

## DIABLO

This is the complete solution to the I28K version of the game. The exits will be displayed in the default shipboard mode though the compass directions will follow after them in brackets.

## DECK I

First select the EXITS option of your choice (either SHIPBOARD or COMPASS) then select the character set of your choice (FONT 1 or 2). Now SAY TO ERSKINE "FOLLOW ME", SAY TO NEWSON "FOLLOW ME" then SAY TO RUSSEL "FOLLOW ME" then go AFT (WEST) <sup>3</sup>CONTROL NEWSON then SAY TO ERSKINE "FOLLOW ME" then go AFT (WEST) and PUSH the BUTTON to the lift, you will find that the lift needs repairing. Now CONTROL PAYNE and go PORT-AFT (NW) then UP and GET the RAGS, SEARCH the RAGS then go DOWN, STARBOARD-FORWARD (SE) then PORT to the lab's entrance. X (note: X is a synonym of EXAMINE) the DOOR then INSERT the CARD and ENTER. Now LOOK ON the DESK and GET the SLIDE now ASK RUSSEL "GO FORWARD (EAST) until she does so then RADIO RUSSEL "GET the TUBE" and AGAIN "GO AFT" until she arrives. Now ASK RUSSEL "GIVE the TUBE TO ME". X the TUBE then LOOK INTO the BIN and GET the PAPER then READ IT. SEARCH the DESK to find a drawer then X the DRAWER and type in the number you found on the paper. LOOK INTO the DRAWER and GET the DISK. Now DROP the PAPER INTO the DRAWER and SEARCH the PLAYER to find a battery. GET the SCREWDRIVER then SAY TO RUSSEL "FOLLOW ME" and go AFT (WEST) and CLOSE the DOOR then INSERT the CARD and DROP IT. Now go STARBOARD (SOUTH), PORT-AFT (NW), UP and FORWARD twice (EAST). GIVE the DISK TO RUSSEL then CONTROL HER. Now, as Russel, INSERT the DISK to display Eikophf's journal. Now SAY TO PAYNE "FOLLOW ME" and go AFT (WEST) twice then go UP to the vu-dome. LOOK OUT OF the DOME then X the body, you will find it is too far to see it clearly so go DOWN, AFT (WEST) thrice and GET the SUIT then WEAR IT. Now SAY TO PAYNE "STAY HERE" and RAMSAVE. Now OPEN the DOOR and ENTER the airlock then CLOSE the DOOR behind you. RADIO PAYNE "PRESS the RED BUTTON" then OPEN the HATCH before CONTROLLING NEWSON. As Newson go FORWARD (EAST), PORT-AFT (NW), UP then AFT (WEST) twice and then resume CONTROL of RUSSEL. Now go UP, FORWARD (EAST) twice then UP and X the BODY you saw earlier. Now SEARCH IT and X the KEY you find. Now return DOWN, AFT (WEST) twice then DOWN and CLOSE the HATCH. RADIO PAYNE "PRESS the BLUE BUTTON" (if there is no reply it may be that Payne has been killed so you must RAMLOAD and try again). Now GET the COMPRESSOR and OPEN the DOOR, now go FORWARD (EAST) and REMOVE the SUIT before DROPPING IT. Now SAY TO PAYNE "FOLLOW ME" and go FORWARD (EAST) and GIVE the KEY TO PAYNE then GIVE the COMPRESSOR TO ERSKINE and CONTROL PAYNE. Now UNLOCK the LOCKER and OPEN IT. LOOK INSIDE the LOCKER then PUT the KEY INTO the LOCKER. Now GET the BLASTERS and GIVE the TUBING TO ERSKINE then GIVE the BATTERY TO ERSKINE. Now SAY TO NEWSON "FOLLOW ME", SAY TO ERSKINE "FOLLOW ME" then SAY TO RUSSEL "FOLLOW ME". Now go FORWARD (EAST) thrice and WRAP the RAGS around your arm then SMASH the glass CASE and GET the AXE. Now go AFT (WEST), DOWN, STARBOARD-FORWARD (SE) then FORWARD (EAST) to the circuit conduit and GET the WIRE. Now go AFT (WEST) twice and SAY TO RUSSEL "STAY HERE", SAY TO NEWSON "STAY HERE" then SAY TO ERSKINE "STAY HERE". Now go FORWARD (EAST), PORT-AFT (NW), UP, AFT (WEST) and X the CRACK. Now OPEN the PANEL and ENTER. X the MOTOR then ATTACH the WIRE TO the MOTOR before EXITting. Now go FORWARD, DOWN, STARBOARD-FORWARD (SE) then AFT (WEST) and PUSH the BUTTON. WAIT twice for the lift to arrive then go STARBOARD (SOUTH) then UP and GET ALL before going DOWN then PORT (NORTH). Now GIVE the HARNESS TO ERSKINE then GIVE the ROPE TO HIM. Now SAY TO RUSSEL "FOLLOW ME" and SAY TO NEWSON "FOLLOW ME" then go STARBOARD (SOUTH) then take







