

-

-

y Richard Liblanc

1. Enter Slaughter Gulch (a big mistake :)
- 2.[opt] Take \*Gas Can\* on right end of porch of the saloon
3. Enter the saloon
4. Get \*Key\* from center table
5. Get \*Maraca\* from stage
6. Get \*Oil Can\* in corner of saloon
- 7.[opt] Use \*Gas Can\* on projector
8. Get \*Box of Matches\* in small room by the bar
9. Walk behind bar and let the gun man shoot at you (he can't hurt you)
10. Search cabinet behind bar
11. -Get \*Wood Alcohol\*
12. -Get \*Bottle\*
13. -Get \*Flask\*
- 14.[opt] Throw \*Bottle\*
- 15.[opt] -Get \*Token\*
- 16.[opt] Use \*Token\* on left side of piano
- 17.[opt] -Get \*Oil Lamp\*
18. Push left horn behind bar
19. Stay there and wait for gunman to shoot all his bullets & then fight him off (w/ or w/o your gun)
20. -Get \*Ace of Diamonds\*
21. -Get \*Gold Bullet\*
22. Fall down trap door
23. -Get \*Oil Lamp\* (if you didn't use the token on the piano)
24. Light your \*Oil Lamp\* (via using oil,matches,lamp)
25. Get \*Cane\* off wall
- 26.[opt] Read poster
27. 'Open/Search' left keg door
28. Use the \*maraca\* to avoid the snake(s)
29. Climb up ladder and enter the jail cell
30. Kill off the gun slinger
31. Get \*Stone\*
32. Use \*Cane\* by the cell door

33. -Get \*Cell Key\*
34. Kill off the gun slinger again...
35. Throw \*Stone\*
36. -Get \*Amulet\*
- 37.[opt] 'Put' \*Wood Alcohol\* in front of drunkard
- 38.[opt] -Get \*Flask\*
39. 'Open/Search' Desk
40. -Get \*Sheriff's Badge\*
41. -Get \*Bullets for a Winchester\*
42. Use \*Key\* on gun cabinet
43. Search & -Get \*Winchester\*
- 44.[opt] Read posters
- 45.[opt] Open wood stove in other room & kill off really big guy
46. Push big cabinet in front of double doors
- 47.[opt] Open cabinet
- 48.[opt] -Get \*Shotgun\*
49. Climb rope ladder
50. Get \*Whip\*
51. Run under pulsing red light (when not on :)
52. Get \*Voodoo Hangman's Rope\*
53. Get \*Cast Iron Plate\*
54. Get \*Cartridge Belt\*
- 55.[opt] Use \*Cast Iron Plate\*
- 56.[opt] Use \*Whip\* on gun man to -Get \*Bag Full of Gold Coins\*
57. Use (load) \*Gold Bullet\* into Winchester
58. Use \*Winchester\* to shoot bad guy
59. -Get \*Sack Full of Scorpions\*
60. Shoot steel door with a gun of your choice
61. When inside, Use \*Oil Lamp\*
62. Use \*Voodoo Hangman's Rope\* when you can't breathe
63. Use \*Sack Full of Scorpions\* on trap door
64. Push lever
  
65. 'Open/Search' behind trap door
66. -Get \*A Stick of Dynamite\*
67. -Get \*A Piece of Dried Meat\*
68. Go back around corner & kill off the two gunmen
69. Enter small room & Get \*Gatling Gun\*
70. Get \*Flask\*
71. Get \*Short Fuse\* behind barrel
72. Use \*Short Fuse\*
73. Dodge bullets from the gunman who closes the door
74. Re-open door
75. Use \*Stick of Dynamite\* on crack in wall behind barrel
76. Use \*Box of Matches\* where you placed the dynamite
77. Leave room & wait for wall to explode
78. Go back, walk thru blast hole, & stand on arrow stone
79. Go thru the door and down passage way & around corners
80. Kill another gunman
81. Use \*Sheriff's Badge\* on machine
82. Use the \*Whip\* near the machine to activate it (you will lose whip)
83. Go thru the newly opened door
84. Pick up \*Flask\*
85. Pick up \*Bullets for Winchester\* on end of plank
86. With a good running distance, run across plank to jump across to other

