

## **FUTURE WARS!!!!**

### **THE OFFICE:**

After your boss is gone you pick up the empty bucket, then walk to the control box and examine it. There you see a red and a green button press the red button, and the motor starts and lift you up to the next floor. Now go to the window that your boss didn't close and open it so you can climb in to the building when you are in, take the plastic bag from the waste basket Then walk around on the carpet until you feel something under your feet then (operate carpet) to get the key. Then walk to the toilet and open the cupboard and get the insecticide out of the cupboard, then open the door to the WC and take the flag on the floor. When you got the flag go to the sink and fill the bucket with water. When you filled the bucket go back into the first room and put the full bucket on the boss's door. Then open the door on your right and the boss will come out just to get the bucket full of water in his head. In the mean time you slip through the door you just opened. The first thing you do is to examine the desk drawer and take the paper, you see a map on your right and to the left there is a bookcase with 4 cupboards at the bottom and 4 at the top, if you unlock cupboard number 3 from the map you will find a typewriter. Examine the typewriter and you will get a 5 digits code, write it down because you will need it later in the game. Now go the map and examine it, when you have examined it you will get copy of it in the upper left corner, find the little hole in the map and put the flag you got into the hole, then the map on the wall will slide open and behind it there is a passage. Go into the passage. You now stand in a room, where the roof is moving downwards to crush you like a bug. Now did you write down the 5 digits code because you need it now. There is one door in the room and to the right there's a keypad, examine keypad so you can see the keypad on the screen, then you need to operate one (1) digits at the time. if the code is 40315 you need to do like this.

operate 4 on the keypad  
operate 0 on the keypad  
operate 3 on the keypad  
operate 1 on the keypad  
operate 5 on the keypad

It's very important that you choose OPERATE every time you press a key on the keypad. If you was fast enough the roof will move up and the door will open so you can continue your quest. Walk through the door and turn right then you will enter a room with a big machine in the center of the room, you examine it and find out that it is a photocopier and there is a opening in it, if you're smart you put your paper in the opening and press the green button on the photocopier. Then press the red button, if it says 'nothing happened' then just press it again and again until you get a document, then the alarm goes off. Hurry get the document and go into the transporter (white circle on the floor) before the guard comes and shoot your brain out.

## THE SWAMP & THE VILLAGE:

Here you are in the middle of a swamp, what now?, you can't stay here so walk to the left, but beware if you walk outside the GREEN land. You will just be another hero that failed. Walk over to the mosquitoes, stop before you enter the swarm, then use the insecticide and the swarm will disappear, continue to the left and when you are near the tree in the left side of the screen, you will see a blink on the ground. Examine the ground and you will find a pendant, pick it up and continue left and you will enter a lakeside. Here you go right over to the tree in the upperleft corner and examine the tree-foot, you will find a hole, and in it there is a rope you take the rope. Now you need to climb the tree so try and use rope on tree branch. Then you will climb the tree, you were about to fall asleep when a guy enter the screen, he takes his clothes off and jump in the water, you climb down the tree and if I was you I pick up his clothes, you put on the clothes and now you are ready to enter the village. When you enter the village walk to the chickens and then go left, then you will enter a clearing in the wood with a tree in the middle. Walk over to tree and shake it (operate tree), then a silver coin falls out of the monks habit, that is hanging in the tree. Take the silver coin, and walk to the INN open the door and enter. Give the silver coin to the innkeeper and he will give you some food and while you are eating you listen to the conversation from the other table. When you are finished eating, walk to the castle, and show the pendant to the guard, he will take you to his master. When you are on your way out the guard is sleeping on his post, take his lance and go back into the woods where you got the silver coin. Here you uses the lance to get the monks habit, when you got it you will run behind a tree and change to the monks habit. Then walk back to the village and go down then you will enter a path that leads to a big wolf. Examine the wolf and you will see a glint, try examine the glint and you will find out that the wolf is mechanical, what is the best thing you can use to destroy an electronic wolf... WATER of course. Run back to the lakeside and fill the plastic bag with water, but hurry back to the wolf because the plastic bag is leaking. If you make it throw the plastic bag at the wolf and the wolf will disappear in a flash of light. Now go to the monastery, open the door and enter the monastery, you will be tempted to go right into the transporter in the center of the room but don't. Instead follow the monks in there route and when you come to the door on the right, open the door and enter, it's the supervisors room and he look at you and ask you to get him a cup of chikapok. Leave the room and follow the monks in there route to the door on your left. Open the door and enter. In here you will find a cup, take the cup and leave the room and walk with the monks until you reach the door in the middle. Open it and enter, here you will find a lot of barrels examine the barrels to find one that is full and fill the cup with wine. Leave the room and go to the supervisors room, give him the cup. He drinks it and says it's not chikapok I get my own... then he drops dead drunk. Examine him and you will find a remote device, use the remote device on the wooden box under the library. The box opens and you find a magnetic card that you take, now go back to the wine cellar and use remote device on the barrel that is on top of the ladder. The barrel will open and you discover a passage behind it. Go through the

passage and you will enter a lab just like the one behind the map in the office, except that here is a glass case with a woman inside and a console. Examine the bottom of the glass case and you will find a gas capsule. You take it and then go to the console and insert the magnetic card in the console. Then the glass case will open and Lane will be free. You show her the pendant so she knows that you are a friend. Lane begins to type on the console and then she transport you and herself to her father, from here on there will be a lot of text reading... Zzzz, Zzzz. After you read all the text you will be transported to the future together with lane.

