

CheatCollectionE.06

COLLABORATORS

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WRITTEN BY		January 30, 2023	

REVISION HISTORY

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Chapter 1

CheatCollectionE.06

1.1 Cheat Collection

Cheat Collection English Version 1.32 (27.11.1998) Part 7

In this Guide are all Cheats, I found in English.
Please remember that at the english computers some keys are at an other
place (y -> z, z -> y, - -> ß, + -> (, (->),) -> =,).

Go To Part: German, 0 - 9 , A - B , C - D , E - G , H - L ,
M - R , S - T , U - Z

U

UFO - Enemy Unknown
Cheat

UFO CD\$^3\$\$^2\$
Cheat

Ugh!
Codes

Ultima 3
Hint

Ultima 4
Hint

Ultima 5
Solve|Hint

Ultima 6
Cheat|Hint

Ultimate Bodyblows CD\$^3\$\$^2\$ - Team 17
Cheat

UN Squadron
Cheat

Under Pressure

Cheat

Uninvited

Cheat|Hint

Universe - Core

Solve

Unnkulia One-Half - The Salesman Triumphant

Solve

Unnkulian

Solve

Unreal

Cheat

Untouchables, The

Cheat|Codes

Uropa 2 CD - Vulcan

Cheat

V

Valhalla 2 - Before the War - Vulcan

Solve|Codes

Valhalla and the fortress of Eve

Solve|Codes

Valhalla and the Lord of Infinity

Solve|Codes

Vaxine

Cheat

Vector Storm

Codes

Venom Wings

Cheat

Venus - The Flytrap

Cheat|Codes

Veteran

Cheat

Vial of Doom

Solve

Videokid

Cheat

Vigilante

Cheat

Vindicator
Codes

Virocop
Codes

Virus
Cheat

Vital Light
Codes

Viz
Cheat

Volfied
Cheat

Voodoo Castle
Solve

Voodoo Nightmare
Hint

Voyager
Cheat

W

Wacky Races
Cheat

Walker - Psygnosis
Cheat

War in Middle Earth
Solve|Hint

War in the Gulf
Cheat

Warhawk
Cheat

Warhead
Hint

Warzone - Core
Cheat

Wayne Gretsky Ice Hockey
Cheat

Weird Dreams
Cheat

Wendetta 2175
Codes

White Rabbits - 5th Dimension
Cheat|Codes

Wicked
Cheat

Willy in the Castle of Dreams
Codes

Windwalker
Codes

Wing Commander
Cheat|Hint

Wings
Cheat|Hint

Wings of Death
Cheat

Wings of Fury
Cheat

Winzer
Cheat

Wishbringer
Solve

Witness
Solve|Hint

Wiz 'n' Liz
Cheat

Wizball
Cheat|Solve

Wizbiz
Cheat

Wizkid
Solve

Wolfchild
Cheat

Wolfman
Solve

Wonderdog
Codes|Hint

Wonderland
Solve

Woody's World
Codes

World Games
Cheat

Worms - Team 17
Cheat|Codes

Worms - The Director's Cut - Team 17
Cheat

WWF 2 - European Rampage
Cheat

WWF Wrestlemania - Ocean
Cheat|Hint

X

X-Balls
Codes

X-It
Cheat|Codes

X-Out
Cheat|Hint

X-Poker
Codes

Xenon
Cheat

Xenon II
Cheat|Hint

Xtreme Racing
Cheat|Codes

Xybots
Cheat|Hint

Y

Yo! Joe
Cheat

Yogi Bear's Big Clean Up - HiTec
Cheat

Yollanda
Cheat

Yosemite Sam
Cheat

Z

Z-Out
Cheat

Za Zelazna Brama
Cheat

Zak McKracken and the Alien Mindbenders
Solve

Zany Golf
Cheat

Zarathrusta - Hewson
Codes

Zardoz - Alive Designs
Cheat|Codes

Zeewolf
Cheat|Codes

Zeus
Codes

Zirix
Cheat

Zombi - Ubi Soft
Solve|Hint

Zool
Cheat

Zool 2
Cheat

Zoom
Cheat

Zork
Solve

Zork 2
Solve

Zork 3
Solve

Zork Zero
Cheat|Solve

1.2 ufo - enemy unknown

After playing the game for a while and building up your stores save the game. Now quit the game and go into your current save game directory and make a copy of the base.dat file. Now boot the game back up and sell everything you have (if you need money) or transfer stores (not ships or personel) to other bases. Now save the game again and quit. Next replace the base.dat file with a the copy of the original that you made earlier. Now when you go back to the game you'll have all the money from the sales plus all the equipment you sold. And, if you transferred anything those items will arrive shortly. Continue the above procedure as often as you like.

Your will be able to use alien weapons even though you did not collect the technology from them, however you will have to Research the alien weapons technology. Same for UFO construction. You will have Acess to researching all avaiillabe (or most) UFO ships and Alien life forms, including researching the cyclona bust (or whatever) which will enable you to go to mars and beat the shit out of the alien base. only an avenger can fly to mars..and equip your players with fusion ball launchers and the most destructive weapons available for mars..no stun..just kick arse!

In order for the Cheat to work..you must FIRST construct all 3 bases on earth. Try to spread them out wisely!

Once you have done this, save your Game and use a file-editor to edit the file.

change all the values to FF ex:

```
ffffffff ffffffff ffffffff ffffffff  
ffffffff etc...
```

```
078 to 0F8 (Full Weapon for Base 1)  
0F9 to 135 (Full Weapon for Base 2)  
136 to 172 (Full Weapon for Base 3)  
248 to 257 (Get all Jets and game Solution ??)  
2E0 to 2F3 (Collect all alien life forms ?)
```

```
314 to 317
```

The Value for money must be set to 3B9AC9F8 for 999,999,999 dollars US.

The awesome thing about this hack is that you also get to research and build all the advances buildings such as psionic lab and fusion ball befences etc.. early in the game!!

Also..after changing all the weapon values, you only need to manufacture one of each item, and your inventory will indicate yu have 255 or 226 of these items! (Although some items may be in the research window..they might already be available i.e.:Flying suits!)

Best of all..you get a shit load of elyrium !!!!!!!!

One draw back is that I was not able to find out the location for the UFO power source and UFO Navigation. Once you get these from a mission, I am not sure if these items will go to 256 (items) or you might have to re-edit the save game file to update/refresh your FF's.

Weapon storage buildings are not neccessary when using the cheat..although

it might help to build 2 or 3 of them.

One problem is the fact that your bases will have 255 scientists and 255 technicians (or whatever, can't remember their title). so you will not be able to purchase soldiers in bases 2 and 3 until you build enough Living space for all the 255 scientists and other dudes and the soldiers themselves. you can try selling Scientists etc to make space.

A Formidable ship is the Avenger with Fusion ball launcher/Ammo!

NOTICE: When editing, be sure to have the Current sector and ending sector at the same location, and above all..backup your save game file.

1.3 ufo cd³²

If you can't wait for those goodies to arrive save your game and when you return to geoscape they will arrived instantly.

Save your game and reset the machine. Load your saved game and go to the base information screen. Click to the right of the 3 base icons and you will find 4 more invisible icons, ignore the one with symbols as a name. Select one of the other bases and click on ok. When the base screen comes select transfer and your current base. Select the goodies you want and voaila in six hours will be your.

1.4 ugh!

Level Codes:

1 FREISCHTIEL	24 JOHANNGAMBOLPUTTY	47 ASCOTSMANONAHORSE
2 SELBSTLAEUFER	25 TRAINSPOTTING	48 KEITHMANIAC
3 HENNABREGGL	26 BICYCLEREPAIRMAN	49 NOTGOODENOUGH
4 PFANNEHEISS	27 IRVINGCSALTZBERG	50 STILLNOTGOODENOUGH
5 SOICHGOMBASEPP	28 THEENDBERG	51 NUDGENUDGE
6 2PFUNDHACKFLEISCH	29 HOWTOFLINGANOTTER	52 THEWOODPARTY
7 DOGODDEREIG	30 THECATSATONTHEMAT	53 THESENSIBLEPARTY
8 SPAMSPAMBEANSNSPM	31 CONFUSEACATLTD	54 ADOPTADAPTNIMPROUE
9 SEMPRINI	32 DISTACTABEE	55 HELLOSAILOR
10 PROFJGUMBY	33 MITTELSCHMERTZ	56 ARTHURTREE
11 CONFESS	34 INSPECTORTIGER	57 ABLOCKOFWOOD
12 MITTERMEIER	35 LOOKOUTOFTHEYARD	58 LIONTAMING
13 DIESCHNICKIRNGST	36 FISHTREQUISITTTTE	59 RONOBOVIOUS
14 INTERESTINGPEOPLE	37 ARTHURFIGGIS	60 CHANNELJUMP
15 INSURANCESKETCH	38 CRUNCHYFROG	61 TUNNELINGTOJAVA
16 ITSTHEARTS	39 SPRINGSURPRISE	62 MAURICEZATAPATIQUE
17 ARTHURWOSHEDS	40 WALLYWIGGIN	63 KENBIGGLES
18 HAROLDTHESHEEP	41 SIXTEENTONWEIGHT	64 ALIBAYAN
19 PICASSOONBICYCLE	42 RASPBERRYKILLER	65 KENDOVE
20 SPANISHINQUSITION	43 SCOTTOFTHESAHARA	66 TIDDLES
21 LUIGIVERCOTTI	44 BISHOPOFEASTANGLIA	67 THENAKEDANT
22 JIMMYBUSSARD	45 POLLYTHEEXPARROT	68 KENSHABBY
23 KENCLEANAIRSYSTEM	46 EWANMCTEAGLE	69 ALBATROSS

1.5 ultima 3

Visit lord British to get extra hit points of up to 550. There won't be any sea monsters if you own two ships. The moon gates open about every seventy to ninety moves.

1.6 ultima 4

The candle of Love can be found in the township of Cove. You can find the altar rooms in level 8 by peering at a gem and searching each room. The secret passage can be found in the chamber of ANKH.

STUFF ON GATE PHASES:

Phase	Virtue	Town	Stone	Mantre	Party	Member
-------	--------	------	-------	--------	-------	--------

1	Honesty	Moonglow	Blue	Ahm	Marian	
2	Compassion	Britain	Yellow	Mu	Iolo	
3	Valor	Jhelom	Red	Ra	Geoffrey	
4	Justice	Yew	Green	Beh	Jaana	
5	Sacrifice	Minoc	Orange	Cah	Katrina	
6	Honor	Trinsic	Purple	Summ	Dupre	
7	Spiritual	Skara Brae	White	Om	Shamino	
8	Humility	Magincia	Black	Lum	<unknown>	

This is from the gate spell, I'm not sure exactly how the moon gates work. Only that they do. One last thing on the moongates. If you goto the moonglow gate and stand on the gate, when the two moons go dark, search and you will find the black stone.

Reagents:

A	Ash	E	Moss
B	Ginseng	F	Pearl
C	Garlic	G	Nightshade
D	Silk	H	Mandrake

Spell Reagents Action

Awaken	BC	Awaken only one party member
Blink	DF	Teleport party short distances
Cure	BC	Cure one party member of poison
Dispel	ACF	Dispels a wall of energy
Energy	ADF	Places a wall of energy
Fireball	AF	Throws a fireball at an enemy
Gate	AFH	Moves party to gate phase prompted
Heal	BD	Heals one party member X-99 HP
Iceball	FH	Throws an iceball at an enemy
Jinx	FGH	Causes enemy to fight themselves
Kill	FG	Kills one enemy
Light	A	Surrounds the party in light
Magic Msl	AF	Throws a missile at an enemy
Negate	ACH	Negates all magic
Open	AE	Opens one chest (avoiding traps)
Protection	ABC	Protection from magic
Quick	ABE	Quickens parties actions in a fight

Resurrect ABCDEH Brings party member back to life
 Sleep BD Puts enemy to sleep while fighting
 Tremor AEH Causes a tremor while fighting
 Undead AC Turns undead
 View GH Views map of local area
 Winds AE Changes wind course (arrow keys to set)
 X-it ADE Exits dungeons
 Ladder Up DE Moves party up one level in dungeons
 Ladder Down DE Moves party down one level in dungeons

There Are Four Energy Barriers: (S)leep, (P)oison, (F)ire, And (L)ightning
 Lightning is impassable, the others cast those spells upon the member
 entering)

You will be prompted for which one you want. In casting or dispelling a
 energy barrier you must stand next to the spot you want to cast it.

Jinx spell will cause a random number of the enemy to fight amongst them
 selves.. seems to work best on gremlins.

Kill spell wont kill twisters or reapers on the first shot. Sometimes other
 monsters can avoid the kill spell but these are the ones that do it
 everytime. Tremor is great for a mass kill, it effects all types of enemies!

Quick gives random quickness each turn, mages seem to benefit most from
 this spell.

Some lists state that you need more then one item to make the spell like:
 Quick needs two bloodmoss to work.. this is all untrue in every case!

The moon gates work like this. When the gate appears it stays for two phases
 of the moon on the first phase it will move you to that number gate - 1 (in
 the case of if you are at moonglow, it will take you to gate 8 (magincia)).

On the second phase it will take you to the gate number + one. (if your in
 magincia, you'll goto moonglow).

- 1 Get the character ref. sheet and the two other doc files that go with
 the game. Read them!
- 2 Setting up your character. Nice guys will have an easier time. In other
 words, the game keeps track of how nice a guy you are. So, when
 answering the set-up questions, keep kindness & honor in mind.
- 3 Friends: There are people along the way who will join your party. I soon
 got tired of talking to ever damn person. Here are the names to look for
 and in what town you may find them. They may not choose to join your
 party, but that's up to them.

Iolo Britan
 Jaana Yew
 Julia Minoc
 Shamino Skara brae
 Geoffiex Jhelom
 Catherine
 Dupre

Usually they will be standing with three other people around a fire or
 something. You will need all the friends you can get.

- 4 Dungeons: wrong, shame, deceit, etc.
 Secret entrance to 8th level of dungeons is found behind LB's castle.
 -> A trick I use is going down to the eighth level through LB castle and

finding a crystal ball to raise me. Then I get killed and brought back by LB. I lose my money, but everyone is fully healed and I keep the experience & raised stats.

-> Another sly move if a member of your party is dead, is to do this:
1 get \$300 for treasure room in LB's castle (if poisoned sleep at seer).
2 get person reincarnated at health.

3 have HPS restored by LB.

4 Or just go to lord british and ask of his health.

He will ask of yours. Say that you are not fine (no). He will return all characters to full health (and I think raise the dead)

-> It seems to me that you have to win a battle with a water monster before a pirate ship will come by. Try if it works. Ships are fun.

5 Towns: Here is a partial listing of towns:

Paws

Britan

Trinsic

Yew

Abby

Minoc

Virtue

Magincia

Lycaenum

Special towns:

Skar brae sells herbs used for spells!

Virtue sells torches, gems, and keys!

Paws sells horses (\$100 * members of party.)

6 Shrines: I have not found it particularly useful to meditate at shrines as a regular past-time.

When you visit the seer ask him of the virtues. If you are successfully proficient in one he will tell you to go to it's shrine and meditate for three cycles.

Do this and you will achieve this portion of your avatarhood. As you complete these philosophical (?) achievements a anhk will form in the top line of your stats.

If you do an evil thing, like attacking town guards you will lose all but one of your portions. (You will have to attack guards at least once.)

Runes: (same as Shrines)

Honor Trinsic

Sacrifice (CAH) Minoc Forge

Love Abbey

Justice (BEH) Yew Jailcell

Compassion (MU) Britan End hallaway

Truth Lycaenum

Humility Paws Nook in MTNS (soeast)

Spirit LBC Treasure room (ne corner)

Honesty (AHM) Moonglow Mariah's chest

The bell of courage is found in the middle of the ocean (a water island).

7 Secret doors: Secret doors (and you will be very surprised to see how many there are!) are easily spotted by a little dot (hi-res) in between the brickwork in a wall. Simply walk through the wall with the dot. There are several secret doors in LB's castle and in the towns.

(LB: guard's room, above healing, prison cell, ...)

8 Adventure tips:

a Money:

Getting money fast may help you get some good armour and better your initial chances for survival. An easy way of getting about \$500 is by opening all the chests found in the secret room (guards room) in LB's castle.

Spend money carefully, but don't carry it around. You will lose it if you die. But you're able to keep your weapon & armour (so invest the \$). You can also keep magical ingredients and spells when resurrected, this is a very wise investment and stocks of ingredients and spells should be topped up regularly.

Selling things back to the dealers is a bad idea as they buy it back for 1/2 price.

Be careful when fighting thieves, rogues, or pirates as they will steal your money.

b Poison:

Poison is the most common reason for death. Learn what marshland looks like and avoid it! Remember that you can heal yourself by (h)ole up and camp. To cure (spell C) poison, mix B & C (you have about two cures to start out with). Another way to cure poison is to also get sleeped by a trap or magic floor (seer in LB castle). Or you can always pay \$100 at a town healer.

Avoid spiders in dungeons as they will poison you. Lets not forget the rats and snakes (snakes can throw their poison!)

Be wary of traps in dungeons (fight mode) - you can step somewhere and a wall might open up or fire may spring up, or a bridge might disappear.

Visit towns:

While in the towns talk to everyone. After a bit you will develop a neat knack for spotting the main words in what they say so you can get everything out of them with little trouble.

- 1 find people to join your party.
- 2 ask people about the runes (usually a rune to each town).
- 3 ask people about the mantras (shrines are useless without them).

Assorted Tips:

Don't risk being sunk by pirate ships. Sail up and kill crew. Use horsepower as much as possible (esp. after you've been playing awhile). This is because the game remembers every time you flee from battle. This way you can outrun the enemy before you have to fight them.

If you can't walk through a space (magic square) then dispell the magic! You can hole-up and camp while in the ocean by just exiting and H. then B.

NOTE: If you're ambushed and win the battle, you have to get the chest before you can reboard.

Give blood while at the healers as this makes you a nice guy.

Give money to beggars as this will too. (Can also lead to getting info.)

Don't "appropriate" chests that aren't yours (sigh) as it will count against you.

When buying spices you can pay only \$1 for them, but that too makes you look bad (rotten isn't it?).

Be sure to go down a whirlpool if you get the chance. This is about the

only way you can get a boat into the sea in the middle of the continent.
 (and the only way you can get to the city of cove.)
 To get a sextant choose option D at the thieves guild (\$900).
 Horses are \$100 each (# members).
 Sometimes (maybe my imagination) but you don't see the secret doors (dots)
 the first time. A peer into a gem or just re-entering the room may clear
 this up.
 The moons will change by themselves (not any relation to commands), so if
 you're waiting on a moon door, don't just sit there and hit space + rept.
 This will advance your # of moves and also give monsters a chance to be
 born and find you.
 If a member of the party is poisoned, one way of fixing him is to let
 him open all the chest you find. This way he will have a better chance
 of getting slept (thus curing the poison).
 Another natty way, and surer is to cast the cure spell at him.
 The Bucc's Den weapon shop sells magic bows & wands. (\$2000 and \$5000
 respectively)
 Tornados seem to only move you a couple of places + hurt you.

STONES: Stones are found in the dungeons (various levels). You seem to
 have to have the rune first before you can get the stone. They are on
 altars (peer). You will need to get them!

Dastard Red
 Covetous Orange
 Shame Purple
 ? White

LOCATIONS OF EVERYTHING:

TOWNS/VILLAGES/CASTLES:

LBC G'L", F'G"
 Britan GK, FC
 Empath Abbey DC, BM
 Lyceam GL, NK
 Serpent's Hold
 Old PB, JC
 Yew CL, DK
 Skara Brae IA, BG
 Minoc BE, JP
 Jholem NO, CE
 Magencia KJ, LC
 Moonglow IH, OI
 Trinsic Below paws

VILLAGES:

Vesper DL, MJ
 Paws JB, GC
 Bucc Den JO, II
 Cove FK, II

SHRINES:

Valor OF, CE
 Honesty EC, OJ
 Honor MP, FB
 Compassion FM, IA
 Justice AL, EJ
 Humility NI, OH (nasty place)

Spirituality Special location via moongates.

DUNGEONS:

Wrong BE, HO
Covetous BL, JM
Despise ED, FL
Hylothe PA, OP
Dastard
Shame

PLACES OF EXTREME INTEREST:

Bell of Co
Urage NA, LA
Candle of Love Cove
Book of Truth Lyceam library (under 'R')
Wheel of Hms NH, GA
Balloon PC, OJ
3 Islands PE, MF
Night Shade CO, JF (at dual no moon)
Mandrake Root Swamp battlefield

1.7 ultima 5

You can fight for money but don't steal food. It can be bought in Moon-glow. Look in the chambers of Lord British for the magic carpet. The cities and shrines are almost the same as Ultima 4. You can find people in every town who know the passwords to the dungeons. You will need to get an item from Empath Abbey to climb the mountains before completing the game.

Starting Off

When first starting the game you will find yourself in a hut in the middle of a thick forest in the NW of Britannia. Before you leave this hut have a good look around, not only inside but outside. Find the horse and talk to him. You should save your game before you venture out into the wilderness this will save you having to go through the stuff at the start again if you happen to get killed. I recommend that the first place you visit is the Castle of Lord British. Getting there should be simple since now you know where you are. Just make your way East to the Dragon Spine Mountains and then follow them south until you find the way through. This appears on your map as a plain brown area. Save your game along the way in case you run into some monsters and get killed.

Exploring and Mapping

Again in this type of game accurate map making is very important, map everything, Towns, keeps, lighthouses and especially dungeons. Mark in all doors, secret doors, traps and ways up or down. And label things like Inns, taverns, Guilds, Apothecaries, pubs, shipwrights etc. Some times it will be necessary to visit one place more than once so if a certain person tells you to get a piece of information from somewhere else then make note of where he or she was so you don't have to go searching again when you return. Once you have found a Sextant (and there is one to be found) make a list of all the localities and their

grid references, it will help. You will notice that there are a lot of inscriptions or runes around the map. Make an effort to translate all of them into English, you will need to know where some key locations are later in the game.

Finding Your Party

Unlike other Role Playing Games in Ultima you must find your party and not create it. Since Ultima IV (Quest Of The Avatar) the rest of your party have gone on to live there own lives and do other things, you will come across them in your travels and you should allow them to join you once again. If you are new to Ultima you of course won't know who I am talking about, when you come across them they will recognise you. But I will give you a list of all of them and where to find them,

Jana Secret passage under the town of Yew
Mariah The Lycaeum
Katrina New Magincia
Gefory Buccaneer's Den
Dupre Bordermarch Keep

You may only have six characters in your party at any one time so you must choose who you will have.

Dungeons

Some of the dungeons you will delve into are very intricate, accurate mapping is a must. I don't find it necessary to map dungeon rooms, I just represent them as a square with an 'R' in it. If the room contains a way up or down I just put a little up or down arrow in the square. Some rooms will have secret panels that you must push or walk over in order to open up other parts of the room. Sometimes you may have to throw something like an axe in order to activate a panel, or open a door. It's a good idea that when you have defeated all the monsters in the room to walk around a bit and push things in order to see if there are any secret passages. A good guideline to follow is that if the word "Victory" doesn't appear when you have killed all the beasties there is something more to do.

Combat

Get into as much combat as you can. The more experience points you have the more levels you will gain, and the stronger you will become. What's different about the combat system used here is that the character who kills the monster gets the experience points, instead of everybody getting there share. So try and give everybody there share of kills, so you won't have some characters falling behind in levels. Having a mage that can cast spells from the 8th circle is a must, spells like Cone Of Energy really come in handy in the latter stages of the game. Although getting to the 8th Circle takes a long time. Don't keep weapons that are of no use, sell what you don't want.

