

Robico Software

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To use this help sheet, read through the list of questions about PROJECT THESIUS until you find one which most fits your requirements. For a nudge in the right direction, look up the appropriate hint number. For the complete solution to a puzzle, turn to the relevant number in the answer section; or preferably, ask someone to use the help sheet for you to reduce the risk of you seeing the answer to a problem you have not yet come across in the game.

If you still have difficulty with a problem, write to us enclosing a stamped, self-addressed envelope for a reply. Please do not telephone for help because if we are answering queries over the 'phone, we can't work on our new games!

PROJECT THESIUS

How do I dry myself? (Hint 15. Answer 1)
How do I stop myself tripping on the path? (Hint 20. Answer 5)
What should I do in the cave? (Hint 1. Answer 2)
How do I open the chest? (Hint 2. Answer 20)
How do I use the telephone? (Hint 16. Answer 3)
How do I pass the guard post? (Hint 23. Answer 21)
How do I map the village? (Hint 3. Answer 4)
How do I pass the dog? (Hint 17. Answer 22)
What should I do in the field? (Hint 6. Answer 7)
Where is the carnation? (Hint 22. Answer 23)
What use is the cheesewire? (Answer 8)
What use is the name tag? (Hint 4. Answer 19)
What does the message in the newspaper mean? (Hint 18. Answer 24)
How do I pass the wild boar? (Hint 5. Answer 6)
How do I leave the clearing at the edge of the forest? (Answer 9)
How do I work the helmet? (Hint 19. Answer 18)
How do I cross the high wall? (Hint 21. Answer 10)
How do I avoid the bees? (Hint 7. Answer 17)
How do I enter the castle? (Hint 14. Answer 25)
Where is the spanner? (Hint 8. Answer 13)
The helicopter kills me. How do I avoid it? (Hint 5. Answer 15)
How do I prevent the guards noticing me? (Hint 24. Answer 16)
How do I leave the courtyard? (Hint 14. Answer 26)
How do I work the dumbwaiter? (Answer 30)
Why am I captured in the corridors? (Hint 9. Answer 14)
How do I open the sliding door? (Hint 25. Answer 27)
How do I open the laboratory door? (Hint 10. Answer 31)
How do I get the plans? (Hint 13. Answer 28)
How do I kill the professor? (Hint 11. Answer 32)
How do I stop the alarm going off? (Hint 26. Answer 34)
How do I map the mined beach? (Hint 27. Answer 29)
When I reach the jetty, nothing happens. Why? (Hint 12. Answer 35)
What should I do at the pinnacle? (Hint 12. Answer 33)
How do I escape the guards and dogs? (Hint 5. Answer 36)
How do I see in the dark? (Hint 28. Answer 11)
How do I stand on the wall? (Answer 12)
How do I signal the helicopter? (Answer 12)

1. The sand is soft!
 2. Type a numeric code.
 3. Make each location different. (See 6).
 4. Read it for a clue.
 5. Don't hang about!
 6. Read the location description carefully!
 7. Hide somewhere.
 8. The village!
 9. You obviously don't work in the castle!
 10. Find an electronic device to open the door.
 11. Strangle him.
 12. Signal your colleagues.
 13. Who do you think has them?
 14. Avoid the obvious route!
 15. Find something absorbent.
 16. Read the notice.
 17. Draw the dog's attention away from yourself.
 18. It is a coded message!
 19. Find a source of power.
 20. Don't be so clumsy!
 21. Climb something nearby.
 22. Where do flowers sometimes grow?
 23. Obey all the rules!
 24. Stop making your presence obvious!
 25. Type a password into the computer.
 26. Turn it off.
 27. Look in the security room for a clue.
 28. Shed some light on the problem!
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1. Remove the flippers and diving suit then dry with the towel.
 2. Dig.
 3. Lift the receiver, insert the coin into the slot and dial 640.
 4. Drop objects.
 5. Remove your flippers!
 6. Use the directions from the coded message in the newspaper.
 7. Drop snare, leave the field then return to the field to find a rabbit.
 8. Make a snare. Make sure you are not wearing the gloves!
 9. Jump!
 10. Climb the tree. Make your way to the topmost branch. Tie the sheet

to the branch and then climb down the sheet to the far side of the wall.

11. Light the helmet. (See 18).

12. You can't!

13. Remove your overalls in the village and wait!

14. Wear the mask and the lab coat.

15. Enter the castle.

16. Turn the lamp on your helmet off.

17. Go into the water trough.

18. Insert the battery into the helmet. Switch the light on / off.

19. "Billy" gives a hint to the 'phone number and the chest code.

20. Read the page torn from the directory. Note that "Billy" can only relate to "W. Short 640". Go to the cave, dig up the chest and then type 640.

21. Ensure you are dry and that no swimming gear is present. Give the guard the beach pass (from the overalls).

22. Drop the rabbit before opening the gate.

23. The carnation is in the flower bed in the cottage garden.

24. The cinema name refers to the end of the forest road which lies to the east of Witherton. Go north into the forest from the end of the road. The times refer to directions. Imagine a clock face where the numbers are translated into directions. 12 would be north, 3 would be east. Therefore 3.00 would be northeast. 3.15 would be east etc.

25. Wait for the helicopter to fly over for the second time. Go to the eastern area of dusty ground and a trapdoor into the castle sewers will have been revealed. Open trapdoor with spanner and enter.

26. Climb trellis.

27. Go into the alcove nearby and wait for someone to use the door.

28. Kill the professor.

29. Examine the map in the security room.

30. Raise or lower the dumbwaiter.

31. Take the weighing scales to the door and stand on them.

32. Wear the gloves. Strangle the professor with the snare.

33. Signal with the helmet at the pinnacle overlooking the sea.

34. Pull the lever in the storeroom.

35. If your boat is not waiting you have failed to signal the submarine. (See 33).

36. Keep moving to evade them! Remember, you're a super-fit secret agent!