statue to energize it.



Leave the building and use the Horseman's Fife to warp to Etheria. Walk east and north and consult the Fates again. They give you the Dream Catcher. Walk south and east and climb mountain. Use Dream Catcher on the cave entrance and when the nightmare appears, use it on the nightmare—quickly, or Valanice dies. Enter cave and talk to Weaver of Dreams. Use the Dream Catcher on Weaver of Dreams to get the Tapestry of Dreams. Use Tapestry of Dreams on yourself to travel to dreamland. Use Dream Catcher on the black nightmare.

Walk south. Walk into the building, use the Crystal Shaft to free Maab and get the Magic Bridle. Climb the mountain and stand behind the cave. Use the Magic Bridle on the white wind.

**Inventory:** Golden Comb, Stick, Clay Pot, Ambrosia, Horseman's Fife.

## **CHAPTER 6—READY, SET... BOOM!**

This chapter has few user actions: most of the action is fixed. The two settings on the Magic Wand are VERY tricky.

Examine the Magic Wand, it has two settings—T and F. Use the bottom control on the Magic Wand to change the setting to F. Use the Magic Wand on the false king (thrown to back of room). In the volcano, use the Shovel on yourself quickly, or Rosella dies.

Walk northwest. On door, use left eye, then right eye, then nose. Use the Mysterious Device on the socket at the right of the back control panel. When fully charged, it blinks; take it back. Use the Fragrant Flower on the king to rouse him and stop the volcano. Use Mysterious Device on Malicia to turn her into an infant. Use the Extra Life on Edgar to save him.

Congratulations, you've won the game!





# THE LEGEND OF KYRANDIA™: BOOK THREE—MALCOLM'S REVENGE™

In Kyrandia 3, published by Virgin Interactive Entertainment, you play the evil/good court jester, Malcolm. As Malcolm, you want to get off of Kyrandia island and plot revenge. There are several ways to accomplish this. You deal with more than 80 fun-filled scenes in the Book Three adventure. The weird part of this game is the laugh track: it never quite seems to fit. Oh well, Malcolm has his moments, and the graphics in this game are phenomenal! A fun story line carries this game as well, and I look forward to Kyrandia 4.

Graphics & Sound  
Value 4

Game Drama 4

## THE NO B.S. WALKTHROUGH

### Become a Juggler

Pick up an old shoe and a nail (if it's bent, straighten it on the castle gate). Go west from the dump, south to the purple transporter. Enter it. Use the nail to pick the toy factory lock. Enter and flip the left lever on the machine. Click the large book of blueprints. The outline of a leather ball floats out.

Put the old shoe in the machine and press the green button on the pole to make a ball. Enter your old room in the back of the factory. Open the third drawer of the bureau to get the nut on a string. Attach the bent nail to make a hook on a nut. Exit the toy factory and ride the transporter to the cliff. Go south to the bathhouse (a mime is in front). Set your meter to Lying. Open the bathhouse by clicking the hook on a string on the penny box. Click the red zone of the thermostat several times. Take the leather jerkin hanging in the bathhouse window. Exit and return to get a second jerkin.

Return to the toy factory and use the jerkins to make two more leather balls. Transport back to the cliff. Go west to the junction and then south to the dock. With the meter still on **Lying**, audition for the dog by clicking one ball on yourself. Board the ship.

## **Drink the Portal Potion**

You also can pick up a nail in the dump and go to the bathhouse. Then go east to the tiled spiral. Click the frog, and he jumps out of the way. Go east again and enter the dairy. Pick up a handful of sesame seeds. Exit and go west to the toy factory. Pick the lock. Get the nut on a string from your room, attach the bent nail, and jump through the trapdoor into the basement (click on the trapdoor twice).

Fish the stream with the hook on a nut. Catch an eel. Combine it with sesame seeds to make fertilized seeds and place them in the patch of bricks in the wall. Pick up the empty flask, fill it with water from the stream, and water the seeds. Go through the open hole and fill the flask with potion from the green jug. Exit, then click the town hall door above the stream. Go east. Go to the tiled spiral. Drink the potion near the footprints.

## **Disguise Yourself as a Mime**

You also can follow the steps you took to become a juggler, but after you manufacture one leather ball, jump into the basement, fish for an eel and go to the bathhouse. Slip the eel in the mime's hood. With the meter turned to **Lying**, follow him to the bathhouse and steal his outfit. Talk to the kid that follows you. Trade the leather ball for his fish sandwich. Go to the dock disguised as a mime, give the sandwich to the dog, and board the circus ship.

## **Make a Pegasus Potion**

While you're a mime, make a toy horse out of a log. Change the blueprints by flipping the levers. Combine an eel with sesame seeds. Fill a flask with water and go to the Pegasus landing (west of the cliff and then west of the junction) to watch Zanthia land. Go to the Magician's Lodge, put the seeds

under her cabinet and water them. When she's distracted, place the toy horse in the pot and scoop out a flask full of potion. Go to the Pegasus landing and drink the potion.

## Go To Jail

You can get arrested and escape four times. To get arrested, talk to Zanthia (undisguised) and go toward the castle (find her first at the Pegasus landing, then in the Magician's Lodge). Break out of doily prison by taking a straight nail inside (take the nail out of inventory and hold it). Use the nail to pick the lock on the doily machine. Place the shears so that they prick the troll, and he makes a doily rope for you to climb. Escape the rock quarry by sneaking in a handful of fertilized seeds. Use them on the rocks. Escape the chain gang by using the clip-pers in the scene. Escape the barge by picking the locks with another secret nail.

Other interesting things to do on Kyrandia:

Talk to the spirits of the dead King and Queen. Take the shears while in doily prison and use them to clip the butterfly flowers. Place the flowers on the grave north of the junction.

Clear the fish parlor by placing a killer squirrel on the floor, and then de-hypnotizing him with the nut on a string. Capture the squirrel by placing sesame seeds on the railing, and then hypnotize him with the nut on a string.

Disguise yourself by placing the hypnotized squirrel on your head.

Get the jester's scepter from under the left corner of the foot of your bed.

Depending on how you escaped Kyrandia, you're now at Dogfort, in the Ancient Ruins, at Pirate Beach, or at the Altar of Cats on the Isle of Cats. Set the meter to **Nice**, talk to the dog and cat, click the cart, and ride around the island.



## Find the Crystal Mouse

Ride the cart to Dogfort. Pick up the machete. Ride the cart to the Altar. Go east and talk to Fluffy (meter turned to Lying). He gives you a leather mouse. Use the machete to cut down the plants and snakes to the east and north. Exit the jungle to the east to get back to the Altar. Pick up all bones you find. Go west to enter the Altar. Click the leather mouse on the sixth ball to the east. The balls turn into cat statues.

Ride back to Dogfort. Go west into the jungle. Use the machete to clear the screen of plants and snakes. Jump in the pool of mud to get rid of fleas. Exit north to Dogfort. At Dogfort, give all the bones you find to the leaning Dog. He digs up gems. Do not pick up any gems until the dog digs up all six. Then take them to the Altar statues. Place them in the following order, beginning with the sixth statue to the right and working your way left: Ruby, Sapphire, Emerald, Amethyst, Topaz, and Diamond. Take the crystal mouse, go east to Fluffy, then north, north, north to get to Pirate Beach.

The pirates take you back to Kyrandia, but your plans fail and you end up being dumped at *the ends of the earth*.

## To Get down the Waterfall

Buy a float toy and an umbrella (and some life insurance). Jump in the left barrel and ride it to the first level. Wear the float toy. Click the air pump on the flower. Jump on the flower to bounce to the cave. Enter the cave of planets. Afterwards, click the waterfall to float down another level. Click the air pump on the float toy to take it off. Click the umbrella on the hook in the waterfall to cross. Click the umbrella on yourself and in the lower left corner to float down to the next cave. Enter the cave of time. Afterwards, click on the lower left corner of this level. Enter the cave and ride the train to Limbo.

## To Get out of Limbo

Turn the meter to Lying. Let the Queen win. Get coins by lying to the bat fish at the dump. When the Queen wants to play again, give the merman a coin to play in your stead. Give the devil fish five coins to visit the Underworld. Talk to the

clerk about a séance. Back in Limbo, ride the slide near the cannon to search the junkyard for a newspaper (this could take many rides). Newspaper and coin in hand, turn the meter to **Nice** and talk the Queen into playing. When seven mermen are on-screen, click a newspaper and coin together on the ground. Give the devil fish ten coins to go back to the Underworld. Talk to the old man on **Nice** so that you can cut ahead of him in line. Talk to the clerk.

Just when you start to enjoy living *down under*, the powers that be send you back to the surface (save here). The game asks you to choose which guardians you want to accompany you the rest of the game: evil, good, or both.

## **If You Choose the Good Guardian Angel**

Go to the dump (going nowhere else). Get a nail and go to the castle to talk to the pirates. They turn you into a mouse and throw you in jail with the others. Pick the lock, then the stock lock. Combine the fish and sesame seeds. Place the fertilized seeds at the locked door. Water the seeds with the flask.

Escape. Zanthia gives you some cheese that turns you human. Go back to the castle and talk to the pirates again. Leave after they say they want the jewels from the Isle of Cats. Take a log to the toy factory and make a toy horse. Jump down into the basement and go up the stairs into town hall. Put the toy horse in Zanthia's pot. Fill a flask with the potion. Go to the basement and climb out the trapdoor (click on a dark area in the upper right corner). Exit the toy factory and go south, east and south to the bathhouse. Go north to the cliff, west to the junction and then west to the Pegasus landing. Drink the potion.

On the Isle of Cats get the cheese maker from Fluffy. Go east to the altar and west to the Colossus. Click the cheese maker on Malcolm to make cheese. Feed the mouse statue with the cheese. Take the jewels. Go west, then east to return to Fluffy. Get and sniff the tuna can. Back at Kyrandia, go to the castle and give the pirates a gem and give Jean Claude the fish collar. Exit the castle, go to the dump and get a nut on a string, a bent nail, a straight nail, and a flask. Go to the castle and give the mice some cheese. Go to the bath house to trade with Herman. Get a crutch and at least three batches of sesame seeds.

Go to the toy factory basement and catch three eels. Fertilize two batches of seeds. Water them. Escape the basement by climbing through the trap. Take the sprouts to the dairy. Put the

sprouts in the cabinet. Punch a hole in the milk machine. Fill a flask with milk. Go to your room. Get the portrait under your bed. Go to the fish cream parlor. Fix the sandwich machine with the crutch. Put seed, milk, and eel in the sandwich machine. Take fish sandwich to town hall. Click the portrait on the cabinet. Give the sandwich to the statue. At the parlor, click the portrait on the cabinet again.

### **If You Choose both Guardian Angels**

The pirates do not throw you in jail. They mention the jewels immediately. Take the nail to Zanthia's house (Magician's Lodge), and unlock the door and stock lock to free Zanthia. On the Isle of Cats, give Fluffy ten bones in exchange for the cheese maker. Everything else is the same.

### **If You Choose the Evil Guardian Angel**

Get a teleport potion from Darm and Brandywine instead of a Pegasus potion from Zanthia. Click on two corners of the carpet in the basement of the toy factory to teleport to their room. A corner emblem on the carpet lights up green, another red. Brandywine wants a squirrel in exchange for the potion. Entice a squirrel at the dump with sesame seeds on the railing and hypnotize it with the nut on a string. Go to the tiled spiral to drink the potion. Everything else is the same.

*In all endings, look in the dump for the fish collar after returning from the Isle of Cats. Some objects you had when you left Kyrandia are where you teleported; others are in the dump.*

Congratulations, you finished the game!



# LEISURE SUIT LARRY® 6: SHAPE UP OR SLIP OUT!

**Y**es, the leisure suit. A symbol of the 70s. Only the suave, hip, and debonair dare wear it. In this 6th adventure of Larry, you shape up or slip out. Leisure Suit Larry games have been around for forever, and it seems that they only gain in popularity. The blend of adventure, action, and humor make this line of Sierra games fun. Good luck in this 6th adventure!

## THE NO B.S. WALKTHROUGH

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**Use the "autosave" feature. It's a life saver.**



The game begins at the La Costa Lotta Resort. Larry stands in the main lobby, with macho pouring out his safety glasses. To begin, get the room key from the only dame in the place: the woman at the reception desk. Walk to her and talk to her. Keep talking to learn where your room is and other info. After she reveals all she'll allow (so to speak), climb the stairs (not the walls, stupid!). Use the key on your door.

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**Every woman either has something to give or tell you, or wants something. Talk to every woman you see.**



In the room, grab paper on the table near the phone. Pick up the phone and call the first number you see—Housekeeping. Now walk into the bathroom (the farthest door). Look around. When you try to make Larry shower, he won't budge until he has two



cuties with him. He also tells you that he remembers finding the diamond ring in the sink at Lefty's in LARRY 1. Turn on the sink. Looks pretty bad, so call maintenance. Before you leave, note that there are no toiletries in the bathroom.

Use the phone to call maintenance. The guy agrees to send someone to your room in about three hours. To get the missing bathroom goodies, call housekeeping again. Walk out of your room and you see the maid's cart. Look on the other side of the cart, then take a towel, a toilet seat cover, and some dental floss. Walk off this screen, look at the other side of the cart, then take a roll of toilet paper, a washcloth, hand cream, and soap. Exit again to the right of the lobby, then go to your room, and walk into the bathroom. When you see the plumber, talk to him, then take a file and a wrench from under the sink.

Walk back into your room, pick up flowers by the phone and wait. The plumber takes off. Go into the bathroom and wash your face, then exit your room.

When you reach the lobby, walk left one screen and enter the health spa. Talk to Gary, then walk into the room on the far left. Talk to Rosie until she's outta ideas. Pull out the flowers and present them to her. Enjoy the show for the next few minutes as you experience the spa's hi-tech "Hi Colonic" system. After you're "regular" again, save the game.

Walk in the room on the left side of the desk, walking through the locker room and through the shower until you see the mud baths. Talk to the girl in the bath (her name is Char) until she starts to repeat herself. Remember that she needs batteries (so does your pacemaker). Grab the plants, then use the wrench on the camera. Nice! Exit the screen to the right.

In the weight room, talk to Thunderbird (she's sitting down just below the door), and keep talking until she repeats herself. Remember her unusual request (handkerchiefs? No, handcuffs!). Exit to the right.

In the workout room, grab the empty box (the black square) and wait until the show runs its course. Afterward, talk to Cav (the only other person there) until things repeat. Look at the badge below her chest twice, then click the "take" icon on it three times. Talk to Cav again and then exit through the door on the lower right.

In the swimming pool area stare at the float, then take the box for the sunglasses. Use the box three times, then make a bikini from the dental floss on the cleaning cloth. Pick up the beaver float by the building. Walk through the open door on the left, then go downstairs. When you see the bartender, talk to him three times, check the bowl on the left of the bar, and grab a match.

Exit to the left and keep walking until Art swings by with his buggy. When you run into him, hop on the cart until Art goes behind his buggy to light up. When he moves his hands on his body, give him the match from the bar. When Art exits, use the cart, then use the wrench on any part of the cart. When Art returns and opens the rear of the cart, talk to him. He gives you a flashlight. Take out the batteries, then push the flashlight on Art, and exit down a screen.

When you see the gatehouse, look at it. Daryl the guard is inside, as are the viewers you need to see women showering and a pair of handcuffs. Remember what Thunderbird wanted? Take the handcuffs and find Thunderbird fast! Go through the front of the hotel, walk one screen to the left, walk into the spa, through the men's locker room, through the showers, through the mud-baths, and into the weight room. Ta da! Give Thunderbird the handcuffs.

When Thunderbird leaves, pick up the rubber band from where she was sitting. Walk to Thunderbird's room (use the left door, now use the door above the security camera, go down three times out of the spa, then walk two screens to the left, then use the middle door). Fast forward if you thought this was a family game. Talk about Crime and Punishment!

After that action, you're in your room. Get the dog collar and grab the large diamond, get up out of bed, pick up the condom, and exit. Walk to the lobby, then to the health spa, then use the door on the far right.

When you're in the room, grab the large rubber band and use it on the broken tube. Now pull out the wrench and use it on the red container behind the table. There's a square bolt on the container. Use the upper part and then take the filter. Walk to the kitchen (exit the spa and walk down two screens), go two screens to the right, open the door, then open the doors above you.

While you're inside, use the trash and take the lard (yuck!), then use the filter on the sink. Now return to the machine by walking down two screens, then right two screens, open the door, and open the far right door.

When you are next to the machine again, pull out the filter and use it on the open container. Now use the container, then pull out the wrench and tighten the bolt. Get the lard out and use it on the red piston on the right. Now turn on the machine by pressing the switch. When Larry knows it works, turn off the machine, then walk back to the lobby (go down twice, then go right).

Talk to Grammie. Go back to the machine use the sensors over Grammie's head, and then flick the switch. When Grammie says that she wants an orange, walk back to the dining room (go down twice, then left twice, then through the door). Pick up ice in the salad bar, use the washcloth on it, then swipe an orange. Go back to the machine and click the orange on Grammie. Talk to Grammie, then use the washcloth on her. When Grammie decides she needs mineral water, go down twice, right four times, take the mineral water from the tray, then walk back to the machine. Give Grammie the bottle. Grammie gets nasty and fibs a lot. Fast forward if you can't stomach it.

After all that manly butt-kissing, it's Miller time! Walk down twice, walk right six times, then go through the gate by using the employee card. Go in the tent and take beer from the bucket. Walk back to the bar by going left four times, then downstairs. Listen to Burgundy sing if you can stomach it, then use the cord on the plug in the floor. Talk to Burgundy until she runs out of wit, then feed her beers. Wait until she finishes them, then walk back to the large tent to get more brew. Walk down once, then right three times. Slide the card through the gate, then take the beer from the bucket. Walk left four times, then downstairs.

In the bar, use the cord again, then give Burgundy another brew. Wait until she's done, then go to the men's locker room by going down once, then left three times. Open the door, then open the door just to the left of the desk, then use the lower right locker. Grab and use the towel. Go up one screen, open the door, then open the door between the glasses. Whoa! Larry's dream come true (free peep show) begins with two women. If you're not into it, fast forward. When Burgundy leaves, grab her bracelet. To win extra points, go to the mud-baths by using them. Now walk back into the shower and use it. Walk back to your locker, grab the towel, and use it. Grab your leisure suit. Walk back to the bar (go down twice, then right three times, then downstairs). Walk on-stage and stand where Burgundy did earlier. Take the dress and the match.



Walk down once, then left four times to pass the health spa. Go downstairs, and pick up the cord lying on the floor in front of second left desk.

When you see what looks like a makeup class, talk to the woman in the lower right. You soon learn that Shablee wants a dress. Give it to her and she thanks you nicely. Click the dress on Shablee. Suddenly it's midnight. Uh, big mistake. Shablee is a he, and you're far from free!

When the clock strikes midnight, you are at a beach. Larry and Shablee are pretty hot for each other, so talk to her two times, then kiss her. Now, grab her a few times, then talk to her two or three times. After you kiss her, select the zipper cursor and click it on Shablee, then pull out the condom and click it on her.

When morning rolls around, you're back in the bathroom rinsing with mouthwash. Click the zipper on the toilet, then click the toilet seat cover on the toilet. Click the toilet paper on Larry's back. Now use the toilet. If you want, have Larry wash his hands by using the sink, then clicking the soap on the sink.

Exit the room and walk to the kitchen. In the lobby, take a key from the quickie check-out box. Go to the kitchen by going right once, opening the door, then opening the other door. Click the float on the tire, then go down twice, then right twice. Open the door, then open the door to the male locker room. Go up one screen, then open the door. Now you can give Char batteries. Uh oh! More kinky trouble! You better pull the cord—click it on the plug, then click it on the lock.

