

lown Away

Your original puzzle is a magic square, where everything must add up to 15. Don't forget to grab the fuse by your bedside before you leave the hospital room. You can pause the game during the ticking clock on the magic square and figure it out on paper. If you go past one minute one of the numbers freezes on you, so you might have to rearrange. Here's one solution:

6 7 2

1 5 9

8 3 4

There's an Easter Egg after you "solve" the puzzle of the TV set (Sight) — you can stick the blown away video tape in the tape machine and see the game designers.

The three answers to the video poker game:

Toy
Lock
Dame

Easter Egg Note: The xylophone game makes you play the music to the pink panther, who, notably, can be seen as a cardboard cutout in the toy room.

Prisoner of Ice

- Auto-save is your friend. Not only does it warn you when something critical is about to happen, it allows you to recover by hitting the strangely-named "Joker" button in the Load dialog.

- Remember to look (option-click) at everything as well as try to grab it

- Visit each person several times, and try to do the non-critical tasks before doing something that might trigger the next series of events.

- There are more than a few side-plots that are only distractions or time-wasters.

At a few points, the entire game depends on finding very small objects. Here are a few clues to these frustrating non-puzzles...

- To get a handle on the "wheel," look for something that might have dropped from Stanley's pocket.

- You won't be able to open the safe without one book among many. McLaughlen is sitting near the clue.

- To get behind the map, you need to look "sharply." Try searching a place where people often get "stuck" in the arm.