

## 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 1-1-1-2  
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 DREAMER 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 DREAMER 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