The next morning rolls around and you're back in your room. Pick up the phone and call Housekeeping, then leave the room. When you see the maid's cart outside, steal more soap and then head to the Electroshock room by going to the kitchen. When you see a white sparkplug thingamajig below the blue heater, grab it. Walk to the beach by going out the door, walking a screen to the right, then using the right door. Now go through the lower right door, then walk right one screen. Pull out the champagne, then build a sand castle.

When you uncover the whale lamp, take it. Walk right one screen, then pick up the bathing suit and use it on Larry. Chat with the lifeguard until he gives you the key to the tower. Climb the tower, Tarzan. When you reach at the top, make an impression of the key with the soap. Walk off the platform.



When you land in the water, grab the ladder and exit. Talk to the lifeguard, then click the bathing suit on Larry again. Walk to the left of the ladder and through the passageway. Pull out the file and scrape away at the Random Room Key, then go back to the pool area. Put on the bathing suit again, then have fun floating in the water on the float. Look over at the bar and try to talk to the lady. She's smart! You have to buy her a drink. Flip the flipper on the beaver float, then present the waitress with your room key.

When Larry and Merrily have their drinks, talk to Merrily. You soon learn that Merrily is extremely interested in bungee jumping and that every time she does it, she... well, you'll understand. Apparently she isn't too happy about the 10 jump a day limit. To see why, click the tower key on her. Suddenly, it's night again. Larry and Merrily climb to the platform. Larry gets tired halfway through this climb, so look at Merrily's rear end to pep him up. Fast forward if you like. When Larry reaches the platform, talk to Merrily, then use her three times. Select the zipper and click it on Larry so that he undresses. Click the zipper cursor on Merrily so she sheds some threads. Merrily tells Larry a secret so amazing that he falls off the tower.

Again Larry wakes up in his room. Exit the room and walk to the Grammie machine. Walk to the lobby, then go left once, open the door, then open the far right door. Grab the lamp and use it on the pipe next to the table. Walk down twice, then click the lotion on Larry.

Walk right one screen, then go upstairs into the hallway in front of your room. Pull out the champagne and use it on the ice machine. Enter the kitchen by going back to the lobby, then going right once. Open the door, then open the other door. When you can see the window and the buttons behind the truck, click on the buttons. Larry squeezes into the machine.

You are in a penthouse suite. Look around, then walk to the left. Talk to Shamara until she runs out of breath. Give her anything you see there, including the the gold statue, the bracelet, the pearl, the diamond, the orchid, and the words Merrily spoke to Larry. Shamara interprets everything a little differently. To salvage this scene, click the zipper on the match, then click the match on the lamp. Click the lamp on Shamara, then pull out the champagne and give it to her.

You did it! The closing scenes of Larry's latest love hunt unfold in all their usual campy splendor.

# RETURN TO ZORK™

**R**ETURN TO ZORK is published and distributed by INFOCOM, an Activision Company.

Game Drama  
Graphics & Sound  
Value

5  
3  
4

## INTRODUCTION

This walkthrough gives explicit instructions on playing RETURN TO ZORK to a successful conclusion. It does, however, assume you have read the game manual and are familiar with the various methods of controlling your actions.

You may need a map of the Forest of the Spirits in addition to this walkthrough. The map, FOREST.GIF, in the Gamers Forum Adventure Library (LIB 2) on CompuServe is very good.

The walkthrough assumes that everything you are instructed to pick up, you put in your inventory, unless stated otherwise.

Many of the puzzles can be solved in any order, so this walkthrough is only one way of playing the game through successfully.

## THE NO B.S. WALKTHROUGH

### Opening Scenes

This is not text-based adventure—that's Rooper telling you you're a sweepstakes winner for an all-expenses paid vacation to the Valley of Sparrows! Wow, this is just like a Comanche, soaring over hills and dales to...

### Mountain Pass

Wizard Tremble yells at you from a tele-orb about needing a new battery, and a nasty vulture is sitting on the sign.

First, frighten away the vulture. Pick up the rock on the left and throw it at the vulture. Now look at the sign. Trembyle tells you that this once was the Valley of the Sparrows. It now is called the Valley of the Vultures.

Dig up the bonding plant with the knife. Leave the mountain pass.

## **Lighthouse**

Go to the lighthouse. Trembyle tells you to ask the lighthouse keeper about the road to the south. Go to the door and ask, using the map, about the road to the south and the lighthouse. Leave the lighthouse, knowing the keeper wants illumynite, that you better find a battery for the tele-orb, and that the road to the south is impassable.

Walk around the lighthouse to the broken fence. Cut vines with the knife and tie them to the wood planks to make a raft. Use the raft to travel down the river to...

## **WEST SHANBAR**

### **Schoolhouse**

Visit the schoolhouse on the right. Strike the bell with the knife. Ms. Peepers asks a question. The answer is in the game manual. Ms. Peepers gives you her notebook and asks you to find out what happened to East Shanbar. Leave the schoolhouse.

### **Mayor's Office**

From the bridge, go left to the town hall. Enter the building. Examine the filing cabinet. You find a wealth of information in the mayor's office! Leave the town hall.

### **Hardware Store**

From the bridge go down the road to the right. Enter the hardware store. Pick up the crank and wooden box. *Do not* touch the mice—they are diseased. Leave the hardware store.

## **Old Mill**

At the bridge, turn around, and go left to the old mill. Here you meet Boos. Ignore him for now and go left through the back door. Pick up the key and operate the chock on the left. Enter the back door of the mill and leave through the front door. Return to the bridge.

## **Gift Shop**

From the bridge go down the road to the left. Open the gift shop door using the key. Look at the cash register. Take the money and Dizzy World tickets. Take the battery from the shelf and put it in the tele-orb. Leave the gift shop.

## **Bridge**

Turn and go down so you end up under the bridge. Talk with the waif. Give him the Dizzy World tickets. In return, he gives you a gift. Leave the waif and go back up.

## **Old Mill**

Go left to the old mill. This time, interact with Boos. He pours you a drink. Make a toast, then pour the drink in the plant. Then drink! Do this three times. Each time Boos makes a different toast. Before the fourth drink, ask about the keys. He gives you the keys. Continue this drinking ritual, leaving and re-entering if necessary, until Boos falls down drunk. Pick up the flask. You now have access to the trapdoor in the floor. Go to the basement and use Boos' keys on the locked door.

## **New Mill**

You are in another mill. Leave by the front door.

## **EAST SHANBAR**

You have found East Shanbar... **Underground!**



## Moodock's Armory

Go into the town and to Moodock's Armory on the left. Talk to Moodock about the Survivor Game. The rules of the game are in the mayor's files at the town hall in West Shanbar, but Moodock explains them. You win the game easily. When you win, Moodock gives you a rusty sword and a coin.

## Blacksmith's Shop

Give the sword to the Blacksmith and leave.

## Ruins

Go to the end of town, past the incinerator and to the ruins to the left. Pick up the tiles. Turn and pick up the frame. Put the tiles in the frame and arrange them so that they read:

Water unseen at falls mix with bat dropping yields potion for

Search for three more pieces on the ground where this was found



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**After you arrange the tiles correctly, the missing word is revealed: invisibility.**

Turn and pick up the illumynite rocks and disk piece. Return to town.

## Blacksmith's Shop

Give the smith money, and he gives you a shiny sword.

## Forest Of The Spirits

Leave town past the incinerator again. Continue past the ruins to the Spirit Forest to the left.

From the forest entrance go north, east, then south to the money tree. Strike the branches of the tree with your shiny sword. The sword breaks! Pick up the coins. Leave the forest by going north, west, then south. Go back to town.

## **Blacksmith's Shop**

Ask the smith about the broken sword by threatening him. He gives you a voucher for another sword.

## **Bridge**

Go to the bridge and go left to Ben. Give him the voucher, and he gives you the Dwarven sword. Have Ben show you the knot. Play the recording of Ms. Peepers to Ben. He gives you a letter for his old girlfriend, a witch.

## **Fool's Memorial**

Cross the bridge to New West Shanbar and the Hero's Memorial. Head left to the Fool's Memorial. Take the book.

## **Pugney's Ranch**

Go right to Pugney's Ranch. Talk to Pugney at window, apologetically. Take the Bra Box when you leave.

## **Snoot's Farm**

Go straight on from the Fool's Memorial to Snoot's Farm. Look at the silo. Use the crank on the silo latch. Crank clockwise. Pick up some carrots.

Enter the farmhouse through a window. Head left and encounter Alexis. Just listen to Alexis bark. The tape recorder automatically records. You use this recording later. Enter the bathroom from the other door on the left. Rebecca Snoot punches you. Answer her question. The answer is in the game manual.

Go straight on to the kitchen. Turn on the sink taps, then fill the flask with water. Put the soap in the sink. Turn on the taps and wash the waif's gift in the soapy water. Put the disk piece with the other disk pieces. Take the thermozz.

Go through the door on the right and pick up the mirror from the chest of drawers.

## **Incinerator**

Return to town and go to the incinerator. Operate lever 1 and throw the Bra Box into the incinerator. Operate lever 1 again. Operate lever 2. Examine the drawer. Pour the water in the flask on the hot wire. Take the wire and go the General Store

## **General Store**

Open the door to the door lock with the wire. Shake the cereal box *twice* and take the whistle. Take the rats! Put them in the wooden box. Careful now...rats carry disease!

## **Bridge**

Return to Ben and hire a boat by handing over money. Power the boat with the rats! Take the rats out of the box and place them in the motor. Take the boat to the Witch's Hut.

## **Witch's Hut**

Smile at the witch, then ask about the book. She tells a joke. Give her the letter from Ben. The witch gives you a stick to navigate the bogs.

## **Creeping Bogs**

Use the stick to find firm patches. Walk only on the firm patches. This route got me out of the bogs: East, North, West, North three times, then West, but it does vary!

## **Blacksmith's Shop**

Return to the Blacksmith and show him the book. He tells half a joke if you hand over money!

## **WEST SHANBAR**

Go to the bridge, then go right to the new mill. Go though the back door to the rungs, up to the old mill. Return to West Shanbar.

## Schoolhouse

Go to the schoolhouse. Show Ms. Peepers the book. She recommends Rebecca Snoot to help you translate the book.

## Mayor's Office

Go to the town hall and show the book to the mayor. You now have two-and-a-half jokes!

## EAST SHANBAR

### Chuckle's Comedy Club

Return to the old mill, go down to the new mill, and go to East Shanbar. Next time you see Rebecca Snoot, ask her about the book. When you have three-and-a-half jokes recorded (Witch Itah, Blacksmith, Mayor, Rebecca) review the tracks. (Canuk supplies you with another joke, but you shouldn't need it.)

Go to Snoot's Farm. Go left to the Cliffs of Depression. Take the rope and tie it to the tree. Go down the cliff. Go in the cave, your live bonding plant gets you into the comedy club.

Play each joke (the half-joke counts as a whole joke) and Cliff gives you another piece of disk. Go back up the cliff and take the rope.

### Inn of Isenough

Call it a night. Return to town and check in at the Inn of Isenough. Pay Molly for a room and take the elevator. Put the illumynite rocks on the nightstand, then operate the light switch on the monitor. Sweet dreams... or maybe not! When you awake, turn on the lights with the light switch. You can refill the flask of water here, but you shouldn't need to. Pick up the illumynite rocks. Leave the room and exit the inn.

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**If you want more points, sleep at the inn for three nights (it is not necessary to complete the game).**





## **Pugney's Ranch**

Go to Pugney's Ranch. Enter the barn. Pick up a clump of hay, drop it, and burn it with a lit match. Warm your hands above the fire. Use the thermozz and milk the cow. If you return for more milk, you must feed the cow carrots, *and* warm your hands again.

## **Forest of the Spirits**

Go to the Spirit Forest on the other side of town to encounter the bowman and fairy. Give the thermozz of milk to the bowman. The milk improves his eyesight. Take the dropped items: the thermozz, the bow, and the arrows. Go north and west and you are in the dark. Strike a match *quickly*, and you see the fairy. Talk to the fairy and she gives you fairy dust.

Go north and east to the pile of leaves. Throw something into the leaves, which springs a trap. Strike the leaves, and what you used to spring the trap falls out. Go east, then north to find the Hungry Boar Memorial. Strike the memorial until you find the disk piece. Take the disk piece. Retrace your steps out of the forest.

## **Witch's Hut**

Go to Ben and pay using the boat again. Go to the Witch's Hut. Ask Witch Itah about the thermozz of milk. Take the bat cage. Return to town through the creeping bog.

## **Vulture Pits**

Return to Snoot's Farm. Take meat from the refrigerator in the kitchen. Wait for the meat to thaw and start rotting. Sprinkle fairy dust on the meat. Go to Pugney's Ranch and go left past the barn. Throw the meat in the vulture pit. The vultures grab the meat, eat, and fall asleep. Enter the pit and pick up the vulture talon.

For more points, feed the vultures more times. Fetch more meat from Snoot's refrigerator and sprinkle it with fairy dust. You don't have to do this to complete the game.

## Whispering Forest

Leave town past the ruins to the Whispering Forest to the right. Enter the forest. Take the bat from the cage. Pick up bat guano. Follow the bats through the forest. When your vision gets *very* bad (worse than tunnel vision), drink from the thermozz.

## Ferryman's Dock

Eventually, you reach the ferry dock. Summon the ferry by striking the bell three times. To the ferryman, **Show** the coin that Moodock gave you. The ferry takes you to Ferryman's Isle.

## Canuk's Shack

Turn around at the ferry dock on the island and take the path on the left. Use the sword to pry the magnet off the door knocker. Enter the shack. Pick up the scroll and read it to the duck. *Do not* ask about the ship in the bottle until you talk to Canuk about everything you need. *Do not* ask about the scroll. Finally, ask about the ship in the bottle.

Canuk may try to give you twenty minutes, but Morphius wants to kill you. *Hurry!* Once inside the ship in the bottle, climb the mast and examine the sail. Climb down and enter the cabin on the left. Open the safe, to the right, using numbers on the sail: 9 4 2 7. Turn the handle and take the disk piece. Get the mirror out of inventory to use *immediately* after you leave the bottle. (If you don't have the mirror, use the piece of metal in the safe, polished with the rag on the bed.) Leave the cabin, go left, and exit the bottle by going down until you are out. Morphius tries to turn you into a duck, but click the mirror on Canuk and the spell is reflected, turning Canuk back into a duck.

Leave the shack. Use the magnet on the whistle and blow. From now on, you can go effortlessly anywhere on the map by way of "Vulture Airlines." Just click on the location on the map. **Note:** the map has two pages, and each page has two screens.

## Lighthouse

Go to the lighthouse. Give the illumynite rocks to the lighthouse keeper. Show the disk pieces. He gives you the final piece of the disk. Go upstairs to the rail. Tie the rope to the rail with a cow-hitch knot. Attach the talon to the rope. Throw the rope over to the tree. Use the rope bridge.

## Bel Naire Temple

Walk to the temple. Take the shield from the statue outside the temple. Enter the temple and present the sword to the holy woman. She blesses the sword, giving it the full powers. Return to the lighthouse and collect the rope and talon. Return to the temple. Turn around and head right to the Dwarven mines.

## Dwarven Mines

The dwarves give you a helmet and are impressed by the sword! Their comic conversation gives you directions to navigate the mine! Power the helmet with illumynite rock. Head to the left, put the helmet on. Jump on the trolley and enter the mine. This is the way: Left, Right, Straight, Right, Left, Right, Straight, Right, Left, Left, Right, Straight.

## Ancient Ruins

From the left, *omitting* the statue in the middle, put the following items on the statues: Witch's Stick, Talon, ThermoZZ, Shield, Tele-Orb, Box, and Helmet. Put the disk pieces in the trencher and press the red or green button. Pick up the reforged Flying Disk of FroboZZ from the trencher. Reclaim the items you put on the statues.

## Troll Cavern

Enter the troll cavern, right from the Hero's Memorial. Look at the skeleton. His finger traced the letters L U D. These instructions are for fighting the troll guards in the cavern. Put on the helmet. Enter the cavern.

The first troll guard swings from the right. Attack with the sword by swinging from the left. The second troll guard swings down, so swing up. The third troll guard swings up, so swing down. Threaten the troll leader and he gives you his necklace.

## Forest of the Spirits

Go to the Spirit Forest. Visit the spider in the northwest corner. Show the troll's necklace of fear to the spider. Break through the web with the sword. Go to the falls and walk behind them. Fill the flask with "unseen" water and drop bat guano into the flask. You now have a potion of invisibility.

## Wall of Illusion

Go to the Cliffs of Depression and turn around. Go left. You find an invisible wall. Throw the flying disk of Frobozz at the wall of illusion. Walk toward the Citadel of Zork.

## CITADEL OF ZORK

Shoot the hand with the bow and arrows to open the gate. When you see the Orc, drink the invisibility potion and play the Alexis track on the tape recorder.

Go to the citadel bridge. Throw inventory items at the bridge until the bridge lowers and rises to a new position.

Cross the bridge to the final confrontation with Morphiuss. You must play Survivor with him, and now you play the difficult role of Wizard Trembyle.

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**You start out on square A1. Move as follows: B3, D4, C2, A3, C4, D2, B1, C3, D1, B2, D3, B4, A2.**





When Canuk moves to occupy the square you need to occupy, *pass* by using the knob on the lower left or right. Canuk then moves to another square, allowing you to move to the correct position. Ignore Morphius' jibes!

**Congratulations, you defeated Morphius! Your friends of the Good Magic are restored and you finally meet Rooper.**

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# SAM AND MAX HIT THE ROAD™

In the beginning of Sam and Max Hit the Road, a LucasArts adventure/action game, you can visit only five places in the U.S., but as you explore, many new locations appear on the map. I covered all the locations in this chapter. I divided the story into a step-by-step solution, containing the locations as they appear on the map. This game is based on two cartoon characters. The level of humor is up with the *The Far Side* and Monty Python. I found myself laughing at 2:00 AM, watching the antics of these two critters. **Note:** there is no need to play the games-inside-the-game arcade games. These are for fun, but do not count toward finishing the game. Play them at your leisure.

## THE NO B.S. WALKTHROUGH

### Getting Started at the Office

Examine the rat hole. This action allows you to get money and take the bulb. As you leave the office, you can use Max on the man on the rail. In front of the house, use Max on the cat, who is the contact on the street—he spits up your orders.

### The Carnival

Go to the carnival and give the commissioner's orders to Flambe, the fire breather at the entrance. Also, pick up Bruno's hair near the melted ice-block. Talk to the twisted brothers and get a ticket. In the main tent, make sure you take the jar with the hand of Jesse James and have it opened by a waiter in one of the Snuckeys restaurants.

## Snuckeys

At Snuckeys, talk to the clerk. Ask about the restrooms. When Max goes to the toilet, follow. Outside, when Max returns from the bathroom, talk to Max and keep the key with the rasp. Also, take the jumbo-size cup. Buy the pecan candies. Don't let the fat guy at Snuckeys open the jar with Jesse James' hand in it; he's not smart—let the soda jerk open it. He's good at opening jars.

You must do the following things at the carnival:

Play Wak-a-Rat, get a flashlight. Use the bulb with it. Take the giant lens near the Wak-a-Rat.

Ride the Cone-of-Tragedy, lose your junk, go to the Lost & Found, and retrieve the items. You won't get right into Lost & Found, you first must prove that you lost stuff on the Cone-of-Tragedy. Go back and talk to the Cone operator, and he gives you a claim ticket. Take this ticket back to the Lost & Found and retrieve the stuff. You also get a magnet from the World of Fish.

Ride the Tunnel-of-Love, use the flashlight with the walls, and use Max on the fusebox during the ride. Where's PETA when you need them? Then touch the rightmost statue to open a door. Give the pecan candies to the moleman and get the key to Trixie's trailer. Now, you may have trouble leaving this mole hole. Flip the switch just inside the door to Dougie's room, which resets the fusebox. After you flip the switch, you leave the Tunnel-of-Love when you leave the room. **Note:** you must have the flashlight in the Tunnel-of-Love.

