

WORM IN PARADISE CLUES

Listed below are most of the things, interesting locations and puzzles in "The Worm in Paradise". Look down the appropriate list to find what you want to know about and then turn to the entries indicated by the bracketed numbers for details.

General

1. Getting started: (333).
2. Bribes: (257).
3. Colour codes: (302).
4. Curfew: (259).
5. Droids: (350).
6. Earning Money: (364).
7. Going Home: (423).
8. Law: (401).
- 8a. Party Membership: (460).
9. Travel: (256).
10. Scoring: (376).
11. Seeing in the Dark: (331).
12. Time: (250).
13. Winning: (480).

Objects

14. Alarm: where (351), details (458).
15. Aliens: where (173), details (475).
16. Alien Costume: where (209), details (421).
17. Apple: where (261), details (232).
18. Apple Core: where (232), details (249).
19. Apple Tree: where (177), details (261).
20. Arm: where (23), details (260).
21. Armour: where (271), details (282).
22. Badge: where (129), details (276).
23. Bandit: where (154), details (260).
24. Batpak Battery: where (51), details (246).
25. Bed: where (254), details (383).
26. Bench: where (177), details (318).
27. Behemoth: where (164), details (348).
28. Bisons: where (334), details (352).
29. Bottle: where (233), details (422).
30. Bouquet: where (355), details (316).
31. Box: where (247), details (420).
32. Brooch: where (140), details (287).
33. Buttons: where (335), details (465).
34. Bubble Helmet: where (353), details (456).
37. Card: where (263), details (337).
38. Carpet: where (374), details (240).
39. Chair: where (181), details (366).
40. Chip: where (295), details (293).
41. Collar: where (238), details (385).
42. Consultant: where (185), details (327).
43. Core: where (232), details (249).
44. Cork: where (29), details (422).
45. Costume: where (209), details (421).
46. Couch: where (179), details (234).
47. Crack: where (231), details (265).
48. Cup: where (338), details (248).
49. Custodian: where (266), details (367).
50. Custard: where (48), details (248).
51. Dagget: where (235), details (402).
52. Door in Garden Wall: where (177), details (372).
53. Dreams: details (392).
54. Droids: details (350).
55. Dumpy Droid: where (221), details (267).
57. Fabulous Riverboat: where (212), details (268).
58. Flag: where (270), details (296).
59. Flagseller: where (178), details (296).
60. Florist: where (172), details (239).
61. Flying Saucer: where (471), details (475).
62. Free Lunch: where (295), details (269).
63. Foam: where (457), details (470).
64. Fuzbot: where (322), details (401).
65. Gas: where (173), details (463).
66. Giant: where (301), details (257).
67. Grill: where (225), details (386).
68. Heap of Junk: where (292), details (461).
69. Helmet: where (353), details (456).
70. Hole in the Wall: where (396), details (358).
72. Indicator Lights: where (349), details (349).
73. Inflatable Kim Kimberley: where (194), details (467).
74. Invitation: where (355), details (334).
75. Jobcentre Droid: where (188), details (459).
76. Junk Heap: where (292), details (461).
77. Kim Kimberley: where (274), details (73).
78. Kit Cat: where (271), details (282).
79. Leg: where (295), details (301).
80. Lentil Custard: where (48), details (248).
81. Leopard: where (353), details (456).
82. Lights: where (466), details (466).
83. Little Droid: where (221), details (267).
85. Manhole Cover: where (354), details (365).
86. Medallion: where (195), details (389).
87. Memorial: where (168), details (339).
88. Mirror: where (469), details (273).
89. Newspaper: where (291), details (277).
90. Newsvendor: where (321), details (277).
91. Notice: where (188), details (253).
92. Nozzle: where (231), details (328).
94. Orifice: where (210), details (342).
95. Partition: where (156), details (476).
96. Pie: where (99), details (248).
97. Pie-man: where (191), details (435).
98. Pizza: where (344), details (345).
99. Plate: where (31), details (248).
100. Plug: where (86), details (389).
101. Poison: where (257), details (271).
102. Police: where (322), details (401).
103. Poster: where (231), details (356).
104. Pot Plant: where (172), details (316).
105. Potential Socialist: where (217), details (451).

