

NOCTROPOLIS

WALK THROUGH

THE BOOKSTORE

LOOK AT ITEMS IN STORE AND LOOK AT DOORS
GOTO OFFICE DOOR
LOOK AT ITEMS IN ROOM AND ON THE DESK
GET SWEEPSTAKES LETTER FROM DESK AND NOTICES FROM UNDER DESK AND PAPERS IN UPPER RIGHT CORNER
LOOK AT DARKSHEER COMIC BOOK ON OTTOMAN
GET DARKSHEER COMIC BOOK FROM OTTOMAN AND YOU WILL DREAM
WHEN DOORBELL RINGS GO IN BOOKSTORE THEN GOTO FRONT DOOR
SELECT RESPONSES 2 -1- 4
LOOK AT PACKAGE
GET PACKAGE
GO INTO YOUR INVENTORY
USE SILVER COIN AND GAME BEGINS "WELCOME TO NOCTROPOLIS"

NOCTROPOLIS - MAIN STREET

TALK TO NEWSPAPER MAN USE RESPONSE'S 1 - 2
TRADE COMIC BOOK FOR A NEWSPAPER
ASK ABOUT FATHER DESMOND AND THE CATHEDRAL
SELECT TRAVEL TO GO TO MAP AND SELECT CATHEDRAL

CATHEDRAL

SAVE GAME
TALK TO BOY USE RESPONSES 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
GET WIRE AND POST ON LEFT SIDE
OPEN PANEL ON RIGHT LAMP POST
USE WIRE AND THEN USE POST TO KILL GARGOYLE
GO INSIDE CATHEDRAL AND GOTO CONFESSION BOOTH (UPPER LEFT)
SAVE GAME TALK TO FATHER DESMOND USE RESPONSES 2 -2 -1 -1 -1 -1 HE WILL GIVE YOU "JAWBONE"
ASK ABOUT STILETTO
SELECT TRAVEL AND GO TO STILETTO'S APARTMENT THEN SAVE GAME

STILETTO'S

GOTO DOOR
TALK TO STILETTO USE RESPONSE 1 - 2 - 1
SELECT TRAVEL AND GO TO MAIN STREET

MAIN STREET

GOTO THE HALL OF RECORDS
TALK TO CLERK (TOP OF SCREEN) USE RESPONSE'S 1 - 1 - 1
USE THE JAW BONE YOU GOT FROM FATHER DESMOND
ASK ABOUT BEN HUTCHIN'S
SELECT TRAVEL AND GO TO THE MAUSOLEUM THEN SAVE GAME

MAUSOLEUM

MOVE CORPSE AND GET KEY
LOOK AT TAG ON COFFIN TO GET BORNICK'S MANSION TO APPEAR ON MAP
OPEN AND THEN GOTO COFFIN
MEET "SUCCUBUS" - RESPONSE'S 4-3-2
AFTER "SUCCUBUS" FINISHES WITH YOU MOVE STATUE AND GOTO DEN
LOOK AT ITEMS - MOVE PILLOW -LOOK AT DIARY- GET SPEAR -USE SPEAR
EXIT AND SAVE GAME SELECT TRAVEL AND GO BACK TO THE CATHEDRAL

CATHEDRAL

MOVE PILLOW (IN FRONT OF ALTER) AND GET THE DETONATOR
GET THE MIDDLE STATUE (IN FRONT OF ALTER)
GET THE CHALICE (ON ALTER)
GET HOLY WATER (UPPER LEFT)
WHILE STILETTO IS FIGHTING "SUCCUMBUS" SHE WILL ASK YOU TO HELP HER
USE THE HOLY WATER
AFTER YOU PASS OUT YOU WILL WAKE UP AT "SHADOWLAIR"

SHADOWLAIR

WHEN YOU WAKE UP AND TALK TO STILETTO USE RESPONSE'S 1-2-2-2-4-2-1-1 THEN ASK HER QUESTIONS
OPEN PANEL IN THE COLUMN AND GET THE DARKSHEER HISTORY AND NOCTROLYPH
OPEN THE PANEL RIGHT OF THE FOUNTAIN AND GET DARKSHEER COSTUME
SAVE GAME AND SELECT TRAVEL AND GO TO THE "BORNICK MANSION"