The flashlight won't work. Add the bulb that MAX picked up at Police Headquarters. You must visit a young child's birthday party area at an amusement park and enjoy the recreational activities to get the flashlight. Try the Wak-a-Rat. You must wak more than 20 rats to win the flashlight.

Go to Trixie's car. Open it with the crowbar. Get the suit from the box and the score-card for the Gulf place from the closet. The Gulf place appears on the map after getting the score card.

## **The Ball of Twine**

Take the tram to the restaurant. Enter and use the wires on the binoculars. Put the magnifying lens on it. Look at your manual for directions on how to operate the binoculars. Talk to the man on the right and get a bended wrench. Now go to the World of Fish.

## **World of Fish**

Get the bucket of fish. Talk to the fisherman and ask about the helicopter. Use the wrench on the bolt of the fish on the left (the one in the water). Enter the fish, and use Max on it, too.

## **Back at the Ball of Twine**

Use Max on the ball of twine beneath you to get a loose piece of twine. Drive to the Gator Golf Emporium.

## **Gator Golf Emporium**

Get the broken golf ball retriever from the wastebasket two screens to the left. Meet the country singer Conroy Bumpus and his toadie, Lee-Harvey. Max is gone, and now you must go north to play golf. Use your golfing skills to get to Max. Get the bucket of fish and drop the bucket of golf balls. Take a club and play golf, using the fish as crocodile bait. Shoot the fish near the crocodiles to make a bridge to reach Max (twice for each crocodile). Before crossing the new bridge, take the fish back into your box. Once on the island, open the glass door and get Max out. You now see another Bigfoot hair; put it in inventory. Open the other door and get the Sno Globe from the Mystery Vortex. Return to the Ball of Twine.

## **Ball of Twine**

Enter the museum at the bottom of the Ball of Twine. Put the hand from the jar on the golf ball retriever. Now put the World of Fish magnet on it. Use the retriever on the ball and you get the mood ring. Drive to Mystery Vortex.



## Mystery Vortex

Enter the Mystery Vortex and remember the color of the great door on the far right. Enter the mirror (walk through it) and turn on the magnets. Combine the colors until you achieve the color of the great door. Then, go back out and enter the great door. Talk to Shuv-Oohl and ask about Bruno. **Note:** keep an eye on the locations he mentions to find Frog Rock.

Give him the mood ring (it's his), and he gives you magic powder. Leave and enter the room to the north. After adjusting your eyes, take the Bigfoot hair from the melting ice block. Return to the ball of twine.

## Ball of Twine

In the diner use the binoculars to find Frog Rock. Talk to the man and get a twisted crank. Take the wires and connect them to the binoculars—use the lens from the carnival with the binoculars. Look through it and search for Frog Rock. After you see Frog Rock, travel there. When the needle is dead center, the binoculars stop moving and the name of the site you are looking at is mentioned.

## Frog Rock

Put all three Bigfoot hair samples on the rock and sprinkle the magic powder over it. A flying saucer arrives with a message. Now proceed to BumpusVille.

## BumpusVille

Enter the house. Go to the room on the right. Take a pillow and use the golf ball retriever to get the book on programming droids from the bookshelf. Read the book and manipulate the cleaning droid. Reprogram the robot by pulling all the cables and plugging in the far left one (blue). Then go to the room northeast. The droid triggers an alarm. When the alarm sounds, use the cyberspace equipment. In cyberspace, get the sword and enter the cave. **Note:** save the game! Nice Dragon. Good Dragon. Slay the dragon with the sword and get the heart. You won't really get it, you get a key to the security system. Leave this room and go left. You see a lot of animal heads here. On the back wall is a picture; take it. Go left and use the key in the keyhole to free Bruno and Trixie. Drive to the Jungle Inn.

## **Jungle Inn**

Enter the inn and give the rasp to the Bigfoot. Talk with the woman on the left, and she gives you brochures. Read the brochures. Now go to the Vegetable Museum.

## **Vegetable Museum**

Find the eggplant vegetable that looks like Conroy Bumpus. Talk to the woman. Give her the picture of John Muir. Talk to her again, and get the vegetable that resembles John Muir. Drive back to BumpusVille.

## **BumpusVille**

Go to the bedroom, find the toupee, and use the vegetable head of Conroy Bumpus on the toupee. Drive to Mount Rushmore.

## **Mount Rushmore**

Visit the dinosaurs. Use Max on the right animal, the Mammoth, and get its hair. Press the start button on the T-Rex and when it opens its mouth, throw the rope at it. Now use Max with the rope and receive a genuine T-Rex Tooth. Go bungee jumping! Go up Mount Rushmore and talk to the woman. Change your clothes. Place the jumbo cup on the golf ball retriever and secure yourself on a bungee line. Now JUMP!

This part is tricky—it takes practice. At the tar pit, use the retriever with the cup to get tar. Put the tar on the suit. Put the mammoth hair and the toupee on the suit. Get dressed and return to the Jungle Inn.

## **Jungle Inn**

Use this new costume on Max and join the party. Get the bottle from the table. Leave the room to the right of the stage. You are now in the kitchen.

## **Jungle Inn Kitchen**

Get the ice pick and open the refrigerator. Open the door to the north. Here is Conroy Bumpus and Lee-Harvey. Talk to Conroy. He believes you are Bigfoot. To convince him that you are not

Bigfoot, use the costume, which makes you take it off. Bumpus wants to wear the costume to mingle among the Bigfeet. Bumpus and Lee-Harvey step into the freezer to don the suit. Use Max on the freezer to shut the door on them. The chief shows up and asks for you to save their race. Go back to the ball of twine.

### **Ball of Twine**

Ask the Swami in the diner to bend your ice pick. The ice pick is now a corkscrew. Use the corkscrew on the bottle. The cork can now be used to close the sno globe. Drive back to the Mystery Vortex.

### **Mystery Vortex**

Use the vortex. While in the vortex, use the sno globe to suck in magical mystery power. Use a cork on the sno globe. Return to the Jungle Inn.

### **Jungle Inn**

Go past the guard on the left of the stage. Visit the chief and give him the the Pillow, the Sno Globe, the T-Rex Tooth, and the Vegetable Head of John Muir.

After all four totem poles are solved, the end credits begin. Congratulations! You won!

# STAR TREK®: 25TH ANNIVERSARY™

This interactive game presents several complex episodes (missions) from a day with the original Star Trek crew. You command these missions. You act as Captain Kirk and move all main characters throughout the universe. Nothing in the game progresses without your action. While many mundane tasks are automated, you still must successfully perform many actions and solve puzzles to complete a mission. Each mission usually consists of quick space combat and then an adventure problem-solving section. Often, multiple endings to a mission exist (nonlinear play). Players amass Commendation points (0-4), awarded at the end of each episode.

## THE NO B.S. WALKTHROUGH

In this walkthrough, you learn how to solve 100 percent of each mission (and score 4 Commendation points). However, you do not learn every possible action in the game. Be inventive! Don't blindly stick to this script. Try new things! Usually, you will be surprised and delighted with each variation. This game has great depth, which makes it enjoyable to play long after you solve each mission.

The best part is the rush you get after solving a nasty puzzle. If you just give up and read these answers, you probably are doomed to a life of cheats and shortcuts. The years go by, and one day you may wake up as a politician or a book publisher. Use discretion and consult these docs only as a last resort.



## Strategies for Space Combat

1. Use Phasers for Long Range shots.
2. Use Photon torpedoes **ONLY** for close range.
3. **LEAD** your Phaser shots.
4. Use your maneuvering capability.

Go back and read Strategy 3 again. Now do it once more. Now you know what to do. Phaser fights are just a competition to see if you can take out the bad guys before they take you out. A little flight simulator experience is a plus. Many of the same tactics work, including the tactic used in *Top Gun*—slow down, let the bad guy pass you, and then shoot.

## Rules to Successful Adventure Gaming

**TALK** to everyone, especially after you come into a new room or scene. **LOOK** at everything; there are many tools and objects you need. **USE** Spock's tricorder; his scanner gives you much needed information.

When you find a computer, **USE** it. When the game mentions an object, **LOOK** at it, and **USE** Spock's tricorder on it.

## Episode 1: Demon World (No, not Newark, NJ!)

You are involved in a mock battle with the *USS Republic*. This serves as an opportunity to learn how to fire Phasers (reread Strategy 3), and to get used to combat maneuvers. This is a mock battle so don't get too excited, no real damage occurs to either ship. If a ship is hit too many times, the computer declares the other ship the winner. Play this sequence until you feel comfortable with the mouse and other controls. Don't get too cocky. The *Republic* is wimpy. Best advice: learn how to maneuver the ship and read Strategy 3.

After the battle ends, you receive mission orders from Starfleet Command. **TALK** to Chekov, and plot a course for Pollux. Make sure that the shields are down and the weapons offline. **TALK** to Sulu to orbit the planet.

TALK to Spock to get valuable information about Pollux V. USE Spock's computer to investigate POLLUX, ANGIVEN, PRELATE, and ACOLYTES. TALK to Uhura, who relays the message from the High Prelate, Robert Angiven. Organize a landing party.

The landing party appears on the planet surface. LOOK at the sign. LOOK at the High Prelate. TALK to the High Prelate. Use your judgement and select an appropriate dialog choice (1, 1, and 1). Enter the door on the right of the screen.

TALK to the man in black, Brother Stephan. USE the medical tricorder on the bandaged man. Brother Stephen tells you about the Laraxian Berry that can be synthesized into Hypo-Dytoxin, the medicine needed to cure the bandaged man. Hmmm, if only you could find some.

Exit the building and walk up the road. Stop at the cave. Hold on—you are ambushed by three Klingons. When you see them leap from behind the bushes, USE the Phaser, (set to stun) and fire at the Klingons. Hit one Klingon before you shoot at another. Be organized. Don't fire like crazy. You can thrash them easily.

As they fall, you learn that one of the Klingons' hands has broken off. USE Spock's tricorder on the hand and also on the Klingons. GET the hand. Uhura soon contacts you on the communicator. Read the dialog and continue. Walk to the cave entrance. USE McCoy's tricorder on the red berries. GET the berries.

Return to the road outside the building. This time, enter the door on the left. USE the berries on Brother Stephen. He will tell you to use the synthesizer, the machine on the right. USE Spock's tricorder on the synthesizer. Then USE the berries on the synthesizer to make Hypo-Dytoxin. Notice the Hypo-Dytoxin that appears in your inventory. Go outside, and then enter the right door. USE the Hypo-Dytoxin on the bandaged man (Brother Chub). TALK to Brother Chub, Brother Roberts, and Brother Grishash to gather information on the demons. (You can never TALK to too many people in this game!)

Return to the laboratory. USE the Klingon hand on Brother Stephan. He says that the circuits in the hand are damaged and to use his workbench to try to fix it. USE the Klingon's hand on the workbench located at the bottom center of the screen.

LOOK at the display case at the lower right. USE the display case. Brother Stephan asks if you are interested in the display. Choose dialog option 2. Brother Stephan now describes all five items in the case. Cycle through the choices. GET the display

case, which brings up a closeup view of the case. GET the skull and the piece of metal.

LOOK at the computer at the bottom left of the screen. USE Spock's tricorder on the computer. USE the computer.



**It is important that you LOOK at the computer. The LOOK action scores the points here. (The tricorder provides more information.)**

Go to the cave entrance and enter the cave. USE the Phaser and shoot at the boulders blocking the door. Fire first at the big boulder on the left. (The Phaser must be at maximum!) After the blockage is cleared, help the injured man by USEing McCoy's tricorder and then the medical kit. TALK to him. You learn he is Brother Kandrey.

USE Spock's tricorder on the panel on the right side of the door. USE the Klingon's hand on the panel. (Luckily, the lock doesn't need the Klingon to be attached to the hand!) The door opens. You soon see a drawing of 3 circular objects. Below the 3 objects is a panel with 3 sliding switches. USE Spock's tricorder on the drawings that resemble Alfred E. Neuman.

USE the panel with the 3 sliding switches, which gives a close-up of the panel. Line up the switches in the middle of their slots, which opens a secret door. A chamber appears, and an alien creature emerges that answers your questions. Make sure to choose 2 and 2 for Kirk. Dr. McCoy then reminds you about the skull. USE the skull on the alien. Choose 1. Then USE the metal piece on the alien. Voila!

## **Episode 2: Hijacked**

After receiving instructions from Starfleet, TALK to Chekov and plot a course for Beta Myamid. When you arrive, you are attacked by an Elasi pirate ship. Raise your shields and arm your weapons! The Elasi ship is fast. You have to LEAD him with your shots. (Remember Strategy 3?) The Elasi has only photon torpedoes that are effective only at close range. His shields are weak and a few good shots from the *Enterprise* are enough to make him think twice and split.



TALK to Sulu to orbit the planet. You discover the *USS Masada* after you achieve standard orbit. TALK to Spock and investigate the command prefix code to secretly lower the shields of *Masada* to allow a boarding party to beam over. (Spock and Kirk used this tactic in *The Wrath of Khan*.)

TALK to Uhura and hail the *Masada*. You talk to Elasi Cereth, a loathsome pirate who hijacked the Federation ship. Select 1, 1, and 1. TALK to Spock, and ask the computer about MASADA, ELASI, ANDORIAN, AJELASI, KEELER, MENALVAGOR, and CERETH. The computer gives you the prefix code when you ask about *Masada*.

TALK to Uhura; ask her to transmit the prefix code. Type in the 16 digit code. (Include the two hyphens.) The shields of the *Masada* now drop. TALK to Sulu to lower the *Enterprise* shields. Organize a landing party.

The landing party arrives in the transporter room on the *USS Masada*. Most of the equipment is trashed, probably as a result of a battle! The transporter officer is on the floor. USE McCoy's tricorder on the officer then USE the medical kit. He regains consciousness.

The transporter officer notes the tool panel on the wall. LOOK inside the panel and notice a tool used to fix transporters. GET the transmogrifier. USE Spock's tricorder on the transporter console, then USE Spock on the transporter console to repair it. (He's *such* a good fix-it man.) Finally, USE the transmogrifier on the console. Here, you ascertain that a comb bit is needed to activate the tool. Exit through the door on the right.

You are in a corridor in front of the door to the Bridge. Halfway down the right wall is another door (it's hard to see). This door leads to the brig. (LOOKing at this door gives you this information.) LOOK at the junk at the lower right corner of the screen. GET the pile of junk. You find several empty Phasers, bits of metal, and a Phaser welder.

The Phaser welder is drained. Recharge it with a charged Phaser. USE your Phaser, set to maximum. Select INVENTORY and select the welder (the same as USEing the Phaser on the Phaser welder). The Phaser welder now is charged. USE the Phaser welder on the bits of metal. Congrats! you just made a comb bit for the transmogrifier (those welding classes at Starfleet paid off). Go the transporter room. USE the bit on the transmogrifier.



USE the transmogrifier on the transporter console. Spock indicates that he needs long wire. Return to the corridor and enter the brig. Inside, you encounter two pirates guarding the ship's crew. USE the Phaser (set to stun) and shoot the two guards. You should be able to shoot them before they get off a shot because you have the element of surprise.

USE Spock's tricorder on the switch to the right of the triangular jail entrance. USE the tricorder on the object inside the triangle. Now you know that the switch was booby trapped! USE Spock on the wires just below the switch and he quickly defuses the bomb. GET the wire. USE the switch to turn off the force field around the jail. Finally, GET the bomb—you never know when you need a good bomb. The prisoners are freed. One prisoner tells you how to turn off the force field protecting the bridge door.

Return to the corridor. USE the Phaser welder on the wall. You may have to move around to find the correct spot. (Try next to the lower left corner of the door.) When you USE the welder on the right spot, the force field protecting the bridge door deactivates. Do NOT enter the bridge through that door if you want to score 100 percent.

Return to the transporter room and USE the wire on the transporter console. The transporter is now fixed. Read weird dialog that appears. USE the transporter platform to activate the transporter. You now beam to the bridge of the *Masada*.

On the bridge, USE the Phaser but don't shoot. This is a persuasive move. TALK to the Elasi Cereth in the captain's chair. Choose dialog 1. Good job, Captain!

### **Episode 3: Love's Labor Jeopardized**

After mission instructions are received from Starfleet, TALK to Chekov and plot a course to ARK 7. Hold on—there's a Romulan warship, with a cloaking device! Raise shields and arm weapons! Eliminate the Romulan Scourge and steal their ale!

The Romulan ship is slower than the Elasi pirate ship. You should hit the Romulans with ease; however, their ships can absorb a lot of damage. Also, cloaking devices make it difficult to finish them off.

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**The Romulan ship can be seen even when cloaked, if you turn up the monitor brightness all the way and use full-screen mode.**



Be careful. If needed, use some razzle dazzle to defeat the Romulans. Use your advantage in maneuvering. The reverse key can be handy here. When the Romulan ship is defeated, **TALK** to Uhura and receive a message from ARK 7. Greet the Romulan Centurion Preax. Ask the computer about ARK 7, ROMULAN, and MARCUS. **TALK** to Spock to learn more about ARK 7 and Carol Marcus. (Carol Marcus... that name should sound familiar to Kirk.)

**TALK** to Sulu and lower the shields. Organize a landing party. Remember that in this episode, *TIME is of the essence*. Once aboard ARK 7, Spock is infected by a deadly virus, which is why time is important. Cure Spock quickly or he dies and you fail. Well, you bought this book—you'll cure Spock with time to spare. You transport to the bridge of the ARK 7. Note the computer console in the middle of the bridge. **USE** Spock on the console, and then **USE** McCoy on the console (Spock isn't the **ONLY** character to hold answers). Many people get stuck at this point.

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**USE McCoy on the console a second time to access the medical database. Learn about the Oroborous virus, the TLTDH gas, Di-Hydrogen Oxide, Ammonia, and Nitrous Oxide.**



Exit through red door on the right. This laboratory has two important machines. The machine on the near side (bottom of screen) is a compound distillator. (Everyone has one of these, right?) The machine near the rear of the room has a small gray chamber and is used for rapid reproduction of viruses. **USE** Spock's tricorder to get information on both machines.

**USE** the freezer unit and it opens. Inside, you find dishes of the Oroborous virus. **GET** the virus. Enter the door on the far side, mid screen, just behind the step ladder. You find a wrench. Behind the red curtains, you find a tank of Nitrogen (N<sub>2</sub>). Find the panel at the lower left corner of the screen. **USE** this panel and it opens. **GET** the wire insulation inside the panel. Exit the room through the south exit.

USE the wire insulation on the compound distillator, which produces Polyberylcarbonate. GET Polyberylcarbonate. Enter through the red door behind the freezer unit, on the left wall. USE the cabinet on the left side of the screen and it opens. GET the antigrav unit. (Remember these devices from "The Changeling?" They grabbed *Nomad* with antigravs just before beaming it into space?) The machine in this room is a synthesizer. USE Spock's tricorder on the synthesizer.

USE the wrench on the gas tank valves to release gas. USE the console, which produces pure water (a litre). GET water. USE Polyberylcarbonate in the small chamber. USE the console on the left. You just made TLTDH gas (you read about it in the medical computer). GET TLTDH gas. Return to the main laboratory.

Enter the middle door and USE the wrench on the top of the Nitrogen gas tank. USE the antigrav unit on the Nitrogen gas tank. Return to the main laboratory, then to the synthesizer room.

Instead of wasting time trying to experiment with the needed combinations of elements, read the next paragraph.

USE the wrench on the gas valve above the gas tanks to turn off the gas flow. USE the antigrav on the Oxygen tank to remove it. USE the Nitrogen tank on the empty place just below the gas valve to replace the oxygen tank. USE the wrench on the gas valve to turn on the gas flow again. USE the Oroborous virus in the chamber. USE the console on the left. According to McCoy, you discovered that the virus cannot exist in ammonia.

USE the console again and ammonia is synthesized. GET ammonia. Return to the main laboratory. GET another Oroborous virus culture from the freezer unit. USE the virus culture in the chamber of the replicator. USE the ammonia in the anti-agent nozzle. USE McCoy on the console above the gray chamber, which turns virus culture into an Oroborous virus cure sample. GET the cure.