107. Ravine: where (237), details (336).
108. Reception Droid: where (472), details (452).
109. Red Tape: where (221), details (442).
110. Riverboat: where (212), details (431).
111. Roots: where (285), details (475).
112. Rope: where (301), details (271).

113. Salesdroid: where (278), details (289).
114. Saucer: where (471), details (475).
115. Scale: where (403), details (447).
116. Scanners: where (210), details (454).
117. Screen: where (194), details (444).
118. Shower: where (231), details (430).
119. Signboard: where (221), details (343).
120. Socialist: where (217), details (451).
121. Space Suit: where (456), details (463).

122. Tattoo: where (238), details (346).
123. Tap: where (136), details (389).
124. Technicians: where (173), details (478).
125. Ticket: where (317), details (404).
126. Tiny Droid: where (221), details (267).
127. Tourists: where (201), details (446).
128. Tracks: where (280), details (347).
129. Tradclads: where (238), details (439).
130. Tramp: where (253), details (253).
131. Travel Agent: where (219), details (438).
132. Tree: where (177), details (261).
133. TV: where (103), details (405).

135. Vacuum: where (257), details (282).
136. Valve: where (279), details (389).
137. Vidcam: where (300), details (480).
138. Visor: where (238), details (393).

139. Waldroid: where (228), details (443).
140. Wallet: where (357), details (445).
141. Wall of Garden: where (177), details (437).
142. Wallpaper: where (231), details (448).
143. Waterfall: where (225), details (406).
144. Wiggly Roots: where (285), details (475).
145. Wine: where (29), details (422).
146. Worm: where (232), details (453).
147. Wreath: where (239), details (283).

Places

150. Alcoves: where (244), details (326).
151. Body Bank: where (185), details (309).
152. Bodymaint: where (231), details (430).
153. Carpet: where (374), details (240).
154. Casino: where (379), details (260).
155. Catacombs: where (221), details (424).
156. Centre of Power: where (473), details (489).
157. City Square: where (286), details (407).
158. Cocoon: where (228), details (443).
159. Corridors in Pyramid of Power: details (492).
160. Courtroom: where (295), details (301).
161. Desk: where (474), details (487).
162. Dome over Enoch: where (425), details (293).
163. Dome (Pleasure): where (390), details (411).
164. Doom Dune: where (241), details (378).
165. Dream Palace: where (391), details (426).
166. Eden Transport System: where (294), details (284).
167. Elevators: where (408), details (488).
168. End of the Road: where (217), details (339).
169. Enoch: where (382), details (395).
170. ET System: where (294), details (284).
171. Evil Empire: where (257), details (271).
172. Florist Shop: where (373), details (239).
173. Flying Saucer: where (471), details (475).
174. Fountain Lake: where (200), details (358).
176. Garage: where (282), details (295).
177. Garden in Paradise: where (242), details (409).
178. Gate of Ivril: where (217), details (296).
179. Habihall with Couch: where (379), details (234).
180. Habihome ("Socialist"): where (387), details (418).
181. Habihome (Your): where (377), details (423).
182. Hardware Warehouse: where (373), details (477).
183. Highlands: where (301), details (271).
184. Home: where (423), details (423).
185. Hospital: where (359), details (428).
186. Inner Temple: where (288), details (482).
187. Island of the Mighty: where (298), details (434).
188. Jobs Warehouse: where (373), details (459).
190. Kiosk: where (379), details (361).
191. Kitchen: where (192), details (435).
192. Little House: where (217), details (243).
193. Municipal Buildings: where (286), details (324).
194. Museum: where (379), details (455).
195. Old Curiosity Shop: where (217), details (293).
196. Paradise: where (242), details (409).
197. Park: where (319), details (417).
198. Pedway: where (381), details (256).
199. Pet Shop: where (379), details (310).
200. Plaza: where (311), details (437).
201. Pleasure Dome: where (300), details (411).
202. Police Station: where (314), details (486).
203. Quad: where (410), details (434).
205. Ravine: where (237), details (433).
206. Red Tape: where (221), details (442).
207. Roots: where (285), details (475).
208. Roundabout: where (362), details (362).
209. Saucer: where (471), details (475).
210. Seat of Power: where (481), details (489).
211. Shops: details (419).
212. Shore of Death: where (217), details (431).
213. Shower: where (231), details (430).
214. Spiral Stairs: where (312), details (483).