The Underworld

The Underworld is a big place and you must go there a few times in order to recover certain artefacts. I always used a different save disc when I visited the Underworld, it's a very hard place to map and you will get a

lot of combat practice. Getting lost is very easy to accomplish, so take plenty of magic gems with you. You will also notice that there isn't much light in the Underworld so make sure that you have plenty of torches and enough of the appropriate reagents to mix a lot of Vas Lor (Great light) spells.

1.8 ultima 6

For those of you that haven't found the magic method of travel in Ultima 6, holding <ALT> <2> <1> <4> will bring up a prompt (in Gargoylian) for three coordinates - these three hex numbers will bring you to any location in Britannia, the dungeons or the Gargoyle world. This is apparently the programmers method of travel and is faster than a fan powered Balloon!

The three numbers are basically the x,y & z coordinates for the map, with 0,0,0 located at the upper left corner on Level 0 (Britannia). For this discussion, I will use the form x,y,l to describe this coordinate system. The first two numbers (x & y) increase by 1 for each move in the horizontal or vertical direction. The x coordinates begin at the left edge and the y coordinates begin at the top. The third coordinate (l) represents the level; Britannia is Level 0, the dungeons are levels 1 thru 4 and the Gargoyle world is Level 5.

<ALT> <2> <1> <4> is entered on the numeric keypad. Each coordinate is entered separately, ie, press <RETURN> after each one.

<ALT> <2> <1> <3> this gives the Gargoyle coordinate for your present position plus a free view of the map - forget all those gems and peer spells! It returns a 13 digit number, the last 7 of which are the coordinates. The first 6 are related to the total number of moves you have made. For the example above, the number would look something like: 79000029D0430 or 790000 moves and coordinate 29D,043,0.

BEWARE: You can land in a real 'snake pit' with some of these locations. Always be prepared for the worst when teleporting to a strange location.

LB's Castle (for a quick heal)	133,15f,0
Gold exchange	144,18c,0
Vault at the Gold Exchange	144,18a,0
Log cabin outside Yew	b2,94,0
Saw Mill	2a4,65,0
Budo (Thieves guild-Serpent's Hold)	233,25e,0
Wisps (outside Empath Abbey)	a5,115,0
Iolo's hut	c3,e8,0
Mariah (Lycaenum)	37b,1aa,0
Ephemerides (Lens Maker-Lycaenum)	3b9,196,0
Bonn's house (Hermit on Bloody Plains)	3a3,d3,0
Bonn's basement (Map)	e9,32,1
Lake entrance on Isle of Avatar	36c,383,0
Codex	39b,354,0
Cyclops Castle (S of Minoc)	25f,11d,0
Vortex Cube	93,3c,0
Mushroom Isle (S of Paws)	19b,29c,0
Isle to N with ship	194,28c,0

Magicians (for spells and reagents):

Nicodemus (N of Britain) 148,ca,0
 Xiao (Verity Isle) 35b,165,0
 Horance (N of Jhelom) 38,1d5,0
 Rudyom (NE Cove) 243,157,0

SHRINES

Honesty (island N of Lycaem) 3a7,109,0
 Compassion (E of Britain) 1f7,168,0
 Valor (island S of Jhelom) 9f,3b1,0
 Justice (tip of land NE of Yew) 127,28,0
 Sacrifice (desert E of Minoc) 33f,a6,0
 Honor (SW of Trinsic) 147,339,0
 Humility (Isle of Avatar) 397,3a8,0
 Spirituality ??????????
 (Note: Maybe a bug; I can't go here under the full moon)

"Old Shrines":

Moonglow 383,1f4,0
 Britain 1b3,18c,0
 Jhelom 93,374,0
 Yew e3,84,0
 Skara Brae 4b,1fc,0
 Trinsic 183,314,0
 Minoc 29b,44,0
 New Magencia 2e3,2bc,0

Cities:

Britain (Sundial) 133,1a3,0
 Buccaneers Den 23c,215,0
 Cove 223,163,0
 Empath Abbey 83,db,0
 Jhelom (Main Dock) a0,36b,0
 Lycaem 37b,1a4,0
 Library (Ladder Down) 37b,1b4,0
 Minoc (Sundial) 254,63,0
 Baskets 246,5c,0
 James (Armorer) 259,6b,0
 Moonglow 383,203,0
 Penumbra 39a,1f3,0
 New Magencia 2e3,2ab,0
 Paws (dock) 198,264,0
 Marissa 186,257,0
 Trinsic (at Rune) 19b,2e,0
 Brandon (Armory) 1ad,2e8,0
 Serpents Hold 22e,3bc,0
 Skara Brae (Well) 54,203,0
 Sutek's Island 316,3d4,0
 Ladder down 313,3ad,0
 Man (Balloon Plans) b4,dc,4
 Yew (Sundial) ec,a7,0

DUNGEONS

Hefitimus Cave:

Entrance 84,35b,0

Wrong:

Entrance 1f4,53,0

Map Room 93,3,3
 Covetous:
 Entrance 273,73,0
 Map Room 93,3,3
 Ant's Cave:
 Entrance 365,bb,0
 Mushroom Lake e4,2b,2
 Object stores ad,15,3
 Hole down to map a4,2b,3
 Map f7,27,4
 Destard:
 Entrance 120,29d,0
 Dragon Eggs (To North) 2c,2b,4
 Hythloth:
 Britannia Entrance (Isle of Avatar) 384,3a4,0
 Captain John ea,ef,4
 Gargoyle entrance dc,db,5
 Shame:
 Entrance (at Lost Lake) eb,19b,0
 Skeleton's house 2c,5b,1
 River (gold nuggets) 37,93,1
 Magic Bow 63,6,3
 Ybarra (Map) 53,1f,4
 Buccaneer's Cave (Sewers under LB's Castle):
 Entrance on Buccaneers Isle 234,253,0
 Entrance in LB's Castle Sewer (1 of 4) 44,4b,1
 Daros 43,7a,1
 Glass Sword, Magic Bow 9c,7e,2
 Spider's Cache 81,dd,3
 Isle in Lake S of Pheonix 83,8c,3
 Pheonix (Thief) 76,46,3
 Pirate Cave:
 N End of Island (safe area) 2bc,333,0
 Entrance @ Isle S of New Magencia 2c3,342,0
 Pirate's Treasure Room 9b,e4,4

GARGOYLE WORLD

Valkadesh cf,ac,5
 Hall of Knowledge 7f,af,5
 Temple of Singularity 7f,37,5
 Temple of Kings 7f,50,5
 Shrine of Passion bc,2c,5
 Shrine of Diligence 6c,dc,5
 Shrine of Control 43,2c,5
 Tomb of the Kings 7f,9,4

Get any item you wish. What you do is talk to IOLO and say "spam" "spam" "spam" and "humbug" and it will put up a secret cheaters menu.

Here is a list of some items:

008 magic helm
 016 magic shield
 023 magic armor
 028 swamp boots
 046 2-handed sword
 047 halberd
 048 glass sword

050 triple crossbow
054 magic bow
055 arrow
056 bolt
057 spellbook
058 spell (if you type after this 255 and then 1 you will get
all the spells on the scroll)
059 codex
062 codex cube
063 lock picks
065 black pearls
066 bloodmoss
067 garlic blubs
068 ginseng root
069 mandrake root
070 nightshade
075 snake amulet
076 amulet of submission
077 gems
079 lighting wand
080 fire wand
087 orb of the moons
088 257 gold coins
089 1 gold nugget
090 torch
093 sexant
097 gargoyle vocabulary
107 shovel

The following are runes:

0242 honesty
0243 compassion
0244 valor
0245 justice
0246 sacrifice
0247 honor
0248 spirituality
0249 humility
1417 britianna lens
1419 garg. lens

1.9 ultimate bodyblows cd³² - team 17

Enter one of the following for your name on the high score table:

"MEANTEAM" Unlimited continues
"HARDCORE" Invincibility

1.10 un squadron

During play hold down <LEFT ALT> and press <F7>. The screen should flash.
Now press a number from <0> to <9> on the main keyboard to skip to the

corresponding level.

1.11 under pressure

Type in "GRAYMALKIN" or "GRYMALIN" while playing.

- <F1> - <F4> will skip levels
- <1> - <9> will give you all the weapons

1.12 uninvited

To get past the ghostly lady, go towards the hall from the stairs, enter the storage closet and take the No-Ghost bottle. Open the bottle and go back to the hall. Operate the bottle on the lady. To get past the dogs, say "INSTANTUM ILLUMINARIS ABRAXAS" to them. You will find a key if you operate the knife on the left chair in the lounge. This key is used to open the cabinet in the master bedroom. In the cathedral, say "SPECAN HEAFOD ABRAXAS" to the plaster head.

Hints:

- * Reading other people's mail isn't polite, but it could save your life.
 - * Check the upstairs closet for something to take care of Miss O'Hara. But be sure to open it before you use it.
 - * The nightstand in the upstairs bedroom has a hollow ring to it.
 - * The lamp in the servants room does it's job without electricity.
 - * The servant won't let you read his diary, but if you could get him out of the way...
 - * Spray the Spider Cider on the railing on the veranda and leave the porch. Come back later and the spider will be caught. Show the spider to the servant to scare him away.
 - * Read the book in the master bedroom.
 - * The key in the chair opens many things.
 - * Some dogs are afraid of lightning (Instantum Illuminaris Abraxas).
 - * Talking heads need conversation once in a while, so brush up on your Latin (Specan Heafod Abraxas).
 - * A cross will come in handy later on but the secret trap door under the altar is not the way to go.
 - * The candelabra will protect you on your way to the maze. (Remember to light it).
 - * The amulet can take care of only one Zombie at a time so if you run up against a buch of them, RUN.
 - * There is one grave here that is different from the others and you have only one bunch of flowers.
 - * The key from the chair will open the cages.
 - * Cage the bird and the snake and the cat will take care of each other.
 - * The boiuncing creature would just love a bird to play with. If you find the creature it will leave the gem behind.
 - * Put the gem in the gemshaped hole in the magisterium doorway.
 - * The guardian demon could probably use some fruit. Water the one plant in the greenhouse that is not dead and it will grow soon.
 - * "Gold, silver and mercury - together they form a key." Look in the study desk drawer and find the atomic numbers of these three elements. This is the combination to the safe.
-

- * Hack the cookie jar with the axe and leave the cookie in the house. The little guy will exchange the key for the cookie.
- * Light a fire in the entrance hall fireplace and throw the hingeless box in the fire. The star will burn the ice under the door in the lab.
- * The spider kills. Avoid it.
- * Operate then star from the hingeless box on the ice and follow the evil genius.
- * Throw the evil genius down the bottomless pit before he wakes up. The key you got from the little guy unlocks the door to the house.
- * Your brother's screams are coming from above the upstairs bathroom with the odd light fixture. Wait until the water almost fills the room and open the fixture.
- * Your brother seems delirious. Smack some sense into him.
- * A simple wooden cross will take care of the demon.
- * Follow your brother out the window.
- * Have you tried...
 - Getting in the coffin in the maze?
 - Not caging one of the animals?
 - Entering the cage in the attic?
 - Eating the fruit from then plant in the greenhouse?
 - Drinking the mercury?

1.13 universe - core

Go West, South, South, PICKUP bent metal bar, North, North, East, East, PICKUP piece of circuit board, East, stay in the middle of the place and wait till the spinning asteroid will show up and JUMP on it (if you fail the first time, just wait and try again :), Go East (wait), JUMP on the duct and you should be back in the place you started the game. Here stand near the satellite dish and INSERT bent metal bar into panel, INSERT circuit board into panel, USE panel, the terminal menu will show up, select CONNECT CHANNEL option and GAVRIC HOMEWORLD, USE panel again, select SET FILTRATION SYSTEM and GAVRIC HOMEWORLD (should be OFF, if its ON, try again), Go North, Stand near the ventilation shaft to the left of the screen and PUSH/PULL it. You should come out at the same planetoid as in the beginning of the game, PICKUP mirror, repeat all the steps with the spinning asteroid and go to the room with the ventilation shaft again. Go North-West to another place, Here on the right of the screen is the doorway with 2 lasers over it, THROW mirror at the doorway and the lasers should get burned (You can do it only if the robot that is moving on the screen is outside), the Alien will tell you to go and see Silphinaa, USE door console at the northern doorway, talk with Silphinaa until she will allow you inside, enter, say that you don't know where you are, read the rest of conversation until she will tell you to go upstairs, ATTACK keypad (on the door) with bent metal bar, OPEN wardrobe, WEAR suit (its inside the wardrobe), USE arm computer on the console over the bed, USE console, select WINDOW SHUTTER option, JUMP through the window, USE arm computer on the car, JUMP into car, INSERT key-card into console to the left of the screen, USE anti-theft keypad to the right of the screen, enter 87764 or anything if you have cracked version. Ok, now you are in space, you'll have some kind of vision where you'll see your soon-to-be pursuer Baron Kaleev, then you'll meet with Snorglat galactic trader, talk with him using options 1, 1, he will leave, now you can use your PTV car by clicking on the console in the middle of the screen. Select NAVIGATE COURSE, check the position of the planet Balkamos 7 (to the left of your actual position), use LAY IN COURSE icon and select

Balkanos 7 as a destination, select DESCEND TO PLANET option and SELECT QUADRANT, choose north-eastern quadrant, go north, PICKUP droid, go east, south, south, PICKUP canister, COMBINE droid + canister, go west, west, north, here is your car with some nasty aliens on it, USE droid on alien, JUMP into car, use ASCEND FROM PLANET option, use NAVIGATE COURSE option, use LAY IN COURSE icon to Jor-Slev 4 planet, use DESCEND TO PLANET option, SELECT QUADRANT, and choose N-W part of the planet, go east, PICKUP rock, THROW rock at Alien, USE droid on blob, you should now have Blobs in your inventory, go back to car, JUMP into car, use SELECT QUADRANT option, choose S-E part of the planet, go west, west, talk with the alien until you'll have the chance to offer him blobs, select this option, he will give you carvite in exchange, go east, east, JUMP into car, ASCEND FROM PLANET, NAVIGATE COURSE, LAY IN COURSE to Pfenellop Asteroid Cluster, You'll meet Snorglat again, offer him carvite, he will agree to take you to WheelWorld, now its a simple arcade part where you have to dock to Snorglat's spaceship using left mouse button to move your car and right mouse button to catch it. Nothing hard anyway. When you arrive at WheelWorld choose any dialog with Snorglat he will paralyse you anyway and take carvite. JUMP into car, LAY IN COURSE to Landing Bay - REF.40e. Here you'll find working droid, PUSH droid, PICKUP cable, JUMP into car, LAY IN COURSE to Landing Bay - REF.1h, go east through the open portal, go east, north, go near dispenser, INSERT i.d card into dispenser, select ORDER option, you'll have now synthetic carvite in your inventory, go west, enter through the door into the bar, you can use console to the right to play SPACE INVADERS !!! :), talk with the guy who sit alone, select dialog: 2, 2, 2, you'll go and buy a bottle of Gh'Narhl brandy, COMBINE brandy with syntetic carvite, SAVE here because the game is a little bit buggy and when you try now to talk with the guy again, sometimes it gives you again the 1st conversation and you lose your carvite. So talk with the same guy again and in case its the same conversation as the one you already had, load your saved position and it should be fine then, he will drink brandy with carvite and fall asleep, you'll get the badge. Exit the bar, go south, you'll find here healer being attacked by some jet-packers. While talking select dialog 3, 3, and you'll follow jet-packers then. Here is another arcade part of the game, also quite easy to pass. After combat, you'll find injured jet-packer. Select dialog: 1, 2, 1, you'll have the healer's hand now, go east, north, and east again, talk with the healer, follow him west, here you'll get attacked by baron Kaleev and his droids, your character will run to the room with the elevator, stand on the elevator, it will start to go down but then blow up, USE cable on the elevator to go down, go beetween the buildings to the east, stand on the bridge above the rails, JUMP on the train when it will show up, in the next screen fastly JUMP on the anchion to the right of you, JUMP to the lower entrance (on the left of the screen), go near the door, USE droid on the air duct to the left of the door, he will open the door for you, USE I.D card on the ordering terminal, select MEKANTHALLOR GALAXY as the destination route to obtain a ticket, USE door to the left, USE ticket on the terminal, go east, use keypad on the door to enter the ship. You'll find yourself in the lounge of big spaceship. USE lift to go to level 1, here are 2 guys speaking about healer aboard the ship. Talk to them. Select dialog: 3, 1. Go left, USE door console, watch the transmission for you, USE communicator, select LEVEL 3, MYRELL, exit your room, go east, USE lift to reach level 3, go east, north, east, east, north, east, east, USE doorconsole, use dialog: 1, 1, 1, exit the room, here you'll meet the assasin sent to kill you, select dialog: 1, 2, and the explosion on the ship will knock her unconscious, PICKUP key-card from the assasin, go

back to lift, select LAUNCH BAY, JUMP into blue car 3rd from the right side, watch Emperor King's fleet, NAVIGATE COURSE, LAY IN COURSE to ANKARLON 5, DESCEND TO PLANET, SELECT QUADRANT, choose N-W part, go west, PULL junk to the left of the screen to get straight metal bar, COMBINE both parts of starchart, COMBINE starchart with straight metal bar, go east, JUMP into car, fly to the mekanthallor galaxy again and then to Daarlor-Korv. Land on the S-E part of the planet, go east, east, INSERT starchart+spindle into recess, you'll get teleported to some weird place, go east, PICKUP the rock, LOOK at the plaque, it will show you some kind of diagram with 6 stones. Now, you have to run through all of these stones (each disables one of the laser beams) ending at the one in the entrance to this room. Standing on it, fastly throw a rock at the power gem. PICKUP the gem and run to the exit! In the next room, JUMP over the hole and run to the teleport, try again if you get caught by demons. Go west, west, JUMP into car. Fly to Ankarlon 5

again, land on N-W part, go west, LOOK at various places on the giant ship until you'll find a terminal. INSERT metal bar into it, USE power gem on terminal, USE arm computer on terminal, choose 2nd option, transporter beam will show up, go there, you'll have an interesting talk with an Alien of the Mekalien race, select dialog: 2, 3, 2. He will give you cloaking device. Go east, JUMP into car, ascend from planet, fly to mekanthallor galaxy again, here you'll get on board of the rebellion ship, select dialog: 2, 1, 2, 1. Use transporter pad to land on Coros. Here you'll meet 2 smugglers who will stole your car. Select dialog: 2, 2, 3 to get with it fastly, go north, TALK to waiting man, Select dialog: 2, 1. He will lead you to the room with droids, wait till he leaves, go west too, go south, speak for a while with sentinels, dialog: 2, 1. Go back, talk to the robot, choose dialog: 1, 2 (about the sentinels), wait till he comes back, choose dialog 2 and wait till he get blasted, go south, PICKUP batteries, COMBINE power gem with cloaking device, COMBINE power gem with batteries, USE arm computer on power gem, go west, Baron will wait for you and try to kill you, unfortunately power gem defends you and you can get I.D pass out Keelev. USE arm computer on power gem, go back to the room with the 4 droids, talk to the rightmost one, he will recognise you now as Baron Keelev, select dialog: 2, 1, 1. He will blast a hole in the wall, you'll enter it. SAVE here! This is another arcade part, you'll have to run EAST, UP, EAST, EAST, UP (room with the rock, but don't kill the droid with it coz the game likes to stop sending droids after you when you kill 1 with the rock, so just keep running. Also if you save while running, most of the time after loading such version you'll get automatically killed, another bug in the game), EAST, SOUTH, EAST, UP, EAST. You should be now in the room with giant lizard. Quickly, THROW I.D chip into lizard's head and JUMP on lizard's tail. Wait for the droid to come after you, he will get killed by the lizard, PICKUP batteries, COMBINE power gem with batteries, USE arm computer on power gem to turn invincible again, go up, west, you should be in the room with security droids, PUSH the one that got his back to you, go north-west, TALK to man-brute, select dialog: 2, 1. He will give you his armoured glove, go west, watch Emperor King's silly talk, select dialog: 1, 1. Baron will get terminated by the king, select dialog: 1, 1, 1, 1... THE END!

1.14 unnkulia one-half - the salesman triumphant

Exit inn & a warrior gives you a ball of light & axe.

Enter the storeroom & move the floorboards there. Go down the passage.

OK so now you know what you have to do - more or less.
Hit the brick wall with axe twice.

You need to open the gate by unlock the golden padlock with 4 keys.
Cheez key You have that. Just don't eat it.

Gold key Examine your cheez cutter. Looks like a key ?
Dip it in the gold pool.

Silver key The gambler has it. He seems to know your coin is tails
weighted. Put the coin the cheezdom machine. Kick it for a
refund. The new coin is heads weighted. Go ahead & flip.

Copper key It's in the chimney. You need a baloon to go up it or do a
bungee jump down it. There is also a crown in the chimney -
time for a bungee leap. Wear the belt found on the
skeleton. Attach the bungee cord to the chimney hook & your
belt. Jump. Get the crown revealing a key which you miss.
Remember to drop the cord after you get the crown. Cover
the geyser spout with the cheezdom. Go NE. This time you
grab the key & drop the cheezdom.

Unlock the padlock with all the keys, gold last.

Go through the gate area. The bird statue asks for new life.
Go NE. Someone gives you a backward time travel box.
Put the cooked egg in the box & press the button -> raw egg.
Put the egg in the nest up a tree in the woods near the inn.
Wait for a bird to come & hatch it. Grab the chick.
Go back & show the chick to the statue -> jewelled egg.

Go out through the beak.
Show the cheez key to the bicorn & it follows u.
Go to the area with the fairy -> sieve.
Go to se & e.
Examine the stream here. Something glistening ?
Dip the sieve in water -> pyrite.

Still short of 2 valmids ?
Give your pillow to the idling Valley Patrol -> coin.

Give all your valuable stuff to the innkeeper.

1.15 unnkulian

The game starts with the dead of your master and you are to perform
a task about which you will find out later. Now you're in a hut.
There's an oil lamp here. It might come in handy when you're in the
dark so take it. Now search the old geezer. He has some loot. A scroll
will drop out. Read it. You'll find "the word for the lake". Think
you're done here. No! the old geezer has more. You'll find an iron
key. (Always handy to have keys) and a postcard. The postcard is no
yoke. It has an uncanceled stamp you'll need later, but for now
you can't get it of so pocket the postcard. Now we can go out.
north that is. We'll arrive at the forest. Nothing interesting here,
so go further north. We'll see more forest. Ever climbed the trees
when you were young? practice! You'll find an egg and a feather
both of which you'll need later. Continue west and arrive at the

cliff top. Oh let's go south for a moment and try the "word for the lake". The rod can produce a rainbow like in any good old adventure game. For now it's empty, it needs a recharge. So pocket it and go north, and follow the cliff northeast. There's a lighthouse we'll search through. At the bottom floor there's a cheez key. Leave it. Examine the machine instead. The machine itself is of no use, but there's a bronze plate somewhere we'll need. Look also under the machine. There's a scroll with the formula for gold. Memorize the formulat but don't take the scroll. We've already got enough to carry. Now go up. There's a lighthouse lamp with a secret container in the brick foot. Pull the loose brick and a pair of oven gloves will drop out. Take'm. go down, sw, and east. We're back at more forest Now go northeast. You're outside the cheez pig in. Go in. You're .. The bar patrons are of no interest. (Though it's possible to have them killed later on) Look behind the bar. There's a counterfeit coin and a health notice. The coin is necessary, the health notice can be dropped. While we're here go ne to the back room. The bucket VB>> you find there is needed later so take it. Loaded with loot we'll find our way back to the forest, and go ne from there. We'll arrive at the peacefull glade. There's an iron grating there that's locked. Which key will fit? Right. Open the grate drop the key and go down (don't forget the lamp!).