Go back to the synthesizer room and USE the cure sample in the chamber. USE the console on the left.

A vaccine is synthesized in the form of a hypo syringe. GET the syringe and USE the syringe on Spock. Now, Spock is cured, and the pointy-eared guy better appreciate it! I haven't had to do this much chemistry since High School!



Return to the main laboratory, and then enter the door in the middle of the screen. **USE** the wrench to remove the ventilation cover. **USE** the TLTDH gas in the ventilation shaft. The gas knocks out the Romulans on the deck below. Return to the main laboratory.

**USE** the ladder to go to the deck below. You find unconscious Romulans. **USE** McCoy's tricorder on them. **USE** the hypo syringe on the Romulans. Finally, **USE** water on the Romulans. **USE** the ladder to return to the main laboratory. You have more work.

Go back to the synthesizer room. **USE** the wrench to turn off the gas flow. **USE** the antigrav unit on the Nitrogen tank. **USE** the Oxygen tank on the empty place below the gas valve and replace the Nitrogen tank. **USE** wrench on the gas valve to turn on the gas flow. **USE** the console to synthesize more pure water. **GET** water and return to the main laboratory.

**USE** the ladder to go to the deck below. Enter the door in the middle of the screen. **USE** the hypo syringe on the Romulan Preax. **USE** water on Preax. **USE** Spock's tricorder on the equipment at screen center. **USE** Doctor Marcus to untie the doctor and her assistant. **TALK** to Doctor Marcus. **TALK** to Preax. Choose dialog 1. Great mission. I promise, no more chemistry!

## **Mission 4: Another Fine Mess**

After the briefing, **TALK** to Chekov to plot a course for the Harlequin star system. Prepare for combat! This time you must fight two Elasi pirate ships. These quick ships have limited firepower. Do not engage both ships at once. Pick a ship and concentrate all attacks on it. After destroying the first ship, quickly pounce on the second ship. The second ship tries to retreat after taking damage. Don't let him get away.

After the ships are defeated, Spock informs you that the ion trail of the scout ship leads to the Harrapan. **TALK** to Chekov to plot a course. Harcourt Fenton Mudd is aboard an alien derelict. **TALK** to Spock. Check the computer for information on Harry Mudd. (Trivia Points: What was the name of Harry Mudd's wife? Answer at end of episode instructions.)

**TALK** to Sulu to lower the shields. Beam a landing party aboard the alien ship. You appear in the cargo bay of the alien ship. Harry Mudd is here. After a brief exchange of pleasantries, you find three important objects: an open box of yellow spheres, an open box of white objects, and a pile on the floor on Mudd's left side. **USE** Spock's tricorder on these three items. Then **GET**



the computer memory transfer media, the lens, and the degrimer. **USE** the lens on the degrimer. **USE** the degrimer on anything.

Go south to the engine bay. **LOOK** at the life support system. Return to the cargo hold, then exit through a back door. You are in the weapon bay. **USE** the tricorder on the console. **LOOK** at the three rows of colored buttons: red, blue, and yellow. **USE** Spock on the blue button to load a weapon cartridge in the system. Go through the green door on the rear right side of the screen.

Welcome to sick bay. No big deal right now—just make a note of it. You are on your way to the bridge. Go through the door in the back. **LOOK** at the engineering tool lying on the triangular console. **USE** Spock's tricorder on it. It's a multi-bit, compact doover with its own dracktar traction unit and clamp kit! This handy gadget aids you in your goal. **GET** the doover tool. **USE** Spock on the chair. Spock postulates that the aliens had an obsession with the number 3. Leave the room by walking to the bottom left side.

In the library, **USE** Spock's tricorder on the yellow sphere. Then **USE** Spock on it. **USE** Spock's tricorder on the sphere a second time. The library is now activated. **USE** the yellow sphere in the inventory on the yellow sphere on the ground to record the alien data. Exit through the door to the right. You are back in the weapon bay.



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**Never be afraid to repeat an action.  
This game requires it several times.**

Take the door on the right back to sick bay. Harry Mudd is here! He drops a green bottle and the fumes whack him out. **USE** Spock on Mudd to overpower him. Put Mudd on the bed. **USE** McCoy on Mudd. McCoy prompts Mudd to reveal that the machine must be refilled with chemicals to activate the cure. **USE** McCoy's tricorder on the multicolored capsules. **GET** a capsule. A green capsule appears in inventory. **USE** the green capsule on the console by the triangular buttons. **USE** McCoy on Harry Mudd. Harry is now cured. Take several minutes and reflect on the morality and consequences of your actions.

Enter the triangular door and go to the bridge. **USE** Spock on the left chair. Cycle through controls and discover sensors,

navigation, and engineering controls. Take time to learn how they work. **USE** right chair. Cycle through communication and view screen. Exit the left side of the screen.

In the library, Harry Mudd is here (not to read books but to steal them, no doubt). Select dialog 1. Exit through the right door and you are in the weapon bay. Continue south to the cargo hold and then south again to the engine bay.

Harry Mudd suddenly appears and makes a polite request for the doover tool. Select dialog 2. The portable life support system now malfunctions. **USE** the doover tool on the life support system and try to fix it. Go north to the cargo hold then north again to the weapon bay. **USE** Spock on the red button. Select dialog 2. Look behind the weapon cartridges and try to see a half-hidden door. Take the door on the left that is hidden by the weapon cartridges. You are back in the library. If you **USE** Spock's tricorder on the yellow sphere, you find that Mudd has accidentally erased all the data it contained.

Exit through the door to the back of the bridge. **USE** the right chair. Select the communication option to talk to Scottie. Choose dialog 3. Mudd now appears on the bridge. Select Dialog 1 to finish the mission at 100 percent!

## **Episode 5: The Feathered Serpent**

After getting the necessary instructions from Starfleet, **TALK** to Chekov to set course for the Digifal system. Once there, you are confronted by Taraz, commander of the Klingon warship *Nizra*. Choose dialog 2 and 1. (This avoids combat. If you are foolish enough to fight, you are ambushed by several Klingon warships, which makes this episode impossible to win.)

**TALK** to Sulu to orbit the planet. **TALK** to Spock. Consult the computer about DIGIFAL, KENKA, and HRAKKOUR. Lower shields and organize a landing party.

On the planet, **LOOK** at the man in white. **TALK** to him. Choose dialog 1, 1, and 1. The entity calls himself Quetzecoatl! He is irritated by your attitude and throws you into a pit.

**USE** Spock's tricorder on the snake. **GET** a rock from the rock pile located behind the snake. **USE** the rock on the looping vines. Then do it again. (Remember, you have to repeat some actions.) Now you see two vines hanging into the pit. **USE** the rock on the hole to the right of the rock pile to block the snake's escape. **GET** the snake. **USE** the vine to climb out of the pit. Walk to the left edge of the screen.

Go left again to the next screen. **LOOK** at the priest. **USE** the snake on the priest. Then **USE** the snake on Kirk. He knows how to act in front of snakes. This impresses the priest. He offers you a knife. **GET** the knife. Go left past the priest and to the next screen.

Go north (toward top of the screen) to the next screen. **LOOK** at the plant below the feet of the security officer. Cut off a sample of the plant. **USE** the knife on the plant. You now have green leaves (check Inventory). **LOOK** at the creature in the water. **USE** leaves on the creature. Continue along the fallen tree and cross the river. Go left to the next screen.

**LOOK** at the red crystal at center screen. **USE** Spock's tricorder on the red crystal. **USE** the knife on the crystal. Go left to the next screen. Here you meet Quetzecoatl again. He is chatty. Choose 2, 2, and 3. The game beams the landing party and Quetzecoatl back to the *Enterprise*.

Back on the ship, you are contacted by Kenka, the Klingon captain. Select dialog options 1 and 1. The game takes over and moves the *Enterprise* to Hrakkour. Quetzecoatl and the landing party beam down to the Klingon's court. Walk toward the red tile. Select dialog 1 and 1. You transport to face the Klingon test of courage.

**USE** Spock's tricorder on the electrical entity, and then on the floor, which gives important hints needed to get past the entity. **USE** the Phaser (maximum setting) on the floor at the lower right corner. **GET** the wooden pole. **USE** the wooden pole on the molten rock. **USE** the metal pole on the entity.

**USE** Spock's tricorder on the door keypad. **USE** the communicator to talk to Uhura, which enables the ship's computer to decode the door entry code. Uhura tells of a secondary code embedded in the Klingon program. Choose dialog 2 and 1. **USE** Spock on the keypad. Hack the second code. If you don't, you enter an unrelated area, which results in a less-than-perfect score.

**GET** the three green gems. **USE** all three green gems in the three holes located by the left console. Check the freaky yellow lights! Walk into the yellow light on the right side of the screen. The Klingon Vliet teleports to this location. Read the dialogs that follow and choose 3 when the time comes. Quetzecoatl is saved and another perfect mission ends.

If you get bored, put the RED stones in the 3 holes. Now, try the BLUE stones. While these attempts result in a less-than-perfect score, think of the philosophical enrichment you gain.



## Episode 6: That Old Devil Moon

This mission is hairy with a lot of picky puzzles. As a rule, **USE** Spock's tricorder on everything! There are a lot of objects to inspect and manipulate in this episode.

After receiving the briefing from Starfleet, **TALK** to Chekov and set a course for Alpha Proxima. **TALK** to Sulu to orbit the planet. **TALK** to Spock and check the computer for info about PROXIMA, LUCRS, SCYTHE, PROXTREY, and SOFS. Note that the Lucrs use mathematics based on the number 3. Also note that the number 99 has special meaning and that Scythe is the 17th letter of the Lucr alphabet.

Organize a landing party and beam down to the planet. **USE** Spock's tricorder and learn about the Tri-phosphate silver rocks. **GET** a rock. **USE** Spock's tricorder on the big rocks at the lower right.

Walk to the door to get a closer look. **USE** Spock's tricorder on the door. Also, **USE** Spock's tricorder on the display and the keypad at the right side of the door. **USE** Spock on the keypad (he's a hacker at heart). Type 10200 on the keypad.

Think about this: Lucrs love the number 99 and use base 3 math. The door opens. Go through the door.

**USE** Spock's tricorder on the left. **USE** Spock on the panel. **USE** Spock's tricorder on the door. **USE** Spock on the keypad to the right of the door. Type 122 on the keypad. (What is 22 in base 3?) The door opens. Go through it.

**USE** Spock's tricorder on the panel on the middle door. Walk to the right and go to the laser room. **USE** Spock's tricorder on the laser. Then use it on the console near the center of the screen. **USE** the box in the middle of the floor. Note the wires. **GET** the wire from the box.

**USE** Spock on the laser console. Choose the 100 laser setting. The laser blasts away at the rock formation and creates a keycard template on the rock. **USE** the rock in your inventory on the template. **USE** Spock on the laser console one more time. (Note the repeated action.) Select the 001 laser setting. The laser turns your rock into a keycard. **GET** keycard. Exit the room to the left.

**USE** the keycard on the door panel and open it. Go through the door. In the computer room, **USE** Spock's tricorder on the back door, the central computer, the missiles, the computer on the left, and the computer on the right. **USE** Spock on the left



computer, and then the right computer. **USE** the wire on the left computer. Kirk and Spock work on the computers to connect them with the wire. **USE** Spock on the right computer first and then **USE** Spock on the left computer.

This ends the mission with a perfect 100 percent. (If you use Spock on the left computer then the right, you still end the mission, but you won't get 100 percent.)

## **Episode 7: Vengeance**

In this episode you get the mission information from the Captain's Log. You learn that the *USS Republic* is under attack. By the time you reach the *Republic*, it is toast, almost completely destroyed. Your crew informs you of the grim situation on the *Republic*. Select dialog 1 to tell Uhura to take the *Enterprise* to Starbase 24 in case other ships appear. After you arrive on the bridge of the *Republic*, **USE** Spock's tricorder on the computer at the science officer's station. **USE** McCoy's tricorder on the body to the right. **USE** Spock's tricorder on the captain's chair to retrieve the Captain's Log. Exit this screen by walking to the left of the captain's chair, toward the bottom of the screen.

In sick bay, **LOOK** at the female. You recognize her as Brittany Marata, an old acquaintance. **TALK** to Marata. **USE** McCoy's tricorder on Marata. (Save your game now!) **USE** the communicator. Choose dialog option 1 to beam back to the *Enterprise*.

After arriving at Vardaine, choose dialog 2 to go to Warp 8. Chase the other starship. When hailed by Bredell, select option 1 and 1 again. When the dialogue ends, raise shields and arm weapons. (Again, save the game!)

The next phase is particularly ugly—a classic end-of-game scenario where the game programmers make it fiendishly hard to complete the game. These three ships are hard to kill! Captain Kirk would have trouble defeating these three ships on a good day. So if you don't save, don't say I didn't warn you!

Welcome to the the final battle. You have only a few seconds to fight a cloned duplicate of the *Enterprise*. The clone ship soon calls for reinforcements that surely will turn you into space dust. Two Elasi ships appear quickly. One ship can fire several photon torpedoes simultaneously. Destroy all three ships!

Expect to take time to finally claim victory. General advice: destroy the clone ship before reinforcements arrive. Do not use speed. Pour as many Phasers on the clone as possible. Remaining motionless and even using the reverse key helps. If the clone ship is out of the way before the two Elasi ships arrive, you stand a better chance of winning. If you have to fight all three ships at once, that's what saved games are for!

Congratulations, you beat Bredel and the pirates and won the game!



## ULTIMA VIII®: PAGAN™

**W**hat can I say? Ultima is *the leader* in adventure games. Pagan is the 8th game in this addicting series. You need mind power and a sense of adventure to find the solutions and win. You now learn how to get through the game, and I wish you luck—the demons are awful! **Note:** check the “Cheats Galore” chapter for Teleport cheat codes.

### THE NO B.S. WALKTHROUGH

Travel to Mythran of the Plateau area by following the path north of Tenebrae to a cave. Cross the water by using the stones. Both gates open by moving the six levers until each is in the position where it turns the winch. Use the 7th winch, cross the bridge, and the broken one should be fixed.

Visit the transporters in Mythran's and in Tenebrae above Mordea. Purchase a (reusable) Scroll from Mythran and use it twice.

The key to get the dagger is with Aramina when she's at home in Eastern Tenebrae.

You get Sticks in Western Tenebrae by a Big Tree near an abandoned house, in the northwestern part of the map.

Executioner's hood is west and south of the Archway, in the Necromancer's Map Region. It's protected by Changlings.

To cast Necromancer spells, put the reagents in a bag, Double click the Key of the Caretaker, and then click the bag.

To find the Necromancers in the Catacombs, look for a small room to the northeast that has no roof, cobwebs on the door, and a Ghoul inside. Enter the room and you fall through the floor to the Lower Catacombs.

After you finish with the Necromancers, and after you re-enter the Catacombs via a cave, go immediately south until you find a door that leads to the Mountain King.



Work through the caves southward. You know the Entrance to the Hall of the Mountain King by its large double doors. Open them by conjuring a Golem from the dirt.

Inside, head north and east until you find ruins. Outside it are levers; pull both. Then head back south until you can go west. You now should see red stepping-stones that appear and disappear over a chasm. Cross these and continue.

After solving the ForceFields puzzle, unlock the door and head west/south.

Jump stones over water to find a key on a skeleton.

Head back and then north, past the FireShrooms. Cross the small lake. Take a second left, which is a small crevice that leads to another door for which you have the key.

Run down the corridor. Jump more moving-platforms. Then head north into the room with all the skeletons and Ghouls. At the top you meet the King.

Now go south. If you have the Recall Item from Mythran, visit the transporter, or just step on the Rune/Icon and you teleport to the front of the Hall.

Head back to and talk to Necromancer. Double click Lothian to inter her.

Talk to the Necromancer again. Re-enter the Catacombs. Find the room with the plaque that reads, "Toward fate do you travel." Unlock it with the Key of the Scion.

Head for the Shrine. Find the 5 levers and figure out how to get the key from the chest. Open the door to the north with this key. In this maze you find the "Skull of Quakes" (I never used it—dunno what it's for).

Work through to a jump over a small chasm, and then find the gravesite. Cast "Open Ground" here. Fall through the hole. Find all Rolling spheres and the blue floor. Toss something (a skull) over the gate onto the raised platform to open the gate. Get both keys in this area. Jump over the light-ray to save hit points. To solve the "Hanoi's Tower" puzzle, move all the stairs to the middle. Your first step takes away a stair, and your second places it. You cannot place a larger step on a space where there is a smaller one.

Cast "Rock Flesh" to walk through the light-rays unharmed. Unlock the doors. Find the key under the skeleton's body on the broken bench.

Go back to the Rolling Spheres by unlocking several doors with this key. Almost all can be opened now. Get the Ceremonial shield and return to the place with the benches. Place the shield on the altar.

The door to Khumash-Gor opens with the scroll you get from Mythran's. To defeat him easily, cast a "Grant Peace" on the ghost that attacks you. Get the Obelisk Tip and leave the Catacombs.

If Devion goes to Jail, you need to use Mythran's scroll to open the wall, where a small purple book is encaged.

Things get unlinear from here on; I'll break it into elements. The doorways to the areas of Fire, Air, and Water all are near the gateway you went through before finding the Double-Doorway to the Hall of the Mountain King. **Note:** each is unlocked with the Key of the Caretaker.

## EARTH

You can get the Heart of Earth by transporting to the Hall of the Mountain King and heading out the doors to the south, then Unlocking the door to the east and heading up the west-fork. Work behind the Conventicle and keep moving until you find a plaque with the words: M\*\*\*\*\* Conventicler (I couldn't make out the name), and a grave with a gate and a lever. Ghosts and Ghouls attack as you near. **Note:** get the key from the corpse.

Go back to the Conventicle. Unlock the doors with this key. Cast "Open Ground" near the Grave. Pick up the Heart of Earth.

## WATER

Find Hydros by walking to the south side of the lake and hopping across the broken land-bridge.

Enter the cave (near the southwest side of the lake). Hop the wall with a hole in it. Go through more walls, and eventually find a grave above a cliff and next to a small pond. Cast "Open Ground" to free the water.

Return and talk to Hydros.

Head back to Tenebrae and talk to Devion for the Key to the Tear of Seas. I dunno if he's offering it yet. If he doesn't, go on to the other elements and he eventually will.

## AIR

Go to town. Talk to Stellos, and then to the guy with a sword who Stellos tells you to see about joining their order. Pass the first test.

Head west of the town to the point for the test of Centeredness. Can't miss it. The test is tricky at first, but the trick is to be in the center before each new gust of wind.

Head back to town and talk to Stellos, who gives you a key to the mines. The mines are below the Monastery. Take the stairs down in the kitchen. Find 8 pieces of silver. The building with no door opens with Mythran's Scroll, and contains The Protector sword.

Return to Tenebrae and have the Blacksmith in Western Tenebrae make you 7 Foci. Then go back to Argentrock and place the Foci on the altar.

To pass the third test, go to the mine. Cast "Aerial Servant" on the wounded Torax in the west end of the mine to bring him closer. Then heal it with "Healing Touch."

Talk to Xavier again. To find his focus, cast "Hear Truth" and ask both him and Stellos about people. Finally, ask Holy Cyrrus about Torwin's whereabouts. Head to Windy Point.

To reach Stratos, hop between the pillars at Windy Point. Hop up to her. You can save time by casting "Reveal" while she's visible and then "Aerial Servant" to get the Breath of Wind.

## FIRE

I just stumbled on this area and didn't have a problem with any bugs this may have caused.

To cross the Lava-River, find the point where Devion talks to you. Then cast "Air Walk" and leap across (leaping directly left from your point of view looking at the monitor).

Jump the water and climb the cliff to "Daemon's Crag." Visit Bane and get her trust. Visit Vadian and get his trust. Give whomever you like most the other's TrueName.