215. Temple Bar: where (313), details (415).
216. Temple (Inner): where (288), details (482).
217. Theme Park: where (319), details (417).
218. Thornbush: where (323), details (436).
219. Travel Agent: where (373), details (438).
220. Turnstile: where (413), details (251).
221. Undercity: where (416), details (450).
222. Waldroid Cocoon: where (228), details (443).
223. Warehouse (Hardware): where (373), details (477).
224. Warehouse (Jobs): where (373), details (459).
225. Waterfall in Stained Room: where (221), details (406).
226. Well of Souls: where (217), details (293).
227. Workplace: where (330), details (441).
228. Workshop: where (363), details (486).
229. Zoo: where (379), details (293).

Answers

230. May have burnt the cakes at Athelney, in the Somerset Levels.
231. (180) and (181).
232. Bite the Apple.
233. Buy it in the Temple Bar.
234. Basically scenery.
235. Buy it in the Pet Shop, see (252).
236. In the Old Curiosity Shop.
237. West of the Desert.
238. Worn when not dreaming.
239. Buy the Wreath from the florist.
240. Blocks your movement unless the (51) is around.
241. In the Desert. W.W.N from the Hole in the Wall.
242. Where you start. A dream.
243. Contains the Little Kitchen.
244. In the Dream Palace, round the Octagonal Room. You awake here from the Paradise Dream.
245. When different coloured quarks collide.
246. The Dagget can only run for a few minutes without it.
247. Buy it in the Kitchen.
248. Useless, but Pete thought it was a good idea.
249. Useless, but Mike thought it was a good idea.
250. Eden has a decimal clock with 10 hours per day, of 100 minutes each. Thus noon is 5:00 and midnight is 10:00. Each move takes 1 minute, except for wait which takes 10. Examine your tattoo. See (4).
251. Charges 9 creds every time you go north through it.
252. The price decreases by 100 creds a day at first, so wait a while.
253. Not in the final game. Was supposed to only need a job card to put him on the road to business success.
254. Say "bed" in any habihome.
255. Buy it in the Florist Shop.
256. As there are no wheeled vehicles in Enoch, people walk along Pedways instead. These resemble dual-carriageway footpaths. In addition, the Eden Transport (ET) System provides access to millions of shops and houses, see (284), and there are two "magic word" commands to the robots, see (272).
257. Not in this game.
258. Give it the pizza.
259. From midnight to 3, you are not allowed to walk the Pedways. Go Home in good time and sleep in Bed.
260. Push a button to select a colour and then pull the bandit's arm to bet 1 cred. The payout is about 110% but there are better ways of making money!
261. Drop the Bench and stand on it to reach the Apple.
262. Switch it on for light in dark places.
263. From the jobcentre droid, when you've said yes to a job.
264. The first colour indicates which ET system you're on: there are three of these, all reached from the northernmost Roundabout (to return to this roundabout, keep going south from the ET system locations where the last 6 colours are all black). See also (320).
265. Folds down into a bed. See also (304).
266. In the Temple in the Pleasure Dome, north-ish of the Casino etc.
267. Carries rubbish to the Junk Heap.
268. You need the Ticket.
269. There is no such thing.
270. Buy it from the Flagseller.
271. Not in this game.
272. Say "home" in open areas, to call the robot sedan. And say "exit" in the Eden Transport system and then move south to leave it.
273. Push it to reach the passage beyond. (If this gives problems try "push all" or "push head-high mirror").
274. The Third Kimberley runs the government (Kimberley has become a title for the Head of State). She is in the Pyramid of Power, I guess. An inflatable model of the first Kim is in the Museum. See (73).
275. Freezes the water.
276. Examine it to see the address of your Habihome. It's needed for entry. See also (284).
277. Don't buy the newspaper. It's not a good idea to be associated with criticism of the government.
278. In every shop.
279. Buy it in the Hardware Warehouse. See also (297).
280. South of the Grill when the Junk Heap has gone.
281. Use the Weedkiller.
282. Not in this game.
283. Drop it beside the Memorial.
284. The Eden Transport system resembles a colossal disc-shaped target with 13 rings around a central hub, the bulls-eye. Moving north takes you towards the hub and, south takes you towards the outer rim, and west and east move clockwise and anticlockwise respectively. Diagonal moves are allowed, e.g. northeast is like north then east. Moving east or west takes you further, the nearer you are to the hub. See also (302).
285. North of the Waterfall.
286. East of the southernmost Roundabout.
287. Examine it to see the address of the Socialist's Habihome. It's needed for entry. See also (284).
288. North of the Custodian. Carry the Invitation.
289. Buy things from it. See (430) if it turns up its nose.