BORNICK MANSION

GOTO DOOR AND TALK TO WIFE
USE RESPONSE'S 1-2-3-3-3-2-1 THEN ASK QUESTIONS
SAVE GAME AND SELECT TRAVEL AND GO TO "SUNSPIRE TOWER"

SUNSPIRE TOWER

LOOK AT TRUCK SO "THE GREENHOUSE" WILL APPEAR ON MAP
TALK TO GUARD UNTIL HE MENTIONS "SAM JENKIN'S"
TALK TO STILETTO (RESPONSE - 3) SO SHE WILL DISTRACT GUARD
GOTO CONSTRUCTION SITE AND GET GLASS CUTTERS ON TOP OF WOOD
USE LIFT AND GO UP AND GET THE GLASS SHARD
SAVE GAME SELECT TRAVEL AND GO TO CYGNUS CONSTRUCTION

CYGNUS CONSTRUCTION

ENTER AND GET THE ELEVATOR PASS ON FLOOR BY DESK
TALK TO SECRETARY RESPONSES 2-1-2-1 THEN GOTO DOOR ON RIGHT
TALK TO LEON THEN TALK TO STILETTO TO GET HER TO TALK TO LEON
MOVE THE RED SWITCH TO GET AIR CONDITION TO START WORKING
GO BACK OUT AND TALK TO THE SECRETARY AND SHE WILL LET YOU SEE SAM JENKINS - GO IN AND TALK TO HIM THEN ASK HIM QUESTIONS
GO BACK OUT AND TALK TO THE SECRETARY AND THEN SHE WILL LEAVE
GOTO THE ELEVATOR AND USE THE PASS AND GO UP AND TALK TO MS. SHOTO RESPONSES 1-1-2
EXIT AND GO BACK DOWN ELEVATOR
SELECT TRAVEL AND GO TO MAIN STREET

MAIN STREET

GOTO HALL OF RECORDS

TALK TO CLERK AND ASK ABOUT THE GREENHOUSE SO IT WILL APPEAR ON YOUR MAP

SAVE GAME AND SELECT TRAVEL AND GO TO THE GREENHOUSE

GREENHOUSE

GOTO TRUCK AND GET VINESEED AND QUICKGROW SOLUTION

GOTO GREENHOUSE AND USE THE GLASS CUTTER

GO IN THE GREENHOUSE AND MEET GREENTHUMB USE RESPONSE'S 1 -2

LISTEN TO WHAT HE TELLS YOU

WHEN HE LEAVES USE YOUR LIQUIDARK GRENADE TO ESCAPE AND GET STILETTO

SELECT TRAVEL AND GO IMMEDIATELY TO SHADOWLAIR AND GOTO POOL

AFTER YOU ARE HEALED SAVE GAME AND SELECT TRAVEL AND GO TO MAIN STREET

MAIN STREET

GOTO HALL OF RECORDS AND TALK TO CLERK ASK ABOUT OPERAHOUSE

SAVE GAME AND SELECT TRAVEL AND GO TO THE OPERAHOUSE

OPERAHOUSE (1st TRIP)

YOU WILL MAKE THREE TRIPS HERE

GOTO DOOR AND GO IN AND YOU WILL MEET "TOPHAT" USE RESPONSE'S 1-2

EXIT AND SELECT TRAVEL AND GO TO THE OBSERVATORY

OBSERVATORY

USE YOUR NOCTROLYPH TO GET PAST THE SECURITY CAMERA'S

GOTO DOOR THEN USE YOUR VINESEEDS THEN GOTO HOLE THAT APPEARS TO ENTER

LOOK AROUND

SAVE GAME AVOID THE SPOTLIGHTS WATCH THEM TO SEE PATTERN FOR BLIND SPOTS

(THERE ARE FOUR) TIME YOUR MOVES CAREFULLY IF LIGHT HITS YOU GAME ENDS. "TIP"

SAVE GAME WHEN YOU GET EACH ITEM THEN IF YOU GET CAUGHT RESTORE GAME AND YOU WILL BE BACK AT THE DOOR WITH THE ITEMS.