Learn to cast Fire-Spells in the Library. Make sure the reagents are close to the candles they're supposed to be. You need reagents and a few candles. Return to whomever you chose and take the casting test.

Head west and cross the Land-Bridge and enter the Obsidian Fortress. Run like hell from those Demons! Talk to the third Demon you see.

Prepare these spells: Flash, Endure Heat, Extinguish, Banish Demon, and Armor of Flames. You may want to do others as well, but these ones are necessary.

You can save time later by preparing Explosion and FlameBolt if there are enough symbols/rods/talismans.

Solve the 4 puzzles and when you have all 4 symbols, return to the Talking Demon.

Finish the Master's test, and have a Banish Demon ready. After the scene with Pyros, return to the Obsidian fortress and kill the Master. Take the Tongue of Flame from him.

Now visit Mythran and learn some spells. Get the "Ethereal Travel" spell from him for 250 coins. To get money, I slept in the Jeweler's bed for an hour, and she was gone when I awoke. I robbed her blind and then went back to sleep again. She was back upon my waking, so I sold her all her gems and had enough money. How nice of me, eh?

After you cast Ethereal Travel, you need to defeat each element. Use each symbol on each respective Titan. Here are some tips to ease getting to them:

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**ELEMENT****HOW TO DEFEAT!**

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Earth	Use "Endure Heat" to get past the lava. I don't get the rocks part.
Water	Just keep hopping!
Fire	You need a bunch of white balls to drop on the glowing squares.
Air	Ignore all treasure! Just keep hopping.



After you beat them and have 4 glowing objects, place them on the Pentacle in this order:

Mesostel Pa—Heart of Earth

Perivolcan Pa—Tear of Seas

Perivolcan Ze—Tongue of Flame

Mesostel Ze—Breath of Wind

Aphelion—Obelisk tip

Double click on the Tip, and then click on yourself. This action opens the Black Gate, if they are in the right order.

- THE END!

# UNDER A KILLING MOON™

It's you, Tex Murphy—private eye and part-time dance instructor (dirty job but somebody's gotta do it)—against a cult out to cleanse the world of genetic impurity and remake it into one large members-only club. They didn't send you a membership. Your job, save the world... and yourself! Low-pay work, but the benefits are good. **Note:** use hot keys to travel quickly!

## THE NO B.S. WALKTHROUGH

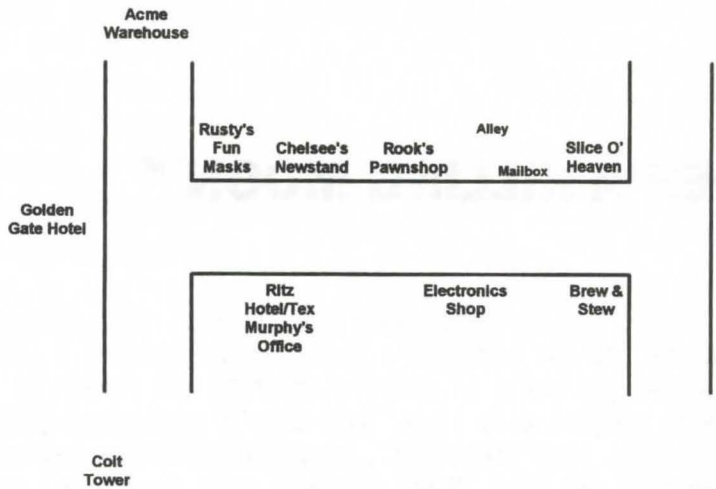
You have freedom of movement in this game—use it. Look up and down. Many items are on the floor. Look in desk drawers (make sure you are as close as possible to the drawer so that you can see every item). Stand on tiptoe (**left Shift**) and look on the top of furniture, walls, ledges, and so on. Crouch (**Ctrl**) and explore the bottoms of desks.

As to attitude during conversations, usually the safest route is middle-of-the-road. Not too sarcastic, not too beggarly. Often, you must bluff or lie to gain information.

### Day One

After the intro sequence, you are in your office above the Ritz Hotel, in a seedier part of San Francisco. Explore it. Look at the fax machine (doesn't work). Look at the picture of your ex-wife, on the desk (she cheated on you). Pick up your gun from the credenza (it falls out the window). The day's off to a good start.

Pick up and examine the mail from the floor: flyer, gift certificate, and credit card application. Go to the desk and get a stamp (bottom right drawer) and pen (bottom left drawer). Combine pen with credit card application, then combine this with the application. Look at the computer (behind the desk). At least it still works. If only you had a case.



Open the office door and walk to Chandler Street. Turn right and pick up and read the newspaper from the sidewalk, especially the article on the baffling burglaries. Across Chandler Street, you see a postbox. Mail the application.

Enter Rook's Pawnshop. Talk to Rook about burglary and offer to help. Go with Rook to the back alley. Look at the footprint (size 14). Move the garbage can lying on its side and take a key. Look on the ground under the window to the right, pick up and examine a piece of glass (a red hair). Further down the alley, open the dumpster (nobody's home). Take the radio beside the dumpster. Examine it and remove the batteries. (For fun, get the basketball by the chain-link fence.) Now, go back to the street. Go to the wooden fence by the dumpster, move a few boards, and exit to the street (a quick way back to the street).

Go to the newsstand and talk to Chelsee about the burglary. Travel to the police station. Talk to Mac about the burglary. Travel back to the office. Turn on the computer and enter shoe size 14, red hair, and the info gained from Chelsee and Mac: green eyes, male, anchor tattoo, and Caucasian, norm, AB-negative blood, two eyes.

Travel back to the alley and the dumpster. Talk to the occupant. Hey, he's a chocolate addict. Go back to the street and enter the Brew & Stew. Talk to Louie about the burglary and about how he's doing. He can't help you much but gives you a piece of chocolate pie.

Back to the dumpster. Offer the pie to the bum. Talk about the burglary. Now he feels like talking.

At the office, turn on the computer and enter information (height 6'0"-6'4", weight 281-320 pounds). View suspect file on Mick Flemm and note the reference to Beek. Go back to the newsstand and talk to Chelsee about Flemm and Beek Nariz.

Go to Coit Tower (through a gap in a fence). Talk to Beek (who has a nose for news). Offer the surgery gift certificate, and gain information on Flemm and Rusty the Clown.

Go to Rusty's Fun Masks. Move the doormat and get a key. Open the door with the key. Enter. Take the dart crossbow (front shelf, left side). Turn on TV (left wall). Pick up the Inspector Burns mask on the floor between the shelves. Two stacked boxes are on the floor. Move the top box. Take the Rusty Clown doll from bottom box. Take ring-toss ring from the wall. Look at column to the far right of the shelves. Get key taped to the column (stand on tiptoe or look up to see it). Use the key to open the door labeled **Employees Only**. Inside, take the suction dart from the back wall. Open the barrel (that's what happened to Rusty). Go to the left sink and look down. Get the balloon.

Go to Acme Warehouse. Open the door and enter. Open the crate (from the side) and get the fireman's uniform. Climb the stairs and get a key from the wall. Combine batteries with the doll. Put doll on the pulley hook. Go down and open the control box (to the left of the crates) with the key. Hide behind the crate (crouch). A cut-scene shows Flemm entering, then running away from the Rusty Clown doll. Take Flemm's keys and the bracelet from the table. Use the keys to open the storage compartment (to the right of the crates). Take the strongbox from the compartment. Combine the key (the one for the alley) with the strongbox. Examine the strongbox (to take the jade). Leave the warehouse.

## Day Two

Pick up mail from the floor. The credit card arrived. Go to the Electronics Shop. Use the credit card on the door. Enter and talk to Hamm. Use the credit card to open the Blue Light Special. Take the fax machine. When you travel back to the office, the new fax machine is in place, announcing a fax arrived. Examine the fax. Travel to the Countess' Mansion. After you talk to the Countess, travel back to Chandler Street and the newsstand. Talk to Chelsee about statuette.



Travel to the Police Station. Talk to Mac about Franco Franco. Travel to Rook's Pawnshop and ask Rook about Franco Franco and jade. Go to alley. Find and open the trashcan, "Recyclable Papers Only." Take and examine the trade paper. See Franco's ad and mention of Alhambra Theatre.

Travel to Alhambra Theatre. Talk to Franco. Offer the jade and discuss the mysterious artifact. Travel to the office. Get and examine fax from Franco. Go to the Police Station. Ask Mac about the Knickerbocker. Travel to the Knickerbocker. A cut-scene starts, where Tex discovers who installed the security system at the hotel (Hamm Underwood). Travel to the Electronics Shop. Talk to Hamm. Bluff here. Mention your interest in security systems, and the Mars casino. Hamm talks about the system he installed. Use the credit card on the Blue Light Special. Take the laser blade.

Travel to the Knickerbocker. A cut-scene shows you breaking in. In the Library, take the book from the top shelf. Examine the book. Take the key. Open closet door on the left wall. Take the trap and fish food. Open the aquarium. Use the ring-toss ring on the aquarium (to fill it with water). Enter the hall (the door by the aquarium). Look at the laser net. Combine the dart crossbow with the suction dart and use it on the power box at the end of the hall. Use the filled ring on power box to flip the switch. Go up the hall and go into the room on the left, the Study.

Look behind the left green obelisk and get geiger food. Combine the food with the cage. Use the cage on the tank door to capture the geiger. Take the capture noose. Move the mirror (on the inside wall by the noose). Use the key (from the book) on the switch lock. Something moves in the Library; check that later. Move nude painting. Look at safe. Look on the floor around the table (the table is in the middle of the room, with statues on it). You see a fax—take and examine it. It's a birthday greeting. Open the safe, and enter Ching's birthdate (10/14/12) into the control panel. Take the security card and the list of bidders. Examine the list. Go to the Library and to the new revealed room (by the bookshelves). Look at the statuette. Look at the sign above the lever on the display case. Take the bandanna from the statue of David. Use it to wipe the sign.

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**For fun, save the game and pull the lever  
on the display case.**



Look at the paintings. One painting (middle far right) sticks out a from the wall. Move it. Use security card on exposed security card slot to shut off the lasers around the statuette. Now, move the crate (near the statuette). Use the capture noose on the statuette. Travel back to the office.

In an animated sequence, you are mugged and the statuette is stolen.

## **Day Three**

Go to Chandler Street. Go to Slice O' Heaven pizza bar. Talk to Francesca. She will give information about the mugging only if you can get the goods on her cheating husband, Sal. Read the note she gives you. Go to the Brew & Stew. Ask Louie about Sal. When you exit to the street, open the trash can at the side of the Brew & Stew. Get and examine note scraps (to assemble the pieces). Then, combine the note with the coded note you received from Francesca. Then follow instructions and decipher the message.

Go to the Golden Gate Hotel. Talk to Ardo (a big fan of Burns). Go to Rusty's. Find the clown face painted on the left wall. A helium nozzle is in its mouth. Use the balloon on the nozzle. Combine the fireman uniform with Inspector Burns mask. Return to Golden Gate Hotel. In the Inspector Burns disguise, talk to Ardo. Pretend to be inspecting the hotel. Be polite. Inside the hall, use the password **silicon** (from the assembled note) to enter the hotel suite.

Pick up gold foil from the table. Move the yellow painting on the right wall to find a list. Look at the list. Move second-to-last painting on the left wall. Look at the Twistee game. Move into the bedroom. Open the desk drawer (bottom left) and look at the camera. Open the nightstand on the left and look at the magazine. Open the closet door and take the champagne glass. Go back to the main room, then to the piano room on the left. Take deodorizer (with magnet) next to the windows. (For fun, move the piano.) Return to the main room and enter the Jacuzzi room on the opposite side. Look at the mounted vase (to the left, as you entered). A champagne cork is inside. Use the champagne glass on the hot-tub water to initiate a sequence where Tex fills the vase. Examine the cork to get the wire.

Return to the bedroom. Use the wire to open the locked desk drawer (upper left). Take the shoelace. Go to the Jacuzzi room. Move the towel on the floor to reveal the drain. Look at the drain. Combine shoelace with the deodorizer magnet. Use magnet/shoelace on the drain. Retrieve the screwdriver. Use the screwdriver on the drain. Take the film roll. Return to the main room and exit through the main door.

Go to Electronics Shop (using credit card on the door). Use the credit card to open the Blue Light Special. Take film developing kit. Combine kit and the roll of film. Examine the photos. Travel to Slice O' Heaven. Offer the photos to Francesca. Ask her about the mugging. Travel to Coit Tower. Talk to Beek about Pug. At the end of the conversation, you are in an alley with Pug. Talk to Pug (in a slightly threatening manner). Travel to the Colonel's office, which initiates an animated chat with the Colonel and then returns you to your office for another sequence with Eddie Ching. Talk to her and learn about the statuette.

## Day Four

Go to the Countess' Mansion. Look at the eagle on the chandelier. Use gold foil on the eagle (to trade for the cigarette case). The eagle drops the case on the floor near newspapers, under the chandelier. Pick up and examine the case. Get a cigarette. Move newspapers to reveal an ashtray. Look at the ashtray. Look on top of the fireplace mantel (on tiptoe). Take and examine the watch to find a hidden compartment. Look in the wastepaper basket and get note scraps. Examine and assemble the scraps. **Note:** a bug in early versions causes the game to not acknowledge when you correctly put together these note pieces. This bug doesn't stop you from completing the game.

Travel to the Colonel's office. Move the picture frame on the table and look at the photo. Open a desk drawer (bottom left) and take and examine the greeting card. Open a desk drawer (bottom right). Take and examine the envelope. Move the lower right vase in the display case. Get the disk, turn on the Colonel's computer, use the disk, and read all the screens.

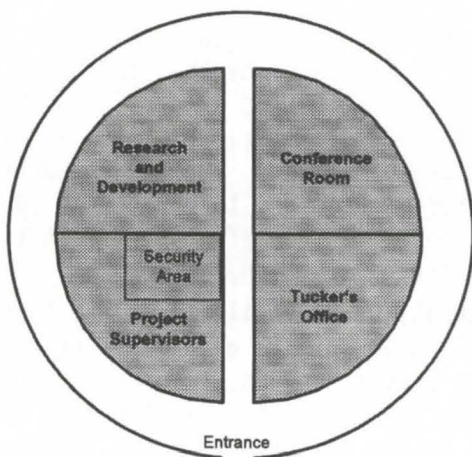
Travel to Melahn Tode's. Talk and offer the greeting card as an introduction. Ask about the Colonel and his key. When she gives you a key, return to the Colonel's office. Use the key on the file cabinet. Open the cabinet and get the coded documents. Examine them. Look at and move the magazines by the



door. Pick up and examine the UPEX receipt. Go back to Tode's. Ask about the receipt and get the paper she received. Examine the paper, "5-7-1." Return to Colonel's office. Move airplane painting to reveal a safe. Move left knob five times, middle knob seven times, and right knob once. Get the code book. Combine the code book with the coded documents. Examine the decoded documents.

Travel to the Roadside Motel. Talk to Alaynah. She has information on G.R.S. and a passkey.

Travel to G.R.S. **Note:** beware of security eyes. You die if an eye finds you. Run when possible. In the hall, listen for eyes as you move between rooms. If you explore a room, first hide behind a desk or partition toward the back of the room. An announcement precedes the entry of an eye. Crouch as low as possible, and do not emerge until you hear that the eye has left the room. For now, run down the curving hall to the left.



Enter the second door on the right (Research and Development), and the second door on the right. Hide behind the partition next to Paul DuBois' desk at the rear of the room, between desk and wall. Between security checks, explore the room. Get Stars pennant from the wall on the left. Examine the pennant. Get the computer access card. Get the wrench from the middle of the floor. From the first desk on the right, get the TV behind the lamp. At DuBois' desk, turn on his computer and use the computer access card. Read all the topics. Go into the hall.



Turn left. Enter the first door on the left (Project Supervisor). Hide behind the partition in the back of the room. Use the wrench on the vent plate on the side of the security area. Use the trapped geiger on the vent. The geiger enters and triggers a button that opens the door.

Enter the security area. Take the minidisk on the rear desk. Look at the note under the disk. Open the desk drawer (upper left) and get the laserdisc. Open another drawer (lower left) and get a passkey to Tucker's Office. Go to the main room and search Eva Schanzee's desk. Crouch and get the computer card (on the right) under her desk. Turn on her computer. Use her card, then use the minidisk. An animated sequence reveals her personal entries. Exit to the hall and go either left or right (listen for an eye to decide which way is safest). The Conference Room is two doors away, in either direction.

In the Conference Room, a safe hiding place is behind the desk. Open the desk drawer (bottom left) and get the laserdisc player. Return to the hall and turn right.

The first door on the right is Tucker's Office. Use his passkey on the panel by the door. Open the door and enter. Hide behind the potted plants. (Crouch close to the pots.) Open the desk drawer (lower left) and look at the number taped to the drawer (142235). In your inventory, combine the TV with the laserdisc player, then with the laserdisc. Turn on the access panel to the safe. Use this A/V equipment on the panel (for voice-recognition).

Unfortunately, you fail the DNA test and an alarm sounds. Unless you are quick, evade the security eye behind the plants. When it leaves, return to the now open safe and enter. Take the videocassette, Eva's Buddha statuette, and the note scraps in the wastepaper basket. Hide behind the plants again for the next security check. Hide so that you can monitor the entrance to the safe. When the eye returns, it checks in the safe. After eye enters the safe, go to the safe access panel and turn it off. The door closes, trapping the eye. Open a desk drawer (lower right) and take the match. Examine the Buddha and find the Winter Chip. Combine the watch with the Chip to hide it in the watch's secret compartment. Examine the note scraps and assemble them.

Return to Project Supervisor's Room. Open the safe on the right wall to get to the access panel. Enter the number from Tucker's desk (142235). Take the viral powder from the safe.

Go to the Conference Room. Find a key on the ledge along the left wall (stand on tiptoe to see it). Use the key on the middle cabinet door below the video screen. Turn on the VCR and use the tape. Find the remote control pad on the conference table and turn it on. Watch the video.

Go back to your office. You learn that the Chameleon kidnapped Alaynah.

## Day Five

Travel to the Bastion of Sanctity. Turn into the hall on the right. (Don't enter the large room where you see Chameleon.) Take the clamp from the coat-of-arms on the right. Down the hall is an area with a wall-mounted gargoyle and a vase overhead. Take the gemstone from the gargoyle's eye. Further down the hall, get the bungee cord. Return to the gargoyle area. Combine the cord and the clamp. Combine this with the gemstone to create a loaded slingshot. Now, prepare a trap for Chameleon. Combine viral powder with the cigarette. Combine the match with the cigarette to create a lit lethal cigarette. Use loaded slingshot on the vase above the gargoyle. Now, **RUN** up the hall toward the main entrance. Turn right at the first entrance to the main room. Chameleon is off investigating the noise, but returns soon. Quickly, use the lethal cigarette on the Chameleon left on the table. An animated sequence shows Tex hiding, Chameleon inhaling the lethal cigarette, and dying. Look at the shield on the right wall. Move it. Turn off the switch to the force field. Talk to Alaynah. She's infatuated—let her down gently. She mentions the Broken Skull and Ferrel Pus.

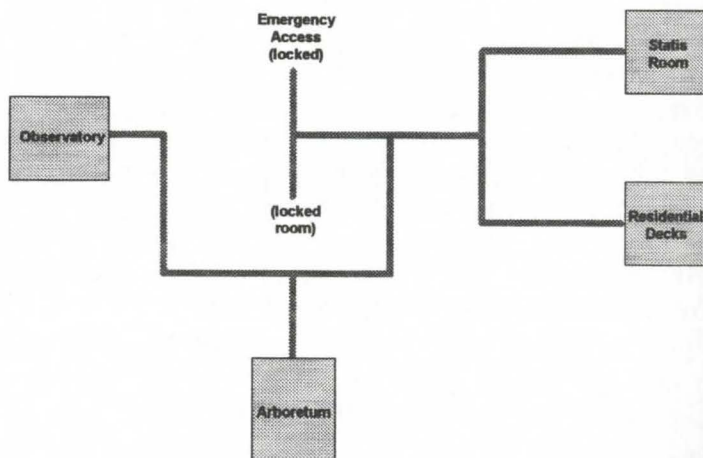
Travel to Broken Skull. (You have \$100 added to inventory.) Talk to lady bartender. Offer the \$100. (Do NOT use response C.) When asked about the token, bluff with B. Travel back to the Roadside Motel to talk to Alaynah. Ask about the token. She mentions a silver dollar. Travel to Rook's Pawnshop. Ask about a silver dollar. He gives you a silver dollar.