290. Turns off the fountains.
291. Buy it from the Newsvendor.
292. Beside the Signboard.
293. Basically scenery.
294. W, N or E from the northmost Roundabout.
295. Not in this game.
296. Buy the Flag.
297. It's the only object that is cheaper for a robot. See also (139).
298. North of the Riverboat.
299. Dissolve it in water.
300. Buy it in the Hardware Warehouse.
301. Not in this game.
302. Colour codes indicate where you are in the ET system. Each colour corresponds to a number in the order: black (0), brown, red, orange, yellow, green, blue, violet, grey and white (9). For example, brown yellow black green white black orange means 1405903. See also (264).
303. Taking this loses you 100 points.
304. Say "bed".
305. Say "sugar".
306. Behind the Grain Mountain.
307. 2 Laurel Close, Leicester.
308. Buy the Pot Plant from the Florist.
309. Sell your spare organs.
310. Buy the Dagget. See (252).
311. North of the Westmost Roundabout.
312. East of the Mirror. See (273).
313. West of the Custodian. Carry the Invitation.
314. North of the City Square.
315. Drink it.
316. Leave it alone.
317. Buy it from the Travel Agent. If you have problems, see (28).
318. Take the Bench to the Tree and see (261).
319. South of the Southmost Roundabout.
320. The last 6 colours indicate position round the ET system (0-999999). One method of getting where you want to be starts with a jump to reach the centre. Then repeat the following for each ET ring: out and then east or west until you pass the destination code. Then out to the next ring, east or west again and so on. If you go east on one ring, go west on the next one, then east on the next, and so on until you reach the outer rim. The only tricky part is noticing when you go past your destination each time. Working out your destination and each position as a number is slow but makes it quite easy (for example, if you are heading for 10 and move east from 5 to 32, you've passed the destination). There are many ways of improving on this; you could even try writing a computer program. See also (332).
321. West of the Theme Park.
322. Wandering about, or in the Police Station.
323. In the Desert, north and west of Doom Dune.
324. The Police Station is north of the Square, opposite the Hospital.
325. Buy the Ticket. If you have problems, see (28).
326. Each corresponds to a dream. Wear the visor to experience it. You get a bonus score for one of them.
327. Say "yes" and go east to sell your spare organs.
328. Say "on".
329. Buy the Bottle.
330. West of the Southmost Roundabout. Carry the Card.
331. You can't. Any dark rooms are simply voids, left by the builders of Enoch, and can be safely ignored.
332. East/West moves take you 1 location on the rim, 3 locations on the next ring in, 9 on the next ring, then 27, 81, 243 and so on. For good mathematical reasons. (However, the +-9 ring is currently closed for repair so 3 is next to 27.) The computer program elsewhere on this sheet provides a full solution of the ET system.
333. Escape from the garden. The door is a red herring. What you need is the apple from the tree, see (318). Then see (340).
334. Take the Invitation, and the objects it mentions, to the Inner Temple at the right time.
335. In several places. See (23) and (167).
336. Kick the Behemoth and see (348).
337. Entitles you to a job. Take it fairly quickly to the Workplace.
338. In the Museum. Can be taken while the Screen is up.
339. Drop the Wreath here.
340. Bite it and follow the Worm. Find the Behemoth, see (241). Kick it and see (348).
341. Give it the Pot Plant.
342. An emergency device to prevent hijack. Put the Cork in it.
343. The droids drop junk beside it, wherever it is. See (76).
344. Buy it in the Kiosk.
345. To eat I don't like adventures where you have to keep finding food to eat every day because it's boring, so this game ignores such bodily requirements. However, players who enjoy eating play food can eat the pizza. It is non-fattening, after all!
346. The modern equivalent of a wrist watch.
347. Present for plot reasons, to prove that police have patrolled near the saucer.
348. Kick it and dodge it for long enough to reach the Ravine. See (360).
349. In several places. See (23), (166) and (167).
350. Robots run Enoch. They include Salesdroids (59, 60, 75, 90, 97, 113, 131), Cleaning Robots (55, 83, 126), the Bandit, Consultant, Custodian, Dagget, Fuzbots, Reception Droid and the Waldroid.
351. Triggered between the Wiggly Roots and the Saucer.
352. A secret society. See (334) to join. See also (369).
353. In the museum, only accessible when the screen has slid away. See (368).
354. In the ceiling of the Undercity. See (365).
355. The Dagget finds it behind the Socialist's Wallpaper.
356. A TV screen. Say "on" and watch/examine it to see hints and addresses.
357. Wait beside the Memorial until you witness an attack. Then look.
358. Scenic.
359. South of the City Square, opposite the Police Station.