#### THE YEAR 4315:

You stand in the middle of the ruin's of a city, Lane is gone so you have to handle this all by yourself. Walk down to the right corner and examine the rubble and you will get a blow-torch. Go back to the center of the screen, then go right to the next screen, continue right until you're stopped by a wall. Then go up then left, if you examine the ground you will see two rubbles, go to the smallest one and here you examine it again. Then you will find a box of fuses, you take the box of fuses. Now go to the other rubble and remove the earth (operate rubble) then you will find a manhole open the manhole and enter. Inside the towns sewer system you just follow the ledge until you come to a place where you have to turn left then right on the same screen. Here you will find a tap on the wall, fill the blowtorch with gas and you can continue your quest. When you come to the room where a creature is about to eat a woman & her child, burn the creature with the blowtorch and it will go back in the sewage and the woman and the child is safe. They thank you and give you the way to the council. She pulls up a remote device that opens a hole so you can climb back to the surface When you are back on the surface the hole closes, and in front of you there is a building with a door and a camera above it. Go to the door and use the lance to remove the dirt from the camera the door opens and you go in. Inside you go straight for the newspaper machine, and you examine the coin collector and find a coin. Now you put the coin in the money-slot but nothing happens. Examine the coin collector again and you will get the coin back then put it back in the money-slot this time it should work, and if it does you get a newspaper. Wait for the train to arrive and enter the train, then you will be transported to the shuttle-port. Here you go over to the desk and talk to the hostess, she will properly say 'just a minute cant you see am busy' just keep talking to her and you will get some info about the price and how you can pay for the flight. But you don't have any money so you have to figure out a way to get on the plane without the inspector stops you. You look around and see a TV floating in the air, the TV is turned off so you examine it and find out that there is no buttons on it, what a shame. But don't cry go down to the toilet and examine the box on your left, its a fuse-box and if you examine the fuses you will see that one of the fuses is burned out. Replace it with the one you have and go back up to the hall, now the inspector is watching the TV, now you just have to go up the stairs and you will be on your way to PARIS IV. If the guards stops you and ask you for your ticket, go back to the toilet and take the fuse

out of the fuse-box and then replace it again, then go back up again and try to go up the stairs, if he stops you again you just have to go back to the toilet again and do the same as last time. Now you're on the way up the stairs and enter the plane. The door closes and the plane takes off, now you just have to wait till you get to PARIS IV, but no the plane is attacked by the grughons, you pass out and when you wake up you will be in a small room. You examine the room just to find out that there is no escape, but wait what is that on the wall an air duct, use your key to remove the grille from the air duct, then put the gas capsule in the air duct and then use the newspaper to block the air duct so the gas don't enter the room. After a while the door opens and you go into the other room, Yeah you killed the grughons, suddenly a screen is lowered from the roof and a voice says 'surrender Grughons we have you in our tractor beam' hurrah you been rescued. at this point there will be a lot of text reading. Zzzz, Zzzz. When you enter the game again you will be transported 68 millions year back in time.

#### CRETACEOUS:

Go down to Lo'ann and you will get an airgun then follow her to the left then you will be on a ledge looking down on a Grughon ship, to late they already set the bomb to explode. Earthlings shoot them, shit they seen you. At this time you have to play all by yourself because I cant control the mouse for you, you have to shoot the Grughons with the mouse. Good Luck When you have shot all the Grughons, Lo'ann will be shot by a Grughon that has survived, you shoot him with your airgun. You examine Lo'ann and find out that she's still alive, examine her until you find a pill and her pendant, then use the pendant to transport Lo'ann back to the year 4315. When you done that you will go down to the Grughon's ship. Here you are standing in front of the ship with a dead Grughon under the ship examine him and you will get a magnetic card, then enter the ship and you will be in the control room. You look around and you see a card reader on the wall next to the door, put the magnetic card in the card reader and the card reader will light up and you get the card back. Now go to the case and operate it, then it will open. Take the garment that is on the case and go to the camera, then put the garment over the camera. Then go back to the case and enter it, then operate the case again and the lid will close, then the ship takes off to fly back to the Grughon's space station.

#### GRUGHON SPACESTATION:

When you land in the Grughon space station walk to the card reader and eat the pill, wait for the guards to enter the room, then go out the door and you will leave the ship, on the hangar floor walk down and hide behind the boxes, but beware do not get to close to the guards because then they will feel you, and you will be caught. When you are behind the boxes, walk to the big box and examine it, it's open. Operate the box and you will enter the box. Then you will find yourself in a storeroom, and suddenly Albert II will talk to you and he says that you have six minutes to reprogram the master computer, well go to the door then you enter a hallway, once again you need to play by yourself. You have to find the

master computer room on the last floor. When you found it, go to the console and insert the magnetic card in the console then Albert II will take over. When he's is done go out into the hallway again, this time you need to find the medical hangar to escape.

Now you completed Future Wars.