Go to Broken Skull. Talk to the bartender. When she asks, "Did you find what you were looking for?" do NOT respond with C or she kills you. (Save the game, and do this to see one of the more famous sequences.) Offer the dollar to the bartender and go to Ferrel's room. He challenges you to a game to win a trip to the Moon Child. First, choose the northeast ball. Second, choose the center ball. Third, pick the south/lower ball. Finally, pick the south ball again. You win; you return to the

bar. Talk to the bartender. Accept the drink, the house special. An animated sequence shows Tex succumbing to a mickey.

## Day Six

You are on the Moon Child. Lowell Percival tells his plans. Afterwards, look at the smoke alarm above the main door. Look at the pile of leaves on the floor. Go to the center sculpture. Turn left and examine rock wall on the right. Take the loose stone. Go to the far window (looking into space). Atop a wall near the window, you find a flint (to the right, facing the window). Facing the main entrance, walk toward it, following the wall on the left. Near the door, find and get a rake. On the wall opposite from the main door is another door. Open it. Take lighter fluid. Use rake on the leaves by the door. Use lighter fluid on the leaves. Combine the flint with stone. Use flint/stone on the leaves. A sequence shows a guard answering the alarm and being knocked out by the rake.



In the hall, go to Stasis Room. Turn on the console. You must revive Eva. Move temperature toward 58 degrees. Stop when the red light under "Phase 1 Complete" lights. Move the oxygen slider toward 12%. Push the Epinephrine button. Push the Electric Shock button. Phase 1 is complete. Move the temperature slider to 86 degrees. Push the Sodium Pentathol button. Push the Epinephrine button. Move the oxygen slider toward 14%. Phase 2 is complete. Move the temperature slider to 98.6



degrees. Move the oxygen slider toward 16%. Push the Epinephrine button, then the Sodium Bicarbonate button. Phase 3 is complete. An animated sequence shows Eva waking and talking to Tex. She gives Tex her key and the mission plans. Examine the plans. You are in the hall. Get the pipe on the floor in front of the Residential Decks.

---

**Do NOT open the door to the room you see here!**



Go to the Observatory. Use Eva's key on the panel door to the left. Move the Links box to show a computer. Get the computer. Move the potted plant to reveal a floor panel. Use the pipe on the floor panel. Get the computer cable. Take the glass from the table. Examine the glass to get the straw. Look at the wall to the left of the door and find the recessed button. Use the straw on the recessed button. A panel opens to reveal a wall console with input ports. Using the computer in your inventory, combine it with the Winter Chip (in the watch). Combine that with the computer cable. Use that link-up computer on the wall console. A cut-scene shows destruction of Moon Child, another meeting with the Colonel, and the return of... er, an old friend? Congratulations! You have just saved the world.





## YET MORE GAMES!

**T**he next chapter of this book, "Cheats Galore," provides an arsenal of cheats, codes, hints, and gameplay information for 61 of the most exciting shareware and commercial games available.

If you can't find your game in the table of contents, look in "Cheats Galore." If you're playing a game that you cannot find in the book, look on the disk, which contains 59 more game solutions as part of a Windows TSR program that you can pop up at any time!

The last chapter, "What's on the Disk," gives instructions on how to install and use the programs.





# CHEATS GALORE!

**M**any commercial and shareware games are frustrating, and getting past certain levels or monsters can take days! I include this chapter so that you can cheat! Yes, that's right, cheat. Look up a favorite game here and you see the cheats, passwords, or tips you need to win the game. If your game isn't on the list, please write to me and I'll include it if another volume of *Solutions and Cheats* appears.

## ARENA™

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To receive 536 million gold pieces, follow these steps:

Go to a city on Heart's Day. Check the manual for the correct date for Heart's Day. On this day, all inns give free rooms. Just drop by an inn and ask for a free room. The innkeeper says that the rooms are free for 24 hours. Now look at the character sheet—you have 536 million in gold (this may be a glitch in the program that the developers didn't catch). Now you can buy all the spells you want!

## ARKANOID®

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To access the cheat mode, press the spacebar and type DSIMAGIC. Press the spacebar to unpause the game. When a yellow capsule falls, make sure you catch it! Now the following keys make the appropriate capsules fall:



KEY	CAPSULE	ACTION PERFORMED
B	Break	Opens gates and awards bonus points
C	Catch	Holds ball
D	Disruption	Splits the ball into three separate balls
E	Expand	Make vaus larger
L	Laser	Gives a laser used with your mouse button
P	Extra Player	Gives an extra life
S	Slow	Slows down the ball

**Note:** pressing F sends you to the last level to fight DOH. Collect extra lives before you attempt this fight.

**Note:** you can skip any level by pressing Enter.

## **ARKANOID® II: REVENGE OF DOH™**

For unlimited lives, type **DEBBIE S** on the high-score screen. When you die, wait for the title screen. Press Caps Lock, and then type **DALEY-88**. You now continue on the same level in which you just died. You also can type **MAGENTA**. After typing **MAGENTA**, type S to skip levels.

## **BARBARIAN™**

During the game, type **04-08-59**. This code gives unlimited lives and invulnerability.

## **BARD'S TALE®**

Load your party. Go to the stats screen for the first player. Pool all the party's gold to the first player, then remove him from the party, and then load him back in. Then pool the gold to another player. Repeat this action for each player.

Now, turn off the computer without saving the game, and each player now has the gold of the original party.

## BATMAN: THE MOVIE™

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At the title page, type JAMMMM. You now see the message, **CHEAT MODE IS ON**. You now can press F10 to skip levels, and you also have unlimited lives.

## BATTLE ISLE 2™

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Here are the codes for single-player maps only:

Level 1	AMPORGE	Level 13	SIETIBU
Level 2	JOGRWAI	Level 14	GEDEROM
Level 3	GEGIDOS	Level 15	ULUARGE
Level 4	WABODAE	Level 16	ABUNDWA
Level 5	BUFASWE	Level 17	LANADGE
Level 6	GEHAUWA	Level 18	WAFEFAL
Level 7	OLARIBU	Level 19	BUSALUG
Level 8	FITORGE	Level 20	GEKEFZU
Level 9	DAFATWA	Level 21	YETUDWA
Level 10	WABIKDO	Level 22	WAGOPAY
Level 11	GEEUSAT	Level 23	ZAFLUGE
Level 12	KAIMAWA	Level 24	SKATZWA

## BATTLE SQUADRON™

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Type ELECTRONIC at the title page for a list of options. During the game, typing CASTOR makes your ship invulnerable.

# BLAKE STONE: ALIENS OF GOLD™ AND PLANET STRIKE™

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## The Internal Cheat

Type JAM, then press Enter during play. You see the message, Now you're Jammin'. You get all keys and 100 percent health. Your score also goes to 0. This code only works on the registered version of the game.

## Debug Mode

After loading the game, add one of the following parameters to the end of the filename that you run. Typing **Powerball** enables debug keys.

You need to hold down the left- and right-Shift keys during the JAM Logo introduction. Don't hold down the keys until the white letters start to appear. After the PC-13 screen loads, release the keys. You hear a "ching" sound during the introduction when debug mode successfully activates. The "ching" sound happens only if you have a sound card. If you have a PC speaker, you won't hear it.

The following cheat keys can be used during gameplay, but only after you invoke the program with the powerball parameter:

KEYS	RESULT
Backspace W	Warps to level (Shift-W loads the default map)
Backspace D	Player invisible (dumb objects)
Backspace G	God mode
Backspace I	Item cheat
Backspace M	Memory info
Backspace P	Pause screen
Backspace Q	Fast quit
Backspace A	Adds actors to AutoMapper
Backspace U	Unlocks all floors
Backspace O	Shows hidden walls on AutoMapper

---

**KEYS****RESULT**

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Backspace E	Quick-win mission
Backspace B	Border color
Backspace C	Counts objects
Backspace F	Facing spot
Backspace H	Hurt self (only if not in God mode)
Backspace S	Slow motion
Backspace V	Extra VBLS
Backspace Home	Dec sky color (if ceiling textures are OFF)
Backspace PgUp	Inc sky color (if ceiling textures are OFF)
Backspace End	Dec ground color (if ground textures are OFF)
Backspace PgDn	Inc ground color (if ground textures are OFF)
Backspace +	Adds shading depth (if textures are OFF)
Backspace -	Dec shading depth (if textures are OFF)
Backspace ]	Inc shading drop off (if textures are OFF)
Backspace [	Dec shading drop off (if textures are OFF)
Shift Tab	Shows full AutoMap, containing all live actors

**TICS**

Display TIC INFO in score area.

**MUSIC**

Enable music test mode: the backspace and arrow keys change music.

**RADAR**

Displays a rotating overhead view during gameplay. Note that RADAR *really* slows down the game, to the point of being unplayable.



## Gameplay Codes

You can use these cheat key combinations during gameplay:

KEYS	RESULT
6, 7	Collect all bonus items (gold, ammo, health, and so on)
7, 8	Kill all actors
6, 8	Collect all bonus items and kill all actors

## CANNON FODDER™ CHEATS

### The Level Skip Cheat

During the game, press **M** to bring up the Map, then press and hold **Ctrl** while typing **FODDER**. A white border should appear around the screen, and pressing **Enter** advances you to the next stage.

## CORRIDOR 7™ CHEAT CODES

These codes work only for the registered version (Ver.3).

### Full Ammo, Guns, Visor, and So On

To get a reload of full ammo, guns, and so on, press and hold the letters of the word **wax** during a mission.

### Randomizer

To get randomization of the current level, begin the game by typing **c7 president**. Choose the **President** difficulty level.

## Diagnostic Keycodes

Corridor 7 has built-in diagnostics enabled by starting the game with the C7 LEVEL1DIAGNOSTIC command. After you enter a mission, press and hold the **Ctrl - left Shift-Tab** keys. You see a **Special keys enabled** message. Press any key to clear the message. You now can use the diagnostic keycodes.

The following table shows these keycodes:

KEYS	RESULT
Bksp-W	Warps to any game level.
Bksp-G	Toggles GOD mode on/off.
Bksp-N	Toggles clipping (walking through walls).
Bksp-R	Puts a skull image in front of your character.
Bksp-I	Increases your SCORE.
Bksp-P	Press P twice to toggle a dot display on the bottom of the screen. I'm not sure if this is a directional or system status (frame rate?) display.
Bksp-S	Freezes the game. Press any key to continue the game.
Bksp-F	Displays positional and graphic statistics—X,Y coordinates, tiles, angles, and masks.
Bksp-C	Displays statistics—door and actor statistics.
Bksp-M	Shows memory usage. The display may get corrupted, so press any key to recall the game display.

**Note:** all codes found so far are a combination of the Backspace key and a letter key. Press and hold both keys at the same time.

## CASTLE WOLFENSTEIN™ VERSION 1.0

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When you start up the game, type: `WOLF3D -next`

When you start playing a game, push Tab, Ctrl, and Enter buttons (**Note:** remember to push all three at the same time).

The the following list shows the cheat keys and the results:

KEYS	RESULT
TAB+Q	Locks up your system
TAB+W	Warps to any level in the episode
TAB+E	Ends current level
TAB+I	Gives extra ammo, health, and guns
TAB+O	Overhead map
TAB+S	Slowmotion mode
TAB+G	God mode
TAB+N	Allows you to walk through walls and other stuff
TAB+M	Displays memory used and memory free

## CASTLE WOLFENSTEIN™ VERSION 1.1

---

When you start up the game, type the following text on the DOS command line: `wolf3d -goobers`

When you start playing a game, push the left-Shift, left-Alt, and backspace keys (**Note:** push all three keys at the same time):

You should see a message that tells you that the debugging keys now are available. After you activate debugging mode, use these Debugging Keys:

---

**KEYS****RESULT**

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TAB+Q	Quits the game automatically
TAB+W	Warps to any level
TAB+E	Ends the level
TAB+S	Slow motion
TAB+G	God mode
TAB+M	Memory usage

---

## DAYS OF THUNDER™

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During the qualifying round, pause the game and type COMEFLY-WITHME. You now should be able to fly. Also press F1 to F8 to see some amazing views.

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## DESCENT™

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Type the activating cheat code directly in the game, regardless of your current keyboard mapping setup. After you type the activating code, you then can enter any of the other codes.

### The Cheat Codes

Type GABBAGABBAHEY and the cheats are enabled! **Note:** GABBA GABBA HEY is part of an old Ramones song.

---

**CODE****RESULT**

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SCOURGE	WowieZowie Weapons!
MITZI	All Keys!
RACERX	Invulnerability On/Off!
GUILE	Cloak On/Off!
TWILIGHT	Shields Recharged!
FARMERJOE	Warp to Which Level?



**Note:** you may want to change the “bomb” key to something that doesn’t conflict with these codes; otherwise, you might blow up before you finish typing it.

## DESERT STRIKE™ CHEATS

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### Level Skip Cheat

While on the carrier, press F1 and type **waterfall**. You become indestructible during the game. Pressing Q allows you to skip the level.

### Full Weapons Cheat

Type the password, **BQQQAEZ**, play the game, go to the Map screen, and then exit back to game to top up your weapons.

### LEVEL CODES

Here are three level codes that you can use to make getting to campaigns Two, Three, and Four easier. The codes store information about points and your current copilot, so you find they all have three lives and are using the copilot “Aussie” with a fairly high score.

CAMPAIGN	CODE
2: Scud Buster	CNMYSMMMV
3: Embassy City	CNNG#MMMP
4: Nuclear Strike	CNB9TNMMT

## DOOM™ AND DOOM™ II CHEAT CODES

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This list contains the cheat codes for DOOM and DOOM II. During game play, type the codes with the keyboard. Do not press Enter after typing a code. After entering a code, a message appears at the top of the screen telling which cheat mode is active (this display is known as the *screen acknowledgment*).

- iddqd** God mode. You cannot be harmed. This is the best cheat code available. Your health goes to 100 percent, and nothing hurts you, including exploding barrels, rockets in your face, lava, toxic waste, and so on. (Watch the face on the status bar when you enter this code.)  
Displays: Degreelessness Mode On
- idkfa** Full ammo of all types, all weapons, and 200 percent health. Also gives you all the needed keys (Red, Blue, and Yellow) that you need for various doors throughout the level.  
Displays: Very Happy Ammo Added
- idfa** Full Ammo. Gives you a full stock of weapons and ammo, but not the needed keys for the level.
- idspispopd** DOOM clipping cheat code. No clipping. This is the ultimate cheat. No more figuring out puzzles! You now can literally walk through walls, doors, elevators, everything! You even can walk beyond the boundaries of the level.
- idclip** DOOM II clipping cheat code. No clipping. The ultimate cheat that works exactly like the longer DOOM code, but only with DOOM II.  
Displays: No Clipping Mode On/Off

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**You cannot pick up items or activate transporters while in No Clipping mode. Use the code to get to your goal, turn off by typing the code again, and then activate the transporter.**



**Also, make sure that you aren't in a wall when you turn off clipping mode, or you become stuck there until you turn on clipping mode again.**

- idbehold** This code lets you choose the extra powers you want to give your space marine. Type **idbehold**, followed by S, V, I, R, A, L for various options.  
Example: **idbeholda**  
Displays: Power UP Toggled

**CODE****POWER UP**

S	Strength becomes superhuman. Vision briefly turns red. When you punch an opponent (Weapon Selection 1) it SPLATTERS! Duration: 1 Level.
V	Invulnerable. Vision becomes gray-scale. Immune to all enemy attack. Duration: 30 seconds.
I	Invisible. Your form becomes indistinct and enemy attack is inaccurate. Duration: 60 seconds.
R	Radiation Suit. You can wade through the green toxic radioactive waste ponds without harm. Duration: 60 seconds
A	Reveal entire map, showing unseen areas in gray.
L	Light Amplifications, Even areas in total darkness appear bright as day. Duration: 120 seconds.

**idcleve** Typing this code and then the level number warps you to the level. DOOM II has 30 normal levels, and two bonus levels—31 and 32. There is no acknowledgment for this code, but if typed correctly, you notice that the level has changed.

Example: **idcleve18**

**iddt** Use this code in the AutoMap. First use shows entire level map, including areas you haven't visited. Second use (typing it again) adds the location of all objects and monsters on floor. Third use returns AutoMap to normal.

**idchoppers** Displays **Doesn't suck-GM**. This looks like a joke, but this code replaces your fists with a chainsaw. Cool, huh?

Cheat codes do not work in Nightmare or multiplayer modes, and all cheat codes are disabled during modem play.

## **DRAGON'S LAIR® 1**

---

When the snakes appear on the first level, press Esc to warp to the last level.

To see the entire game completed, press the following keys simultaneously:

Esc R 7 / L N

Now, press the fire button on the joystick.

## **DRAGON'S LAIR® 2**

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Type DIRK at the title sequence and press fire. The game now plays itself.

## **DRAGON'S LAIR® 3**

---

Type TIME at the title sequence and press fire. The game now plays by itself.

## **EYE OF BEHOLDER™ 3**

---

Before you start the game, type SET AESOP DIAG=1. This command enables the cheat keys.

Press A to kill foes.

Press G to teleport.

## **FALCON®**

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Press Control-X to be fully rearmed. If you have trouble landing, select END MISSION after completing your mission.



## HALLOWEEN HARRY™ CHEAT CODES

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Pressing **B I G** keys at the same time gives you full health and jet pack power.

Pressing **Ctrl**, **Alt**, right-**Shift**, and **F12** at the same time shows your present level coordinates, which serves no real function on its own, but it is used by Apogee's Game Hint Line sometimes to locate a player in a level.

## THE HERETIC™ CHEAT CODES

---

You want to know how to cheat in Heretic. Well, don't type **iddqd**, as you probably figured out by now. Also, **idkfa** doesn't work.

Just type the following codes while playing, and you receive the benefit immediately. These codes work only on the first 4 difficulty levels, level 5 is like the Nightmare setting in **DOOM** and **DOOM II**.

<b>kitty</b>	Toggles Clipping. Walk through walls, type again to turn off clipping.
<b>ravmap</b>	Shows entire map in map mode (Press tab for map mode.) Typing <b>ravmap</b> twice shows where all the monsters are. Type <b>ravmap</b> a third time to revert to the original.
<b>massacre</b>	Kills all monsters on the current level.
<b>skel</b>	Gives you all the keys.
<b>rambo</b>	Gives you all the weapons and 200 percent Armor!
<b>quicken</b>	Enables GOD Mode. You can't be harmed.
<b>ponce</b>	Full Health.
<b>shazam</b>	Weapon Power-up (Tome of Power); lasts for 30 secs.
<b>engage</b>	Level Warp. For example, <b>engage12</b> takes you to the second level of the first episode.

iddqd Commits suicide.  
 idkfa Drops all your weapons.  
 gimme Gives you the other Heretic items from a menu. It asks for an item letter (a-j) and a quantity (1-9). For example, **gimme a 9** gives you 9 invincibility rings. You then use the items from your inventory by using the [ ] keys to select the item, then press Enter to load the item, press Enter again during play to use the item.