Here there's some inscription on the wall which reveals the goal of the game, finally. Now that we now that we might start exploring the caves. First go south. The mountain king who used to dine here forgot to eat some meat. Don't eat it yourself we need it to kill something. Let's do that first. We'll go north and north to the branching tunnel and then go west. There's a monster in the natural cave. Give it the meat it will choke on it. Are we done? No! the monster has some loot. Now we'll go east and northeast and then to the side cave. Under the rubble you'll find a sword which can provide light. Why take it? We have the lamp. Yes but the lamp may not last forever. Go back to the fork. There's a path south and we might as well take a look in the pillar cave. What's on top of it? Alas it's not the orb of studiosity. It's your job to bring the real orb there. We find our way back to the hall of the mountain king. Let's first go west and read for a while about the great beaver. Now this is not a fake story, so remember the essentials. Go back to the hall of the mountain king. South of here is the kings treasure room which is garded by a mean droll. The droll is strong but his eyesight is poor so we can fool him. Wear the collar you took from the beast, and walk south. The troll will not interfere (now) with our opening the chest. Find a sceptre and a piece of animal skin. They are both needed, but the sceptre is not needed until the very last moves of the game so if the load gets too heavy we might leave it in the hall of the valley king. You can also drop the collar there. North and se is the way to go to arrive at the curving hallway. There's a guardian of the king suspended in the air. Examine it. It tracks it's pray by heat. You cannot escape it unless you can divert it to another heat source. Got it. Yes. So first try to walk south. The guardian will stop you. Now go back northwest. The guardian will follow you. Drop the lamp. The guardian will kill it (and itself) and the way is clear. Your load is now light enough to pick up the sceptre again. We can go se again and south, west, and west, and arrive at the entrance to unnkulia. If we go west we'll find a chasm.

(Try the rod for fun).

We cannot cross it (yet) but we can climb down and down again to arrive at a particular hot spot. Save the game. The number of moves in hot spots is very limited and you might have to try again. Wear the gloves first. Put the egg on the hot spot. Try holding the postcard in the steam. Take the stamp. Take the fried egg. Go up again, and up again, east and south. We're at the other shore of the lake. First go west, and up the steep path to arrive at the clearing. There's a mailbox here with an order form. One of the items on the order form we'll need later, so lick the stamp, put it on the order form, put the form in the mailbox and close the mailbox. Now we direct our attention to the hut. Enter and take the loaf of bread. It's nutrition we'll need later on. (The fried egg is for someone else). The silver key cannot (yet) be obtained so leave it there. Go back to the shore and follow the sw path up to the monastery. The old monk you'll find inside is particularly fond of eggs (ask him about it) When you give him the egg he'll grant your wish to visit the temple. Leave the gloves here we don't need them any more. Inside the temple there's an altar with a hole in it. Put something in? No get something out! First put the bronze plate on the altar and then examine. When the stone shoots out, a disc will come loose from the plate, and it's better counterfeit than the other coin. Take it and leave. Outside we'll follow the path once more up the trail. The giant boulder does not only provide a view, but can also be tipped over the edge to destroy either the monastery or the hut. Choose the hut (remember the key). Now we go down and find our way back to the clearing. Has the mail arrived yet? If it has take the jade elephant. From the cottage ruins we obtain the silver key. Now we're all done here so we find our way back to the chasm. Go down again and down again and enter the rocks through the tunnel northeast. Through the other exit we arrive in the maze. Sort the maze out for yourself. Go up and down often to arrive at the tiny cave. Here we find the machine that will recharge our wand. Follow the instructions, but for money use the disc from the bronze plate (it will not accept the Acmid). Be carefull to go sw a lot to fin your way back to the fissure and the chasm. Other exits lead into the maze which has nothing of interest. At the top of the chasm we can wave the rod and grow a rainbow. Before we cross it we go back to the entrance to recover the axe there. The axe cannot be brought to the west side of the chasm (try it) but we can fool the guards. VB>> Throw the axe from the rainbow bridge at the tunnel mouth you see VB>> in the western wall of the chasm below. It will land an a ledge in VB>> front of the tunnel mouth; then we can cross the bridge to the west side of the chasm. Down the south end of the hallway we'll find an enourmous door to which a tiny silver key fits and we enter the alchemists alcove. drop the key. Here the formula for gold might come in handy. Alas there are no bird's gizzards. At the north end of the hallway we'll find enourmous giant foots. Try to tickle them. Drop the feather. Wait there's a hole in the ground. Down and south we'll find the birds gizzards. We'll make gold later. (or do we?) and south we're in the salesmans office. The salesman is very cross with you for fooling the machine. Offer him payment. He'll be happy and leave loosing a...credit card! Take the credit card north and ne.

VB>> Did you examine the bucket and notice that it's rim is rather
VB>> sticky? Now put the animal skin on the bucket, and behold: we have
VB>> a drum! Why not play it a bit? This reveals a hidden passage and
VB>> behind it (se): lo, our axe! Get the axe and go nw and north.
Now here's a lock we can pick
(with the credit card) Enter the east gate and find a...giant mouse.
Don't try to pat the mouse, it kills you. Instead show the image of
its old nemesis and it will flee like hell. In the mouses nesting
there's a cubic object we'll need. Take it and leave. It's time
to make gold (or is it?) and we'll find our way back to the alchemists
alcove. Remember how to make the gold powder? Make it! But do not
poor it on the lead. Gold is fine but with gold we'll never reach
the gold. Go sw to the alchemists bedroom and find the formula for
the black powder. Now we'll make that instead (the iron ore is in
the read vial). Take the black powder and the plant pieces (remember
the library?) an go back to the square chamber. There's an enourmous
yellow door here. What is it made of? Of course. Cheez. It's eddible
(well almost) Eat it and be brave. You'll spill the contents of
your stomach and go hungry but that's why we bring the bread.
At the other end of the hall of the deamons we'll go north and
find a room of light. The light is deadly but is brought forth
by a crystal in the western wall. Put the black powder in the
hole and kill the crystall. Now go south and south and arrive
in the dungen. There are several objects of interest here, but
the one needed for the game is the chopping block. Chop!
Some pieces of cedar wood will fall off. Take them. Remember
the library? Now it's time to find the beaver. Eat the plant pieces
and arrive in a strange dream. The beaver loves the cedar chips and
rewards you with a knob. Wander around you will invariably end up
west of chasm. Find your way back to the square room and go north.
There's no light to prevent you to enter the vault of unnkulia north.
Now this vault has a strange podium. It needs power first so look
behind it and plug it. You cannot turn the stem on top of it. But
we have a knob to put on the stem, and we can turn the knob. Now
put the cube in the hole and push the button. Bingo the vault
will open. Inside we just have to balance the scales. Which object
was heavy? Oh yeah, the sceptre. Now that the scales are balanced
we can take the orb and run back to the pillar cave. Oh no the
unnkulian warrior drops from the ceiling. Shal we fight? Not a
chance. Just stay kuul and walk back to the pillar cave. The
warrior will follow you but not hurt you. When you take off the
basket ball and put the orb in its rightful place the powers that
be will take care of the warrior.

1.16 unreal

On the animation screen featuring the 3D balls, type "ORDILOGICUS" and
press <RETURN>. The screen should flash white or colors. You now have
unlimited energy on the next play. Skip levels by pressing <RETURN>.

1.17 The Untouchables

On the title screen or during play type in "SOUTHAMPTONGAZETTE" (or with space before G) and the screen should flash. Then while playing, <F10> will advance you a level. On levels 2, 3 and 6, with the cheat mode on, pressing <HELP> will take you halfway through the level you are on.

Pause the game then type these codes to skip levels:

- 1 Bride Rolls
- 2 Mac N Alley
- 3 Kid Zapping
- 4 A Nit in Time

1.18 uropa 2 cd - vulcan

To bring up cheat mode select the Status window <F2> and there is a place to type in your name (The default is Bluebeard). Change the name to "iwannacheat" and this will then put you in cheat mode. To access all the cheats, just press <C> and a window will pop up allowing you to select the different cheat options.

1.19 valhalla 2 - before the war - vulcan

Level Codes:

- 1 The Servants Hall -
- 2 The Dungeons PUMEL
- 3 The Gallery BOMAL
- 4 The Kings Chamber SAMOL

Level 1

In the room where you begin the level notice the Wizard, look at him and he speaks to you. Take the book and the piece of paper with "I am infinity" written on it. Operate the floor tile in the bottom right hand corner of the room, take the potion of faith. Notice the passageway is the only exit out of this room, the Wizard blocks the exit out of the level, your task for this level is to destroy the Wizard so you can progress into level 2. The passageway is filled with hot coals, if you stand on them your stamina begins to drop, drink the potion of faith and travel down the passageway. There are quite a few rooms open to you but the one you need is infinity's own bedroom, this is the one with the racing track in it. Operate the floor tile in this room and take the potion of strength. Neardy is the oracle, look at him and he asks you to bring him luck. Take the left hand exit out of this room into the Carpenters workshop, take the chest key then pull the lever to gain access to a large rock that stops you from reaching a four leaf clover. Drink the strength potion, remove the rock and pick up the clover. Put the clover on the oracle and he opens the door into the maids bedroom, at the same time he asks you for a sign. In the maids room operate the floor tile near the suitcase to find a playing card, another floor tile in this room reveals a compass. Take the door key from beside the bed. Back in the Carpenters workshop put the playing card on the Gambler's tomb, take his snail. Put the compass on the map near to where you found the clover and take St. Christopher. Travel back to infinity's bedroom and put the

snail on the race track, two other snails appear and they all have a race. George's snail losses every time and you gain nothing. Hunt around till you find some vaseline on the floor and put the snail on top of it. George's snail is transformed into a racing snail. Put it back on the track, this time it's a dead heat and the two caskets open. Take a rusty object and the diary that contains strange ramblings that don't make alot of sense. Put the rusty object on the sanding machine in the carpenter's workshop and take the door key. Put the diary on the madman's tomb in the kitchen and take the confusion spell. The first key you found opens the locked door near to the vaseline. Inside is an altar with nothing on it, each time you walk towards it a pearl appears, each time you get close enough to take it, it disappears again. Take the picture out of this room. Nearby is the maid's room, put the St. Christopher on the suitcase and take the safe travel potion. In the kitchen notice the duplication stones, the book nearby warns you of the passegeway beyond the locked door, put the safe travel potion on the duplication stone, take both potions. Open the door with the silver key and travel down to the electrical device. Drink the safe travel potion and pass through unharmed. Pick up the sugar, the potion of lies and the door key to get back out. Pick up the note from the Goblin informing you that if you give him a gift for a king he will disarm the passegway. The Goblin sits on his sofa. Travel back the way you came before your potion runs out . Each time you look at the Carpenter he tells you he has a gift for the king. Put the confusion spell in front of him and in his confused state he asks who you are. Stand and face him, drink the potion of lies then look at the piece of paper in your rucksack that says "I am Infinity". Lying through your teeth you tell him that you are the King and in his confused state he hands over a jewelled box, a gift for a king. Drink the second safe travel potion and travel back down to the Goblin, give him the box, he disarms the passegway and opens the door into the Wizards room. Operate the floor tile and take infinity's teddy bear, read the spell book that tells how to destroy the Wizard. Travel through the door opened by a lever noticing three tombs as you pass, open another door with a lever that provides you with a shortcut back to the kitchen. Take the section of pipe, take the snooker chalk and put it on the tomb of the hustler. Take the snooker cue in the wall behind the pearl that keeps disappearing, notice a small hole, insert the snooker cue in here and the pearl is knocked to the floor allowing you to pick it up. This is for the spell. By now you will have found the objects you need to make a cake. Put the cake tin on the stove in the kitchen, then drop inside the egg the flour and the sugar, take the cake for use later on. Put Infinity's teddy bear on his bed and take the sleeping pills. Put these on the tomb of the insomniac near to the Wizards room. Take the nightmare spell and put this in front of the cook who up until now has told you to leave her alone because she's sleeping. Put the cake in front of her and she ices it for you. In the Carpenter's workshop put the picture onto the saw, take the piece of jigsaw that fits into the incomplete puzzle nearby. The chests open allowing you to take a heavy bell and a door key. Put the piece of pipe next to the glass in the Carpenter's workshop, travel to the other end of the pipe that it fits onto, then put the heavy ball onto it. The ball rolls down the length of pipe and smashes the glass that was hiding a potion of faith. Save this for use later. Take the iced birthday cake and give it to the maid who has been telling you it's her birthday and now informs you she was only joking. She gives you a sapphire for your trouble, the book of birthstones will inform you that it is the birthstone of Libra, put the Sapphire in the scales near to the vaseline, take the sign of Libra and give it to the Oracle who gives you a vase. The key from the jigsaw chest opens the door into a room where there is an identical vase on one

side of a locked door, place your vase opposite and the door opens, before you walk inside it would be a good idea to save your game as this is the maze. Pull the lever to open a door elsewhere then travel past the electrical device, once you have done so your potion timer goes up and begins to descend informing you how long you have before the door into the maze locks itself, the book at the entrance to the maze explains all about it. Somewhere inside here is a chest for which you have the key and inside the chest is the Wizards staff which you need for your spell. The lever in the maze opened the door below the Carpenters workshop and inside is an old man who tells you he is hungry. Notice also the potters wheel on which you place the clay that you would of found by now. Operate the button on the potters wheel and take the soggy clay bowl. Put this on the kiln in the Wizards room and take the fired bowl. Fill this with stew from the kitchen and deliver it to the old man, he rewards you with a coin for the piggy bank in the maid's room, take the fan and the sword from inside the chests. Back in the Wizard's room put the fan on the left hand altar that prevents you reaching the love letter, the fan blows the letter off it's perch so you can take it. Put the sword on the tomb of the duelist nearby and take the jewels, put these on the tomb of the jeweller and take the pound note. You now have all the ingredients for your spell. The pearl, the love letter, the pound note and the Wizard's staff, put all of these objects into the Wizard's cauldron and take the banish spell, travel back to the passegeway of hot coals, drink the potion of faith and travel down it, place the banish spell in front of the Wizard who disappears into the floor leaving the way clear.

Level 2

Pick up the tankard, operate the floor tile and take the chest key. Travel south and pick up a second tankard then take your first left and head into the room where four hungry and thirsty soldiers are sitting. Take the third tankard and operate the floor tile, underneath is some stamina. If you look at the soldier on your left he will demand that you supply him and his three buddies with some ale. Travel out of the room and head south again, pull the lever and enter the room where the ale is. Take the tankard off the stool and fill all four tankards with the soldiers favourite brew. Before you leave open the chest with your key and take the piece of paper with the cryptic phrase on it and operate the floor tile, underneath is a door key. Deliver the ale to the soldiers who empty the tankards and open a door as a reward for your efforts. Look at the most talkative soldier and he will demand that you bring them food. Travel out of the room and straight down into the door they have opened. Inside take a stick and two chicken legs, deliver these two chicken legs to two of the soldiers as you will need the room, then travel back to the ale room where it would be a good idea to leave the tankards. In here you can pull a lever for a shortcut into a room where a soldier is sat in between two chests. He asks you for the password. Insert the stick in the hole in the wall then pull the lever. Travel up and round the u-bend operating all the floor tiles. Take the sapphires for use later on. The white pattern on the floor tile is a teleport square, stand on this to be transported to another section of the map where you come across more floor tiles, operate these and take the chicken legs, you only need two more as you have already given two to the soldiers. Check out the room where the Norse Warlords lie. Look at their tombs to read the cryptic inscriptions. Deliver the two remaining chicken legs to the soldiers who reward you with a second chest key, look at the left hand soldier once more he will demand more ale. The key is for the chest in the Norse Warriors room, take the translation potion then head

back to the soldier who demands the password. Face him and drink the potion then look at the cryptic piece of paper, the letters change into the words "Herman's Home", having said this the two chests open and you can take the protection potion and a cross. Travel up to the locked door near where you found the second tankard, open the door with the key from the ale room and take the bone off the stool. Travel south once more to where the green river of poison breaks. Notice a small piece of poison lying on the floor, you loose stamina if you try to take it so drink the protection potion. Put this in the ale and then fill up the tankards once more, it is time to rid yourself of the demandind soldiers. Deliver the poisonous ale which they dispose of in one gulp, they are now quietened for ever. This action results in the locked door of this room opening. Travel up the passageway then take a left onto a teleport square. You find yourself in a room with a series of altars with blue diamonds engraved on them. Drop the sapphires you are carrying which will rid you of three of the altars and also allow you to pick up a will and a chain. Teleport back the way you came and walk straight onto the second teleport square. Pick up the 'No' from the altar then travel down into the torture chanber. One of the soldiers is hoarding a clock but he allows you to take it. You now have all four objects to give to the Norse Warlords back in their private chamber. Before you leave search till you find the altar with the combination written on it, take the piece of paper that says what's' the combination' off here. The Norse Warlords reward you with a chess piece each which you will know the relevance of if you have peeked into the chess board room near to the torture chamber. Travel to the chess board room and position your Rook and your Bishop in order to checkmate the King. The Rook goes on the square by the door on the same line of tiles as the King chess piece. The Bishop chess piece goes on the square near to the bottom of your screen with the King chess piece in a diagonal line but not on the diagonal lines of the other Bishops. When your two pieces have been positioned. The King chess piece disappears to give you access to a cigar, anothe sapphire and a teleport square. This transports you to a room where you find a "Bee tray" and the front page of a newspaper. Return to the room where the sapphire altars are and drop your new sapphire, this allows you to take a piece of paper with the words "let him have it" written on it. Back in the torture chamber you can now order the awake soldier to "let him have it", this results in the poor prisoner being stretched beyond all recognition. He instantly dies and the soldier accuses you of killing him, then he informs you he is going to tell. Take the key that has appeared on the prisoner and travel back to the throne room of the sapphire altars. You will have noticed a bottle of stamina over the river. Take this as you will need it, then set off south walking in the poison itself, stop and drink the stamina when yours ticks down too far. At the end of the river is a door which you can unlock. There is a joke here which you can take, then take a shortcut back to the torture room via a door opened by a lever and a teleport square. Back in the torture room the King has appeared. Look at him and he asks if you killed him, look at your "No" piece of paper to deny the whole thing and ignore the jeering soldiers. The King asks you to prove it at which point you can produce your newspaper which describes your whereabouts the day before, he laughs and asks you to prove it. Take the stick from the prisoner and travel back to the room where you found the joke via the shortcut. Insert the stick in the hole, pull the lever and enter the photocopying room. Pick up today's newspaper which has not yet been printed, then put yesterdays newspaper on the photocopier. This disappears which is your cue to drop today's unwritten newspaper onto the photocopier. Take your evidence and go back to face the King. Drop your newspaper on the floor and the King disappears leaving behind his crown, tell the second

soldier to let his prisoner have it who screams and when asked "what's the combination" replies "I will betray". Travel back to the photocopying room and head south till you reach a crown by a locked door. Drop the crown and enter the room where you will find an eye at the end of a small river. In this room you will also find another sapphire and an orange. Put the eye, the will and the 'Bee tray' on the combination stone in that order to open the door into a new part of the level. Before you leave take the shoes from the torture room. Stand on the teleport square just beyond the now open door to discover a door key. Return straight away and progress into unknown territory where you will find a corresponding locked door. Inside this room you will find Herman. Herman tells you he's bored so look at the piece of paper that says 'let him have it'. Herman asks you who but you can't answer him yet. Operate the floor tile and take the musical note then travel back to the tuning fork which is near the photocopier (left out of Herman's room). Take the musical sharp then deposit this and the cigar on the Norse Warlord tomb of Hamlet Sharp in the same room as Herman. You receive a stick in return which you can use on the hole just outside to give you access to another piece of paper with 'crumbly wally' written on it and a teleport square. This teleports you into a square with walls all around you, look at the 'crumbly wally' piece of paper to get rid of the walls. Pick up the comedian potion which is near the family album. You will notice a teleport maze which you could get lost in forever and a room with five star filled altars in it. The teleport square in this room transports you to a room where you find the genesis device and a amplifier. Travel back to the room where you found the eye and face the soldier who asks why the chicken crossed the road. If you reply by looking at your joke without having drunk the comedian potion first the soldier won't even smirk, so drink the potion first to raise a hearty guffaw and gain access to the two chests beside him. Take the map for the teleport maze and a thermometer. Put your shoes on the Norse Warlord's tomb in the same room as the soldier as he is called Robin Sole. You need another object for this tomb before you are rewarded. Pick up the sapphire from beside the tomb then head back to the teleport maze. Use your map to survive the experience then prepare to eat the cookie monster. You will have found cookies by now so put one in his bowl to see him slurp his way across the room, devour the cookie and return to his place by the door he is blocking. To get past him you are going to have to poison him by placing a cookie beneath the spout of the same poisoned ale barrel you used to kill the soldiers then operating the tap to take a poisoned cookie. In the same room as the cookie monster are some rings which you can take and another locked door, opened by a lever. This gives you access to a shortcut round the maze and Grumbleweed, the burping cider drinker. He is still convinced he won the 'who can burp the loudest' competition. Take the camera film and head back to the camera which is near the photocopier. Insert the film and then operate the camera to be provided with a picture of you which you then put on the family album. It changes into a picture of the King which you use to tell Herman who you want to 'let him have it'. Herman then asks for his prophecy and provides you with a chest key for the chest in the same room. In here you find the Book of Icarus. After poisoning the cookie monster you have access to another teleport square and an altar with a sapphire on it. Stand on the teleport square and you find yourself at the top of the sapphire altar room. Get past the altar that is blocking your way by dropping a sapphire on it, you now have access to a pear and nearby you will find a banana and some earth. Down the left hand passageway you will find a soldier who informs you it will cost you. Take the arrow that's on his table. Travel back the way you came and turn right, down a short passageway there is another teleport square. This transports you to a small room where you will

notice a cider press. Travel back to the room where the joking soldier is and put the arrow on the tomb of the Norse Warloed Robin Sole. He rewards you with a potion of extreme luck. Return to the fruit machine and put your three pieces of fruit on the rollers, operate the lever under the influence of the potion and the three pieces of fruit turn into apples which you can take. At the same time a pile of gold coins appears in the small room beside the fruit machine, but a locked door prevents you from reaching them. Put all three apples on the cider press and take the bottle of cider. Your task now is to beat Grumbleweed in your own 'who can burp the loudest' competition. Fill up one of the tankards in Herman's room with ale then travel back to Grumbleweed. Give him the cider so he can produce one of his most excellent burps then put the amplifier on the square beside him, stand on the amplifier then drink your ale. You win the competition and Grumbleweed hands over the flytrap plant. You now have all the objects you need to create the planets from the genesis device. Insert the thermometer which will provide you with the planet Mercury, the rings to give you Saturn, the flytrap to give you Venus and the earth to give you Earth. Place the planets in the correct order on the cosmos altars (Mercury, Earth, Venus, Saturn) and the last altar lights up to represent the sun. Put the Book of Icarus on here and you are rewarded with Herman's prophecy. Dutifully deliver this to Herman and he will give you the key for the room where the coins are lurking. Give these to the soldier who says 'It will cost you', the last door opens and you're on your way to level three. the Haunted Gallery.