360. Go north and west to the Thornbush and stay there until the Behemoth gets tangled. Then north and head west to the Ravine. Wait for the Behemoth again and see (371).
361. Consider the Pizza. See (345).
362. There are four Roundabouts. Three are north, west and south of a central one which is, itself, south then west from the Turnstile. You walk from Roundabout to Roundabout along Pedways.
363. In the Workplace, if you are after a labouring job. See (188).
364. Gamble with the Bandit, sell your spare Organs to the Hospital, or get a job at the Jobs Warehouse.
365. Persuade the cleaning Droids to move the Junk Heap below it. Climb the Junk Heap and go up. If lubrication is needed, see (375).
366. Sit on it if you like.
367. The Bisons' door-robot. You need an Invitation to get past.
368. Remove the Batpak from the Dagget. "Take the Helmet and Leotard" when the Tourists leave and see (440).
369. Members get some advantages and when a Droid shakes your hand it's checking if you belong. See (75) and (131).
370. You score 40 points for each of the following. (They're in the order that I normally solve them.) See (376).
371. West onto its back and take the Scale. Go west and north past the Worm. Then see (423).
372. Permanently blocked. You'll have to find another way out.
373. Watch the adverts on TV.
374. Around the Desk.
375. Remove the Cork from the Bottle to spray it.
376. Bite Apple, Complete Dream, View Elite Dream, Sell Organs, Buy Flag and see (380).
377. Your Badge is needed for entry and shows your address on the ET system.
378. Examine the Behemoth, then see (348).
379. Beside the north-south corridor through the Pleasure Dome. (To reach the corridor, go south and head west from where you awake from Paradise.)
380. Find Wallet. Go Home. Use Poster. Sleep in Bed. Drop Wreath beside Memorial and see (388).
381. Between the Roundabouts.
382. On Eden, orbiting Eridani E.
383. Lie on it to sleep. See also (397).
384. Reach the Ravine. Climb the Rubble. Buy the Newspaper. Eat the Pie. Visit the Zoo and see (388).
385. Relays information to the Police. See also (399).
386. Leads out of the city when the Junk Heap has moved.
387. The Brooch is needed for entry and shows the address on the ET system.
388. Work as Clerk, Get Valve for free, Find Invitation, Become Bison, Reward from Police and see (394).
389. Needed to join the Bisons.
390. Everything between the Dream Palace (where you awake from Paradise) and the Turnstile.
391. The immediate area round where you awake from Paradise.
392. The ultimate adventure games (I wonder if we'll get there in our lifetimes?). Wear the Visor in an alcove to experience the corresponding dream. In addition, you have ordinary dreams whenever you sleep and these may give hints about the next step in the game.
393. Wear it to dream.
394. Work as Manager, Visit Undercity. Interviewed for TV, Wear Leotard, Enter Saucer and see (398).
395. The domed gigopolis where this game takes place. Believe it or not, there are about 40 million locations: mostly in the ET System.
396. West of the Tree, after the Worm has appeared.
397. If you say "bed" while lying on it, you're tipped into the Undercity as it folds back into the wall.
398. Reach Top Floor of Pyramid, Block Partition, Reach Seat of Power, Stop the Foam, and Win. Don't eat the Pie or Buy the Newspaper.
399. Break (or attack) it, and then wear it again to avoid unnecessary fines.
400. Give the Space Suit to the Alien.