FIRST WALK CLOSE TO WALL AND GOTO THE SCREWDRIVER AND GET IT - SAVE GAME

NEXT GOTO THE OIL CAN AND GET IT - SAVE GAME

NOW GOTO AND MOVE THE PLATFORM AND USE THE OIL CAN THEN USE THE SCREWDRIVER

GET THE LENS AND THEN GET THE LOGBOOK ON THE PLATFORM

NOW MOVE THE PLATFORM TO GO BACK TO GROUND LEVEL AND SAVE GAME

RETRACE YOUR STEPS AVOIDING LIGHTS AND EXIT

SELECT TRAVEL AND RETURN TO THE OPERAHOUSE

OPERAHOUSE (2nd TRIP)

TALK TO TOPHAT

TALK TO THE OLD MAN TO GET FREE RESPONSES 2 - 1

SELECT TRAVEL AND RETURN TO SHADOWLAIR IMMEDIATELY TO HEAL YOURSELF

SAVE GAME AND SELECT TRAVEL AND RETURN TO OPERAHOUSE FOR 3rd TRIP TO FIND

STILETTO

OPERAHOUSE (3rd TRIP)

ENTER OPERAHOUSE AND GET THE KNIFE STUCK IN FLOOR
LOOK AROUND FOR A WAY OUT NOTE TRAP DOOR IN FRONT OF WHEEL
TRAPDOOR IS ACTIVATED BY THE CONTROL PANEL
GET A BRICK AND STAND ON TRAP DOOR AND USE BRICK
YOU DROP INTO A DRESSING ROOM LOOK AROUND
GET MAKE UP KIT AND JEWELRY
MOVE THE CLOTHES TO FIND A HIDDEN DOOR AND GOTO DOOR INTO BOILER ROOM
LOOK AROUND - GET SCREWDRIVER ON TOP OF STEAM DUCT ON LEFT
USE SCREWDRIVER ON THE DOOR
MOVE THE WATER VALVE ABOVE THE HOSE
GET AND USE THE HOSE AND YOU WILL BREAK AN OPENING IN WALL - GOTO OPENING
LOOK AROUND THEN TALK TO THE "GANG" RESPONSES 2-3-1-2
GIVE THEM THE KNIFE THEN RESPOND 2-3
GIVE THEM THE JEWELRY TO LEARN WHERE TO LOOK FOR "STILETTO"
GO BACK TO THE DRESSING ROOM THE WAY YOU CAME MOVE SWITCH TO RETURN TO THE
STAGE THEN SELECT TRAVEL AND GO BACK TO MAIN STREET
TALK TO THE NEWSPAPER MAN ABOUT "BUTCHER" TO GET THE BUTCHER SHOP TO APPEAR
ON YOUR MAP THEN GO OVER TO HALL OF RECORDS AND ASK CLERK ABOUT THE
"WHISPERMAN" SAVE GAME AND SELECT TRAVEL AND GO TO THE BUTCHER SHOP

BUTCHERSHOP

TALK TO THE BUTCHER RESPONSES 3-2-1-1
TRADE HIM YOUR NEWSPAPER FOR THE SAUSAGE
GOTO THE FREEZER AND GET THE MEAT HOOK
MOVE THE 3rd SIDE OF BEEF TO FIND A SECRET DOOR
SAVE GAME AND GOTO OPENING AND MEET "MASTER MACABRE"