Level 3

You start the level standing by a door, nearby is a key and the logical thing to do is insert the key in the door. If you do this you will meet the first ghost of level three who appears as you unlock the door, sails over to a lever nearby, locks the door you've just opened, then disappears back down it's hole. Nothing will cover this hole properly to prevent the spectre getting out and foiling your plans. Explore the room you are in instead and meet the mummy who won't talk to you and a vampire that wants his well done, whatever that means. Operate three floor tiles to find some stamina, a box of matches and a chest key, take the bag of cement and the piece of paper that says 'please will you move'. Put one of the toy blocks that are lying around in the toy box to meet another spectre. This one prevents you getting in the door from which he materialises. Pull the lever by another locked door and head into the room where you can dispose of your cement in the cement mixer, pick up some pebbles which you can change to sand on the grinding machine in the first room. Put the sand in the cement mixer and travel down to the second room where you will notice the ghost trap, a conveyor belt operated by a lever and a floor tile which you can operate, beneath it is a stick. Beyond the trap is a slimy river which takes away your stamina, travel down here to reach a chest that opens with your key. Inside is a piece of guttering. On the way back don't forget to pick up the binoculars and extra stamina. Put the guttering between the cement mixer and the water barrel, operate the tap on the barrel, then operate the cement mixer. Grab the cement that appears next to it then return triumphantly to the hole in the first room which you can now plug up for eternity. Finally you can leave this room and meet the zombie that refuses to get out of your way even when you ask him nicely. Insert the stick in the hole and operate the lever to gain access to a room with a Hoover in it. Operate the floor tile to take a piece of paper that says 'Where is M'. Take the portable ghost trap and the stick that looks slightly different to the sticks you find to open doors with. You are now

equipped out to dispose of the playful ghost in the first room. Put the trap down between the toy box and the door, then put a toy block in the toy box. The ghost appears then promptly disappears into your trap. It would be a good idea now to empty your trap in the permanent ghost trap near the conveyor belt so you can use it again. Return to the room you have just gained access to and speak to the vampire who tells you to find his wife. Operate the floor tiles and take the chicken egg and a fly then return to the first room where you can put the fly in the cobweb to take a tempermental spider that turns into a chest key each time you put him down. He obviously needs a stabilising treatment of some kind so put him in the molecular stabiliser next to the mummy nearby. He changes permanently into a chest key and the mummy informs you he's in shock. Obviously got a weak stomach. Open the chest near to where you found the pebbles and take a second stick. Travel back to the river of slime that crosses your path near to the exit out of the room where you began the level. Make sure you have plenty of stamina then set off down the right hand fork of the river. (This is your right not Infinity's). At the end of the river insert the stick into the hole and pull the lever, this opens the door into another room. Inside you can drop your 'different looking' stick onto the lathe and fashion yourself something which resembles a stake. Pull the lever in this room for a shortcut to avoid the slime river, then return to the unsuspecting vampire in the room where you began the level. Drop the stake on his coffin and take the teeth which you get in return. Put the teeth and the box of matches on the tomb of Arson Molar in the room where the conveyor belt is and take the angry potion. Go and face the stubborn zombie who blocks the passageway, drink the angry potion and look at the piece of paper that says 'Please will you move'. Being timid he disappears at the hint of a raised voice so you can progress into a small courtyard where yet another zombie blocks your way. There's a vampire here also who takes your stamina each time you try and take the calendar day that's sat on his coffin. Take the bell and the music sheet then return to the room where the wifeless vampire lives and put the binoculars and the sheet music on the tomb of 'Brahms Seeformiles'. Take the door key you receive in return. Travel back to the locked door in the small courtyard and open it with your key. In here notice another ghost. Put the ghost trap down between the spectre and the telephone then operate the telephone that is nearest to the door. He obediently dashes over to answer it and in the process disappears inside your trap. In this room you can put your 'Where is M' piece of paper onto the book of names and take the new piece of paper which says 'Where is Mestophiles'. Take the tape which is also in this room and Cupid's bow. Go and face the zombie in the small courtyard then ask him where Mestophiles is. So scared by the mention of the great one's name he vanishes into thin air allowing you to pick up a second bell, a piece of paper which says 'Is anybody there' and get into another room. In here you will notice three altars with hammers attached to them and a mummy who says 'play me a tune'. If you put the two bells on the altars then operate the lever the hammers will tap out a tune on the bells, as you are missing one, nothing will happen yet. Pick up the Santa hat and operate the lever allowing you access to a strange room where the two objects inside it constantly evade your grasp. From here you can reach another room where another ghost lurks near a television, take the tennis racket nearby. Return to the room where the cement mixer is and put chicken egg in the nest, the chicken wanders over and sits down. Put the tape in the tape recorder and operate it, the sound of the barking dog alarms the chicken who makes a sharp exit, leaving behind dome of it's feathers. Put these beneath the conveyor belt so when you pull the lever, the object that sails along it doesn't smash on the floor but lands safely on the feathers. The

object is an upturned glass. Travel to the room where you may have noticed a ouija board, put the upturned glass on the top of it then look at the piece of paper that says "is there anybody there". The glass slides over to the word 'yes' and the chests open allowing you to take the Hoover bag and the stethoscope. Put the stethoscope and cupid's bow on the tomb of Doctor Love in the small courtyard, you are rewarded with the third bell. Put this on the last altar and operate the lever, you hear a short tune and the mummy rewards you with a key for the door next to him. Unlock this to discover a maze filled with rivers of slime. All you need to get through the maze is plenty of stamina. At the end find a key which fits the locked door in the room with the bells in it. This is the door to Mestophiles chamber. Stand on the pentagram and look at the piece of paper that says 'Where is Mestophiles' the evil one dutifully appears, look at him and he asks you to find his ring. Take the chalice from this room, the flower and the piece of paper which says 'I wish I was in Kansas'. You may have read about Susan the Zombie with hay fever who only materialises when she sneezes. The room she is hiding in is the room where the telephones are so put your flower in the vase in this room and she will appear with a violent sneeze. Look at the Zombie and she will inform you that she wants to look like you. travel back to the room with the ouija board in it and fill up the chalice with brandy from the barrel. Deliver this to the mummy who is in shock and he will give you a potion of thieves. Drink this in order to take the calendar day from the stubborn vampire in the small courtyard then take your prize to the room with the Hoover in it. Put the Hoover bag in the Hoover then put the calendar day on the altar where you found the book about the vampire's wife. When she has appeared operate the Hoover and she is sucked inside the Hoover bag which you can remove. Deliver the full Hoover bag to the love lost vampire who asked you to find his wife, he rewards you with a mirror spell. Take this down to the zombie who wants to look like you and drop it in the square in front of her. She transforms into your double and returns Mestophiles ring. Take this to Mestophiles who rewards you with some mistletoe and tells you to prove that you are evil. Put the mistletoe and the Santa hat on the tomb of Nicholas Kiss, take the invisible potion. Drink this so you can creep up to the two objects that keep jumping out of your grasp in the room near the bells. The objects are a piece of paper with the word 'Innocent' written on it, and a telekinesis potion. In the small courtyard you may have noticed a potion that is too far away for you to pick up. Drink the telekinesis potion and look at the piece of paper that says 'Will you move please', the potion that sails towards you is a potion of evil. Go and stand on the pentagram nearby and look at the piece of paper that says 'I wish I were in Kansas', you are magically transported to a room where a zombie sits on trial for stealing some pebbles. Look at the zombie and the two mummies inform you of his charge and then ask you what your verdict is. Look at the piece of paper with the word 'Innocent' written on it under the influence of the potion of evil. Instead of saying innocent you say guilty and the poor zombie is instantly executed, nothing remains of him but a piece of zombie face which you can take. Deliver this to Mestophiles to prove how evil you are, he rewards you with a book 'Wuthering Heights' then asks you to give him your soul. Put the book and the tennis racket on the tomb of Martina Bronte and take the TV aerial. Make sure your ghost trap is empty then head back to the room where the ghost and the television are located. Put the ghost trap on the floor between the ghost and the television then put the TV aerial on top of the television. The ghost will be swallowed whole by your trap allowing you to reach the key that was behind him. Deposit him in the ghost trap in the conveyor belt room, this results in the trap exploding, move out of the way and you will notice a drop of your blood on the floor.

Return to Mestophiles chamber where you can now unlock the door and view for the first time the imposing soul stealer. Put your blood on here to bring the machine to life then hold your breath as you are stripped of your soul. After the soul stealer has done it's worst you can pick up your soul and deliver it to the evil Mestophiles who informs you that you now have the power of evil, enough in fact to murder your beloved brother. On to level four.

Level 4

Pick up the light bulb and walk into the next room, speak to the monk sat in-between two chests, he says 'The Lord be with you'. Operate the floor tile nearby, underneath you will find a layrel wreath. Walk to the left and operate a second floor tile near to the lamp, take the apple that was underneath it. Pull the lever and go through the door and operate a third floor tile that's hidden beneath a book, under here is a vanish spell. Take this and return to the lamp where you would have seen a Knight, each time you put the light bulb in the lamp the light bulb lights up and the Knight travels over to the lamp and removes the bulb before returning to his original position. Put the vanish spell on the floor between the Knight and the lamp before putting the light bulb in the lamp. The Knight stands on the spell and vanishes giving you access to the piece of paper that says 'and also with you'. Go and stand opposite the monk and look at your piece of paper, the chests open allowing you to take some stamina and a flower. Travel back to the place where you found the vanish spell and begin to walk down the river nearby, top up your stamina when it gets low. At the end of the river is the 'Tomb of the King's Knight Caesar Petal', put your laurel wreath and flower on here and take the stamina that appears in their place. Near to the monk is a locked door, insert the door key and enter a room where you will notice a courtier who has got hiccups, operate the floor tiles near to the pianola, take the rosary beads and firework. Return to previous room and drop the rosary beads into the fountain of confusion and take the prayer book. Drop the book and the apple on the 'Tomb of the King's Knight Eve Holywords'. Take the stick that appears and return to the place where you found the rosary beads, travel down the passageway until you find a hole in the wall, insert the stick, pull the lever and open the door. When you walk in this room the door locks behind you, operate the two floor tiles in this room and take Excalibur and the deflated balloon. Drop excalibur onto the hand that's sticking out of the water, it disappears allowing you to reach a vanish spell and the lever that opens the door to get back out. Drop the vanish spell between the Knight and the sweetie jar then take one of the sweeties that are lying around on the floor and put in the jar, the knight vanishes as he moves to take it allowing you to reach a piece of paper that says "I've found your watch' and the King's watch". Leave the room and travel back to the fountain where you put the rosary beads, next to this is the wind stone, put the deflated balloon on here to change it to an inflated balloon. Put this down in front of the courtier with hiccups, the balloon bursts which gives the courtier enough of a fright to rid him of his hiccups. He gives you a picture of twins in return. Put the picture in the fountain of Gemini situated in the room where you found Excalibur and take the double action potion. This potion allows you to open the troublesome door controlled by two levers near to the pianola, this allows you to enter the room where the baby prince lies peacefully in his cot, until you try to take the sun symbol that is, he screams violently each time you try to remove it, take the piece of paper which says 'the baby is crying'. Leave this room and travel further down the passageway, the room at the end is the King's chamber. The monk in this

room asks if you repent your sins which of course you don't. The king asks you to tell her he loves her and allows you take a rose so you can say it with flowers. If you give the king his watch he puts it on his watch stand but doesn't reward you in any way. To take back his watch you have to tell him the baby is crying and he will go and stand beside the child. When he is stood beside the child you can't give him any of the items he asks for, to make him return to his place by the watch stand you have to tell him the tannoy is broken. Take the door key and the nightingale before you leave this room. Travel back up the passageway and find the locked door that fits the key you are carrying. Inside this room is a courtier who seems to be slightly deaf and another Knight who is preventing your reaching some altars, nearby is a jewellery box. Operate the floor tile and take the cream cake then travel back to the baby's room, nearby is a lever that opens a door into a room where you notice another monk who wants to be your friend even though you don't want to be his, also in here is a machine gun and the 'Tomb of the King's Fawkes Eclair'. Put the firework and the cream cake on here, take the slimfast potion. Travel back to the room where the weighing scales are and drink the potion before standing between the two chests, They open allowing you to take a stick and a piece of paper with 'I love you' written on it. Go and find the second hole in the wall which is situated beyond the room where you found excalibur. Insert the stick, operate the lever and enter the previously unexplored territory. In here is a nurses bag, it would be a good idea to put the nightingale on here so you can take the throat lozenge that appears in it's place. Operate the floor tile and take the vanish spell. A shortcut out of this room allows you access to the room where the courtier is that can't seem to hear you. In the passageway between the two rooms is a protection potion which allows you to take the flux capacitor. Deliver the throat lozenge to the courtier who has lost his voice near to the river, he rewards you with a music sheet. Down a short passage you will find an interesting looking room with four lightening altars inside it, a watch stand and a laser. Drop the flux capacitor inside the laser then put the singular prismatic orb you find in this room onto the nearest altar to the laser. Operate the laser to see the results of your actions. If you put the King's watch on the watch stand then tell the King through the tannoy in his room that you have found his watch, the king comes searching for it, if the watch is there he retrieves it. If the watch is missing he just walks away. Take the music sheet and put it on the bed of nails in the room where you've met the friendless monk. Take the music sheet full of holes and put it on the pianola, this opens a chest in the room next door which has been hiding a soprano potion. You can now sing the password to the courtier in the king's chambers, he opens a door for you allowing you into the queen's chambers. The queen gives you a note for the king in return for the rose but she appears to want nothing more out of life than an endless supply of chocolate. Operate the floor tile and take the chest key and pick up the jewellery from the queen's table. The key fits the chest in the same room as the nurses bag, inside is a paintbrush. Put the vanish spell down between the knight and the jewellery box then put the jewellery in the box. The knight vanishes as he moves over to take it. You now have access to the first emerald altar and the potion of repentance which is perched on top of it. Return to the monk who wants you to repent your sins, drink the potion and look at him, he asks you once again but this time you lie through your teeth telling him of course you will repent. He lets you have the white rabbit from the chest beside him. Put the white rabbit in the hat in the same room to open a further two chests, take the prismatic orb and the marksman potion. Before you leave give the note to the king who rewards you with a hearing aid and asks you to bring him his sceptre. Go and stand behind the machine gun,

drink the potion and operate the gun. This time you hit the lever which opens the door below you. In here is another knight who prevents you reaching a chest key and a railway track with a train on it that doesn't seem to be working. Operate the floor tile and take the umbrella. Deliver the hearing aid to the deaf courtier and take the quiet potion. Drink this whilst facing the courtier who asks you to whisper the password, then look at your piece of paper which says 'I love you'. He opens the locked door besides him as a reward. Inside notice the battery charger and take the picture of night and day off the floor. Put this in the fountain of opposites in the room where the nurses's bag is and take the emerald that appears in it's place. Put this in the emerald altar which disappears allowing you to reach the next altar which has an alter ego potion sat on top of it. Drink this potion whilst facing the monk who wants you to be his friend then look at him. Instead of saying no you say yes and he allows you to take the king's sceptre from out of the chest beside him. Deliver the sceptre to the king who rewards you a sovereign. Put this in the fountain of King's near the weighing scales and take the ankh that appears. Put this in the fountain of Egypt next to the queen and take the third emerald. Put this on the next emerald altar and take the picture of Notre Dame which you can place on the 'Tomb of the King's Quasi Da Vinci' along with the paint brush. You now have another vanish spell so proceed back into the queen's chamber and find the door bell, nearby is a locked door. Place the spell in position just outside the door then operate the door bell. The knight that was lurking on the other side of the door pokes his head out to see who it is and vanishes, you can now explore the room he was guarding. Inside is a barometer where you can put the umbrella, take the emerald that appears. You are probably fed up feeding the queen chocolate by now so put one of the bars into the cyanide, give it to the queen who doesn't ask for any more chocolate and instead gives you the combination to the chests guarded by the monk nearby. Stand in front of him and look at the numbers in your rucksack to open the chests. Take the prismatic orb and the picture of the Holy Ghost. Drop the emerald onto the last altar, take the battery, the vanish spell and the numerical potion that are lying behind it. Return to the battery charger and charge the battery before putting it in the power pack that drives the train. The train steams off down the track and pushes the paternal potion that was lying out of reach into a place where you can take it. Drink the paternal potion and take the sun symbol from the prince's cot, this time he doesn't scream. Travel to the room where you charged your battery and locate the fountain of the father which controls two doors that prevent you reaching a monk. Put the sun symbol and the picture of the Holy Ghost into the fountain and the doors unlock allowing you to look at the monk. He asks you for the combination so drink the numerical potion, look at the original four numbers that made up the first combination so you can recite them in a different order. The chests beside the monk open allowing you to take the last prismatic orb and a drinking vessel. Return to the last remaining knight and put the vanish spell between him and the barrel. Put the drinking vessel down under the spout of the barrel and operate the tap. The thirsty knight meets his fate on your cunning spell allowing you to take the chest key he was guarding. Open the chest in the baby's room and take the theory of relativity which you can put in the fountain of Einstein. This can be found near the barometer. Take the genius potion you receive in return which makes you clever enough to operate the IQ test, the chest beside it opens and you can take the super glue. You now have everything you need to carry out your dastardy plan so retrace your footsteps back to the room where the laser and the lightening altars are positioned. Put all remaining prismatic orbs on the altars, put the watch on it's stand and the glue on the floor. Summon the king by

telling him you have found his watch through the tannoy then wait for him to appear. When he walks over to his watch he finds himself stuck on the glue, this allows you to sneak over and operate the laser. The electrical beam bounces off each prismatic orb until it hits the poor king and fries him to a cinder.

1.20 valhalla and the fortress of eve

Level Codes:

- 1 The Edge Of Eveswood -
- 2 Village Of EvesLand MAHAM
- 3 Fortress Courtyards TIUIT
- 4 The Fortress Tower TOHOT

LEVEL 1

Firstly you need to pick up the dog collar, the seed, the combination note and the piece of cheese Find the level door and gain access to the tomb of reverend Squint. Put the dog collar on the tomb (nothing's going to happen immediately , so don't worry). Search this area and take the honeycomb, the pins and needles an the nursery ryhme.

Find the levered door that gives access to the area with the slug. Take the bread, bowl of sea water and the shoe. Put the sea water on the stand over the camp fire. The water disappears and you're left with the salt, so take that. Put the salt on the slug. Take the key that is revealed. Find the chest that the key opens and take the spectacles. Put the spectacles on the tomb of reverend Squint. Take the rose petals and put them in the tub of distilled water. Take the potion of perfume.

Drink the perfume to allow you to put the seed on the compost heap. Take the opium poppy and put the poppy on the stone of autumn. Take the seed head. Give the seed head to the chemist and then take the morphine that's left. Give the morphine to the goblin and he gives you a key for the locked door. In here you will notice a mouse hole. Put the cheese outside the hole and take the mouse. Take the wine and read the book of druids. Open the locked door and put the pins and needles on the altar of discomfort and take the numb potion.

Take the piece of paper with NOITNETNOC FO ENOB and take the piece of paper that says you're beautiful. Put the bread and wine on the Eucharist altar. Take the silk worm. Put the silk worm on the mulberry bush and take the silk. Put the shoe and the silk on the tomb of Cobbler Cloth. Take the invisible potion and drink it so that you can take the sapphire from the tomb that shouted "I can see you!". Drink the numb potion as this allows you to get close enough to the beehive to put the honeycomb on top of it. Take the honey and give it to the peasant woman with the sweet tooth. She will give you a clock key. Use the clock key on the clock so that the hands move and then put the mouse on the altar in front of the clock where the mouse will be exchanged for an hourglass.

Put the hourglass on the altar with the weight suspended over it, operate the lever and take the grain of sand. Put the grain of sand in the oyster and take the pearl. Put the pearl in front of the peasant who can't speak then look at it - the curse is lifted and he gives you a quiet potion. Drink

the potion and take the sapphire from the tomb that shouted "I can hear you". Put both of the sapphires in place on either side of the chest. Take the backwards potion. Stand and face one of the arguing peasants, drink the backwards potion and look at the piece of paper with the odd phrase written on it. The words say 'Bone of contention'. The peasants say "Ah-ha", the bone disappears and is replaced by a door key that fits the locked door.

Take the mistletoe and read the book about Pan. Put the mistletoe on the oak tree stump, take the large empty carrier and fill the water carrier with water from the water tub. Put the filled water carrier on the stone of Aquarius and take the birth chart. Give the chart to the astrologer and he'll give you a fish. Put the fish on the pool of pieces and take the staff covered in seaweed. Put the staff on Poseidon's statue. The statue disappears and the staff is exchanged for some Earth. Put the earth on the hole that blocks the exit. Take the beetle and the piece of iron. Open the door with the lever and take the milk bottle. Put the empty milk bottle behind the maid and tell her she's beautiful. The maid giggles and sloshes her milk about which fills up your milk bottle. Take the full bottle and put it in the butter churner. Operate the button and take the resulting butter. Put the butter on the bread in front of the peasant man and take the cold potion. Drink the cold potion and operate the levers as outlined in the combination note (If the first card is two, then the first lever should be up to denote higher than two. If it's a king then that lever should be down to denote lower than a king.) When the safe opens, take the corn.

Put the corn on Demeter's statue and the statue disappears and the corn is exchanged for a dafodil. Put the dafodil and horseshoe on the tomb of the blacksmith Spring and take the fleece. Put the fleece on the spinning wheel and take the wool. Give the wool to the peasant woman and she'll give you a white scarf. Put the beetle on the altar with weights suspended over it and operate the lever so that the beetle gets crushed. Take the cochineal and put it in the ←
clothes
washing tub. The water turns red (as it would). Put the white scarf in the tub and take it out when it has turned red.

Give the scarf to the fortune teller and she'll give you a broken mirror. Give the broken mirror to the suspicious peasant woman whereby she screams and disappears enabling you to operate the lever. Take Pan's birth certificate and ←
place
it on the map of arcady. Take the reed pipes and put the pipes on Pan's throne. The last lock opens.

LEVEL 2

Take the hat, jigsaw piece, coin and the bucket with something inside it. Put the bucket to the left of the barrel of water and operate the tap. Take the door key and open the door and take the strength potion. Drink the strength potion and lift up the log and give it to the woodcutter who'll give you a plank. Use this plank to cross the bridge. Take the pepper, the bowling ball, the gas lamp and the orange. Put the orange on the Florence Nightingale monument and take the oil of cloves.

Give the oil to the boy with toothache and take the homework. Give the homework to the teacher who won't accept it and says "That's wrong". Go back to the boy again and you'll find a door key. Open the correct door and take the sieve ←
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jigsaw piece and sheet music. Put the sieve on the prospector's pool and take the

gold nugget. Put the nugget on the stone engraved with the AU symbol.

Take the gold trinket and put it on the magpie's nest where it's exchanged for the key for the first gargoyle. Put the pepper on the key on the table where the village idiot says you can't have it and he'll sneeze it into the bush. Get the key and find the correct door and put the orange on the orange juice squeezer and take the orange juice. Take the chest key and the piece of paper that says "Er, yes". Find the correct chest and open it and take the bilingual pill - when you take the pill you say "Bonjour mon amie" once. You want to say this to the French tourist and he wakes up. Take the love letter and give it to the journalist who will give you a newspaper.

Speak to the librarian and when she says "Do you want to join?" you can say "Yes". She replies "You'll need some ID". Give the newspaper to the groom and he'll give you his wedding ring. Put the ring on Henry VIII's monument and take the clever pill. When you eat the pill you'll say "I love quantum physics" once. You want to say this to the mathematician and he wakes up and you can give him the homework so he can correct the mistakes. Give the homework to the teacher and take the door key. Find the correct door and give the bat to the boy who asks for it.

