

## SOLUTION TO 'DICHOTOMIES'

The idea in part one is to make and drink the potion which transforms you from the amiable Dr Jekyll into the bestial Mr Hyde. In order to do this, you need three different chemicals; a dry lump of phosphorous, a rare salt and alcohol. Most of the game is directed towards collecting the three parts and successfully reacting them.

### The Salt

This will be brought to the dinner party on the night of the 23rd August by Dr Lanyon and it is up to you to get the salt off him before the dinner party starts. There are two main barriers to this:

Firstly, Lanyon will not give you the salt if he thinks you are up to no good, knowing that you lean towards the 'mystic and transcendental' side of chemistry. Poole will tell Lanyon of your leanings if he hears you scream in the night (caused by a nightmare, unbeknown to Poole) thinking you are being driven mad. To prevent Poole doing this you can either go to bed after him (achieved by drinking a strong cup of tea!) so he doesn't hear you or tell him about the nightmare in the morning to avert his suspicions.

The second barrier, which is of slightly more mundane proportions, is that if you arrive too late to welcome your dinner-party guests then you will be unable to get the salt off Lanyon before the dinner party starts.

### The Alcohol

You will find the bottle of alcohol in your Cabinet so you may ask, what's the problem? Well, to put it rather bluntly, your maid is keen, perhaps overkeen on the strong stuff. You can find this out in a variety of ways, including: reading her diary which you can find under her bed, asking Poole about her, examining her yourself. Her diary will also reveal to you that she has a rather sly plan to steal some gin from your Cabinet while you are entertaining guests on the 23rd. What she doesn't know at this time is that you have finished the gin yourself. When to her horror she discovers this, she decides that any drink is better than no drink at all and promptly guzzles it straight from the alcohol bottle (intended for experiments only but how is she to know, she's only the maid!) Not being completely stupid she fills the bottle to its previous level with water thus rendering it useless for experimental purposes (try examining the bottle after the maid has got to it).

To prevent her from carrying out the devious plan you have two options. The first is to lock both of the doors leading to the Cabinet before the dinner party, with the obvious effect. The second method is to confront the maid about her drinking problems, she will run out sobbing and leave your household in disgrace. (Ask Poole about maid after she has disappeared).

### The Phosphorous

This is perhaps the easiest of the 3 ingredients to deal with since you already have it stored: in oil in a vessel in a press in the Cabinet. (Doesn't sound too easy to find let alone use!)

As your notebook will (somewhat cryptically) inform you, the phosphorous must be completely dry in order to react successfully with the alcohol. On hand is your trusty desiccating jar in which the lump of phosphorous must be placed and left (for 20 moves) to dry. You'll soon see why the phosphorous is stored in oil if you leave it out for 5 or so moves! It's best to put the phosphorous in the desiccating jar before the dinner-party so you can get on with making the potion once the dinner has ended.



### The Dinner Party

Once dusk begins to fall, you only have a few moves to get to the hall before the doorbell rings and your guests arrive. Once they enter, ask Lanyon for the salt, he will oblige unless Poole has mentioned your indiscretions to him whilst taking his coat. You will then eat dinner and chat without further tribulation, until finally the guests depart and you can head back to the Cabinet. The servants will have all gone to bed so they will not disturb you. Once in the Cabinet, you should check that the phosphorous is completely dry (examine the desiccating jar) before removing it and making the drug (in the conical flask).

### Making the Potion

This is quite easy (honest) and is achieved by pouring the alcohol into the flask, adding the salt to it and finally dropping the lump of phosphorous in. The potion will go through various changes in real-time and it is up to you to select the right moment. The dream sequence may give you a clue that the potion should be green when drunk so wait for this to happen and drink it. Some text will appear before an animated transformation sequence. Another description finishes part 1, the last word and hence the password is 'evil'.