building

87. Use \*Matches\* on all the lamps (only one of them is necessary :)
- 88.[opt] Read Map on wall
89. Get \*Sheet from Newspaper\*
90. Use \*Dried Meat\* on clock
91. Get \*Token\*
92. Get \*Night Valet\* in corner
93. Get \*Flask\* by picture
94. Walk thru picture
95. 'Open/Search' on bed post
96. Get \*Arrow\*
97. Use \*Arrow\* on Cupid
98. 'Open/Search' dresser
99. -Get \*30/30 Bullet\*
100. -Get \*Bulb\*
101. -Get \*Pearl\*
102. Push mirror
103. -Get \*Key\*
104. Walk back thru picture & into hall
- 105.[opt] Get \*Costume Jewelry Ring\*
106. Use \*Key\* on door & enter room
- 107.[opt] Use \*Diamond Ring\*
- 108.[opt] Use \*Diamond\* on dragon figurine
- 109.[opt] -Get \*Bullets for Winchester\*
110. Get \*Flask\*
111. Get \*Instruction Sheet\*
112. Get \*Diary\*
113. Walk in front of door w/ gunman behind it on balcony
114. Put down \*Night Valet\* (watch gunman walk to his death :)
115. 'Push' door shutter down
116. Walk into room & search table
117. -Get \*Key\*
118. Get \*Shutter Release\*
119. Get \*Instruction Sheet\*
120. Get \*Flash\*
- 121.[opt] Look at pictures on wall behind sink
122. Go back to the hallway
123. Use \*Bulb\*
124. Use \*Shutter Release\* to ready flash
125. Use \*Key\* on remaining door
126. Go to the right to the film canister on floor
127. Use \*Flash\* while avoiding Two-headed creature (this will kill it)
128. Use \*Token\* on piano
129. Shoot dart board target on cabinet
130. Search in cabinet
131. -Get \*Flask\*
132. -Get \*War Stick\*
133. Prepare \*Oil Lamp\* (via oil,matches)
134. Drop down hole
135. Use \*Lit Oil Lamp\*
136. Run out of cave to avoid flying bats
137. Jump across pillars till you meet the Indian
138. Use \*War Stick\* on Indian (he will move then)
139. Get \*Box of Cartridges\*
140. Get \*Small Key\*

141. Continue to jump across pillars...
142. When at a dead-end, Use \*Indian Amulet\* (this will get you across)
143. Fight guy with throwing stars
144. -Get \*Flask\*
145. Kill gunman
146. -Get \*Top Hat\*
147. -Get \*Key\*
148. Use \*Key\* on left double-doors
149. Search book shelves
150. -Get \*White Book\*
151. -Get \*Watch Maker's Manual\*
152. -Get \*Locked Book\*
- 153.[opt] Use \*Small Key\* (to unlock \*Locked Book\*)
- 154.[opt] Read \*Book on Navajo Traditions\*
155. Search bust on the end wall
156. -Get \*Pocket Watch\*
157. Search table & -Get \*Printing Plate\*
- 158.[opt] Light candle on table
- 159.[opt] Read \*White Book\* standing near candle
- 160.[opt] Use \*Printing Plate\* in mirror by table
161. Leave Room
162. Use \*Pocket Watch\* on other set of double-doors
163. Walk to guy & -Get \*Story Board\*
164. Use \*Top Hat\* on Abe Lincoln's Statue
165. -Get two \*Boxes of Cartridges\*
166. Kill strange green guy
167. Stand in front of stain-glass window & shoot it w/ \*Winchester\*
168. Climb up steps
169. Use \*War Stick\* on platform in middle of graveyard
170. Use \*Ace of Spades\* on O.E.J.'s grave
171. -Get \*Message\*
172. Search table & -Get \*Oil Can\*
173. Get \*Roll of Film\* off of floor
174. Search hutch & -Get \*Bag of Pemmican\*
175. Use \*Oil Can\* on fireplace & enter dance hall
176. Search fat man & -Get \*Hammer\*
177. Search lady & -Get \*Box of Cartridges\*
178. Walk to stage (avoid shots from violin player)
179. Search record player
180. -Get \*Guitar String\*
181. -Get \*Musical Score\*
182. -Get \*Key to a Safe\*
183. Kill guy with flowers & gun
184. Leave dance hall & go into kitchen
185. Walk behind hutch and go to hallway
186. Use \*30/30 Bullet\* on door lock
187. Use \*Hammer\* on door (to blast bull et)
188. Search model of train station
189. -Get \*Blasting Cap\*
190. -Get \*Map\*
191. -Get \*Light Bulb\*
192. Use \*Guitar String\* on mounting table
193. Use \*Light Bulb\*
194. Use \*Musical Score\*
195. Get the 3 digit combination (from \*Musical Score\*)