Take the map of Avalon, the jigsaw piece and the door key. Put the map of Avalon on the monument of king Arthur and take the fishing rod. Now put the fishing rod on the angling pool and take the fish. Give the fish to the fishmonger and take the chest key. Open the right chest and take the bottle of cyanide. Put the cyanide on the altar with the poison sign and take the fearless potion.

Drink the potion and the prince will go near the altar with the treble sign, guarded by the dog. Put the sheet music on the altar and take the key for the second gargoyle. Open the locked door with the door key and take the jacket and piece of paper with $E=MC^2$ and another door key. Put the paper on the monument to Einstein and take the cube. Put the cube on the altar with the square root sign and take the chest key. Open the chest and take the stone deaf potion. Drink the potion and you'll be able to get near the busker. Put the coin in and take the tankard. Fill the tankard with ale from the barrel and give the full tankard to the jailer - he'll drink the ale leaving an empty tankard but nothing else will appear to happen. Open the correct door with the key and take the nightcap, jigsaw piece and sunflower seed.

Put the nightcap on the monument to Wee Willie Winkie and take the sleeping powder. Put the sleeping powder in the barrel of ale and refill your tankard. Give the drugged ale to the jailer and he'll fall asleep this time. You can now take the key from the table and unlock the chain to allow the prisoner to escape. Notice a note on the floor. Go to the tree stump by the angling pool and take the forged passport. Give the librarian your ID and she gives you a book called Professional bowling. Put the sunflower seed in the plant pot and take the sunflower. Put the sunflower on the monument to Van Gough and take the shoes. Give the jacket and shoes to the small boy and take the 'guy'. Put the guy on the bonfire and light it

with the lit match. Take the resulting ashes. Put all four jigsaw pieces on altars ←
and
take the playing card. Put the playing card, orange juice, ashes and recipe book ←
in
the magic cooking pot and take the bowl better potion.

Drink the potion, then drop your bowling ball on the bowling table and take the silver trophy. Put the silver trophy on the altar inscribed with the Ag symbol and take the key for the third gargoyle outside Eve's door. When you insert the key to the third gargoyle a truffle appears. Put the truffle in the trough by the pig and take the door key.

Take the stamped addressed envelope and insert the envelope into the letter box. The chest beside it will now begin to open so take the book of nonsense. Put the book on the monument to Edward Lear and take the strait jacket. Put this on the monument to Houdini and take the 1984 calendar. Put the calendar on the monument to George Orwell and take the key for the fourth gargoyle. Insert the key.

LEVEL 3

Pick up the book about the great war of Evesland. Take the bath sponge, the flower with three blue petals and the one with seven yellow petals and the book about Eve's immediate family. Put the flower with blue petals on the stone of Kesland and put the flower with yellow petals on the stone of Weyland and then take the axe.

Put the axe on the shrine to Lizzy Borden and take the note which you can read - It has a nursery rhyme 'Ring o ring o roses' on it. Put the note on the altar next to Aunt Maud. Take the tablet which has the ending of the proverb '...run deep' on it. Take the door key and put the door key on the cutting machine and then find the correct door. Take the kiss me quick cookie, the proverb end '...gathers no moss' and stand in front of the Blarney stone.

Eat the kiss me quick cookie and take the shamrock. Give the shamrock to the witch that knew St. Patrick and she'll give you a wax doll. Put the wax doll on the altar beside the terrible ancestor Mordred. Look at Queen Eve and she says "Bring me something old". Take the proverb end '...saves nine'. Take the silver plate and the potion of stealth. Drink the potion and take the butterfly.

Put the butterfly on the bug collection. Take the Czar's crown and put it on the shrine to Ivan the terrible. Take the chest key and open the relevant chest to find the new penny. Put this on the flame of antiquity and take the old penny. Give the old penny to Queen Eve and she'll give you a door key and say "Bring me something new". Open the relevant door and take the silver plate, the proverb end '...spoil the broth', the valentine's card and the bar of soap. Put the valentine's card on the flame of cupid and take the 'Gone with the wind' book. Give it to the witch who likes romance and take the map of Whitechapel. Put the map on the shrine to Jack the Ripper and take the song cookie.

Stand next to the gramophone and take the song cookie, the chest by the gramophone will open, so take the rubber duck. Put the duck, the sponge and the bar of soap in Eve's bath and take the book you can't read - 'Mein Kampf'. Put the book on Hitler's shrine and take the picture of the old person. Put the picture in the fountain of youth and take the picture of the

baby. Give the picture to Eve and she'll give you a pair of pyjamas and tell you to 'Bring me something borrowed'. Put the pyjamas on grandfather's bed and take the vanity cookie.

Eat the vanity cookie whilst stood in front of the mirror. The locked chest beside the mirror opens so take the key. Find and open the correct door and take the cocktail glass, the third silver plate, the chest key and the head. Give the head to the witch who says she's a phrenologist and she'll give you a pumpkin. Put the pumpkin on the flame of Halloween and take the snake (asp.) Put the asp on Cleopatra'S flame and take the miniature sphinx.

Put the sphinx on the Egyptian tomb and take the clock. Give the clock to Eve and she now says 'bring me something blue' and gives you some dough. Open the relevant chest with the key and take the anti-heat potion. Drink the anti-heat potion so the king will go near the oven. Take the pudding lane street sign and give it to Aunt Mavis. Take the last silver plate and fill up the cocktail glass with Galliano, orange juice and Vodka. You end up with a Harvey Wallbanger. Put all four silver places in place and a secret passage appears. Take the piece of paper with 'Er no' on it. Take Great uncle Adonis' autobiography on the bed covered with roses and take the pillow. Put the pillow on the shrine to Burke and Hare and take the chemistry set.

Put the chemistry set on Grandma's bed, and take the gambling potion. Drink the potion and operate the lever next to the roulette wheel - when the wheel spins the chest opens so you can take the second symbol. Put the two symbols in place and the chest should open so you can take the noose. Put this on the shrine to Ruth Ellis and take the happy spider. Put the spider on the flame of sorrow and take the resulting sad spider and give it to Eve. You'll be given a note that you can read about killing babies in Bethlehem. Now Eve will ask if "You want to marry Esmerelda?", look at the 'Er, no' piece of paper and Eve then says "Well, who then?". Put the note on king Herod's shrine and take the seaweed. Put the seaweed on the flame of oceans and take the toy boat. Put the boat in Percival's bath and take the piece of driftwood with Titanic engraved on it.

Put the driftwood on the altar by Percival. Take the bar of chocolate and put it on Esmerelda's bed. Now take the saucer of cream. Put the cream on the cat's cushion and take the helmet and put it on the suit of armour. The chest opens so you can take the slipper which you should then give to Cinderella who says "I love you" and gives you a fairy. put the fairy on the Xmas tree and the chest opens. Take the knitting and put it on Great-aunt Violet's bed and take the chest key. Find and open the chest and take the mother's day card. Put this on the altar next to Augustus. Take the lacy night gown and put it on Eve's bed. Now take the box with something inside it. Put the box on the X-ray machine and take the note that you can read (It lists a selection of lies). Put the lies on the lie detector and take the picture of Cinderella.

Give the picture to Eve and she'll give you a wedding ring. Eve now says "Oh well, if you must" so give the wedding ring to Cinderella and it's exchanged for a marriage certificate. Cinderella now changes into her ugly self and when you look at her the king says "It's Esmerelda my wife". Give the registrar the marriage certificate and it's exchanged for a note which says "The only way to be rid of the unwanted marriage is to murder the mother of the bride. The first step is to burn this note". Put it on the

furnace, take the dice and put them on the board game. The chest beside it opens. Take the very heavy ball.

Put the ball on the altar beneath the crane and operate the crane so it smashes the glass nearby. Take the light of valhalla that was hidden inside. Put the light on the tub of poison and you're left with a poisoned light. Insert this into Eve and she screams and disappears allowing you access to terrible ancestor Henry. Who you thought was Esmerelda now deflates and in place where she was is a note informing the king how much Esmerelda hates him. Put the note on Henry's altar and he'll disappear.

LEVEL 4

Read the books and take the tarnished object and the big boot. Put the tarnished object in the acid and take the sparkly jewels. Put the big boot on the shrinking stone and you're left with a tiny boot. Put this on the monopoly board and a chest opens allowing you to take the coffee beans. Put the sparkling jewels on the altar beside Sir David. Take the lump of metal, violin and note about the cursed princess. Put the coffee beans in the grinding machine and take the coffee powder. Put the lump of metal in the alchemist's bowl and take the gold.

Put the violin on the shrine to Sherlock Homes and take the chest key. Put the coffee powder in the percolator and take the cup of Joe (that's coffee that is.) Give this to the guard and take the frying pan. Open the chest and take the Doctor's bag and put it on the altar beside the ghost of Sir Francis. Take the carrot, ice and violet. Put the carrot on the rabbit hutch, take the white rabbit and put it on the shrine to Alice in wonderland. Now take the frankincense. Put the ice on the opposite stone to the one engraved with 'fire' and take the playing cards. Put the cards on the altar beside the ghost of Lady Valentine and take the flower (the flowers are the same as the lady's names - when you give the right flower to the right lady you get a gem) and the myrrh. Put the frying pan in the washing up bowl. Then take the resulting clean frying pan and put it on the stove.

Put the gold frankincense and myrrh in the manger and take the chest key. Open the chest, take the raw sausages and put them on the frying pan. Take the now-cooked sausages and give them to the guard who says he's hungry. He'll give you a rattle so put it on the cradle and take the teddy bear. Put this on the shrine to Christopher Robin and take the blank sheet of paper. Put the sheet of paper in the typewriter. Take the note with instructions for one of the guards. Put this on the fax machine and it disappears. - It actually re-appears on the fax machine you don't have access to. The guard also disappears, replaced by a telescope. Put the telescope on the altar by the ghost of Lady Mavis and take the blunt razor and put it on the sharpening stone. Take the sharp razor and put it on the barber's chair. Take the comb and give it to the guard who's hair's a mess and take the tortoise. Put the tortoise on the 'fast' altar and take the paintbrush - give this to the ghost of Sir Bradley. Take the chest key, open the relevant chest and take the bullet. Put the bullet in the liquid silver to make and then give it to the guard who says he's a werewolf. Take the moon dust.

Put the moon dust on the stone opposite to the one with 'Sun' marked on it and take the piece of paper that says 'Go for lunch'. Stand by the telephone and say 'Go for lunch'. The guard disappears and you can take the cross. Give it to the ghost of Lady Mary and take the grey sock and the infinity

symbol. Put the symbol on infinity's tomb. Now you've released the spirit of infinity. Take the lit match and put the sock on the bleach and take the white sock. Put this on the stone opposite the one marked 'Black'.

Take the letter you can't read and give it to the guard who says he's a graphologist. Take the rags and put them on the stone opposite the one marked 'Rich'. Take the coins and put them on the shrine to Scrooge. Take the thimble and put it on the sowing box. Take the pin and burst the balloon. Give the medal revealed to the brave guard. Take the sword.

Put the sword on Don Quixote's shrine and take the sand. Put all six gems in place on their altars beside the locked chest and when it opens take the piece of paper that say's 'will you marry me?'. When you're bored of asking all the girls if they want to marry you put the stand on the stone opposite to the one marked 'Wet' and take the dynamite.

Put the dynamite in the hole in the boulder and light it with the lit match. When the boulder explodes you can take the piece of paper with 'Kiss' on it (You can kiss all the girls if you feel like it). Finally, face the frog and kiss it. The frog turns into princess Lisa who you should ask to marry you. Obviously she says yes. That's the end of the game folks.

1.21 valhalla and the lord of infinity

Level Codes:

- 1 The Crypt -
- 2 The Sanctuary LOPFGW
- 3 The Chapel UHGWIL
- 4 The Tower ABHEFT

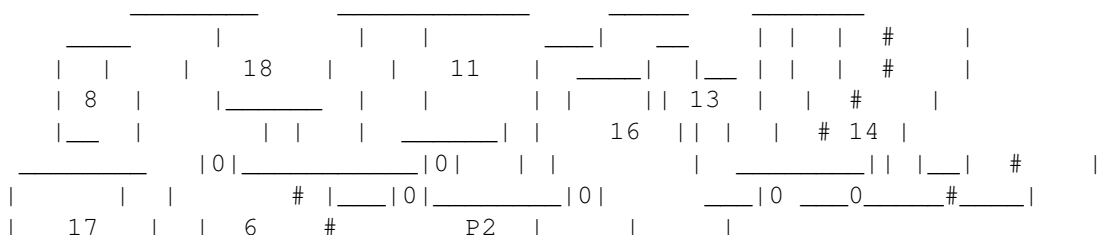
Level 1:

Pick up the Gold key, go to the alter on your right, (THE IDENTITY STONE) take the book from the alter and drop it on the floor, ya won't need it! Now go to the corridor just below you, walk down the corridor and take the first left, walk along till you come to the gold coin, pick it up, go to H1 and pull the lever outside ROOM 2, now go through the door into ROOM 2 get the CHEST KEY, THE GREY CRYSTAL and pull the lever in the bottom right corner of the room.

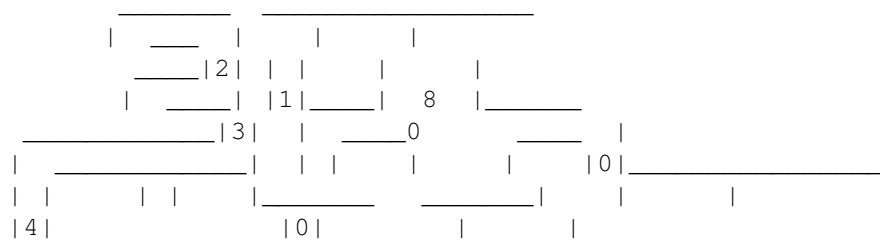
Go to ROOM 3 and put THE GOLD COIN in THE WISHING WELL, take THE ROUND GEM that appears on the alter, go to the bottom of the room pick up the stick, crack the floor tile that was under the stick and pick up THE GOLD RING, go to ROOM 4, use THE BIG GOLD KEY to open the door, walk straight up and pick up THE GOLD KEY, go to the chest on your left and open it, take THE WITHERED ROSE and go back to ROOM 1, put THE GOLD RING on THE IDENTITY STONE, and take THE PARCHMENT that appears, go to ROOM 5 and put THE PARCHMENT on THE ALTER OF JUSTICE, take THE SYMBOL OF JUSTICE that appears walking down THE MAIN CORRIDOR and take the 2nd turning left, go in to the room at the end, over in the bottom left corner you will find THE ALTER OF JUSTICE, put THE PARCHMENT on the alter and pick up the THE SYMBOL OF JUSTICE that appears, now leave the room and go back to THE MAIN CORRIDOR, walk down the corridor, turn right at the bottom and keep walking untill you come to the alter with the skull on it, THE QUEST SKULL, put THE SYMBOL OF JUSTICE on the alter and go through the door that has just opened to your right, (SAVE) follow the corridor untill you come to a room at the end, pick up THE GOLD

KEY and THE POTION OF STRENGTH, go to the top right corner of the room and pick up THE CROWN, the one on the left is a trap!! Now go to the bottom right corner of the room and pull the lever on the wall, go through the door into the next room, when you walk in a door rises behind you, turn around and put THE ROUND GEM on it, it will now go back down! Now got to THE WATER OF LIFE in the top right corner and put THE WITHERED ROSE on it, and pick up THE FLOWER that appears to the right! THE POISON on the alter and THE TAP in the wall are RED HERRINGS!! so don't bother with them, now go to the top left corner of the room and pick up THE PIECE OF WOOD, now leave these two rooms and go back to THE MAIN HALLWAY, (Where the SKULL QUEST is.) Turn left and keep walking untill you come to a stool with a SILVER KEY on it, go to the door just below you and open it with THE BIG GOLD KEY, go in to the room and put THE FLOWER on the alter with the skull on it, THE LOVE SKULL, a door will now open behind you, go to the bottom left corner of the room and put THE CROWN on THE THRONE and pick up THE SHIELD that appears in it's place, now go to the bottom right corner of the room and crack THE FLOOR TILE, ANOTHER MAP! leave it there, ya don't need it! hehe!! Now leave the room the same way you came in and pick up THE SILVER KEY on the stool, now turn left and stand in front of THE BIG BOULDER, drink THE POTION OF STRENGTH and pick up THE BIG BOULDER, now drop the boulder on the drain in the corner just below you, cos you don't need it, (SAVE) Now go back to the room where you picked up THE GREY CRYSTAL (Where THE CRYSTAL FLAME is) and open the chest at the top of the room, take THE COLD PROTECTION and THE CHEST KEY, now leave the room, turn left and go to THE MAIN CORRIDOR, walk straight up and take the 2nd turning on your left, go to the door at the end and open it with THE SILVER KEY, go in to the room and drop THE PIECE OF WOOD on the chasm, walk across, turn right and open the chest at the top of the room, take THE GOLDEN CHALLICE and THE ROUND GEM and go back to THE MAIN CORRIDOR, walk down to the end, turn left and go back in to the room where THE THRONE is, go to the top left corner of the room and put THE GOLDEN CHALLICE on the drain and press the tap in the wall, it will now fill with water! There's a surprise!! hehe!! Now pick it up and go through the door near the bottom right corner of the room, DON'T put THE ROUND GEM on the door that rises behind you!! Follow the corridor untill you come to a lever in the wall, pull it and go through the door and go in to the room above, pick up THE GOLD SYMBOL and pull the lever on the wall, leave the room, walk back down the corridor and take the first turning right, walk up untill you come to the door that rises in front of you, npw put THE ROUND GEM on it, when it goes down, walk out in to THE MAIN HALLWAY, turn right and go back to the room where you got THE GREY CRYSTAL, against the far right hand wall is an alter, THE MIRACLE STONE put THE GOLDEN CHALLICE on THE MIRACLE STONE and it will turn in to wine, now leave the room, once outside, walk straight up to the chest, turn right, pick up THE TALISMAN OF LIGHT and follow the corridor untill you come to an entrance on the left, go in and put THE GOLDEN CHALLICE on the alter with the skull on it, THE WINE SKULL, pick up THE RUBBER SOLES POTION that appears, now leave the room, now you need to go back to where THE BIG BOULDER WAS! go through the entrance that was blocked by THE BIG BOULDER and stop when you see THE ELETRODES in the wall, DO NOT WALK BETWEEN THEM YET!! Drink THE RUBBER SOLES POTION and walk through THE ELECTRODES to the end, there you you will see a switch in the wall with no lever, use THE STICK on the switch and pull the lever that appears, now go through the door that has just opened to your right, walk down the corridor and turn right at the end, against the wall on the far right is an alter with a sword on it, pick up the sword and put the shield in it's place, (The Electrodes are now switched off) now go to the switch just below you and pull the lever, now leave the room, turn right, walk through the first two sets of electrodes and turn left, follow the corridor all the way to the top untill you come to a round

right and using THE SMALL TILES, make a path across to ROOM 10, crack the floor tile and take THE WOODEN SYMBOL, open the chest, take THE ROUND GEM and go to P2, put THE COLOURED STICK in the switch outside ROOM 11, pull the lever and enter ROOM 11, take THE COLOURED STICK, crack the floor tile and take ROCK OF SALEEM, use THE ROUND GEM to exit room, go to the door to ROOM 12 in P1, put THE COLOURED STICK in the switch, and pull the lever, enter ROOM 12 and put THE BLOOD on THE TREE STUMP, pull the lever that appears, take THE KEY and go to ROOM 6, take THE LIQUID METAL and WIND CHARM and go to ROOM 4, put THE WOODEN SYMBOL on THE SOFT STUFF, pick up THE WOODEN SYMBOL and drop it on the floor (you won't need it any more) put THE LIQUID METAL on THE SOFT STUFF and take THE GOLD SYMBOL, go to ROOM 10 and put THE GOLD SYMBOL on THE DEACTIVATION STONE, take THE MAGIC RING in the bottom right corner of the room, go to THE AISLE OF ALTERS and put THE MAGIC RING on the alter, when the alter dissapears go forward and take THE PAPER MONEY, go to ROOM 7 and put THE PAPER MONEY on THE TILL, take THE GOLD COINS and go to ROOM 9, put THE ROCK OF SALEEM on the altar of TRANQUILLITY, take WEREWOLF, put THE GOLD COINS on THE STONE OF CHANGE, and take THE GEM OF 4 WINDS, enter ROOM 13, take THE COLOURED STICK, drink ARTHUR's POTION and take THE SWORD called DILOS, pull lever and enter ROOM 14, Place DILOS across the gap and walk across DILOS, put THE WEREWOLF on the altar of SILVER and take THE SILVER CRESCENT, go to ROOM 7, put THE SILVER CRESCENT on the altar next to THE SHAMAN OF THE MOON, enetr ROOM 15, crack the floor tile and take THE ROUND GEM, go to the switch with no lever in P2, put THE COLOURED STICK in the switch and pull the lever, enter ROOM 16, put WIND CHARM with a disguised S on south vane, take THE MONEY SPIDER, put WIND CHARM with disguised E on east vane, pull lever in bottom left of room, use THE ROUND GEM to exit room, go to ROOM 14 and open the chest, take THE WIND CHARM and THE MAGNET, cross DILOS, turn round and pick up DILOS, go to ROOM 11, take THE STAMINA and drop it on the floor, put THE MAGNET on the stool, take THE METAL BOX, go to ROOM 6, drop THE METAL BOX in the sulphuric acid, take THE PARCHMENT, go to P2 find the alter with the ink on it and put THE PARCHMENT on it, take THE PARCHMENT and return to ROOM 6, put THE PARCHMENT on THE FLAME OF RUIN, take THE SKULL OF DEATH and go to ROOM 7, put MONEY SPIDER on the altar of AFFLUENCE, take THE GOLD BAR and go to ROOM 12, put THE GOLD BAR on the alter next to THE SHAMAN OF WEALTH, enter ROOM 17, take the TOP LEFT KEY, and open the door to ROOM 18, crack the floor tile, take THE WIND CHARM and go to ROOM 16, put THE WIND CHARM with disguised W on west vane, place THE WIND CHARM with disguised N on north vane, the wall at the top of the room will now disappear, put THE GEM OF 4 WINDS on the small altar and take THE GOLD SYMBOL, go to ROOM 15, put THE GOLD SYMBOL on THE DEACTIVATION STONE, take THE MAGIC RING on right of room, put THE SKULL OF DEATH on the altar of RESURRECTION, take the IMMORTAL CHAIN and go to ROOM 18, put THE IMMORTAL CHAIN on THE ETERNAL FLAME, take THE GOLD SYMBOL and go to ROOM 17, put THE GOLD SYMBOL on THE DEACTIVATION STONE, take THE HOLY GRAIL in the small passage at the bottom left of room, go to ROOM 8, put THE HOLY GRAIL on the drain and press the tap, take THE HOLY GRAIL and go to THE AISLE OF ALTERS, put THE MAGIC RING on the altar, walk forward and put THE HOLY GRAIL on the altar next to THE SHAMAN OF IMMORTALITY, use DILOS on gap, and take THE KEY, open the door and keep walking to level 3.