401. There are laws against Owning most Objects (especially Museum Exhibits), Breaking the Curfew, Public Nudity, Debt and Joining Non-approved Organisations (though once you're in, you're OK). Of course, you're only fined if the crime is detected. Equally, the police give rewards for handing in evidence of crime, see (137) and (140).
402. Follows you about when bought. A great help, at times, e.g. with (38), (61), (74) and (194). Runs on wheels, so it has problems with stairs.
403. On the back of the Behemoth. See (414).
404. Needed for the Riverboat.
405. Watch it for hints and adverts.
406. Hides an exit north.
407. Open Space between Police Station and Hospital.
408. Northwest and northeast of the Foyer in the Pyramid of Power.
409. A beautiful, restful dream. However, due to a machine fault, the same one that disrupted your character's memory in the game, the exit is blocked and something is odd about the Apple. See (1).
410. A little way past the Riverboat, south of the Pyramid of Power. You can also get here from (206).
411. An amusement/shopping arcade (cf Regent Street in Weston-super-Mare).
412. A pedestrian echo of Milton Keynes.
413. South of the north-south corridor in the Pleasure Dome. See (379).
414. Bring it down to your level. See (348).
415. Buy the Bottle.
416. Below the rest of the city. For example, the Catacombs are under the ET System. See (25). Yes, really.
417. Basically Scenery. Look up the things that "you can see" for details.
418. An Invitation is hidden here, but you need help to find it. See (355).
419. There are lots of these, mainly in the Pleasure Dome and round the ET System. Watch the adverts on TV. Consider buying things. If the Salesdroid turns up its nose, see (430).
420. Very strong packaging. See (427).
421. Concrete evidence of the true nature of the aliens. Take it and see (432).
422. Remove the Cork to spray wine about, see (429). The cork is also useful later, so hang on to it. See (94).
423. When you "awake" from the Paradise Dream, wearing Tradclads etc, examine the Tradclads to find a Brooch. This shows the address of your home in the Eden Transport System and allows entry to it. Go to the Roundabouts, see (362), and then to the ET System, see (170).
424. Open areas below the ET System. Of no use.
425. Beyond the Grill.
426. High tech amusement arcade for Dreams. See (392).
427. Jams the Partition. See (95).
428. Sell your spare organs for money to get started.
429. This lubricates the rusted Manhole Cover above (206).
430. You need regular showers. See (328).
431. The Riverboat carries you north to the Island of the Mighty. You need a Ticket.
432. Go to the Seat of Power and threaten to show it on TV.
433. Get the Behemoth to fall in. Then see (371).
434. On the way to the Pyramid of Power.
435. Buy the Box which contains the Pie.
436. Delays the Behemoth. See (360).
437. Scenery.
438. Buy the Ticket. If you have problems, see (28).
439. Ordinary clothes. Examine them.
440. You've not got much time before the Tourists return, so you need to hide things away quickly. Put the Helmet in the Dagget and see (449).
441. Bring the Card from the Jobcentre here, as early as possible.
442. This location in the Undercity is below the Quad of the Pyramid of Power. See (365) to climb through the Manhole Cover.
443. Go to the Waldroid Cocoon, to control a Waldroid. Walk this around for a while and bring it back to the Workplace. See (136) as well.
444. Usually protects the exhibits, but see (368).
445. Contains a Brooch. Give the Wallet to the Police for a Reward, but make sure you give in all related objects, e.g. the Brooch, first.