Here are the letters for the **gimme** command:

KEY	RESULT
a	Ring of Invincibility.
b	Shadowsphere (Partial Invisibility).
c	Quartz Flask (Purple Vial, gives 7 chain links of health).
d	Bad input (registered version only).
e	Tome of Power (Black Skull Book), gives your weapons superpowers!
f	Torch (Light up dark areas, duh).
g	Bomb of the Ancients (if you lay one down, move away fast!).
h	Morph Ovum (turns the enemy into a chicken). The little chickens attack and peck you, kill them!
i	Wings of Wrath (you can fly).
j	Bad input (registered version only).

Finally, ever wonder what Heretic looks like from a chicken's point of view? Typing **cockadoodledoo** turns you into a chicken for a short period of time.

## HOCUS POCUS™ CHEATS

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Type any of the following during the game to activate the stated cheat.

FEELGOOD	Gives full health
BLAKE	Gives both keys
BANANA	Gives laser shots (registered version only)
QUARK	Gives rapid fire (registered version only)

## IN SEARCH OF DR. RIPTIDE®

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The cheat mode works only with the registered version of the game.

**Internal Cheat**      During the game, press Esc to go to the menu. Select Password in the Game option and enter LETSRIP! A message should appear saying that cheat mode is ON.

Now that the cheat mode is ON, you can press any of the following keys to activate different cheats:

KEY	RESULT
A	Adds to air supply
S	Adds to shields
J	JASON probe
H	JASON fire (JASON shoots when you do)
R	Rapid fire (Auto-fire)
F	Full fire (largest projectile)
U	Top fire (Upward shooting)
G	God mode (Indestructibility)

## Level Passwords

EPIISODE	PASSWORD	LEVEL NAME
1		Shallow Sea
1	UR2GD	Micro Menace
1	URGR8	Tulip Tango
1	4GOOD	Red Tide
1	2MUCH4U	Fathom's of Teeth
1	ACE	Think Tank
1	BS1	Oscar's Lair
1	SEC1	Outpost Enigma
2	DNUNDR	Atlantis
2	OUT2GTU	Aqua Tremendom
2	AIC	Spawning Waters
2	HANG10	JASON Quest
2	RUN4IT	Frantic Attack
2	BS2	Enter Otis
2	SEC2	Not Sure
3	GETIT	Sea Escape
3	URINDE	Deep Enigma
3	SOS	Sink or Swim
3	RUN2ME	Marathon
3	512TR	Lab Rynth
3	2B4UDY	Abyss of Peril
3	HOH	Halls of Hell
3	RIP	Mysterious Maze
3	BS3	Confrontation

## JAZZ JACKRABBIT™ CHEAT CODES

Activated by pressing P, then backspace, then typing the code. These are the cheat codes for the shareware version of Jazz (the registered version may differ). This should be all of them.



CODE	RESULT
GUNHED	Gives Jazz rapid fire and ammo (including TNT)
BOUF	Fills health, toggles invincibility
SABLE	Toggles high-speed and jumping
CSTRIKE	Toggles airboard (turns you into a bird in Birdland)
APOGEE	Epic gloats over finally producing a game better than Apogee (toggle)
DOOM	Makes enemies fast, and increases hit points for everything
KEN	Quick exit to DOS
HOOKER	Ensures a trip to the bonus level
MARK	Kills Jazz
BAD	Toggles bird
LAMER	Skips level
HOCUS	Teleports Jazz to various places
CHECK	Displays info on the status bar (part of it is Jazz's location)
ARJAN	Displays HAHAHA
GREETZ	Displays greetz
TIM	Displays AWESOME

## LEMMINGS™

Getting the cheat active is easy. Just go to the screen where you enter conventional level codes, and instead type **BILLANDTED**. If it works, you now are given a confirmation in the form of a cheat active message. Now, to skip levels, press the 5 key (located in the center of the numeric keypad) during any level on which you're stuck.

## LHX ATTACK CHOPPER™

---

Press Ctrl-R to refuel/rearm your chopper.

## LODE RUNNER® TIPS

---

Watching the cut sequences often gives you useful tips. Setting up snares are handy, but you cannot go back to the area.

Transporters often take you to more than one location.

When making a puzzle, look for elements, such as bombs, that can be hidden under bricks.

To get the real ending, you must play the game from start to finish.

## MAJOR STRYKER™ CHEATS

---

The cheats here are a bit more complicated than in other games. There is a two-step procedure to activate the cheat mode. (This cheat mode works only in the registered version. It does nothing in the shareware version.)

1. Type **CHEAT** at the Main Title Screen. All keys must be pressed one at a time. When you get it, you see the message, **Cheat Active** (it really isn't yet).
2. During the game, hold down the backspace key, and then press the **H** and **S** keys at the same time. When you are successful, you see the message, **Cheat Mode On**. You can press these three keys again to turn off cheat mode.

Once activated, you can press the following keys to activate various options. Note that you must hold down the Tab key first before pressing the others, or it won't work.

---

### KEYS

### OPTIONS

---

Tab-O	Fire Options
Tab-R	Rapid Fire
Tab-S	Shield Options

## MATH RESCUE™ CHEATS

---

These cheats work in either the shareware or the registered versions of the game. Key combinations must be pressed at the same time.

**E L M** Gives you lids and slime.

**P A M** Level Warp. When you use this combination, the game freezes. Press a number here, and you go to that level. You cannot see the number when you type it. Also, pressing the + or - keys speeds up or slows down the game respectively.

## MORTAL KOMBAT® PC KODES

---

Go to Options Screen (F10). After you are in the Options screen, type **DIP** (it must be all capital letters to work), and you go to a special options screen. Here's what's known so far about these switches:

- 0—Unknown
- 1—Blood on/off
- 2—Sound on/off
- 3—Comic book ad on/off
- 4—Fatalities on/off
- 5—Freeplay on/off
- 6—Unknown on/off
- 7—Unknown on/off
- 8—Turn the voice on/off

## MR. BLOBBY™ LEVEL CODES

---

If you're a fan who bought this game, these level codes can help you finish it. The codes read from left to right, top to bottom:

BABE	CCAH	DAKD	EMEA	FLAF	GGAK	HAHJ	AIJA
BAJM	CKAP	DASL	EUMA	FTAN	GOAS	HAPR	AACB
BBBF	CCBI	DBLD	ENEB	FMBF	GGBL	HBHK	AIKB
BBJN	CKBQ	DBTL	EVMB	FUBN	GOBT	HBPS	AADC
BCBG	CCCJ	DCMD	EOEC	FNCF	GGCM	HCHL	AILC
BCJO	CKCR	DCUL	EWMC	FVCN	GOCU	HCPT	AAED
BDBH	CCDK	DDND	EPED	FODF	GGDN	HDHM	AIMD
BDJP	CKDS						

## NOVASTORM™ TIPS

---

Always keep an eye on the surrounding landscape. One touch of the wall or ground can destroy you.

When you defeat certain waves of enemy a weird 3D coin appears. Collect these coins; they're useful later on.

### Level 1

On this level most attacks are concentrated on the central area of the screen, so keep to the edges of the screen.

Staying in the same place when you destroy the first enemy (a wave of many) often sees you destroy the whole lot with little difficulty.

After destroying a few waves of enemy, you plummet into a gully. This is where you have to concentrate on avoiding the surrounding rockery. Staying central here is a good method of getting through safely. The enemy appears from below and are often an easy target.

Get ready for the screen to spin around—here's where you put piloting skills to good use. Again, staying central here gives you the best chance of getting through safely. This phase of the game is very dark, so keep an eye on the rockery while you concentrate on getting through without being destroyed.



After a few more waves of enemy and a bridge that you must go under, you then start on a short sequence of nothing attacking and no obstacles. This is the lead up to the End Of Level Boss. After the Boss is in range, fire your super gun to give him a little damage and help you on your way. Destroy him as quick as you can; he gets tougher the longer you take. If you hear a warning sound, get ready for some faster and harder action. This boss is quite simple to defeat. Good luck on the rest!

## **The Special Warp Code in Novastorm**

You also can use the special warp code! After the game starts, and after you get control of the plane, type **tomatoes**. You then warp to a special bonus level (all shots become tomato shapes), and you can get all the special weapons. After the bonus level, you go to the final stage. It's cool!

## **ONE MUST FALL™**

---

Some of the special moves:

### **Jaguar**

Concussion Cannon	DOWN, BACK, PUNCH
Leap	DOWN, FORWARD, PUNCH

### **Shadow**

Round House Kick	BACK, KICK
Shadow	DOWN, FORWARD, KICK

## **OH NO! MORE LEMMINGS!™**

---

Getting the cheat active is easy. Go to the screen where you enter conventional level codes, and instead type **SLAMRACING**. If it works, you now see a confirmation, in the form of a cheat

active message. Now, to skip levels, press the 5 key (located in the center of the numeric keypad) during any level that you're stuck on.

## OUT OF THIS WORLD®

---

Here are the passwords to get to various levels of Interplay's Out of This World. This game is called Another World in Europe. These codes are for the PC version of the game, not the SNES or Amiga version (I don't know if there are differences).

LEVEL	CODE
1	LDKD (bypasses intro)
2	HTDC
3	CLLD
4	LBKG
5	XDDJ
6	FXLC
7	KRFK
8	KLFB
9	BFLX
10	BRJD
11	TFBB
12	TXHF
13	CKJL
14	LFCK (last level)

## OUTPOST™ TIPS

---

Shelter and food should be your first priority.

After about 150 turns, your seed factory collapses, so make sure that you have a warehouse, a smelter, a mine, and a storage tank up and running before this happens. Also, make sure that you have a SPEW recycling center built so you can recycle and create Multi Purpose Goo (MPG).

For added building burst, you can recycle the materials from any bulldozed colonist or cargo landers.

Parks, recreation, and Red Light districts are good for morale boost.

Don't go crazy connecting everything with tubes; they require a unit of Mineral A each. Join only where essential.

## PRINCE OF PERSIA®

---

Start your game with PRINCE MEGAHIT, which activates these cheat codes:

KEYS	RESULT
Shift-L	Advance to the next level
Shift-T	Extra bar of energy
Shift-W	Fall slowly
Shift-I	Flip the screen
Shift-B	View animation/sprites
Shift-S	Drink small potion
K	Kill enemies on screen
+	Increase time
-	Decrease time

## PRINCE OF PERSIA II®

---

Type Prince yippeeyahoo, or Prince makinit. The cheat codes are identical to the original Prince of Persia.

## QUARANTINE™

---

Here are the codes for Quarantine—please use them only if necessary—they may spoil your appreciation of the game. **Note:** these codes work on the European version.

CODE	RESULT
98645782	Park
89962254	Alt-Kemo
54185654	Project-Area
92146125	Harbour
33289642	Exit

## Cheats

Armageddon Button	Ctrl-F10. Choose yer poison.
Mass Driver Misfire	Ctrl-F9. Fires a payload at the rebel colony.
Prozac Simulation	Ctrl-F12. Makes everyone love, hate, or wanna kill you. Change IQ's.
Instant Nanotechnology	Ctrl-F11. Removes resource limitations
Self-esteem Rebuilder	Ctrl-F8. Try it.

## RAPTOR™ CHEAT CODES

### Maximum Energy and Death Ray

On the registered version only, the backspace key restores all your energy and gives you a death ray, but at the cost of all your money.

### Debug mode

Set the environment variable S\_HOST to the value CASTLE at the DOS prompt by typing SET S\_HOST=CASTLE (it must be all caps). Then, when you play Raptor, you become completely invincible, and have all the weapons at your disposal.



## Warp

There is a level warp built into the game, so you can see any level you want at any time. What you need to do is to get to the screen where you see the level selection (Bravo Sector, and so on). The warp combination is a 2-key entry. The keys are not to be pressed at the same time. Note that you cannot use the level warp while the debug mode (see above) is active.

Key 1	Z, X, or Y (Z for Episode 1, X for Episode 2, and Y for Episode 3)
Key 2	Any key between Q and O on the keyboard (Q is Level 1, W is Level 2, E is Level 3, R is Level 4, T is Level 5, Y is Level 6, U is Level 7, I is Level 8, and O is Level 9)

These codes work in both the shareware and registered versions. However, if you try to warp to a registered episode from the shareware version, you crash the game.

## Birthday Mode

The Birthday Mode automatically puts you into Battle Cow mode, and it also plays the goofy Apogee theme song. To get it, change the system's date to the birthday of one of the Cygnus programmers, given in the following lines. Any year should be okay, as long as it's not in the past.

DATE	PROGRAMMER
March 12	Bobby Prince
May 16	Scott Host
August 28	Rich Fleider
October 2	Jim Molinets

You also can start Battle Cow mode by darkening the switch on the choose sector screen, and turning on all three lights on the right (for version 1.0, don't turn on the middle light). If the cheat is turned on, a weird sound is heard after you select a sector. You don't get the goofy Apogee theme song if you do it this way.

## REBEL ASSAULT™

---

During the loading process of the game, when you see the spinning LucasArt logo against the Death Star background, use the joystick to enter the following moves:

Hold Up and push fire  
Hold Down and push fire  
Hold Left and push fire  
Hold Right and push fire

If you enter these moves correctly, you hear a telephone ring, and a funny voice says "LucasArts!"  
The cheat codes are now activated.

---

KEYS	RESULT
------	--------

+ (Any number)	Gets full health at any time Warps to the selected level (1,2,3,4,5,6,7,8,9, or 0)
Esc	Warps to the next section of the current level.

## RISE OF THE TRIAD™ CHEAT CODES

---

To enable cheat mode, type DIPSTICK. Then use one of the following codes:

---

CODE	RESULT
------	--------

TOOSAD	God mode
CHOJIN	Woundless
GOTO	Level select
SIXTOYS	Useful items
FLYBOY	Fly
BADTRIP	Magic Mushroom Time
BOING	Elasto Mode

## RISE OF THE TRIAD (continued)

CODE	RESULT
GOOBERS	Restart level
WHACK	Ouch
SPEED	Auto run
PANIC	Restore yourself to normal
DIMON	Light diminishing ON
DIMOFF	Light diminishing OFF
LONDON	Fog ON
NODNOL	Fog OFF
GOGATES	Quit!
GOARCH	Teleport straight to level end
GOTA386	I've got a 386
SHOOTME	Bullet-proof armour
BURNME	Fire-proof armour
LUNGDUNG	Gas mask
HUNTPACK	Outfit player
86ME	I've got an 8086
REEN	Re-enter level
JOHNWOO	Dual pistols
PLUGEM	MP40 gun
VANILLA	Bazooka gun
HOTTIMES	Heat seeker gun 8
BOOZE	Drunk missile gun
FIREBOMB	Fire-bomb gun
BONES	Flame wall gun
SEeya	Hand Of God (like a smart missile... deadly)
RIDE	Ride those missiles
WHERE	Where the hell am I
RECORD	Record a DEMO
STOP	Stop recording DEMO
PLAY	Play a DEMO

## SIM CITY® 2000 CHEAT

---

SC2000 also includes a cheat built in, but it is not easy to use. Follow these easy steps to give yourself loads of cash:

- Start a new city
- Choose Hard level, city name, and year
- Pause the game
- Go to the budget window
- Click on the bond book and choose repay bond (at 3%)
- Choose issue bond (at 4%)
- Click DONE and go back to the game
- Now simply type **fund** until your money reaches \$60,000
- Go back to the budget window
- Click on bond book and choose repay bond
- After repaying bond, click issue bond
- It asks you to confirm this. Answer YES
- Watch your money grow!

## SPEAR OF DESTINY™

---

This isn't a cheat, just a bit of humor you may miss in the game. Stand still and do nothing during the game. After about 30 seconds, BJ either crosses his eyes or sticks out his tongue at you. It happens quick, so watch carefully.

## STAR TREK®: JUDGMENT RITES™

---

### Federation (100 percent and 4 points)

This section provides a walkthrough of two of the Judgment Rites levels. For a complete walkthrough of *all* levels, get the BradyGAMES book, *Star Trek: Judgment Rites, the Official Guide*. Do not insult the Pirates—use 1,1 as responses to Dr. Monroe. To talk to Manao Sheme, use 2,1,1,1,3. Get the communicators, phasers, tricorders.



Go to Dock Bay and surrender to the guards. Sabotage the force field control. Remove the atmosphere. Sabotage atmosphere control. Talk to Spock.

Go to Computer Room and shoot (stun) the Guards. Enter the computer room and stun the Technician. Use Spock on the chess game—use 1,2,1. Use first the tricorder, then the Medical tricorder, and finally Spock on the console.

Go to the Crew Quarters and get the dummies.

Go to the Exec Quarters and pick up the Air Purifier.

Go to Special Projects and use the tricorder and the medical tricorder on the critter. Next, go to the Transporter room and use the Purifier on the floor and use the Dummies on the Transporter (to transport the dummies to Security).

At Security, use Spock on the north and east consoles. Talk to Kamend (red hair)—choice 3. Use the tricorder on Kamend.

Go to Central Control and talk to Dr. Monroe. Talk to the Assistant, then use Spock on east console and also on the left and right sides of the north consoles. Use the medical tricorder on the Assistant. Use the Medical Kit on the Assistant, then talk to the Assistant. Call the ship.

Go to Special Projects and destroy the creature with the Phaser. Use Spock on the console, call the ship, and exit the room.

In the hall, use Kirk on the panel (enter Bredell's quarters). In Bredell's room, use choice 1, stun Bredell, and then use Spock on Bredell. Use Kirk on the book to get first the book and then the bookmark. Use the tricorder on the bookmark. Get the dartboard, then use Spock on the controls (choice 2).

### **Sentinel (100 percent and 4 points)**

Navigate to Balkos III and beam down. Use the tricorder on the door panel. Use Spock on the Door Panel and then enter the passage.

In the Control Room, use Spock on the southeast door and enter.

In the Press Room, Get the Interface, the Interface cables, the control circuit, the Switch, the Disk, the Badge, and the Display. Use the Badge and the Disk on the press, and then use Spock on the press. Use Spock on the west door and enter the Generator Room.

In the Generator Room, use the Badge on the charger and then exit North (into the Control Room).

In the Control Room, use the Display on the console. Use the control circuit on the console (choice 2). Pick the DIAMOND shape, then exit northeast.

In the Virus Room, use the tricorder and Medical tricorder on the tank, then use the Switch on the tank control panel. Exit to the east.

In the Food Room, use the Medical tricorder on the Balkosian, use Spock on the Balkosian, and get the Furry Cave Dude.

Go to the Exam Room and use both tricorders on the consoles, the bed, and the Cave Dude. Exit east.

In the Virus Room, exit west to the Control Room, and then exit southwest to the Generator Room.

In the Generator Room, use the tricorder on the vertical column. Use the tricorder on the computer. Use Spock on the computer (Kirk's choice 2). Use the Interface Card on the column. Use the Cable on the column. Use Spock on the column. Choose Shut Down!

## **TERMINATOR™ RAMPAGE™**

These codes cover levels 10 to 32.

<b>LEVEL</b>	<b>CONTROL</b>	<b>CODES</b>
10	Access Card X:44	Y:52
	Door Down	X:74 Y:44
11	Access Card X:61	Y:89
	Door Down	X:49 Y:28
12	Access Card X:13	Y:48
	Door Down	X:95 Y:46
13	Access Card	X:78 Y:66
	Door Down	X:46 Y:68
14	Access Card	X:22 Y:45
	Door Down	X:80 Y:66 + X:22 Y:66
15	Access Card	X:16 Y:6
	Door Down	X:? Y:?
16	Access Card	X:98 Y:90
	Door Down	X:28 Y:32

## TERMINATOR RAMPAGE (continued)

LEVEL	CONTROL	CODES
17	Access Card	X:1 Y:58
	Door Down	X:52 Y:94
18	Access Card	X:56 Y:37
	Door Down	X:5 Y:67
19	Access Card	X:35 Y:33
	Door Down	X:97 Y:35
20	Access Card	X:1 Y:34
	Door Down	X:8 Y:42
21	Access Card	X:44 Y:22
	Door Down	X:61 Y:98
22	Access Card	X:45 Y:47
	Door Down	X:4 Y:2
23	Access Card	X:65 Y:55 & 55 89 (two cards)
	Door Down	X:? Y:?
24	Access cards are no longer needed!	
	Door Down	X:39 Y:1
25	Door Down	X:76 Y:2
26	Door Down	X:76 Y:98
27	Door Down	X:1 Y:37
28	Door Down	X:48 Y:88
29	Door Down	X:11 Y:42
30	Door Down	X:89 Y:98
31	Door Down	X:14 Y:78
32	Meta Monster	Search and you find him.