STAMINA, go to ROOM 6, unlock door, drop STAMINA with the other STAMINA, go to ROOM 5. Go right, Place CHESS PIECE on chess board, take CHESS PIECE, go to ROOM 6. Place CHESS PIECE on SECRETARY's bed, take PHRASE BOOK, go to ROOM 2. Remove all PHRASES from tables and place on floor, drop all phrases carried (not YES and NO), place PHRASE BOOK onto SHREDDER, take IT'S ME YOUR SON, go to ROOM 4. Go to Queen's shrine (top one), place MOTHER's CROWN on shrine, place IT'S ME YOUR SON on Queen's shrine and look at shrine, take DRINK OF VOICES, go to ROOM 2. Get I WANT A SUMMONS from chest next to telephone, get THE GARDENER phrase and go to ROOM 6. Go to Queen's secretary, drink DRINK OF VOICES, look at I WANT A SUMMONS, look at THE GARDENER, take SUMMONS, drop I WANT A SUMMONS and THE GARDENER, go to ROOM 2 Get TO SEE THE LORD, go to ROOM 5. Go to locked door, look at counsellor on the left, look at TO SEE THE LORD, YES, place SUMMONS on the table in front of the counsellor, take KEY, unlock door, go to ROOM 2. Drop TO SEE THE LORD, get HUMBLE SLAVE, TO SWEAR ALLEGIANCE, I WAS BORN HERE, I'VE HEARD NOTHING, get two bottles STAMINA, go to ROOM 5. Enter passage by the four counsellors, go past the guardians, at the end of the passage drink STAMINA, pull lever, enter LORD OF INFINITY's room, ROOM 8. Stand directly in front of HIM, look at SWEAR ALLEGIANCE, HUMBLE SLAVE, BORN HERE, take KEY drop the phrases used, go to drain in bottom left of room, take CATERPILLAR, go to passage at far right of room, Enter passage, find LETTUCE, put CATERPILLAR on LETTUCE, take CATERPILLAR, open floor, take DOG BONE, drop CATERPILLAR, move down, open door, enter ROOM 9 Go to bed, take IT'S ME YOUR SON and TAROT CARD, go to ROOM 8. Place DOG BONE in one of the dog bowls, take KEY, open door in bottom of room, go through passage, drink STAMINA, go to ROOM 4. Go to psychic's shrine (bottom one), put TAROT card on shrine, take CRYSTAL BALL, go to ROOM 2. Put CRYSTAL BALL on black silk between the two chests, take THIMBLE and DRINK OF SPELLS, go to ROOM 6. Go to jewellery box table, place THIMBLE on tapestry, take NEEDLE, turn around, open floor, take DRINK OF LIGHT FEET, get two bottles of STAMINA, go to ROOM 8, (drink STAMINA after passing the guardians). Go left, put NEEDLE into voodoo doll, enter passage by voodoo doll. Go up, face switch, drink DRINK OF LIGHT FEET, pull lever (1), pull lever (2), pull lever (3), pull lever (4), miss lever (5), pull lever (6), pull lever (7), walk past guardians, pull lever (8), go to end of passage, take FATHER'S CROWN, return ROOM 8, go to ROOM 9. Go to spell book, drink DRINK OF SPELLS, look at spell book, take BREAD, return to ROOM 8. Go to table to the left of HIM, put bread on table, face HIM, look at YES, YES, NO, NO I'VE HEARD NOTHING, take HIS CHALICE, go to ROOM 5. Drink STAMINA, place HIS CHALLICE on drain in top left of ROOM, press tap, pick up HIS CALLICE, go to ROOM 6. Place FATHER's crown on king's shrine, place IT'S ME YOUR SON on shrine, look at shrine, take LIGHT OF VALHALLA, go to ROOM 8. Drink STAMINA, place LIGHT OF VALHALLA on the table that you see when you enter ROOM 8, go to ROOM 9. Place HIS CHALICE on drain in top right hand corner, press tap, pick up HIS CHALICE, go to ROOM 8. Place HIS CHALICE on table next to HIM, face HIM, look at YES, take GOLD STICK, go to ROOM 9. Go to gap at bottom of room, place GOLD STICK in gap and cross, get TAPE RECORDER, return to ROOM 8. Put TAPE RECORDER directly in front of HIM, stand to the right of the TAPE RECORDER and face it, press play. Get LIGHT OF VALHALLA, take it to HIM, stand in front of HIM, use LIGHT OF VALHALLA.



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1.22 vaxine

Start the game as normal, then type in "WILDEBEESTE" or "WILDEBEAST". Now you can press keys for various effects.

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<F1> go up a level
<F2> go down a level
<F3> go up 10 levels
<F4> go down 10 levels
<F10> to go up a level and get a bonus

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1.23 vector storm

Level Codes:

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2 KKBBS   3 ED209   4 C3P0Z   5 CWM1B

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6 MF2DD 7 CCCCC 8 QWERT

1.24 venom wings

When the scrolly Thalamus logo appears type in "IDJ" or "LJG" or "JLG" and the screen should flash. You should now have infinite lives.

1.25 venus - the flytrap

On the title screen press <SPACE> and enter any of the following codes:

Level Codes:

2 The Frozen Wastes MANTIDAS or MANTIS or MANTIDS
3 The Dead City CICADAS or CICADES
4 Wood World PSYLLIDS or PSYLIDS
5 The Caverns PIERIDS
6 Death Valley SATYRID or SALTYRID
7 The Creeping Swamp LYCAENID
8 Tech World PYRALID
9 Translucent Plain NOCTUID
10 The Stygian Creek -

Cheat Codes:

"JUPITER" infinite time
"PLUTO" infinite ammo
"MARS" access to all weapons
"MERCURY" constant flying ability
"SATURN" shows all hidden bonus rooms

1.26 veteran

Press <HELP> to skip a level.

1.27 vial of doom

w -> shovel. e. Dig.

Look portal. Read inscription. Touch portal -> container & box.

Open box. Wear vial & hit mummy. w. Dig. Put vial in box.

e.e.n. open box. wave vial -> hypnotise clerk -> gem, dagger, pill.

s.e. Use Law -> distract guard. Throw pill into his coffee -> guard sleeps.

Search guard -> money. Get money & bribe guard -> opal.

s.s -> sucker. n. open door with vial. e. Go cage.

Stick cobra in sucker -> venom. Use Law. Kill cobra.

u.w.s. Use Law --> friendly guard. s. Go Plane. n. Go bus.

n -> stone mirror. n. Pluck eye of basilisk. Show stone mirror.

Use Law. Go lake. Suck octopus dye. Throw dagger at octopus.

Dig. Get pyramid. u. Throw pyramid. e -> Bowl. w.
Drop bowl. Put ingredients in the bowl, the vial last.
Run. Make wish at wishing stone.

1.28 videokid

During play, type "KILLKILL" for five lives and the best weapons.
When ever you need more lives just repeat this process.

1.29 vigilante

Enter your name as "GREEN CRYSTAL" or "POOKY IS MY PAL" into the highscores.
Then, while playing, press:

<F1> extra lives
<F8> advance you a level

1.30 vindicator

Level Codes:

2 VALSALVA MANOEUVRE
3 EUSTACHIAN TUBES

1.31 virocop

02 VGKJFVS	06 TVTSKTF	10 CLVMCCG	14 BLKFFMB
03 JTPJMJN	07 RNJVJPJ	11 BHFNSR	15 HCBMVVK
04 MDSPTSK	08 DMSSMG	12 CHNFGTC	16 HCRMCCG
05 TDTSSSTF	09 HBJTHLT	13 LBPFMFL	

1.32 virus

While playing, hold down <ENTER> on the numeric keypad and press <P> to pause. Keeping <ENTER> down, press <O> to unpause. Everything will look normal except for an extra bar below the altitude gauge. Now pressing

<C> will toggle special effects on/off,
<D> for demo on/off,
<F> will replenish lost fuel,
<L> will add one missile,
<N> for cheat mode on/off,
<O> activate demo mode.

1.33 vital light

Level Codes:

	One Player	Two Player
08	72131	33473
16	48063	27433
23	50083	28242
31	08242	98739
38	41217	13421
46	13203	98224
53	14219	04403
61	78475	37447
68	23757	55263
76	65942	27951
83	21240	79549
91	82112	22150
98	38412	92801

1.34 viz

On the selection screen, type in "WHAT A GREAT LOAD OF BOLLOCKS" or "... OF BULLSHIT" or "WHAT A LARGE SET OF BOLLOCKS" (be creative with the points) and the border will change color. Now on that same screen, press a number <1> to <5> (on the main keyboard) and press <FIRE> to skip to the corresponding level.

1.35 volfied

Get a score of exactly 10 points and press <ESC> or the key right under <ESC>. Now go to the difficulty setting and scroll through the options. You will notice a new option (CHEAT). You can now start on any level with infinite lives. Your shields will also last longer and the little enemies can't kill you when they run into your path.

1.36 voodoo castle

PART ONE

The game starts with you standing in the chapel, next to the Count's wearing a sapphire ring. Take the ring, then go West to the ballroom. Enter the fireplace and get the idol. Leave the fireplace by going South, then clean off the idol, which is your source of light.

Now go East to the chapel, then South, West, South, and East into the armory. Plenty of rusting old junk here! However, some of it is still useful, so pick up the shield and the sword. From there, return to the stairwell, then go East into the Kettle Room and then North to the room with the animal heads.

Pause here for a moment, and move the heads (that's what you need the

sword for). This will reveal a safe. You don't have the combination yet, but you will soon enough. For now, just drop the sword and the head, then continue onward by going Eastward until you come to the lab.

Ignore the Ju-Ju bag for now and get the chemicals. Don't worry if anything explodes, the shield will protect you. Once you have the chemicals, go West and drop the shield. Make your way back to the torture chamber, moving the kettle (when you come to it) along the way. When you get to the torture chamber, mix and then drink the chemicals.

ZAP! You are now small enough to fit through the tiny doorway. Go through the door, and pick up the saw. Look at the graves, and get the fourleaf clover. Return East, then go back to the chapel. From there, go East to the huge stone door with the sapphire set in it.

Sapphire? Hmm, does that remind you of anything? Yep, sure does! Wave the ring, and the door disappears to be replaced by a tunnel with a slippery chute heading down. Drop the ring, then slide down the chute into room below. Pick up the plaque, then enter the hole in the wall.

PART TWO

You now emerge into the Medium's room. She runs out when you enter, but she will return if you "Summon Medium", and will make helpful, if cryptic, remarks. Now look at the crystal ball, and you will be magically returned to the tunnel. Get the knife, and go back to the chapel. Drop the knife there, then go on to the stairwell.

Once at the stairwell, pick up the glass, then go East to the kettle room. Since you moved the kettle before, you will notice there is now a dark hole in the floor. Drop the idol, then enter the hole. Read the plaque, which has the combination of the safe written on it (the writing is tiny, so you needed the glass to see it. The plaque itself glows in the dark.).

Once you know the combination, drop the plaque and the glass. Now get the rabbit's foot. Even though you can't see it, it is there, and you can pick it up. Climb out of the hole and get the idol again, then head along North to the room with the safe.

Enter the combination by saying Turn (first number) and then Turn (second number). Open the safe and get the antique hammer that's inside. Now you're ready to tackle the fireplace again, so return to the ballroom fireplace. On the way, stop off at the chapel, and put the rabbit's foot on Count Christo.

PART 3

Saw through the grating, to reveal a button. Push the button, and a giant fan sucks you further up the chimney, to where a chimney sweep is stuck. Give him a good push, and he's free! In return for helping him, he gives you a piece of paper with a magic word written on it. Remember that word, because it's important.

Climb back down to the fireplace, and then once again, go to the stairwell. This time, go upstairs to the parlor, where the Ju-Ju statue is. Say the magic word from the paper, then go back down and head for the laboratory. Remember to pick up the shield before you go in!

In the lab, get the Ju-Ju bag, and make tracks for the tunnel with the

chute. You can drop the shield along the way, since you won't be needing it any longer. Slide down the chute, then wave the bag. Voila! The little crack in the wall is now large enough for you to pass through.

Go crack, and get the torn page. Now, open the bag, and get the book. Read both the book and the page, and make careful note of the ritual needed for freeing Count Cristo from the curse. Drop the book and the page, and get the stick. Go South back to the chute room, then enter the hole. Look once again into the crystal ball.

So, here you are in the tunnel once more. Hang in there, you're almost done! Go West, then North to the room with the window. Go window, and get the little Voodoo doll on the ledge. Go back South into the room, then return to the chapel. You now have everything you need to revoke the curse.

Following the instructions from the magic book, complete the ritual, freeing the Count.

1.37 voodoo nightmare

You have probably noticed by now that all the nasties go to sleep at night. When you pause the game, the day/night timer still runs. Thus it is possible to play only during the safe night periods, and pausing the game during the dangerous daylight.

If you're cursing Voodoo Nightmare, here's how to obtain the last few pins to help you to destroy the Witch Doctor.

Missions:

- 1 Feed the monkey on your back bananas. Eventually, this will give him a bad case of diarrhoea, and he'll run off to a secluded spot.
- 2 Reunite the lion cub with his mum. Look in the tree trunks.
- 3 Save a sick native, buy medicine.

1.38 voyager

On the title screen type in "WHEN THE SWEET SHOWERS OF APRIL FALL" and a forth option will appear. Select this option and you have access to three different types of cheat: infinite shields, infinite fuel, and all the equipment.

If you press <ENTER> on the main option screen, when the cheat mode is active, you have access to an object viewer:

```
<SHIFT>, <DEL>, <HELP>  cycle through objects
Cursor Keys    rotate object
<7>           decrease size of object
<4>           enlarges size of object
<SPACE>       return to Main Menu
```

In game:

<F1> Go down a level
<F2> Go up a level
<F3> Cycle through languages
<F8> Game Position
<F9> Data on object
<F10> Frame rate

One final note. Make sure you check out object number 0058 !!

1.39 wacky races

During play, type "ARBALETH" for 100 lives. Press <S> to advance levels.
(The lives won't show until you die once)

1.40 walker - psygnosis

As soon as you appear on level two (don't move the walker at all), type "EAT LEAD MUDDY FUNSTER".

On the title screen (the one where it says Press Fire To Start) simply type "WALKER". A red line will now appear in the center of the screen. Now during play press and hold down <CTRL>, <HELP> and <L> for five seconds, then let go and you should then warp to the second part of the level. Simply repeat this to skip through all the levels of the game.

1.41 war in middle earth

Here are the locations of some of the objects in the game:

Tuckborough	Black Flask
East of Buckland	Wooden Staff
Grey Havens & Michel Delving	Blue Potion
Forlond	Black Flask
South of Forlond	Palantir
Belegost	Mithril Mail
Bombadils' House	Elven Blade
Barrows Downs	Elven Blade
North of Barrow Downs	Elven Blade
West of Annuminas	Golden Sceptre
South of Ost-in-Edhil	Ancient Sword
Rivendell	Mithril Mail
Lorien	Elven Cloak, Glowing Phial, Coil of Rope
North of Grebor	Dwarven Hammer
North of Dol Goldur	Dwarven Ring
South of Mount Gram	Black Flask, Red Arrow, Mithril Mail

If Gandalf goes to Derdingle, 1,000 huorns will go to Hornburg and 1,000 Ents will go to Isengard. Aragorn can be found at Bree and Merry can be found at Buckland. Five-hundred trolls can easily handle everyone from

Minas Tirith, Osgiliath and Cair Andros.

RACE ABILITY

Elves Good shots, but physically weak.
Dwarves Bad shots, but very strong.
Humans Fine on both.
Tree Ents Good shots and mighty fighters, but they will run if the forest is in danger.
Hobbits A peaceful race, bad at everything.
Orcs Strong but stupid, easy to kill.
Half Orcs Wimps and stupid, even easier to kill.
Trolls Killers, avoid at all costs.

GANDALF has staggering power in battle and is the only character you can control who is capable of defeating the Nazgul, Saruman or Sauron in single combat. Just Gandalf on his own can wipe out an entire company of Orcs. So, Gandalf should be used wherever the need is greatest if you are trying to sneak Frodo into Mordor undetected and virtually unaccompanied, Gandalf is best employed at Minas Tirith. If you are planning instead to escort Frodo, Gandalf makes a magnificent bodyguard!

The NAZGUL also have staggering power in battle. The Ring bearer, unaccompanied, can avoid Nazgul by taking paths that do not cross the routes of the enemy in Sauron's campaign plan. In the case of the Nazgul, discretion is always the better part of valour and the best way to deal with them is to avoid them entirely. They are quite capable of massacring an entire army.

SAURON, like the Nazgul, is to be avoided altogether. However, he spends most of his time within the confines of Mordor itself. If he does venture beyond the borders of his foul realm, it will only be for a very short distance. There is no danger, for instance, of encountering him at Minas Tirith.

Although not as deadly as the Nazgul, SARUMAN is a power to be reckoned with in battle. He is usually to be found within the triangle of Orthanc, Edoras and Helm's Deep, but may occasionally attempt to seize the citadel of Minas Tirith. If it is well guarded, Saruman alone is unlikely to succeed. Even so, treat this character with caution.

SHORT SOLUTION:

First leave Frodo and the company to follow the way they are going. When they meet Merry take him and keep going to Rivendell. Before you get there go South at Trollshaws. The Hobbits can beat Wolves but not trolls. Wait there till the computer tells you about Gandalf being found. Then bring Gandalf to the Hobbits. You should make two armies, one to the South (at Welsford) and one to the North (Thraduill's Palace). Do not worry if initial orders are not obeyed. Once the enemy starts moving your armies will start to take orders. You can then meet at the Dagorlad plain. Now march to Mt Doom and fight the 5000 Orcs and finish off with one of the Hobbits dropping the ring into Mt Doom to complete the game.

1.42 war in the gulf

See Pacific Islands for this cheat.

1.43 warhawk

After loading, press <F3>. When you start the game, a blue blob appears on the screen. Pick it up and you get infinite power.

1.44 warhead

The very first time you attack the berserker, hit him with everything you have, including the MDC. He will then keep following you. When Solbase says to take him anywhere, go to CH010 and he will get sucked into a black hole.

To evade missiles, your best bet is to fly away backwards in front of them at a range of about 3000 m.

1.45 warzone - core

On the title screen, press <F1>, followed by <F2>, followed by <F3>, and you will get infinite lives. (all at same time ?)

1.46 wayne gretsky ice hockey

While you are playing the game and powering up the rink towards the opponent's goal with the puck in your possession, press <?> to remove your opponent's goalie from his goal area. He'll reappear in a forward position so you'll be outnumbered, but it is better to have an open goal.

1.47 weird dreams

While playing, in the hall of mirrors, walk into the rightmost mirror as far as you can go without passing to the other side and tap out "SOS" in morse code with the <HELP> key. That's '... --- ...'. 3 stabs of the <HELP> key in succession followed by 3 presses of about 1 second followed by 3 stabs again in succession. This should give you infinite lives.

1.48 wendetta 2175

Level-Codes:

- 1 CAQCTZP
- 2 UADCVXW
- 3 FAFWTJR
- 4 YABCTJP
- 5 KAJBFYU
- 6 LALGVZS

1.49 white rabbits - 5th dimension

Enter "DREAMS" for the passcode to activate the cheat mode.

Level Codes:

- | | | | |
|-----------|-------------|------------|------------|
| 01 HARE | 16 SINK | 31 GIP | 46 WUMPLE |
| 02 FOX | 17 JIP | 32 FLIPPP | 47 HELIPA |
| 03 BUGS | 18 LAGA | 33 FLEG | 48 VIV |
| 04 FURRY | 19 MORPH | 34 PLEGG | 49 SQUELL |
| 05 CARROT | 20 PLEBS | 35 GRETCH | 50 TDKAJC |
| 06 YUK | 21 JELLY | 36 BOFIP | 51 FLIGIP |
| 07 WATER | 22 STIFF | 37 GELLIE | 52 PUSSMOP |
| 08 SHIP | 23 WOBO | 38 RUMMASA | 53 SMEG |
| 09 DOWN | 24 MIPSKIN | 39 PEEFS | 54 POTTY |
| 10 BURROW | 25 FLAPJACK | 40 PALAA | 55 REEKS |
| 11 GRASS | 26 KIPP | 41 WIFIF | 56 WOLBMO |
| 12 CORN | 27 SKIPP | 42 KEAE | 57 ZECH |
| 13 WHEAT | 28 FIP | 43 RUGADD | 58 ZEST |
| 14 SNOW | 29 PIPS | 44 WIFFWAF | 59 INTOLAR |
| 15 GREY | 30 REDLIPS | 45 SNIG | 60 JAJAPOO |

1.50 wicked

What the tarot cards mean, with an explanation:

- SUN Arms you with eight-way autofire.
- STAR A little star joins you, and fires when you do.
- DEATH Gives you an extra life.
- HANGED MAN Eats away at your time limit.
- MOON The forces of evil hime in on you.
- WHEEL OF FORTUNE Gives you energy, or takes it away
- LION Shields you from evil forces.

1.51 willy in the castle of dreams

Level Codes:

- 1 none
- 2 GLUB
- 3 TRIFF
- 4 FRUIT
- 5 XYZZY
- 6 FLUSH
- 7 HIFI
- 8 FLASH
- 9 XENON
- 10 JOHN
- 11 LENIN
- 12 TURBO
- 13 BOOZE
- 14 ZEFF
- 15 OMEGA
- 16 TBEAR
- 17 AHB
- 18 SHARK
- 19 PUMPY
- 20 DROBB
- 21 KIMMY

or

5 FLUCH 15 TEEF 16 TOYZ 17 BLOOP 18 MUZAK 19 YNNEJ 20 TDAEM
21 PAPER

1.52 windwalker

Level Codes:

6 BEAR 11 DOLPHIN 16 FALCON 21 CROCODILE
2 BADGER 7 BARRACUDA 12 WHALE 17 CONDOR 22 PYPHON
3 BOAR 8 MANTA 13 RAVEN 18 PHOENIX 23 HYDRA
4 WOLF 9 OCTOPUS 14 OWL 19 VIPER 24 DRAGON
5 LION 10 SHARK 15 HERON 20 COBRA 25 WINDWALKER

1.53 wing commander

From CLI ChangeDir (CD) to the directory where WC is installed or DF0: if playing from floppy. Now type "Wing h0 Origin&tonic" and press <RETURN>. Make sure you type it exactly as shown. Now during play hold down <SHIFT> and press <F5> to destroy any targeted target.

s 1-13 Pick the System where you start
m 0-2 Pick the mission you start at
-k You are immortal

Number of System:

1 Enyo 8 Port Hedland
2 McAuliffe 9 Kurasawa
3 Gateway 10 Rostov
4 Gimle 11 Hubbles Star
5 Brimstone 12 Venice
6 Chengdu 13 Hells Kitchen
7 Dakota

1.54 wings

Each letter of the word WINGS on the main title screen does something. Hold down <RIGHT MOUSE>, now hold down <CTRL>, <LEFT SHIFT>, and <LEFT AMIGA>. Now click on a letter with the Left Mouse Button. The effects are:

W Toggles music on/off
I Turns <CAPS LOCK> into an autofire button
N No flight school missions
G Guess (Dunno what this does!)
S Saves game without having to exit game

Alternatively, go to flight school, and click on the bullseye on the plane up the top of the screen with <LEFT MOUSE>. You will be taken back to the main menu. (some versions may ask if you want to quit - say no!) Now return to flight school if you have to, and create a new pilot and call him

"Orca The Killer Tomato" (it IS case sensitive so type it in exactly as it appears here). Orca already has his wings and is the best at all the skills.

To access a large menu of options, go to flight school, create a new pilot and name him " Who is The Riddler" (yes, two spaces at the front and it is case sensitive). But, instead of pressing <RETURN> to enter the name, hit <ESC> instead. Now you can choose to run any or all of these yummy cheats!

BALLOON BUSTING- The first thing to do in Balloon Busting missions is to take out the AA gun. It isn't too hard so give it a try.

DOG FIGHTS- When involved in a dog fight with other planes always attack from above. This is because if you attack from below the other plane will climb which is very annoying. By attacking from above you drive the other plane down rather than up.

BEING TAILED- When you are being tailed hold the joystick to the bottom-right. You should turn off to the right and out of the other planes line of fire.