196. Use \*Roll of Film\* near mounting table on the projector  
197. In other room, search table  
198. -Get \*Astronomy Book\*  
199. Search picture  
200. 'Open/Search' until code-entry device matches the 3 digit combination  
201. Enter bank room  
202. Use \*Pearl\* on vault  
203. Use \*Key to a Safe\* on vault  
204. Kill bank teller zombie & -Get back \*Indian Amulet\*  
205. In vault, Get \*Box of Cartridges\*  
206. Get \*Hill Century's Money\*  
207. Open window (have fun :)  
208. Get \*McCarthy's Message\* from McCarthy  
209. Search saddle & -Get \*Flask\*  
210. Search rail cart  
210. -Get \*Detonator Box\* & -Get \*Box of Cartridges\*  
211. Enter station  
212. 'Push' "Station" sign (to choke guy on rafters)  
213. Get \*Key\*  
214. Search pile of rails & -Get \*Eye-Bolt\*  
215. Use \*Eye-Bolt\* on bell 3 times (to open door)  
216. Run outside  
217. Quickly Use \*Blasting Cap\* near fence  
218. Use \*Detonator Box\* on opposite side near the rocks  
219. At the water tower, lay down \*Hill Century's Money\* & \*Key\*  
220. -Die-  
221. Run out of cemetery & into saloon  
222. Run up broken staircase & jump across hole in floor  
223. Run out window & jump out onto the statue where hole in wall is  
224. -Get \*Golden Eagle\*  
225. Run between buildings to McCarthy's workshop  
226. Go to tar barrel & dip paw in it  
227. Go inside building next door & dip paw in "Cask of Silver Salts"  
228. Kill werewolf outside  
229. Run into cemetery & kill the other werewolf  
230. Run back into tunnel where you turned into a panther  
231. Place \*Golden Eagle\* in fire  
232. -Come back to life-  
233. Get \*Soap\* behind tombstone  
234. Get \*Colt Gun\*  
235. Go back to water tower  
236. Drop your \*Colt Gun\*  
237. Walk up to your double & touch him (to become one)  
238. Get \*Colt Gun\* back  
239. Walk up ladder  
240. Fall off plank  
241. Use \*Soap\* on dirty guy  
242. -Get \*Metallic Brush\*  
243. Get \*Flask\*  
244. Use \*Metallic Brush\* on peg  
245. Fall down trap door  
246. Get \*Engineer's Notebook\*  
247. Get \*Dead Leaf\*  
248. Use \*Dead Leaf\* on Indian bust  
249.[opt] Read map on wall

250. Go up steps & kill off both bad guys (don't use your gun)  
251. Search wall-hole & -Get \*Flask\*  
252. Search other wall-hole & -Get \*Pick-axe\*  
253. Go into other room & Get \*Sheets of Paper\*  
254. Walk across chasm (be brave and save alot :)  
255. Kill off Pick-axe man with \*Colt Gun\*  
256. Walk into next room & Kill off axe man w/ \*Pick-axe\*  
257. Get \*Candlestick\* from pillar  
258. Get \*Water Pitcher\*  
259. Get \*Jed Stone's Scratch book\*  
260. Get \*Scorched Book\* by lit candle  
261. Get \*Needle\*  
262. Use \*Water Pitcher\* on rifleman in hall  
263. Enter elevator  
264. Get \*China Piggy Bank\*  
265. Throw \*China Piggy Bank\*  
266. -Get \*Microscope Glass Plate\*  
267. 'Push' lever  
268. Use \*Glass Plate\* on microscope  
269. 'Push' colored stones in order of micro-samples (from \*Glass Plate\*)  
270. Enter next room & Search table  
271. -Get \*Vial of Poison\*  
272. Go around corner  
273. Use \*Vial of Poison\* on \*Needle\*  
274. Use \*Vial of Poison\* on distilled water  
275. Enter jail cell when you become small  
276. Use \*Poisoned Needle\* on old guy  
277. -Get \*Piece of Straw\*  
278. -Get \*Key to the Goal\*  
279. Get \*Bottle of Ammonia\*  
280. Use \*Key to the Goal\* on cell door  
281. Use \*Vial of Poison\* on distilled water again  
282. Walk behind table leg and into small hole in wall  
283. Use straw & Run across chasm (pole-vaulting effect)  
284. Get \*Vial with a Potion\*  
285. Enter next room & quickly Use \*Vial with a Potion\* on "lava flow"  
286. Get \*Bucket of Glue\* (don't get caught in spider web)  
287. Step on spider  
288. Use \*Bucket of Glue\*  
289. Climb up light shaft  
290. Quickly, Get \*Hammer's Head\*  
291. Walk near hole & Throw \*Hammer's Head\* down hole  
292. Get \*Lead Ingot\*  
293. Push anvil out of way  
294. -Get \*Flask\*  
295. -Get \*Winchester\*  
296.[opt] 'Push' anvil into hole (I did it for fun :)  
297. Enter next room & kill Mr. Cobra  
298. -Get \*Cobra's Wig\*  
299. -Get \*Silver Dollar\*  
300. Get \*Flask\*  
301. Use \*Silver Dollar\* on poster  
302. Walk into other room  
303. Use \*Box of Matches\* on crucible  
304. Use \*Lead Ingot\* on crucible

305. Get \*Scorched paper\*
  306. Get \*Evil Wand with a Mineral Tip\*
  307. Get \*Aztec Legend Parchment\*
  308. Get \*Ammunition\*
  309. Enter tunnel & kill off big guy
  310. -Get \*Knife\*
  311. Throw \*Bottle of Ammonia\* against door you came in (to wake up Emily)
  312. Use \*Cobra's Wig\* on hook above door & Open it
  313. Run into the other room with the eagle statue in it
  314. Quickly, Use the \*Evil Wand with a Mineral\* on the eagle statue
  315. Get \*Flask\*
  316. Run into other room
  317. Get \*Rubber Glove\*
  318. Use \*Rubber Glove\*
  319. Use \*Knife\* on electrical wires
  320. Use water faucet
  321. Run back into the other room
  322. Get \*Sack of Coal\*
  323. Get on train
  324. Use \*Sack of Coal\*
  325. Use \*Box of Matches\*
  326. 'Push' lever
  327. -Watch the neat ending-
-