MASTER MACABRE'S MAZE

IT DON'T MATTER WHAT YOU SAY TO MACABRE YOU WILL BE CAPTURED
WHEN YOU WAKE UP TALK ABOUT ANYTHING - WHEN HE LEAVES IS YOUR CHANCE TO GET
FREE
MOVE THE ACID BOTTLE THAT IS ON TRAY BETWEEN YOU AND STILETTO
MOVE THE CART NEXT TO THE TRAY
WHEN STILETTO UNTIES YOU GET AN EMPTY BEAKER FROM THE SHELF ON RIGHT
WATCH YOUR TIME - YOU MUST GET OUT OF MAZE AND BACK TO SHADOWLAIR TO HEAL
BEFORE IT RUNS OUT
GOTO DOOR AND ENTER NEXT ROOM AND GET ACID (GREEN STUFF ON FLOOR)
GOTO DOOR ON RIGHT AND GOTO FAN AND GOTO NEXT ROOM WHEN BLADE PASSES
LOOK AROUND AND GET THE WHEEL VALVE ON LEFT
USE YOUR GLASS SHARD AND GET ROPE THEN GO BACK TO FAN ROOM AND USE ROPE
GOTO THE NEW PASSAGE AND LOOK AROUND
USE THE ACID THEN GOTO DOOR
GOTO THE 1st DOOR AND GET THE "REBAR ON THE FLOOR THEN GO BACK OUT
NOW USE THE REBAR AND GOTO DOOR ON END AND USE WHEEL VALVE
GO BACK TO ROOM YOU GOT THE REBAR - YOU CAN NOW ENTER THE TUNNEL
WHEN YOU EXIT FROM TUNNEL GOTO NEXT ROOM (CURTAIN)
TALK TO SCARED MAN USE RESPONSES 1-3 THEN GIVE HIM THE MAKEUP KIT AND USE
RESPONSES 2-2 NOW YOU MUST SOLVE THE PUZZLE OF THE DOOR AND YOUR OUT
SOLUTION TO DOOR IS YOU MUST HAVE ALL THE BLUE BALLS ON THE LOWER ROW - ALL THE
WHITE BALLS ON THE UPPER LEFT AND ALL THE RED BALLS ON THE UPPER RIGHT THERE IS
AN EMPTY HOLE TO THE LOWER RIGHT OF DOOR - THAT IS YOU FIRST MOVE - REMEMBER
WATCH YOUR CLOCK - IF YOU RUN OUT OF TIME YOUR DEAD
SAVE GAME BEFORE YOU START (ANSWER TO DOOR NEXT PAGE)

DOOR PUZZLE



SELECT MOVE AND CLICK MOUSE ON BALLS IN THIS ORDER TO SOLVE DOOR PUZZLE

9 - 2 - 6 - 3 - 8 - 5 - 2 - 8 - 4 - 1 - 9 - 10

DOOR WILL OPEN NOW - SELECT TRAVEL AND GO TO SHADOWLAIR AND HEAL YOURSELF
AFTER YOU ARE HEALED YOU MEET DREALMER TALK TO HIM AND THEN YOU WILL BE
TRANSPORTED TO "DREAMPARK"