446. Local colour. Make sure they don't catch you breaking the Law.
447. Protects you from the Worm beside the exit.
448. Conceals the Invitation, see (355).
449. Remove the Tradclads, wear the Leotard and then wear the Tradclads again. This way the Leotard is hidden.
450. The Undercity is a labyrinth of service tunnels below the City Pedways. Rubbish rains down from disposal chutes, above, and is collected into a Junk Heap by cleaning robots. It is possible to climb back through the Manhole Covers to the city above. And there's something important hidden down here. See (61).
451. Enoch is a very right-wing society and so Socialists (and even Liberals) are enemies of the state. Follow him to the Memorial.
452. Complains unless you're a Party Member. See (460).
453. Follow it. Later, use (115) for protection.
454. TV cameras. Head for them at the end. See (484).
455. The exhibits are only accessible when the screen has lifted out of the way, but remember that it's against the law to take them. See (368).
456. Wear the Helmet and Leotard: they comprise a space suit. See (463).
457. From the Nozzle.
458. Triggered by movement north of the Roots, towards the Saucer. See (468) to counteract it.
459. Say "yes" to one of the droid's job offers, preferably not the YOP/YTS one. If you're a secret society member, it will offer you a better job. Take the Card to the Workplace fairly soon.
460. The Party runs Enoch, and only the Third Kimberley can make you a member. She's only likely to do this as a reward for some major action on your part to help the government. At present, they are trying to persuade people of an Alien threat in order to stimulate a futuristic equivalent of the "Falklands Factor"... See (15).
461. Having moved it as desired, see (119), climb it to reach the Manhole Cover. See (365).
462. Wear the Space Suit to breathe underwater.
463. Wear the Space Suit for protection against Gas.
464. Flying above the City Dome.
465. Press/push one. E.g. "push red button".
466. All over the place, including in the Eden Transport System to show where you are.
467. Kim saved the colony starship, Snowball 9, and became the first Mayor of Enoch city and ruler of Eden. Her successors took the title of "Kimberley" as a mark of respect (and because it proved impossible to reprogram the City Fathers to obey anyone with a different name).
468. Throw things from the Roots to trigger the Alarm. After a few such "false alarms", the Alarm will be shut off.
469. At the end of the Short Corridor on the top floor of the Pyramid of Power, see (472). Use the Elevator to get there.
470. Block the Orifice. See (342).
471. North of the Roots. Avoid the Alarm, see (458). Don't breathe the Gas, see (463). And take the Dagget with you. See Roots (111) first.
472. Pyramid of Power, north of the Quad on the Island of the Mighty.
473. Beyond the Mirror.
474. In the Workplace, when you go after a managing director job. It's beyond the Carpet.
475. The Government wants to convince the public about an alien threat. Therefore you'll get a reward for supplying firm evidence, see (137). After doing this you have a problem, so see (484).
476. To jam the Partition, throw the Box north across the Centre of Power from the top of the spiral stairs beyond the Mirror. Then go north.
477. One item can only be bought by humans. Another can only really be bought by a robot, see (139).
478. The Dagget holds them at bay.
479. Squeeze it to take a picture. See (491).