### One Possible Solution

West, West, Examine Sideboard, Get Teacup, East, North, Up, East, Read Diary, West, Down, West, North, Examine Shelves, Get Caddy, Examine Caddy, South, Get Spoon, Put Tea in Cup, Again, Examine Kettle, Pour Kettle into Cup, Stir Tea, Drink it, Drop all, (WAIT until sleep comes. If Poole appears, ASK POOLE ABOUT DINNER PARTY but be sure not to enter a room with a comfortable chair in!), (Experience dream. You may need to type in a non-direction instruction to get out of the 1st location.), R, Examine Mirror, North, Down, South, South, Examine Cabinets, Get Keys, North, North, North, North, Up, Examine Bottles, Examine Press, Get all from Press, Examine Glass Vessel, Get Lump from it, Read Notebook, Put Lump in Desiccating Jar, Drop everything but Keys, Lock Loft, Down, Lock Cabinet, South, South, South, West, East, South, Wait (first WAIT UNTIL 8, they arrive soon after), Get the Salt from Dr Lanyon, (After Dinner), East, North, North, North, Up, Examine Bottle, Pour Alcohol into Conical Flask, Put Salt into Flask, Examine Desiccating Jar, Remove Phosphorous from Jar, Put it in Flask, (wait until potion turns green, then...), Drink Potion...

New commands have been added to the 128K version of the game:

GOTO room - This command will take you one step nearer your destination. Use AGAIN (A) to repeat this movement closer to the room. We implemented the command this way, instead of a straightforward way, in order that all pertinent messages the program outputs can be seen on the way to the room instead of being missed.

WAIT (x) hours/ WAIT UNTIL time - These commands only accept whole hours as times, they are most useful on the second day so that once Jekyll has completed all that he has too, he can use these commands to approach night-time. The grandfather clock in the corridor can be used to find the precise time.



## JEKYLL AND HYDE PART 2 - DUPLICITY

Evil, Yes, Read Diary, West, Down, North, North, West, Down, Get Hat, Up, South, South, South, South, South, South, (Now in cab), Estate Agent, Enter Estate Agent, Examine Display Board, Ask Clerk about Flat, Yes, Leave Estate Agent, Enter Cab, Home, North, North, North, North, Up, Examine All, Put Salt in Flask, Add Red Liquor to Flask, West, Down, Down, Get Hat and Wear it, Up, North, Lock Door, East, North, North, South, North, Scare Urchin, Examine Wall, South, West, Climb into Cab, (Now in Soho), South, West, Drop Marbles, East, Chase Man (into alley), South (follow him), R, Get Card and Examine it, E, Enter Club, (Play pontoon until you are thrown out), East, South, South, East, East, South, South, South, South, South, South, East (you collide with young girl and if you managed to win 50 shillings in card game then you can pay family of girl off, otherwise...), Down, South, South, South, South, South, South, Gaunt Street, wait, No, Stoker Passage, Yes, Home, North, North, North, North, Up, Put Salt in Flask, Pour Liquid into Flask, (Now walking back home), South, South, East, North, East, No (To Utterson), I am a relation, South, Up, East, Pour Liquid into Flask, Add salt to Flask, Again, Pour Liquor Into Flask...

## JEKYLL AND HYDE - PART 3 - DENOUEMENT - SOLUTION

Get Ball, East, Examine Paper, Drop Ball (Ground collapses, you fall through to a windswept moor), Examine Box, Drop Specs, Open Box, Feel Ground, Wear Spectacles, Climb Into Box, Pick Dandelion, Say Timor Mortis Conturbat Me, (You leap into Whirlpool), Look in Mirror (You awake as Hyde), South, South, East, South, West, East, West, Drop Cane, Leave Flat, North, North, East, South, East, East, East... (You are now being interviewed in a Police Station), Yes, Yesterday, Stoker Passage, (You're released into the street), Lift Manhole, Down, Close Manhole, Down, (Avoid policemen in sewer by going in any direction with no noise arising from it and escape by taking the second exit UP..), Take Brakes Off, Close Release Valve, Pull Steam Half On, Again, Turn Steam Off, Open Valve, Close It, Put Steam Half On, Put Steam Full On, Wait, Wait, Turn Steam Off, Open Valve, Close Valve, Put Steam Half On, Full Steam on, Wait, Wait, Wait, Wait, Wait (Now in Church), Confess All to Walpole, Drink Potion...