## THEME PARK™ CHEATS

When the program starts, enter the nickname, **HORZA**, and when you start a new theme park and your park is displayed on-screen, press the following key combinations: Alt-Z, Ctrl-Z, Shift-Z. You have every ride, shop, scenery, and upgrade that you can get.

## TIE FIGHTER™ TIPS

---

If you lead a wing against a Capital Ship, target the nearest Alliance fighter and press Shift-A to direct wingmen against it, which keeps the fighter occupied and preserves your wingmen until you can weaken the Capital Ship's defenses. Otherwise, your compatriots usually get blown away while approaching the big ship. If the difficulty setting is Hard and you cannot complete the level, go to the options menu and lower the difficulty setting. Before facing the enemy, divert laser and engine power to shields.

## UFO: ENEMY UNKNOWN™ TIPS

---

Get rid of soldiers with low bravery ratings.  
Equip soldiers with heavy cannon, auto-cannon, and HE ammunition.  
Research and develop laser weapons and manufacture laser rifles quickly, then develop plasma weapons.  
Carrying the heavy weapons improves a character's strength.  
Try not to avoid any combat, unless a very strong party is needed.  
Buy a second Avalanche Launcher and equip both interceptors with plenty of Avalanche Missiles to shoot down the UFOs.  
Buy a Tank/Rocket and at least eight rockets for it.  
Save at the beginning of each combat situation.

## ULTIMA® VI

---

Talk to Iolo. Say, "Spam" three times, and then ask him about "humbug." He gives you a cheat menu.

### Ultima VII Items List

Instead of typing "ultima7" to start the game, type ultima7 abcd, then Alt 255, and press Enter.

While playing the game, press F2 and you get an internal menu. Press C to create an item, then type the number in the following list.



Sometimes, you are asked for Quantity and/or Quality, for Quantity enter the number you require, for Quality enter 1. To finish off the process, enter 0 for frame.

NUMBER	DESCRIPTION
547	Magic sword
548	Hoe of Destruction
549	Lightning whip
550	Magic Boomerang
551	Fire sword
552	Magic axe
553	Firedoom staff
554	Burst arrow
555	Hawk
556	Magic arrow
557	Juggernaut hammer
558	Lucky arrow
559	Magebane
560	Love arrow
561	Great dagger
562	Death Scythe
563	Blowgun
564	Poison dagger
567	Sword of defense
568	Tseramed arrow
581	Ammunition
583	Bedroll
588	Swamp boots
590	Club
591	Main gauche
592	Spear
593	Throwing axe
594	Dagger
595	Torch
596	Morning star

## ULTIMA VII ITEMS LIST (continued)

NUMBER	DESCRIPTION
597	Bow
598	Crossbow
599	Sword
600	Two-Handed hammer
601	Two-Handed axe
602	Two-Handed sword
604	Glass sword
605	Boomerang
606	Magic bow
644	Gold coin
645	Gold nugget
646	Gold bar
647	Triple crossbow
649	Venom
650	Sextant

## ULTIMA® VIII

I compiled this list of all teleport cheat code locations for U8:

### Ultima VII Items List

#### TENEBRAE

LOCATIONS	X	Y	Z	MAP#
Throne Room	13055	8807	48	40
Evidence Room	3478	4738	0	40
Library	13900	2604	48	41
Tenebrae Docks	11778	5006	48	3
E. Tenebrae (entrance)	12932	14092	48	41
E. Tenebrae (exit east)	5144	22784	48	5
E. Tenebrae (Gem Shop)	15952	7936	48	41

## ULTIMA VIII ITEMS LIST (continued)

### TENEBRAE

LOCATIONS	X	Y	Z	MAP #
W. Tenebrae (Blacksmith)	12472	16466	48	39
N. Tenebrae (Armor Cave)	13455	16494	8	7
Cemetery Entrance	5375	29719	8	6
Necromancer's Monastery	7607	24991	64	6

### PLATEAU

LOCATIONS	X	Y	Z	MAP #
Mythran's House	2783	1823	56	8
Mythran's House (downstairs)	2194	1590	0	8
Mysterious Cave	20332	3212	0	8
Stone Cove (double doors)	4342	2138	8	21
Shrine of the Ancients	11893	2563	8	54

### LITHOS

LOCATIONS	X	Y	Z	MAP #
Conticle of the Dead	25332	29391	16	57
Hall of Mountain King	2910	9058	80	31

### CARTHAX LAKE

LOCATIONS	X	Y	Z	MAP #
Teleporter	19783	9735	104	68
Hydros	21075	14497	104	26
Grave of Alexis	10923	4755	104	28

## AGENTROCK ISLE

LOCATIONS	X	Y	Z	MAP #
Theugrist Monastery	18828	18404	56	37
Beneath Monastery	6079	2991	64	37
Silver Ore Cave	17451	4899	64	37
Protector Sword	15023	2303	64	37
Windy Point	13721	19043	112	37
Stellos' House	21812	19484	56	37
Torwin's House	17780	20268	56	37
Stratos/Breath Wind	10734	17261	112	37

## SORCERER'S ENCLAVE

LOCATIONS	X	Y	Z	MAP #
Lava River	19823	25103	64	25
Beren's House	19276	6628	48	41
Sorcerer's Library	14051	18480	56	12
Bane's House	18555	16128	40	12
1st Acolyte's House	16483	16064	40	12

## OBSIDIAN FORTRESS

LOCATIONS	X	Y	Z	MAP #
Entrance	15247	2143	8	14
Endure Heat Test	12439	15087	72	14
Armour of Flame Test	18874	18070	72	14

Figure out the rest of 'em.

LOCATIONS	X	Y	Z	MAP #
Ethereal Void (Pentagram)	16148	16636	24	43
Hydros	21823	14431	8	45
Lithos	25279	13503	0	47



## WACKY WHEELS™ COMMAND LINE CHEATS

---

The following command line parameters can be used in both the shareware and registered versions of the game. Run the game by typing one of the following commands with the desired parameter:

CODE	RESULT
WW /2	Fast gameplay.
WW /3	Really fast gameplay.
WW /debug	Creates an ERR.LOG file as you play.
WW turbo	Activates the turbo key [brake]+[fire].
WW jump	Activates the jump key [brake]+[accelerate].
WW hog	Starts off with 99 hedgehogs.
WW ice	Starts off with 99 ice cubes.
WW fire	Starts off with 99 fireballs.

## WHERE IN THE WORLD IS CARMEN SANDIEGO?™

---

Start the game by typing **CARMEN cheat** on the DOS command line.

At the options screen, you now see a cheat menu.

## WING COMMANDER™ I & II

---

At the DOS prompt, type **C:\WING\WC Origin -k** (for Wing Commander) or **C:\WING2\WC2 Origin -k** (for Wing Commander II). **Note:** the "Origin" in the command is case-sensitive. You now are invincible in Wing Commander I & II.

To destroy enemy ships, press **Alt + Del** at the same time. The enemy in the target is immediately destroyed.

## X-WING™

---

During flight, type **WIN** for unlimited ammo and shields.

## WHAT'S ON THE DISK

**T**he Solutions Bonus Disk contains the WIN\_UHS program and 59 walkthroughs for the most popular and best loved PC games of all time.

### WHAT IS UHS?

Because many game authors and companies write for multiple platforms, WIN\_UHS is a game hint file reader designed to support multiple gaming machines. The version on this bonus disk supports only Windows. You can find the other readers on CompuServe. As a game player, you may have used the Universal Hint System before.

Every game player would like hints that “pop up” on top of the games while playing. A UHS reader for DOS was experimented with for a time, but the authors gave up because many games use odd graphics modes, and the system locked up or produced unreadable characters on-screen.

**Note:** you can run the WIN\_UHS and the game at the same time if you can run Microsoft Windows on your computer and run your game in a “DOS window” or as a “full-screen” DOS application. You then can toggle between the game and WIN\_UHS.

To re-enter Windows from a full-screen DOS application, press and hold Alt, then press Esc. A full explanation is in your Windows manual.

If you can't get the game and WIN\_UHS to run simultaneously under Windows, you still can use WIN\_UHS to view the hints for your game. The reading of clues under WIN\_UHS is a lot more fun than it was under the old DOS version. All the standard mouse and keyboard conventions are followed. You then can jot notes on paper or keep them in your head until the next time you play your favorite game.

**Note:** if you don't have a mouse, use the spacebar to advance through the clues.

WIN\_UHS accepts command-line parameters, which is important because you can use Windows to "associate" any file that uses the extension UHS with WIN\_UHS. (Check your Windows manual for using the File Manager to associate an extension with a program.) After you associate the file extension to WIN\_UHS, just double-click a UHS file in the File Manager, and WIN\_UHS starts up, then loads and displays the file.

You are free to use WIN\_UHS as long as you like but it is *not* freeware. If you enjoy it and continue to use it, please register your copy of WIN\_UHS by sending \$10 in U.S. funds or equivalent (\$15.00 if you want a disk with the newest version and a complete hint set) to:

Robert Norton  
706 Copeland St.  
Madison, WI 53711

Robert Norton will send you a registration code, which you can put into your Windows configuration to turn off the nagging messages. If you feel that the fee is too high, just send Robert Norton a letter with a self-addressed stamped envelope, and he may send you a code anyway. Of course, donations above the requested amount are gratefully reinvested into our national economy.

Any suggestions, ideas for improvements, or outright bugs that you find, send to Robert Norton at the same address. You can also reach Robert Norton on CompuServe at ID: [70017,1765].

The Game UHS files included with the WIN\_UHS reader are:

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**FILENAME**

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**GAME WALKTHRU**

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BAK.UHS	Battle at Krondor
CAMOT.USH	Conquests of Camelot
COLSBEQ.UHS	The Colonel's Bequest
DEJVU2.UHS	Deja Vu 2
DRAGON.UHS	Rise of the Dragon

**FILENAME****GAME WALKTHRU**

FPFP.UHS	Freddy Pharkas, Frontier Pharmacist
GOBLIN.UHS	Goblins
GOBLIN2.UHS	Gobliins
GOBLN3.UHS	Goblins 3
HHGUIDE.UHS	Hitchhiker's Guide to the Galaxy
HOCHINA.UHS	Heart of China
HOF.UHS	Hand of Fate
HOLLYWD.UHS	Hollywood Hijinx
INDY3.UHS	Indiana Jones & The Last Crusade
KQ1.UHS	King's Quest I
KQ2.UHS	King's Quest II
KQ3.UHS	King's Quest III
KQ4.UHS	King's Quest IV
KQ5.UHS	King's Quest V
KQ6.UHS	King's Quest VI
KYRANDIA.UHS	The Legend of Kyrandia
LGOP.UHS	Leather Goddesses of Phobos
LIT.UHS	Lost in Time
LOL.UHS	Lands of Lore: Throne of Chaos
LOOM.UHS	Loom
MYST.UHS	MYST
PHANTM.UHS	The Return of The Phantom
PLANET.UHS	Planetfall
PQ2.UHS	Police Quest 2
PQ3.UHS	Police Quest 3
PROPHE.UHS	The Prophecy
QFG1.UHS	Quest for Glory 1
QFG2.UHS	Quest for Glory 2
QFG3.UHS	Quest for Glory 3
QFG4.UHS	Quest for Glory 4
RA.UHS	The Dagger of Amon Ra
ROBIN_A.UHS	Conquests of the Longbow
RTZ.UHS	Return to Zork



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**FILENAME****GAME WALKTHRU**

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S301.UHS	Spellcasting 301
SAVAGE.UHS	The Savage Empire
SHCD2.UHS	S. Holmes, Consult. Det. Vol II
SHCD3.UHS	S. Holmes, Consult. Det. Vol III
SIMON.UHS	Simon The Sorcerer
SLH.UHS	Superhero League of Hoboken
SQ1.UHS	Space Quest I
SQ2.UHS	Space Quest II
SQ3.UHS	Space Quest III
SQ4.UHS	Space Quest IV
SQ5.UHS	Space Quest V
STARC2.UHS	Star Control 2
STARFLYT.UHS	StarFlight
STATIN.UHS	Stationfall
STJR.UHS	Star Trek: Judgment Rites
T7G.UHS	The 7th Guest
UNINVT.UHS	Uninvited
WILLYB_A.UHS	Willy Beamish
XANTH.UHS	Companions of Xanth
ZAK.UHS	Zak McKracken
ZORK1.UHS	Zork 1

## HOW TO INSTALL THE WIN\_UHS READER

**Note:** you need a copy of PKUNZIP 2.0 or higher. I believe 2.0 is the latest version.

Make a directory on the hard drive to store all the files on the bonus disk, such as C:\WINUHS.

Copy the entire bonus disk to the new directory by using the following syntax: `COPY X:\*.* C:\WINUHS`, where *X* is your A or B drive (the 3-1/2 inch floppy drive).

Change to the newly created directory and use the PKUNZIP program to unzip, or uncompress, the HINTS.ZIP file.

## PKUNZIP HINTS.ZIP

You see the file expand to 59 separate files, all with the .UHS extension. These files contain the game hints that the WIN\_UHS program reads.

**Note:** PKUNZIP is found on many popular bulletin boards, CompuServe, utility disks found in magazines, and even other game disks. If you have trouble locating this program, ask friends who have a computer; chances are good that they have a copy.

Now Start Windows (type **WIN** at the DOS prompt).

You now can set up the program by using File Manager. Start File Manager, find the C:\WINUHS directory on the hard drive, and highlight the directory with your mouse. You see WINUHS.EXE in the right window. Just drag this file to a Windows group to create an icon for the program. You now can double click the program to start it, and then use the File Open command to open a hint file.

There is also the Verbose Open option which shows all the titles of all the files in the WINUHS window.







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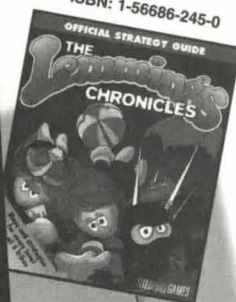
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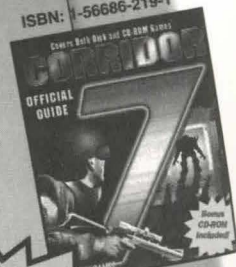
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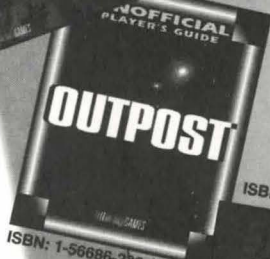


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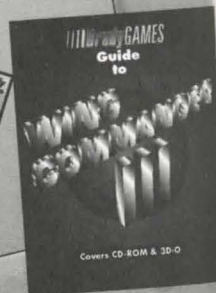
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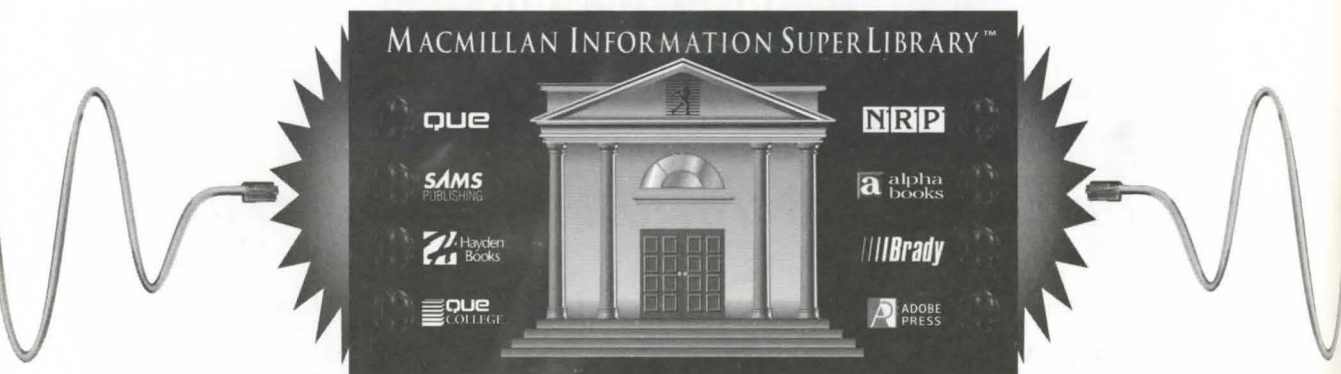
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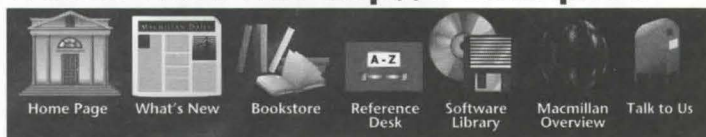
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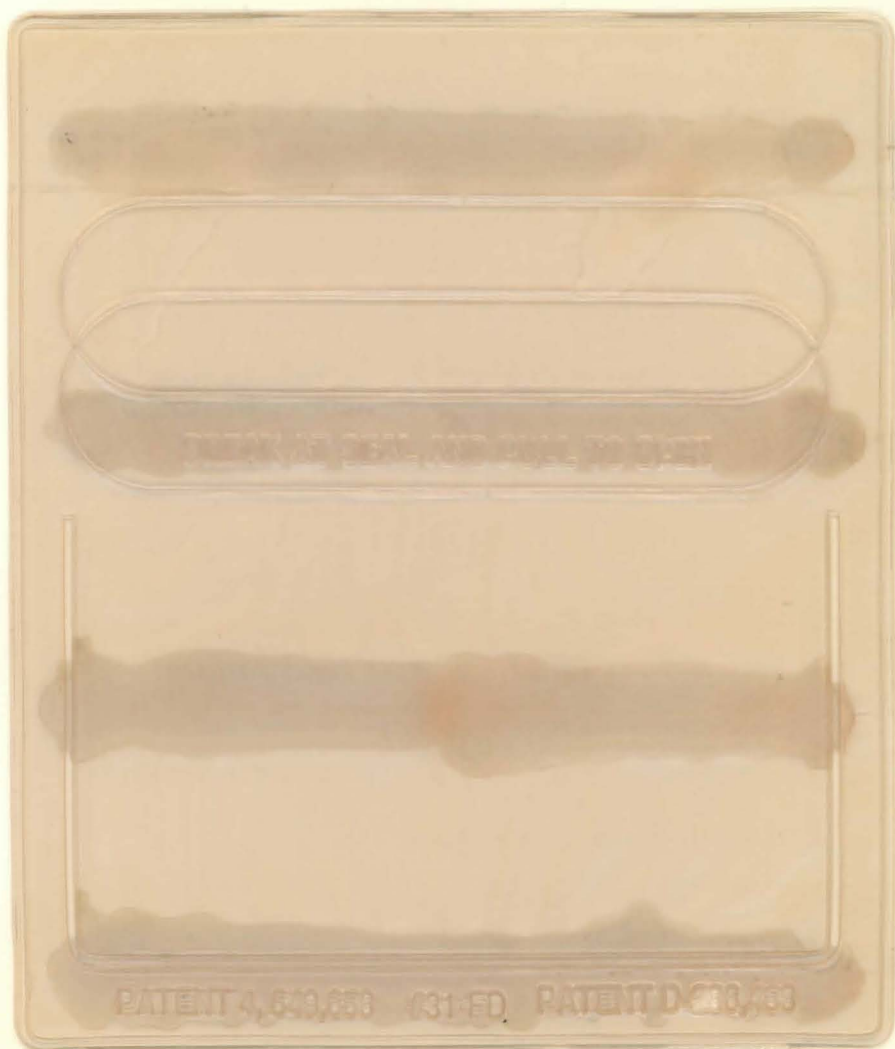
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