DREAMPARK

WHEN YOU FIRST ENTER DREAMPARK GET THE BUCKET OF PAINT LEFT OF JACKS FUNHOUSE
AND THEN GOTO THE CLOWNS MOUTH
GOTO MOUTH OF SECOND CLOWN AND GET THE DENTAL PICK
EXIT AND GO BACK OUTSIDE (DOOR WITH FUN FLASHING)
GOTO THE FUNHOUSE AND USE THE PICK AND GO INSIDE
LOOK AROUND AND GET A MATCH
EXIT AND GO BACK IN THE CLOWNS MOUTH
GO THRU THE DOOR IN THE TOWER (REAR) AND GET THE OIL LAMP AND EXIT
MOVE THE SCREEN (LEFT OF CLOWN) HANGING BELOW THE COLUMN AND GO THRU THE
DOOR
YOU ARE IN THE THORN FOREST - USE MATCH AND THEN GET THE EGG SACK AND THE WEB
(VERY HARD TO SEE - ITS JUST ABOVE EGG SACK
EXIT AND GO BACK THRU THE TOWER DOOR (DEMON)
USE THE EGG SACK TO KILL HIM AND THEN GET THE DIAMOND
EXIT AND GO BACK INTO JACK'S FUNHOUSE
USE THE DIAMOND AND GO THRU THE OPENING YOU MAKE
MOVE THE PEPPER SHAKER AND GET PEPPER
EXIT AND GO BACK INTO CLOWNS MOUTH AND THEN INTO SECOND CLOWNS MOUTH
USE PEPPER AND THEN GET PAINT BRUSH
EXIT MOUTH AND USE THE PAINT BRUSH AND GO THRU THE DOOR YOU JUST MADE
YOU SHOULD NOW BE AT THE BASE OF THE DREAM TOWER - USE THE WEB
CLIMB UP WEB (GOTO) WHEN YOU GET UP TO THE TOP MOVE THE FLOOR MAT AND THEN GET
AND USE THE KEY
YOU WILL MEET THE DREALMER AGAIN
TALK TO HIM AND YOU WILL EVENTUALLY GET OUT OF THE DREAM
WHEN YOU WAKE UP YOU WILL BE BACK AT SHADOWLAIR
YOU SHOULD HAVE DONE ALL THE THINGS YOU NEEDED TO DO (KILL ALL FIVE BOSSES) AND
HAVE ALL THE ITEMS YOU NEED NOW TO WIN THE GAME
ITEMS YOU **MUST** HAVE ARE THE LOGBOOK (FROM OBSERVATORY) AND THE MEATHOOK AND
THE SAUSAGE (FROM BUTCHER SHOP) IF YOU DON'T GO BACK AND GET THEM NOW
TALK TO STILETTO RESPONSES 1 - 2
SAVE GAME

END GAME

SELECT TRAVEL AND GO TO CYGNUS CONSTRUCTION AND GOTO THE ELEVATOR AND USE
PASS TO GO UP TO TALK TO MS.SHOTO USE RESPONSES 1 - 1 - 2 - 1 - 3

GO BACK DOWN AND EXIT TO FRONT OF BUILDING

GOTO THE LAMP POST AND GET THE SHAFT

GOTO THE MAN HOLE AND USE THE SHAFT THEN GO DOWN IN THE HOLE

LOOK AROUND AND THEN GET THREE PIECES OF A BROKEN CHAIR FROM PILE ON RIGHT
(HARD TO SEE) THEN OPEN FURNACE DOOR (BOTTOM) AND USE THE CHAIR PIECES

THE GRATE WILL NOW OPEN GO DOWN INTO IT AND YOU MEET THE WHISPERMAN

SAVE GAME AND TALK TO HIM RESPONSES 3 - 1 - 4 - 1 - 1 - 1 - 1 - 1 - 2 - 1 - 1

EXIT AND GO BACK UP AND INTO CYGNUS - GOTO THE ELEVATOR BUT THIS TIME USE THE
LOGBOOK AND IT WILL TAKE YOU UP TO THE ROOF

ONCE ON THE ROOF USE THE MEATHOOK AND YOU AND STILETTO WILL SLIDE ACROSS TO
SUNSPIRE TOWER

GET THE DUCT TAPE AND COIL OF ROPE AND THEN GO UPSTAIRS

ON NEXT LEVEL GET THE BROOM AND THEN KEEP GOING UP THE STAIRS

WHEN YOU GET TO THE GUARD DOG USE THE SAUSAGE AND THEN USE THE ROPE - SAUSAGE
COMBO TO KILL THE DOG

GO UP STAIRS AND USE THE DUCT TAPE AND THEN USE THE BROOM MEAT HOOK COMBO TO
GET TO TOP OF TOWER

YOU NOW MEET "LUMISHEER" - SAVE GAME

TALK TO LUMISHEER USE RESPONSES 2 - 2 - 2 - 1 - 1 - 1 - 1 - 1 - 1 - 2 - 1

WATCH AND THEN USE RESPONSES 1 - 1

SIT BACK AND WATCH ENDING AND SOME BLOOPERS FROM THE GAME