1.55 wings of death

Type "SPELLBINDER" on the mainmenu. If you start the game now, you'll get a requester which lets you choose any level. You'll also be able to select weapons with the function keys.

1.56 wings of fury

Type "COLIN WAS HERE" to activate the cheat mode (A message will scroll across the bottom of the screen if it worked), now use the following keys:

- <P> Gives you 9 planes
- <C> Change your weapon
- <M> Gives you 99 items of the weapon you are using
- <D> Immunity
- <F> Refuel
- <R> Adjusts your weapons
- <Q> Quit
- <HELP> island information
- <SPACE> memory jargon

Only press <D> for immunity when you have taken off from your carrier otherwise your plane will explode.

This cheat does not work if you play Wings of Fury on an Amiga equipped with Kickstart version 2 or higher (but if you use the Kickstart v1.3 emulator it works fine).

1.57 winzer

In the city you should go inside the advertisement-agency, turn on the European TV and then turn all the numbers to 9's. This will give you a lot of cash.

1.58 wishbringer

s; look; take envelope; n; w; w; y; n; examine gravedigger; show envelope; examine grave; enter grave; take bone; get out of grave; s; e; e; e; give bone to poodle; n; examine miss voss; take note; n; examine fountain; take gold coin; e; e; e; take seahorse; throw seahorse in water; w; n; n; w; w; n; n; e; u; w; n; u; e; s; u; knock on door; open door; w; wait (2x); give envelope to old woman; open envelope; read letter to old woman; wait; take can; wait; wait; d; n; w; d; s; e; d; take branch; w; open can; take can; shake can; look into can; squeeze can; take stone; open gate; s; s; w; s; examine pit; put branch in pit; pull branch; dig sand with hands; take whistle; blow whistle; enter castle; wait; take hat; wait; blow whistle; e; e; n; n; e; e; [it's possible that you're captured by the Boot Patrol, which has to happen once!; when this occurs, you can continue like this]; move bunk; take blanket; take all; drop all in hole except stone; d; take all except can; n; e; put blanket on grue; look; open fridge; take worm; w; w; open stump; u; n; e; e; e; examine lighthouse; give hat to pelican; [write down the word he gives you!]; w; w; s; s; e; buy ticket with the gold coin; enter theatre; give ticket to gravedigger; n; sit down; look under seat; take 3d; wear 3d; look; look; [until; 'Poof! The image on the screen goes black]; get out of seat; take off 3d; s; exit theatre; yes; w; drop worm in fountain; take token; e; e; s; put token in machine; move joystick west; again; move joystick south; again; press red button; yes; yes; say [the word the pelican gave you]; s; wait; give note to mr. crisp; take coat; take key; unlock chains with key; pull lever; take note; read note; open hatch; u; look behind paintings; u; wear 3d; take broom; examine panel; examine second switch; turn second switch off; d; take off 3d; turn crank; n; n; e; alexis, heel; open door; enter cottage; take key; exit cottage; n; unlock library door with steel key; enter library; s; s; break case with broom; examine sculpture; put wishbringer in hole; yes; yes; pet cat; knock on door.

1.59 witness

There is nothing you can do to stop the murder taking place. Make sure that you examine the keyhole of the clock closely. A good hiding place is the couch. Ask Duffy for hints - he can be quite helpful. Search the Butler after the crime.

Solution:

Okay, you start South of the house, where you just picked up a matchbook. <By the way, none of the stuff that came with the game is really necessary to solving the case>. Go North twice to the front door and ring the bell. Phong will let you in. Then just try to go East, and

Phong will lead you to the Living Room, where Monica and Mr. Linder are. Now, wait <get used to doing that, because there's a lot of waiting in this one>, and Linder will eventually take you to his office. Sit down in the wooden chair, and Linder will hand you a note. Read it, as it will help waste some time. Now, just do anything <but stay seated!> to make time pass. Show the matchbook to Linder for an interesting reaction, if you like. In any case, you just have to keep waiting. Eventually, Monica will come in briefly to announce she's going to the movies. This is not what you're waiting for, however! So, keep on waiting, and finally, the murder will occur. Linder will be shot while you sit there, and you can't stop it from happening. Read the description carefully at the moment the shot is fired. There's something odd about it. In fact, the whole thing is a setup. The first thing to do is stand up, then push the button. Instead of ringing to summon the butler, it causes a strange click to be heard from the clock. At this point, Phong will enter the room. Tell him you want the keys, and he'll hand them over to you. Now, examine the clock. Keyhole seems a little strange, doesn't it? The doorbell rings while you're doing this, so as Phong goes to answer the door, examine the keyhole.

I'll bet you're getting some ideas already! However, you'll need to have the powder analyzed, and Duffy hasn't arrived yet, so wait around until he does. Then get the powder analyzed <you can ignore Stiles, he's only a red herring>. While that's being done, examine the window <you can't open the clock yet, it's the one key you don't have>. The green wire seems suspicious, so get it for future reference. Now, go West into the Hallway, then North twice, and open the Butler's door. Go West into the room, and read the mystery book <by the way, you can drop the telegram and note, they aren't important>. A gun receipt is used as a bookmark. The purchaser's name is obviously phoney, but hang on to the receipt anyway. Okay, from the Butler's Room, go East twice to Monica's room, then unlock and open the back door. Go East into the Backyard, then South twice to the office path. Aha, a muddy gun! No fingerprints, alas, but you might want to take it along with you, just in case. Now, go West into the Side Yard. Hmm, more footprints here, but they aren't quite the same as the ones on the office path. In fact, it looks like someone was standing here for awhile. Wonder who it might have been? <No, *not* Sergeant Duffy!>. Anyway, go West again to the driveway, then North and East into the Garage. Unlock and open both the garage door and the workshop door, then go East into the Workshop. The place looks like an electrician's paradise, and there isn't much you can do here; but, there are spools of wire hanging around. Could it be...? Examine spool, and you have established a link of sorts between this place and the study. The green wire is obviously from this room. Now, all you need is the person who put it there.

You now stand there waiting for Monica. Just keep waiting; she'll arrive <saying "Wait for Monica" is easiest. It will take a while, so if you want to hunt down Phong and ask him about the gun receipt, you have time>. When she does get there, she'll fiddle briefly with the junction box <very suspicious!> before noticing you. Now, wait until she leaves, then follow her. You

must use directions here, just saying "Follow Monica" won't work. Follow her all the way to her room, and wait for her to come back out of the bathroom. When she returns, ask her about Mr. Linder. Her response will establish the motive. Now, wait some more, and she will eventually leave the room. Follow her again, this time to the office. As soon as you get in there, handcuff her. Somewhere along the way, Sgt. Duffy will have left with the body, so you can't arrest her until he comes back. In the meantime, you have to find some very important evidence. So, first search Monica for the key. When you get it, unlock the clock and open it. She's already removed the gun, but you can search her for that, also. Now, just wait until Duffy returns, and arrest her for the murder. And that should be about it. By the way, if you try leaving her and waiting in the office <so you can find the gun in the clock>, you'll find that, however hard you try, you won't be able to handcuff her <which is necessary so she can be searched>. So, you'll just have to wait and follow her.

1.60 wiz 'n' liz

Recipes:

Apple and

Apple Free bonus letter
 Strawberry Opens exit door (or awards points)
 Banana Opens shop (or awards points)
 Orange Fruit randomiser
 Carrot 5,000 points
 Potato Friendship spell
 Cabbage Time Doubler (once only)
 Mango 75 stars
 Lemon 100,000 points
 Onion Magic ruby
 Pear Me and my shadow!
 Cherry 150 stars
 Avocado Toggle Grassland door
 Mushroom Fruit returner spell

Avocado and

Avocado All Bonus letters given
 Mushroom Extra life

Banana and

Banana Oh no! It's Lemmings
 Orange Absolutely nothing!
 Carrot 50 stars
 Potato Open hint shop (or awards points)
 Cabbage Sale spell
 Mango Toggle Templeland door
 Lemon Turns fruit into time
 Onion Catch!
 Pear Turns fruit into points
 Cherry Tortois
 Avocado 45 extra seconds
 Mushroom Slow Timer

Cabbage and

Cabbage Letter Basher sub game
 Mango 25,000 stars

Lemon No invisible letters
Onion 5 seconds extra time
Pear Toggle Deadland door
Cherry Shadow lands
Avocado 50,000 points
Mushroom Wabbitoids sub game

Carrot and
Carrot Sound test
Potato 20 seconds extra time
Cabbage Diddley squat
Mango A bunch of bananas!
Lemon 80 stars
Onion Fruit preserver
Pear Wabbit invaders
Cherry 1 star and 100,000 points
Avocado 5 stars
Mushroom Turns fruit into stars

Cherry and
Cherry Bounce sub game
Avocado Fruit increaser spell
Mushroom Skip a level spell

Lemon and
Lemon Swap bonus letters
Onion Random extra points
Pear Double stars (in level)
Cherry Disassembly clue
Avocado 1 star
Mushroom 1 second and 300 stars

Mango and
Mango Double time icons
Lemon Random extra stars
Onion Toggle Desertland door
Pear 100 stars
Cherry 1 second extra time
Avocado Ha ha!
Mushroom 250,000 points

Mushroom and Mushroom Magic sapphire

Onion and
Onion No dying wabbits
Pear Magic mushrooms
Cherry 20,000 points
Avocado 125 stars
Mushroom Cheeseburger

Orange and
Orange 1 point
Carrot Blue wabbits
Potato Snake sub game
Cabbage Cunfusius
Mango Random extra time
Lemon Chance sub game
Onion 30 seconds extra time
Pear 40 seconds extra time
Cherry Toggle Lunarland door
Avocado 10,000 points
Mushroom Tube skiing sub game

Pear and
Pear Finder sub game

Cherry 175 stars
Avocado 200 stars
Mushroom 50 seconds extra time
Potato and
Potato Toggle Treeland door
Cabbage Game over (joke)
Mango Magic emerald
Lemon Guesser sub game
Onion Not a sausage
Pear Gold rush sub game
Cherry Toggle Mineland door
Avocado Toggle Snowland door
Mushroom 250 stars
Strawberry and
Strawberry 10 seconds extra time
Banana Magic diamond
Orange Splat those dudes sub game
Carrot Point doubler (once only)
Potato Web wabbits
Cabbage Gween wabbits
Mango Wheel spin sub game
Lemon Trip a tron
Onion Stormy weather
Pear Pong sub game
Cherry Stars 2x (once only)
Avocado Double bonus
Mushroom 1 point and 60 seconds

1.61 wizball

While playing, pause with <SPACE> and type in "RAINBOW". Then unpause and press

<C> to fill the pot,
<S> to complete the level, and
<T> to complete the game.

Level 1: Mor the deserted planet

Mor never was, in fact, a populated planet. Its distance to its sun was far too great for any form of intraterrestrial life to evolve. However, many living entities frequently visit Mor, and the lesser hoodlums of the Great System use it as their hiding and meeting site. Acts of cleansing have failed due to lack of general interest. There is no vegetation on Mor, and the planet is very poor with valuable minerals, however the beautiful stone structures never cease to amaze and amuse tourists.

The Tourist Agency for Eccentrics has included Mor in its network, and because of that, built passages up to the city of Zeli.

Level 2: The city of Zeli

The city of Zeli was built to honour the goddess Zeli, the chief deity of the ancient people. Legend says Zeli hates everything decorative and superfluous and prefers effectiveness over beauty, due to which the city includes many fascinatingly elaborate devices, which many cultural races nowadays use. Some information sources claim that the temple is now inhabited with a religious tribe known as the Children of Zeli, who wish to follow in their ancestors' footsteps.

The ancient people have even included in their constructions passages down to Mor and up to the world of dreams.

Level 3: The world of dreams

There has always been a world of dreams, though not always in this very form. This particular world of dreams was born when a little human child dreamed up his own paradise. When the child matured, the world of dreams became concrete, and nowadays attracts many visitors due to its natural beauty. Since the gravity in the world of dreams is freely variable, structures can float in air in curious formations.

The child's waking from his sleep caused passages down to the city of Zeli and up to the wheat fields to appear.

Level 4: The wheat fields

The wheat fields are vast. Their total area is greater than that of an average planet. Amazingly, very few beings live on the fields, for they are not needed to control them. The wheat tries to take care of itself, in which it usually succeeds. The lack of maintenance and supervision attracts pests and criminals. The fields are the main food source of the Great System. Many institutions buy their wheat directly from the fields.

For export of the wheat, passages down to the world of dreams and up to the temple of Stagm have been constructed.

Level 5: The temple of Stagm

The temple of Stagm was built to honour Stagm, who is the equivalent of a devil in the ancient people's mythology. The temple is very small, because very few ancient people wanted any part in constructing such a foul temple, and thus the temple had to be kept small due to lack of workforce. However nowadays people take religious matters less seriously, and people have started to like Stagm and his followers again.

Foreseeing events of this type, the ancient people have decided to include passages down to the wheat fields and up to the ice caverns of fear.

Level 6: The ice caverns of fear

The ice caverns of fear are a cold, hostile place. No beings live there in any form of permanent residence and very few even visit them, because it is so cold there. The greater thugs of the Great System use the caverns as their hiding and meeting place. Acts of cleansing have failed due to far too hostile conditions. It is a shame that the caverns are so hostile and deserted, for they contain many fascinating ice structures.

On the ground, some of the ice has melted, creating passages down to the temple of Stagm, and up to Unspace.

Level 7: Unspace

Some beings say Unspace is a boring place. To other beings it is very fascinating. It is not clearly known what Unspace actually is, but the most accurate analyses show that it consists of all the matter which was permanently lost in other places, and has sculpted itself into beautiful forms in Unspace. Some beings have even been reported to intentionally lose matter in a place, and then travel to Unspace to enjoy the matter there.

All disused passages in other places have here evolved into passages down to the ice caverns of fear, and up to Mysteria.

Level 8: Mysteria

There is no official coverage on Mysteria. In fact, according to the head of the Great System, it does not even exist. However, daring explorers and adventurers claim to actually have been to Mysteria. Their speech is tainted

with rumour, but it seems that Mysteria includes giant bubbles. These may float on top of a form of solid floor, but mostly the structure of Mysteria is so far unknown.

The explorers and adventures say that they have departed from this place via passages leading down to Unspace.

1.62 wizbiz

Put the token in the slot in the Gargoyle. To get ahead, drink the beer. Give the water demon the earrings to keep him happy.

1.63 wizkid

Go to the shop with all five stars and enough money to buy another star. Buy another star and you'll get the money for that star. Then leave, complete another tune and do the same again. You can do this until you get bored.

A secret room on the first section will warp you to any level in the game. Simply buy the token from the shop and exit as the body. Now go down the well and enter the Gents toilets. Use the token on the bubble gum machine and you'll fly up to a secret room with another Gents toilet door and an exit. Go through the Gents, then you'll appear in a room with a Ladies and Gents door. Go over to the right and enter an invisible door (Go to the far right and it should be found there). Now go through the Gents to the following patterns to enter the desired section of the game.

The directions for the various choices are given below.

If you choose the wrong door or wish to return to this screen, go through the invisible door on the right.

```
Ladies (L)  Mens (M)
ROUND 2  L M M M L
   3  M L L M M
   4  M M L M L
   5  L L L L M M
   6  L L M M M L
   7  L M M L M M
   8  M L M L M L
   9  M M M L M M
CONT.    M M M M L L
SOUND TEST  L L M M L L
SUB GAME   M L L M M M L
```

another description:

On round 1, collect 150 wizzdollars and buy a token from the wizshop. Exit the shop with wizkid in body mode, raise the bucket in the well by leaping up and down on the handle, then go down the well and enter the gent's toilets. Use the token on the condom machine, then wizkid will be transported to the entrance of the secret cave. Enter the caves by going through the door on the left and leave by going through the hidden door on the right, now go back through the door on the left again and the current room number will be displayed at the top of the screen.

Going through the door on the left will take wizkid to the cave number which equals the current cave number multiplied by two, and then added to one. For example, going through the left door in room 6 would take wizkid to room 13. Going through the door on the right will take wizkid to the cave number which equals the current cave number multiplied by two, for example, going through the right door in room 5 will take wizkid to room 10. Going through the hidden door on the right will take wizkid back to the cave entrance so you can either go back in or return to the start by going through the door marked exit. Using these methods you can enter a number of rooms with loads of features:

The following is a list of room numbers and what they do:

046 Direct to level 2
051 3
058 4
067 5
078 6
091 7
106 8
123 9
102 For warp equation
124 Toggle the continue option on or off
206 Play wizardoids, it doesn't seem possible to exit this room!
076 Lets you hear all the sounds of the game & switch the music on/off
099 For game clue?

1.64 wolfchild

On the title screen type "THE PERFECT KISS" for infinite special weapon while your the wolfman.

On the option screen type "SOULPSYCHEDELICIDE" for a full active life meter.

During play pause and type "ITS NOT ALL WALKING" and when your game ends a new option will be waiting for you on the options screen. This new option will let you start at the last level you were on. No good if you did not get past the 1st level.

NOTE: You may only have one of the above activated at a time. I suggest you use one of the 1st two and when your on you last life and close to death type the 3rd one. Now go to the option sceen and type the second one. This will allow you to continue at the last level completed and give you a full active life meter. Repeat if needed.

1.65 wolfman

Find the key under the lid. To get the book, insert, push, and remove the key. To find the flask, go to the weed, then go north, west, then south. When you get the flask, fill it by the stream. To get out of the ungetoutable room, do this: open the chest, get the garment, remove the

doublet, burn it, wear the garment, examine your hands, wash them, look in the mirror and wash your face. You can avoid killing the traveller on the bridge by looking at the water and closing your eyes. In the caves, throw the flint to get past the skeleton. When you see the hunters by the fire, look around, climb the tree, look around again, then drop the touch powder on the fire.

1.66 wonderdog

Level Codes:

- 2 LEMONADE
- 3 PHARMACY
- 4 ULTIMATE
- 5 DANIELLE
- 6 LUCOZASE

When you find a hidden bonus room during play use the cursor keys to move around (up and down are reversed). If you scroll the screen all the way to the right and let wonderdog go off the right side, he will appear back in the main game, but will start walking to the right and the level will end.

1.67 wonderland

River Bank:

I sit with my sister Emily on a bench, and feel quite bored, so I decide to stand and go to the East, towards the pear groves.

Pear Groves:

Here I gather a pear (4/4), as I walk around for a while, a rabbit with pink eyes comes running by. Then the pears starts to glow and turnes into small lanterns. I follow the footsteps of the rabbit and comes to a hole, that the rabbit has gone through.

Field/Rabbit's Hole:

I crawl into the hole, and go South, where I fall in a deep well, during the fall I see a jar glass which I take with me.

Passage:

Soon after I land on a pile of leaves in a East-West passage. Here I see a door with the letter "C". The door is closed. I get of the leaves and search them, here I find a key, the key is marked with the word: Locker, and the number 10.

Long Hall:

While searching the table I find a glass box, which contains a piece of cake. On the cover of the glass box I read the words "Eat me", above the letters is a picture of a girl as big as a tree. The bottle, says "Drink me", and shows a very small girl. The bottle seems to contain a magic drink, I bring both things, and continue.

Music Room:

Here the chairs are dancing to the music comming from what seems to be an

automatic grand piano. I open the grand piano and finds a key "C" and a key "G" (Music keys NOT regular keys !). The "G" key however I can't reach. So I wait until a chair is near the grand piano, then I take the music sheet, which makes the music stop playing, and the chairs stop dancing. Now I stand on the chair, open the bottle with the magic drink, and drink the stuff. Right away it makes me smaller! Then I climb into the grand piano and get the "G" key (15/19). Now I leave the grand piano before I regain my normal size.

Broom Cupboard:

I use the "G" key to open the door to the broom cupboard, where I find a "Cardshoe" (To be used for picking up cards). Besides that I also take the coat hanger and the overall.

Long Halls:

Here I open the small door with the "G" key, since I'm too big to fit into the overall I open the fan, and wave the fan (5/24). I now have the size of the overall, which I then wear. Then a rabbit arrives to the scene, the rabbit thinks I'm Mary-Anne, and tells me to go to it's house and get a pair of pink gloves and a fan, it also tells me that it will wait for me at the Palace gates. Then before it leaves it throws me a key (3/27).

Enter Wonderland.

By The Palace Gates:

Here I receive a welcome by the Jack of hearts, which tells me to get the treacle cake (A kind of syrup cake) the pantry of the Queen of hearts. He also give me the promise to fullfill my dreams and leave Wonderland. On a stick I see an insect, I take it, it disappears, and I get the stick. Then I go to the rabbit's house.

Front Garden/Rabbit's House:

The brass sign on the door says: "W.RABBIT", I take the clothes peg from the washing line, then I loosen the washing line from the tree. I open the door with the key I got from the rabbit.

Kitchen:

Here I take the breakfast egg, and the cups from the cabinet.

Garden Shed:

I go across the garden, behind the house into the shed where I see a vice. I put the clothes hanger in the vice, straighten it and open the vice (8/35). Now I enter the house again and go to the top floor.

Landing:

Here I open the standing clock, and finds the 6 of diamonds. (This is the first of ALL 13 diamond playing cards you MUST find during the game). As soon as I get the card it disappears into the card shoe (1/36). Then I take the right hand pouch. The door to the rabbit's bedroom unfortunately is closed, and there is a key in the keyhole, but, from the other side! I notice a gap underneath the door so I decide to do the old trick. I put sheet of music in gap, and stick the straight coat hanger in the keyhole, so it will force the key out, and it will fall on the paper! Now I pull the paper back, and I now own the key to the rabbit's bedroom. I unlock the bedroom door, (6/42).

White Rabbit's Bedroom:

When I enter the bedroom I see the things I came to get, the pink fan (4/46) and the pink gloves (4/50). I also get the quartz bottle which contains a magic drink. I notice a white fluid which I can't bring, but who knows it might be useful later on. Then I leave the rabbit's bedroom and proceed to the castle to deliver the goods.

Palace Grounds:

Here I find a pair of garden gloves, which I bring with me. There is a wooden door in the corner, I examine it, but discover that it is locked, and the keyhole is missing.

In Front Of The Palace:

The well is surrounded by a mist of sparkling water, to get a bit of the water I hold the cup in the mist (3/53). Then I try to get into the palace, but fail, since I don't have the pass! The pass is hidden in the Duchess' house. On the way to her house I notice a 30 feet tall elm tree, which will be of importance later on in the game.

Lounge/Duchess' House:

I open the door and enter here house, Then I get the red glasses case, and the card 2 of diamonds, to get the card I must move the "Gazette" from the table, get the card, and return the "Gazette", then the card will disappear into the "cardshoe" (2/55).

Dining Room:

Here I spot the pass I'm looking for, it's lying in a glass case, however the key for the glass case is not among my belongings, so I proceed to the first floor.

Duchess' Bedroom:

I go to the bed and find a pair of slippers, then I take off my shoes and put on the slippers (1/56). Now I can sneak around.

Cooks Bedroom:

To get to the kitchen I have to wear the garden gloves, then I go to the dinner elevator and enter it. Since the smell from the kitchen makes me sneeze all the time, I put a clothes peg on my nose (5/61). Then I pull the rope (2/63). And go to the West into the kitchen.

Kitchen:

Since the plates are flying around here, I decide it's not a safe place to be in, so I do what I have to do in a hurry!
I get the carving knife, open the refrigerator, get the cream with the help from the jar glass and the jug, and then close the refrigerator! (Before the door closes and compromises me).
Now I only have to get the glass key and then go to the dinner elevator and exit the scene.

