

"FROM OUT OF A DARK NIGHT SKY"

NUMBER of PODS

Eight pods land in total, including the one that lands on the bridge. This means that Martin has to destroy SIX (6), as the one that lands on the road cracks upon impact and the one that lands on the bridge is destroyed by fire.

LOCATION of PODS

One is to be found hidden under the straw in the 'Hay-Loft' of the barn, one is hidden behind the rose-bush beside the stile, one is hidden under the leaves in the small copse of trees, one is lying on the muddy path near to the duck-pond and the fifth is lodged in the branches of the solitary oak tree on the other side of the ditch.

CRATES

Search the pile of crates to find one in good condition.

CAR

At start just FEEL DASHBOARD and then TAKE KEYS, now FEEL DASHBOARD again and when you locate the handle to open the bonnet, just PULL HANDLE to release the safety catch.

BOOT of CAR

You will need the keys to open this and then once it is open just EXAMINE BOOT, LIFT CARPET, SEARCH BOOT to find the tape and the match.

HOUSE

In the 'Dark Room' just REACH DOWN to find what you keep tripping over and then TAKE PIPE. Use this to destroy the pods when you find them, but first make sure you insulate the handle with the tape either CAREFULLY TAPE HANDLE or TAPE HANDLE (twice).

HOUSE (2)

Go upstairs to find the bottle (empty) and also once there LOOK WINDOW to give you an idea of the general layout of the area. Make sure that you are only carrying the bottle when you go downstairs again or else you will trip on the broken stairs and the bottle will break in the fall.

BARN

In the barn you will learn of the presence of both the 'Hay-Loft' and the broken ladder if you LOOK UP in the correct place. To get the pipe into the 'Hay-Loft', first make sure you have the crate with you and then STAND on CRATE or CLIMB ONTO CRATE. Once on the crate just THROW PIPE and it should land in the 'Hay-Loft', so then just JUMP UP to grab hold of the end of the ladder.

GAP in HEDGE

In order to create the 'Gap in the hedge', go to the southern end of the hedge and EXAMINE HEDGE, you should then learn of the presence of the sign. Now you can either SMASH SIGN when carrying the broken branch or the pipe (it is not important whether it is 'taped' or not) or you can simply EXAMINE SIGN and then REMOVE NAILS. Use this gap as a 'short-cut' between the stand-pipe and the bridge.

DITCH

Once in the ditch, all you have to do is locate the bucket, so SEARCH DITCH until you find the entrance to a sewer pipe and then SEARCH GRASS in the SAME location to find the bucket. To get ANYTHING out of the ditch, just go as far north as you can and then THROW BUCKET, or whatever it is, out of the ditch. To leave the ditch just as far south as you can go and then JUMP UP into the willow tree.

FINAL ALIEN

Once five (5) pods have been destroyed check score make your way to the front of the car and OPEN BONNET. Now provided you have the empty bottle with you, just FILL BOTTLE with petrol. Now head for the duck-pond and once there EXAMINE POND to learn of the weeds and then EXAMINE WEEDS to learn that something had disturbed them recently. Now POUR PETROL on water and then WAIT until you see some bubbles rise to the surface. As soon as you see the bubbles, LIGHT MATCH and the Alien should get destroyed!

"FROM OUT OF A DARK NIGHT SKY"

(cont.)

GENERAL COMMENTS

During the game, the 'old man' should wake up at least TWICE, so the first time he does just PUT OUT FIRE and he should fall back to sleep. The second time, make sure that you get him to HIDE in some corner and once again he will soon return to his slumbers.

As the hardest part of the game is probably the timing necessary to put out the fire on the bridge, before the bridge burns down, here is a suggested set of moves.

From start Feel Dash-Get Keys-Out-South-South-Examine Hedge-Examine Sign-Remove Nail
-West-West-North-North-Examine Ditch-Search Grass-Search Grass-Take Bucket-North-Throw
Bucket-South-South-South-Jump Up-North-North-North-Take Bucket-East-South-South-South-South
-East-North-East-Search Nettles-FillBucket-West-South-West-North-North-North-West-West-
EXTINGUISH FLAMES (or PUT OUT FLAMES)

SOLITARY OAK TREE

To locate the pod hidden here, first climb into the tree and once there just LOOK UP to see the pod. Now simply SHAKE TREE or SHAKE BRANCHES to dislodge the pod and then when it falls to the ground, go down and destroy it.

DESTRUCTION of PODS

All you need is the pipe with a well insulated handle and then just input DESTROY POD or SMASH POD and continue to do so until the pod is destroyed some pods take more hits than others!

"RED-HERRINGS"

The following are all one of those the Axe, the Hammer, the Sewer Pipe and the Stile. Also, even though it possible to construct a 'petrol-bomb' with the aid of the empty bottle some petrol and a piece of cloth from the rubbish in the barn, all you will succeed in doing will be to blow yourself up! Another useless quest is to locate the screwdriver in order to try and unscrew the grille fixed to the front of the sewer-pipe, as even though a search of the path, which runs around the house, will eventually reveal the screwdriver, the screws holding the grille in place are rusted solid.

"BEHIND CLOSED DOORS"

The simple solution is EXAMINE RIGHT Wall-Get Nail-Straighten Nail-Unfold Gazette-Slide Gazette under Door-Insert Nail into keyhole-Pull Gazette-Get Key-Stand-Pull up pants
-Unlock door.