EXAMPLE PROGRAM

480. Do the things that score roughly in order, see (376). And see (489).
481. Beyond the Partition.
482. Go here at the right time with the right objects. See (74).
483. Hidden.
484. You were useful to the third Kim as an independent witness to the alien threat. (Remember when the US government was desperate to produce any witness at all to support their discredited "yellow rain" allegations? People tend not to believe government scientists.) But once you've been on TV this usefulness is over and, in Enoch, people who are no longer useful tend to disappear. You need hard evidence that the aliens are fake to bargain for your life. See (494).
485. Oil the Wheels of Government.
486. You can get a reward here. See (137) and (140).
487. Reach here for the best job.
488. Push a button for the level you want. The dots printed in the "elevator moves" message indicate the number of floors passed. See (493).
489. Reach the Seat of Power and survive to win.
490. Drink the Wine first.
491. Having done this in the Roots, to record you-know-what, take it as evidence to the Police Station.
492. Unless you're in the Short Corridor, the one with the Mirror, you're in the wrong place. See (88).
493. The west elevator serves floors 1-9, the east one serves the higher levels. Press its white button twice.
494. Return to the Saucer, enter it and collect the Alien Costume to show on TV. See (210).

The following program solves the Eden Transport system. SAY EXIT and then JUMP to reach the hub at position ET-system-colour, black, black ... black. Then type the moves suggested by the program below to reach the correct position at the rim. Finally, go south into the room.

For example, if you wanted to go to position red grey black brown blue grey violet, go into ET North (east of the northmost roundabout). Jump to the hub and go s.sw.s.sw.s.sw.se.s.s.sw.se,sw as suggested by the program below. Then south into the room. Of course, you may not be allowed to enter that particular room, but that's your problem.

Note: the program has been tested on BBC, Amstrad and Commodore 64 and will probably work OK on other micros too. It needs minor changes on the Spectrum:

- 1) Add LET to all assignment statements. E.g: 20 LET N=0
- 2) Change all "THEN"s to "THEN GO TO"s.
- 3) Add: 141 PRINT C\$
- 4) Delete line 490.

```

100 PRINT
110 PRINT"ENTER LAST 6 COLOURS"
120 N=0
130 FOR I=1 TO 6
140 INPUT C$
150 RESTORE
160 FOR D=0 TO 9
170 READ D$
180 IF C$=D$ THEN 260
190 NEXT D
200 PRINT "?????"
210 GOTO 140
220 DATA "BLACK","BROWN","RED"
230 DATA "ORANGE","YELLOW","GREEN"
240 DATA "BLUE","VIOLET","GREY"
250 DATA "WHITE"
260 N=N*10+D
270 NEXT I
280 IF N<500001 THEN 300
290 N=N-1000000
300 N=N+797161
310 I=531441
320 FOR J=1 TO 12
330 PRINT".S";
340 D$=""
350 FOR D=0 TO 1
360 IF N<I THEN 400
370 N=N-I
380 NEXT D
390 D$="E"
400 IF D>0 THEN 420
410 D$="W"
420 PRINT D$;
430 I=I/3
440 IF I<>3 THEN 480
450 IF D$<"E" THEN 470
460 PRINT ". ";D$;" ";D$;" ";
470 GOTO 340
480 NEXT J
490 RUN

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