CONTROL of ERSKINE and go FORWARD (EAST), PORT-AFT (NW), UP then AFT (WEST) then ENTER through the panel. Now ATTACH the TUBE TO the COMPRESSOR and ACTIVATE IT - you will see it lacks power so ATTACH the BATTERY TO the COMPRESSOR then ACTIVATE IT and ATTACH IT TO the SEAL to open it. Now DROP the COMPRESSOR and TIE the ROPE TO the MOTOR and WEAR the HARNESS. Now CLIMB the ROPE then CLIMB DOWN thrice and GET ALL. Now CLIMB UP thrice then go AFT (WEST). Now X the UNIT then EXIT. Now CONTROL PAYNE and X the BUTTONS then PUSH the RED BUTTON to goto deck two. Now SAVE the link file to tape.

## DECK 2

First of all you should LOAD in the link file SAVED from the first deck. Now RAMSAVE then go FORWARD (EAST), STARBOARD (SOUTH) then FORWARD (EAST) and LOOK INTO the LOCKERS. GET the CUTTERS then GIVE THEM TO NEWSON then GIVE the SCREWDRIVER TO HIM. Now CONTROL NEWSON and go AFT (WEST), PORT (NORTH), FORWARD (EAST) twice and X the LEVER then UNSCREW IT. Now X the LEVER again then CUT the CABLES to halt the hyperspace sequence. Now CONTROL PAYNE and go STARBOARD (SOUTH), PORT-FORWARD (NE), FORWARD then CLIMB ONTO the TOILET to OPEN the PANEL - some pipes will fall from the panel once open so go DOWN and GET the PIPES. Now go AFT (WEST), STARBOARD-AFT (SW), FORWARD (EAST), STARBOARD (SOUTH) and OPEN the FRIDGE. You will notice the air has started to become stale. LOOK INTO the FRIDGE then GET the MEAT and go PORT (NORTH), AFT (WEST), PORT (NORTH), AFT (WEST), PORT (NORTH) then AFT (WEST) twice. The corridor will be blocked by some flesh disintegrating mines, to pass them you should simply THROW the MEAT AT the MINES before going STARBOARD (SOUTH), AFT (WEST), PORT (NORTH), STARBOARD-AFT (SW) and X the CABINET. SLIDE OPEN the BOLT which locks it then OPEN the CABINET and LOOK INTO IT. GET ALL FROM the CABINET then GET the LAMP and go PORT-FORWARD (NE) then AFT (WEST) into the light chamber. Here you should ATTACH the PIPES TO the TANK then POUR the ALGAE INTO the TANK then ATTACH the BULB TO the LAMP and PLUG IT IN. Now go FORWARD (EAST) and PULL the LEVER to re-activate the air purification system, now go STARBOARD (SOUTH) and DROP the LAMP here before going FORWARD (EAST), STARBOARD (SOUTH) and Xing the DOOR. PRESS the SLIDE AGAINST the DOOR to get the fingerprint. Now go STARBOARD (SOUTH) and CONTROL RUSSEL then go AFT (WEST) twice then PORT (NORTH) and X the DRUMS. Now SEARCH THEM to find the second detonation unit. Now return STARBOARD (SOUTH), FORWARD (EAST) twice then CONTROL PAYNE and SAY TO RUSSEL "FOLLOW ME" before going FORWARD (EAST) twice, STARBOARD-FORWARD (SE) then FORWARD (EAST) to the alien's nest. GET the TOOLBOX and try to OPEN IT. The box won't let you so X IT, you will see a sensor pad on its side so PRESS the SLIDE AGAINST the PAD and SAY TO the BOX "WHAT HAVE YOU GOT INSIDE YOU?" then AGAIN "OPEN YOURSELF UP" and GET the CROWBAR. Now go AFT (WEST), PORT-AFT (NW), AFT (WEST) thrice then PORT (NORTH) and CLOSE the DOOR. Now go PORT (NORTH) twice then FORWARD (EAST) and SAY TO RUSSEL "GO SOUTH" until she does so then RADIO RUSSEL "GIVE the WHITE UNIT TO ERSKINE" then AGAIN "STAY WHERE YOU ARE" then RADIO ERSKINE "WHAT HAVE YOU GOT?" and finally AGAIN "STAY WHERE YOU ARE". Now go FORWARD (EAST) thrice and GIVE the CROWBAR TO NEWSON before assuming CONTROL of HIM. Now X the CASE then the PADLOCK and try to UNLOCK IT, you will find you lack the key so to remove it you should PRISE OFF the PADLOCK. Now LOOK INTO the CASE and GET the BEACON. Now CONTROL PAYNE and SAY TO NEWSON "FOLLOW ME". Now go AFT (WEST) twice, STARBOARD (SOUTH) then FORWARD (EAST) and GET the CAN before going STARBOARD (SOUTH), STARBOARD-AFT (SW) then GET the BEDDING and go PORT (NORTH). Now OPEN the PANEL and SPREAD the SHEETS OVER the PANEL and WAIT 15 times until Renfield arrives and falls into the panel.



