

Step by step Solution

Part 1

Take wallclock, look under desk (*you find an airtight container*), examine cupboard (*you find a pole*), examine pole (*there's a hook on the end*), examine window (*you notice a handle*), open window with pole, drop pole, climb on desk, leave, examine ladder (*looks like some of the rungs may collapse*), ask workman about wallclock (*he tells you it's the time-displacer!*) and tell him to "Go down" (*he tries to descend the ladder, but the rungs collapse and he lands beside the pool which starts to fill up*). Examine wallclock (*this tells you the time, there's also a handle on it*), wind handle clockwise, jump into pool, open container, examine body (*find the microchip*), put chip into container, put clock into container and close container. Examine pool (*see a plug, e.g. watch out for games in the Brief Tales series!*), pull plug, south, take corkscrew, east, examine chest (*notice a cork*), remove cork, examine hole (*inside there's a blue key!*), take key, drop corkscrew and cork, west, north, east, open door, drop key, east, push trampoline west, again, again, stand on trampoline, jump, jump, jump, jump (*you end up in the Wizard's grotto*), ask wizard for potions (*he gives you them - must be a philanthropist - and asks you to bring him a magic stone*), down, wait, wait, wait, step off trampoline, east, east, pour life on fish, drink strength (*to enable the - quite heavy - fish to be carried*), take fish, west, west, west, wait (*until the fish swims in and scoffs the pondweed*), take all (*these objects were previously in the pondweed*), east, stand on trampoline, jump, jump, jump, jump (*he snatches the magic stone, informs you of Central Teleport and chucks you out!*), wait, wait, wait, east, south, south, shoot diver with harpoon, examine valves (*note the number*), south, push lever (*corresponding to the number of valves*), push button, examine carpet (*it concerns the manticore*), south, east, south, search straw (*amongst the straw, you find the telecode*), north, west, south, stand on stone (*creating an opening to the south*), south, examine armour (*you find a gauntlet*), examine rubbish and search it (*a staircase leading down is uncovered*), down, examine machinery (*a Geiger counter is found*), up, north, north,

Part 1 (continued)

east, south, south, examine pot (*you find a length of wire*), pick flower, ask gardener about flower (*not just your regular flower, but a Flower of Peace*) and say to him "Pick flower". Say to him "Follow me", east, examine bench (*find a narrow-necked flask*), west, se, north, north, say to him "East" (*the demon sees the flower and clears off*), east, take laser, west, south, south, nw, north, north, east, examine paintings (*notice the masterpiece*), examine masterpiece and move it (*aha! A safe*), west, west, wait (*until the psychic arrives*), give flower (*he gives you an optical sight and says he'll help with any psychic stuff you need done*), north, nw, wear gauntlet (*you can't touch it with your bare hands, mind you don't wear the gauntlet when you're carrying the flower or it'll be crushed!*), take Crystal of Death, se, west, push panels (*and hence the obligatory recess...*), south, take power pack, read writing (*helpful message, it's actually about the Crystal of Death*), north, west, south, south, throw Crystal of Death (*good riddance to bad rubbish*), east, remove gauntlet, insert power pack into laser, connect Geiger counter to laser, connect sight to laser and zap wall (*it collapses, leaving an easterly exit - don't look so shellshocked, please!*). East, examine inscription and read it (*allows you to open the safe*), examine skeleton (*there's a ribcage*), examine ribcage (*and here's the red key*), west, west, north, north, east, east, south, east, south, south, se, north, north, open door, drop key, west, take meat, east, south, south, nw, north, north, east, open safe, examine it (*you find the teletoken, so you're almost there, baby!*), west, west, north, north, north, east (*there's a hungry shark here*), give meat (*and its tooth falls out, why doesn't somebody tell sharks about dentists? Probably cos they'd lose their head - and I don't mean they'd get confused*), west, west, give tooth (*she tickles your fancy with a necklace of shells, how kind*), east, south, press button, west, west, wait (*until the gypsy comes into view*), give shells (*she won't accept them cos of the equipment inside, a bit pernickety ain't she?*), east, east, south, wait (*for the psychic to arrive*), say to psychic "Remove equipment" (*it's now a Green Zone!*), open container, put transannihilator into it and close container. North, west, west, wait (*'til the gypsy arrives*), give shells (*now she'll have them and*

Part 1 (continued)

you also receive a locket which, according to her, is a Locket of Sunlight - and she's right), east, east, south, south, south, south, west, up, open locket (and the vampire turns up his toes, or should that be fangs? Now the crisps are yours to keep), down, west, activate teleport (need 'em all activated for Central Teleport to work), east, east, east, north, activate teleport, south, west, north, north, north, east, south, south, se, north, north, north, activate teleport, south, south, south, nw, north, north, west, north, west, west, north, activate teleport, south, south, west, activate teleport and call wizard...

Now use the password you are given to enter PART 2

Part 2

Examine crisps (roast chicken flavour), show crisps to hen (gets a shock and lays an egg!), drop crisps, take egg, east, say to warrior "Help me" (he asks who the villain you're after is), tell him about Basil Hodgkins (at this he kindly gives you a hypnosis spell), east (bars your way and asks for "an egg or all thy wealth"), give egg (he wanders off, leaving you free to cross the bridge), east, east, examine tree (there are words, asking you to strike it), strike trunk (failure!), south, examine pumpkins, west, south, take code1 access card, south, examine knight and horse (knight's peeved and his horse's a good jumper, no I don't mean it's a polo-neck sweater, I mean it can jump great distances), say to him "What's wrong?" (he's missing a gauntlet), give gauntlet (he takes it, is very thankful and will now oblige), ask him about witch (he says that she has this mark...), north, north, examine hut, enter it, hypnotise witch (she will now be very obedient!), ask her for the mark, leave, south, south and say to knight "Follow me". North, north, east, north, say to him "Strike trunk" (and the tree comes tumbling down...a potion of brief flight is found), take brief flight, south, west, south, south, south, south (it's too dainty for him, so he runs off to the north), turn signpost, north, east (the mark protects you), examine monolith (get part of a spell), west, west, search mound (some of the folding stuff from France?), east, say to him "Follow me", south (this time, however,

Part 2 (continued)

he runs south), south, say to him "Jump across chasm", drink brief flight, fly west (*Whoopee! you land on the other side*), north (*the knight comes in, armour clanking, and sorts out the dragon. If you didn't have the knight with you, the dragon would chase you off to the south*), examine notice and read it (*says that the dragon is out to lunch, you better believe it*), north, examine doors (*blah, blah, blah!*) open (*any number will do*) door, follow old fogey (*the old duffer gets you lost in the maze*) and examine wall (*a birruv string*). Follow string (*and you succeed in escaping, and the chap you rescue gives the second part of the spell to you*), north, examine lake (*a palace*), examine palace (*no choice but to swim*), undress (*ahem!*), swim (*you end up in a Green Zone*), examine Crystal (*s'funny! It's embedded in the floor*), push codekeys, take Crystal, open container, put Crystal into it, close container, swim, get dressed (*tells you you're too wet to do so*), sleep (*now you're dry*), get dressed, south, ne, north, examine sign and read it (*it's a COIN-A-BRIDGE and, rubbing more salt into the wound, it's made by ZIKOV*), insert coin (*a crystal bridge appears*), east (*kiss it goodbye, it shatters*), north, west, west, examine teleport and push button...