Now go DOWN then X RENFIELD and SEARCH HIM to find a key. Go UP, STARBOARD (SOUTH), PORT-FORWARD (NE), PORT (NORTH), AFT (WEST), PORT (NORTH), AFT (WEST) then STARBOARD (SOUTH) and GIVE the LARGE KEY TO ERSKINE. Now PUSH the PURPLE BUTTON to enter the second deck.

### DECK 3

First LOAD in the link file which was SAVED at the end of the last section then RAMSAVE. Now go AFT (WEST) then SAY TO RUSSEL "FOLLOW ME" and SAY TO ERSKINE "FOLLOW ME" then go FORWARD (EAST), DOWN and SAY TO NEWSON "STAY HERE", SAY TO RUSSEL "STAY HERE" then go FORWARD (EAST), STARBOARD (SOUTH) and X the DROID. If you try to GET the HOSE you will find the robot stops you so SPRAY the CAN AT the DROID to blind it then GET the HOSE and CONTROL NEWSON. Now go STARBOARD (SOUTH) and X the SIGN before TURNING the TAP and ~~3~~ <sup>3</sup> ~~PORT~~ resuming CONTROL of PAYNE. Now SPRAY the HOSE AT the DROID. DROP the HOSE and go FORWARD (EAST), STARBOARD (SOUTH), FORWARD (EAST) and GET the LANCE. Now go AFT (WEST), PORT (NORTH), FORWARD (EAST) and X the VEHICLE. If you try to OPEN the HATCH you will find you can't so PLUG IN the LANCE then go UP and X the LEVER, now PULL IT and AGAIN until it is set to 'GENERATE.' Now PUSH the BUTTON (AGAIN until the engine starts). Go DOWN and CUT THROUGH the HATCH then DROP the LANCE and go DOWN then FORWARD (EAST) to GET the WHEEL before returning AFT (WEST), UP, PORT-AFT (NW), FORWARD (EAST) twice then STARBOARD-FORWARD (SE) and X the SIGN. Now go UP and X the CYLINDER. Now ATTACH the WHEEL TO IF then OPEN the CYLINDER to repressurise the landing bay. Now go DOWN and OPEN the BARRIER. ENTER the bay and go UP to GET the PURPLE UNIT and GIVE IT TO ERSKINE. Now go DOWN, AFT (WEST), STARBOARD-AFT (SW), AFT (WEST), ~~STARBOARD-AFT (SW)~~, AFT (WEST), PORT (NORTH), AFT (WEST) (Twice), DOWN, STARBOARD (SOUTH) then PUSH the SWITCH. Now go STARBOARD (SOUTH), AFT (WEST), PORT (NORTH) twice then CONTROL NEWSON and SAY TO RUSSEL "FOLLOW ME". Now go FORWARD (EAST), STARBOARD (SOUTH), FORWARD (EAST) twice, DOWN, AFT (WEST) thrice and ATTACH the BEACON to the POD. Now CONTROL PAYNE and go ~~FORWARD (EAST) twice, DOWN, PORT (NORTH) twice~~ after the third a shot will ring out. To remove the gunman go PORT-AFT (NW) and X the BRAKES. Now PULL the BLUE HANDLE to release a cargo net upon the gunman. Now go FORWARD (EAST) and CONTROL ERSKINE. Now go UP and X the BLACK SOCKET then PUT the WHITE UNIT INTO the BLACK SOCKET ( $7+0=7$ ), X the YELLOW SOCKET then PUT the RED UNIT INTO the YELLOW SOCKET ( $2+6=8$ ), X the BLUE SOCKET then PUT the PURPLE UNIT INTO the BLUE SOCKET ( $3+1=4$ ). Now UNLOCK the HANDLE and PULL IT then LOCK IT. Now go DOWN, SAY TO PAYNE "FOLLOW ME", go STARBOARD (SOUTH) thrice, FORWARD (EAST), PORT (NORTH) twice, UP, FORWARD (EAST) twice, STARBOARD (SOUTH), FORWARD (EAST), twice, DOWN, AFT (WEST) thrice and SAY TO NEWSON "FOLLOW ME" then SAY TO RUSSEL "FOLLOW ME" and go UP. Now X the HANDLE and PULL the HANDLE to jettison the pod and complete the game.

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