Dining Room:

Now in possession of the glass key, I open the glass case, and get the pass (16/79). I change my shoes, and take my garden gloves off. To the South West of the house there is another gardening fork which I take. Now on the way to the palace I make a halt by the:

Horse Chestnut Tree:

When they look at the cream, they tell that it is the favorite food of the Cheshire cat. I then put the cream in the saucer, and the cat appears on the scene, it eats the cream and leaves the scene again. By examining the saucer I now find a piece of sugar on it. I get the sugar (6/85).
I also find the left hand pouch, and then I move on to the castle.

Eastern Hall/Palace:

I give the pass to the guard, and then the rabbit appears, I give the fan and the oink gloves to the rabbit (6/91) as a thank you I receive a paint brush from the rabbit.

Central Hall:

Here I search coat of arms, and discovers 2 heart cards which is playing croquet with bat and ball.
I get the coat hook from where the coat of arms is hanging, and I notice a jury roster in which my playing cards is listed in a certain order. (The order in which I've got them! This is *very* important towards the end of the game).
Then I take a brief look at the Throne room, but enter it I can not.

Conservatory:

The only thing I can get here is the handle, I have to use it on the clock, so I turn the handle clockwise (6/97).

Palace Kitchen:

On the way to the kitchen I notice a crystal chest in the banquet room, inside the crystal chest I see a invitation. Since the chest is locked, I need to find the key! in the kitchen I got to the Royal chef which flutters around with a piece of paper.
I ask him about the paper and he tells me that he must prepare a treacle cake for the majestys banquet.
Although he is missing the ingredients, which is listed on the paper: Sparkling water, Sugar, Flour, Lard, Treacle and Breadcrumbs.
Since I allready have the sugar I give it to him (5/102).
Before leaving I take the steak with me.

Steps:

Now I go down the basement stairs, and unlock the basement door with the key hanging there. Since there is something blocking the door from the other side I can't enter, so I proceed to the:

Guards Quarter's:

Here I see 13 lockers, since I have the key to number 10 locker, I open the number 10 locker and find a key to the number 3 locker. I open the number 3 locker and find 7 of diamonds (3/105), and the key for the number 7 locker, in the number 7 locker I find a pair of boots which I take with me. (Note, don't pass the guards at the entrance carrying the boots!). So now it's time I search the upper floor of the castle.

Queens Bedroom:

In the queens bedroom I find another card, the queen of diamonds (4/109), and in the queenside drawer I find a wooden key.

Bathroom:

In the mirror cupboard I get a big lens and a bottle of nail varnish remover. Then I proceed further up.

Royal Observatory:

Here I find the fifth card the 4 of diamonds (5/114). I open the glasses-case where I find a small lens, which I put here together with the big lens, since I'm not tall enough to look through the telescope.

Now I leave the castle, before I do it I however leave the boots in the Eastern Hall, then I go to the:

Walled Garden:

To get to the walled garden I first go to the tree house, open the door, go to the West out on the limb, where I tie washing line to limb, and then climbs down.

Now before I can go on I drop washing line.

In the garden I notice a hedgehog, which I at the moment leave alone.

The wooden trapdoor has a small hole close to the edge, in which I put the coat-hook, now I pull hook and the trapdoor opens (10/124).

Through a secret passage I now enter the cellar of the palace.

Cellar:

On the table I spot a green bottle containing the long searched for sparkling water (Don't open the bottle, or else the fizz will all be gone!). Now I also see why the basement door was blocked, there is a wedge, which I remove, then I open the door (11/135) and go up the stairs to the palace.

Palace:

In the kitchen I give the chef the green bottle (10/145). Then I go through the secret passage and back into the garden.

There I get the washing line, climb up and drop the washing line, from then I go to:

The Giant Mushroom:

The caterpillar which is blocking the way I give sherbet to caterpillar (5/150).

Now notice that the mushroom has a left and a right side, now be *careful*.

Cut left side with carving knife, put chunk into left hand pouch I do that 3 times, so I now have 3 slices from the left side in the left hand pouch.

I do the same thing on the right side, but ofcourse put the slices in the right hand pouch. It is of outmost importance to separate the right and left chunks, they may look alike but their effect is very different, indeed!

Path/Walled Garden:

I go the path North West of the walnut tree, by using the carving knife against the wall, I can loosen a brick.

So I get brick with knife. (It's important that you slice the mushroom before you use the knife on the wall since using the knife on the wall makes it blunt!).

In the hole in the wall I see the next card, however when I reach for it, it will fall into the garden, so I walk back to the garden (The already described route) and pick up the card the 6 of diamonds (6/156).

By The River:

Here I find a dog, who is waiting for me to play with him, so I throw the stick, which the dog will bring back from the water. I notice something shining in the dog's mouth, it's a silver key. To get the key you must give the dog the steak (7/163).

Back Garden/Rabbit's House:

Now I go for a short visit to the rabbits house, where I search the compost heap with the gardening fork, and I find a card there the 8 of diamonds (7/170).

Wiggly Waggly path (Treacle Well):

Now I go to the treacle well, where I tie rope to jug and drop jug, then I tie winch to handle, and turn handle clockwise, the jug now at the bottom of the well being filled with treacle. Then I, turn the handle anticlockwise (Also known as counter clockwise) So now here the jug comes, and I get the jug and releases it from the rope (9/179). Then I leave for the river where the beavers at.

Mad Hatter's House:

At the disused beavers hole I open the hatch and go up in a cupboard, from the vessel I get the lard, in the kitchen I find a tea chest. Then I go to the breakfast room where I fold the napkin (So that the breadcrumbs don't fall out). Then I, get the napkin, in the hat room I find a canvas sack. After I get the mentioned things I go to the:

Mad Tea Party:

In the teapot there is a clormouse, which is sitting on a card! so to get there I have to become smaller. I eat a bit of the mushroom from the right hand pouch and then I, get on teapot, to get in, I eat another piece of the mushroom from the right hand pouch, then enter pot (6/185). I notice the mouse is asleep, so in order to wake him up I say something, which could be: Hello! Now the mouse moves and I get the card, the 10 of diamonds (8/193). Then I climb out of the tea pot, get off the teapot, to get off from the table down to the floor I eat a piece of mushroom fromt the left hand pouch. When allready down I leave and go to the mad hatter's house.

Under The Footbridge:

On the return to the palace I get yet another card this time it's the Jack of diamonds (9/202) Then of to the palace.

Palace Kitchens:

Here I give the chef the jug with the treacle (15/217) and the napkin with the brreadcrumbs (20/237) and finally the lard (25/262).

Royal Observatory:

By using the tea chest I'm now tall enough to reach to the telescope, I put the tea chest down and stand on ttea chest, and put the large lens into the large end and the small into the small end (7/269) Now I can look through the telescope (12/281) To get a better view I have to close the left eye

however. I then turn the telescope towards the South East until I see the tree house, where I see a card hanging on a nail. Before I leave the Palace I go to the Eastern Hall to get my boots, then I leave through the cellar.

Walled Garden:

Here I wear the garden gloves, open the canvas sack, get the hedgehog, put it in the sack and close the sack.

Tree House:

I put arm through hole and get the 9 diamond (10/291).

Old tree:

At the old tree I open the silver door with the silver key, and I end up in the Long Hall where I was in the beginning of the game. Here I eat a piece of mushroom from the right hand pouch, and I can now pass through the small door to the West.

Passage:

Here I see the three spades (Cards) working as gardeners, they are busy painting the white roses red, I eat a piece of mushroom from the left hand pouch and I help the gardeners (Since I got the paint brush from the rabbit) (13/304). As a gift for my assistance I get a bag of flour. Now I open the bottle of nailvarnish remover and, dip the paint brush into the nailvarnish remover (8/312).

The sleeping griffin with head of an eagle, eagle feathers and a body of a lion I wake up.

Rock Ledge:

Now I have to listen to a long conversation between the griffin and the turtle (You have to listen for as long as they talk, it is *important*). The two are talking about playing cards, and I will get a useful information for the end of the game here.

During the trial of the dormouse a lower value playing card has defended itself, successfully against a higher value playing card, it was the 6 of diamonds against the ace of diamonds.

The reason for this is, that the 6 of diamonds were in the court prior to the ace, and therefore had more value.

Duck Pond:

When I am at the duckpond I change my shoes and wear the boots, then I enter the pond (12/324). Then I get the eleventh card which is the 5 of diamonds (11/335). North of the duck pond, in the hedge I spot the door which I can open with the wooden key I've got in the queen's bedroom.

Before I go to the palace I take off my boots and wear my shoes, remember to go around the duck pond when coming back due to the boots which you now leave here.

Throne Room /Tunnel:

Here I climb upon the queen's throne where I eat a piece of mushroom from the left hand pouch. Now that I'm tall, pull bell pull.

The wall behind the throne will now open, and the passage through the tunnel is then free (5/340) here I find the King of diamonds (12/352) and a red key, which I can use to lock the door to the

guards room.

Palace Kitchens:

Now I can give the chef the missing flour (30/382) and he will begin to bake the treacle cake. Before I go he will throw me a crystal key (Type : catch crystal key (TWICE)).

Banquet Hall:

With the crystal key I open the crystal chest and get the invitation to the royal croquet game (3/385).
To play croquet I need a ball and a bat, the ball I already have it is the hedgehog! The bat I now have to get.
To get the bat I have to go back to the rabbit's house, once again.

White Rabbit's Bedroom:

Since I already have a clean paint brush I put the paint brush in the white liquid and paints the breakfast egg white (7/392) then I go to:

Giant Elm Tree:

On the quartz bottle there is a picture of a man with a extremely long neck, so I open the bottle and drink the magic liquid then I put the fresh painted egg in the mouth and wait until my neck is so long that my head is in the tree crown.
Then I drop breakfast egg into nest, and wait, until my neck is back to normal size, then I wait until my score is (19/411).
Meanwhile the egg is hatched by the pigeon.
I open the glass box and eat the cake, I grow and take the flamingo from the nest (8/419) then I wait until I'm back to normal size again, and now I have a bat (The flamingo) for the croquet game.

South Of Duck Ponds:

I show the guard my invitation and wait until the guests are starting to arrive, then I go South-West.

Croquet Green/Under The Bramble Hetch:

After I've been listening to the rules, I open the canvas sack and get the hedgehog out, put it down and hit the hedgehog with the flamingo, since my hedgehog has rolled to the South East I follow it and once again hit the hedgehog with the flamingo.
This time the hedgehog rolls into a hole, in which I find the last card the Ace of diamonds (15/434) I get the card (13/447) and leaves the ground as fast as possible.

Tailors Cottage:

Now that I'm in possession of "Suit of Diamonds" (Meaning a complete set of diamond playing cards, NOT clothes!) I can go to the tailor, here I find the overall of the chef in which I find the key to the pantry, my playing cards have now turned into a beautiful suit which I give to the tailor (16/463) The tailor now leaves the house and now I can get the key from the chef's overall, (5/468) and head for the Palace.

Eastern hall:

Since I'm now up to steal the treacle cake I then lock the door to

the guards room with the red key, and thereby prevents them of capturing me (4/472).

Palace Kitchens/Pantry:

I unlock the door to the pantry, enter the pantry, and take the cake (8/480) Then I wait for the Jack of hearts to arrive, he congratulates me and pushes me into the courtroom! They accuse me for stealing the cake, and the list of jury members is being presented, it is the cards of diamonds, in the order in which I collected them (You must write down the order in which they are being presented in). The long text is without importance. The trial goes like this: One of the diamond cards charges me of a certain thing, I then have to choose a card that overrules this charge, if overruled both cards are out of the trial. Remember the conversation between the griffin and the turtle! You always have to choose the card you picked up before the one card that is now charging you!

Here is an example:

This is how I picked up the cards: 6-2-7-Queen-4-9-8-10-Jack-3-5-King-Ace. The first charge is brought up by the 7, so you have to select the 2 for defending you "Choose 2 of diamonds" (1/481) The next charge is brought up by the 5 "Choose the 3 of diamonds" (2/483). Now the Jack is charging you "choose the 10 of diamonds" (3/486). Now the 9 is charging you "choose the 4 of diamonds" (4/490). Now the King is charging you "Choose the 8 of diamonds" (5/495). The last charge comes from the Ace "Choose the Queen of diamonds" Now there is only 6 cards left and the trial can not continue, so the case is dismissed and I go back to my sister Emily (6/501).

1.68 woody's world

Normal Level Codes:

First AHEAFALK
 Second OIEAFAFF
 Third OIHAFIAK

Here are the level codes for all the levels, even the bonus levels. These codes will let you start the game at different locations without having any of the levels completed. These codes may not work on all versions, as there are different versions of the game.

Lava Castle BHEAEALK Checker Castle BHEAHAIK
 The Cave BHEAGAJK Fishy Castle BHEABAOK
 The Mines BHEAAAPK Cog Castle BHEADAMK
 The Outside BHEACANK The Cloud BHEANACK
 Stepping Stones BHEAMADK Conveyer Belts BHEAPAAK
 The Boats BHEAOABK The Cave BHEAJAGK
 The Boats BHEAIAHK The Outside BHEALAEK
 Stepping Stones BHEAKAFK The Lost Castle BHEAFBKL
 Bonus Round BHEAEPLL Bonus Round BHEAHBIL
 Bonus Round BHEAGBJL

Other Codes:

Steam Castle AHJBEAEA
Fishy Castle MODNAAOG
Lava Castle OKDNFAPK
Checker Castle MPDNGAMF
Cog Castle MKDNCAIK
Conveyor Belts OIHMOACO

1.69 world games

In sections which require you to beat the clock, hold down the fire button to qualify in under a second.

1.70 worms - team 17

Secret Move Stand next to any worm and press away, away, towards, towards. This will prod the worm.
Two vs two mode Select your four players, then select two of them again (they get circles instead of stars) you are now ready to play team worms.

On the title screen, type in "TOTAL WORMAGE" for SHEEP MODE. If you are using a joypad press GREEN, UP, PAUSE, PAUSE, YELLOW (which spells GUPPY - a tribute to the late Bananafish). This gives you 3 sheep, 1 banana bomb and a minigun straight away (go into Weapon Options if you need an UNLIMITED SUPPLY of sheep)

The "legendary prod move" is a not available in any shops. To activate get next to your victim and press AWAY, AWAY, TOWARDS, TOWARDS (in other words, if your worm is facing right press left, left, right, right)

The custom level option is EVEN MORE EXCITING than you thought. You can set the gravity, friction, sky and water colours for your levels. Instead of saving your level as FISHCAKE.WRM, save it as FISHCAKE.????.WRM (the 4 question marks being 4 numbers).

- The first number is gravity and can be between 1 and 5 (1=very low, 3=normal 5=very high). Mars and alien levels have a gravity of 2.
- The second number is friction and can be between 1 and 5 (1=very low, 3=normal, 5=very high). Arctic and alien levels have a friction of 2.
- The third and forth numbers are the sky and water colours and can be between and 9 - fans of green water can now have a matching green sky.

You can also make your own message appear, when your level is chosen, by giving your level file a comment. Do this by clicking on the level icon and choosing "Information" from the Workbench menus.

Level Codes:

Strange levels:

1803921718 Weirdful scrapyard level
3549908729 Jungle level / crashed heli on island
252101829 A perfectly curved island
345076839 Bridge over troubled island

1706205299 Arctic caves
 THORAHIRD Explore her hidden depths

Animal levels:

954338916 Sneezing alien elephant
 2810298544 Horse sticking head out of water
 3376459905 A bit of a triceratops

1.71 worms - the director's cut - team 17

Type in on the title screen:

ARTILLERY Nobody can move
 BETONG ASNA (Donkey Mode) Concrete Donkey on title screen
 BOING Title ball changes into something else
 CHIPRAM Display free chipram
 GRAVITY Title ball is affected by gravity
 KARTONG APA (Monkey Mode) Weapon names translated into Swedish!
 MAGNET Title ball is magnetized
 MUSIC Toggles the title music on/off
 NUTTER put land mines everywhere or weapons are like dynamite
 PESTILENCE Worms burn when they die
 PONG Turns the title ball off
 RED BULL super high jumps
 SUPA SHOPPER loads of crates are filled with super weapons
 VERSION Display version number
 WEIRDED Weirds title screen colours

JAMIE AND HIS MAGIC TORCH Special weapons on/off
 LITTLE FLUFFY SHEEP (Sheep mode) Shooting any crate liberates a sheep.
 Unlimited fuel with super sheep!
 MAGICAL MYSTERY TOUR (Mystery Mode) Worm names aren't displayed
 OMNIPOTENT BLUE WORM (God Mode) Worms aren't damaged by shots All
 worms can walk on water
 TOTAL WORMAGE (Nostalgia Mode) Original Total Wormage logo on
 panel Weapon names put back to original names

Some others:

"AMIGA", "ANDY", "BEN HUTCHINGS", "CHEAT", "FISK", "KILBURN",
 "LA CIENDA HONDURAS", "TBL", "TONY"

Also, there's a bug in the game! If an enemy worm lays some dynamite, press <P> repeatedly quickly. It usually takes four to six presses. It looks like the game has crashed. As a matter of fact it has BUT you've only stopped the worms from moving and the timeouts occurring - NOT the dynamite fuse! 75 damage to the bad guys and shouts of 'stupid' all around!

LANDSCAPE GENERATOR STUFF
 LOW Low water level (default)
 MEDIUM Medium water level
 HIGH High water level

WEIRDED Weirds landscape
 NORMAL Normal landscapes

1471 Play last level again

CUSTOM Picks random custom level
GRAFFITI Picks random graffiti level

FOREST Only generate Forest levels
CAVERN Only generate cavern levels
FOREST CAVERN Only generate Forest cavern levels
ALL Generate all levels

1.72 wwf 2 - european rampage

Tap <F10> ten times during play to freeze your opponent. You can now beat them up as much as you like, but try not to knock them down as you won't be able to get them back up.

1.73 wwf wrestlemania - ocean

Go outside the ring and pick up the steel chair. Now hold down <FIRE> and move around with your opponent and you should be able to wollop him with the chair and drain his energy. Now all you have to do is pin him down in the ring to win.

When you are about to go into a joystick waggling battle, follow these steps:

- A Pause the game.
 - B Plug the mouse into the joystick port you are using.
 - C Unpause the game, and move the mouse rapidly from side to side.
(This will enable you to waggle quicker than your opponent)
 - D When your character has won the move, pause the game and plug the joystick back in.
- Repeat this whenever you get into a grapple.

Place the chair outside the ring (next to the bottom left turn buckle) just up a bit. Now jump into the ring and you should have the chair.

Climb up on to a corner post, and instead of jumping into the ring, jump the other way. Weird gravity!

Pause and type "HULKHOGANWEARSTIGHTYELLOWKNICKERS" and then unpause the game. The fight will then finish with you as the winner.

During play, use the numeric keypad and type "14785963". Now press <RETURN> to skip levels.

During a two player practice game, get 1 player to climb onto the top of the top left turnbuckle, then get player two to be as close as possible to him. Player two should drop and kick the player, then he will turn into a "ghost". He can pick up the chair and take it into the ring. Press <ESC> then compete for the title, and the chair will still be there.

1.74 x-balls

Level Codes:

```

1 eo99qq 11 monkey 21 q4ertq 31 0e112q 41 gianlu
2 rmqpd8 12 robots 22 oblak! 32 vms31q 42 pisane
3 zz1235 13 nnett21 23 ilfauno 33 codd143 43 llo16tr
4 yea!!! 14 momento 24 diverte 34 lvs477a 44 hexxxxx
5 r-type 15 critico 25 elioooo 35 376fsw 45 008jh88
6 jill82 16 angolare 26 gleba!! 36 vvv47wa3 46 abababcd
7 kraftwerk 17 mpps17 27 t4repo 37 347g32 47 35s555
8 a.b.c 18 fkdld 28 fgysa 38 e6g32 48 5d47s
9 hpw6e6 19 ha! 29 we3 39 gino 49 lwnn
10 gonzales 20 pressing 30 lwtx34lw 40 3r88888 50 Y46SSE5

```

1.75 x-it

During play, type "MOONIN.TROLL" and press any key. The border will flash to let you know it worked. This will give you 100 lives. Now use the following keys:

```

<L> skip the current stage
<S> skip to the next level

```

Level Codes:

```

031 112133 061 881592 091 656089
002 033028 032 153902 062 074340 092 915915
003 555925 033 545463 063 653666 093 894814
004 567597 034 229533 064 832898 094 670706
005 276614 035 014223 065 396678 095 133480
006 517375 036 234451 066 973313 096 588887
007 877535 037 979935 067 901766 097 571141
008 829508 038 386485 068 047778 098 682057
009 287682 039 508960 069 815026 099 861724
010 221620 040 254507 070 723544 100 271428
011 728441 041 463036 071 856924 101 395485
012 640537 042 680022 072 560343 102 923444
013 558170 043 501573 073 488567 103 326583
014 170088 044 214071 074 139351 104 012011
015 688631 045 780790 075 072481 105 309363
016 450418 046 336169 076 798082 106 768552
017 898476 047 112405 077 271656 107 496664
018 095909 048 114077 078 433733 108 684294
019 589611 049 146231 079 967373 109 692412
020 394659 050 459776 080 218428 110 460855
021 068948 051 175906 081 198057 111 898518
022 665513 052 488304 082 150866 112 497921
023 541442 053 680380 083 832299 113 240354
024 112954 054 250290 084 143651 114 054147
025 293292 055 772930 085 437522 115 254534
026 035134 056 993616 086 761094 116 231584
027 758975 057 035767 087 289574 117 190812
028 016091 058 407532 088 527851 118 861693
029 035991 059 517476 089 450436 119 492343
030 486351 060 611479 090 340540

```

Code for hidden level: 784122

1.76 x-out

In the shop, buy the most expensive ship (white bug-shaped ship) and the cheapest satellite (single orange coloured laser), then with the satellite, click on the box that displays your current money level, and it will now change to 500,000.

Insert the disk, and hold <BOTH MOUSE> until the title screen appears. When you're in the shop hold down <HELP> and for a few seconds, now choose your ships as normal, but you have infinite energy.

To get more cash at the beginning of the game, select the smallest ship (the one at the top), then the weediest laser (the orange one with single beam), and place it on the shopkeepers nose. Hit <FIRE> to get the cash boost!

When you are confronted by the first end of level guardian shoot of the bottom hooter (the one closest to the skull) then position yourself so that you are not shooting the last hooter (the top one). Make sure you are only shooting the bubbles that he fires at you. This should give you approximately 20 credits per second. This takes ages, but if you are persistent leave your room for an hour and come back.

In actual fact you can have twelve different ships. All you do is press <F1> for the first ship fully decked with weapons. Pressing <F2> for the second ship and so on. After a while you won't get any more ships because you will run out of money.

The best ship that will last the longest is the last one with the bottom three way laser, two non-moving satellites placed either side of the ship. Then get the arc satellite, sprite bomb and bouncing bombs. It is also very advisable in the later levels to get the shield.

Choose any of the 4 ships in the shop.

Click the ship as usual onto the blue print screen and then choose the invincible icon (the one below the laser - the one to the right of the orange spiked ball).

Now drag this icon to your ship and click it on and off the ship.

Your money increases by 500 units.

Drag the icon to the Alien Trash Can and trash it.

Carry on doing this to boost your money to your heart's content.

1.77 x-poker

Level Codes:

```
02 APOCALYPSE 07 STARMAN 12 EXCALIBUR
03 ODYSSEY 08 ENCOUNTERS 13 KINGLEAR
04 COLORS 09 RRABBIT 14 NIGHTFEVER
05 TERMINATOR 10 INDIANA 15 LORDRINGS
06 COLRPURPLE 11 PURPLERAIN 16 BLADERUNNER
```

1.78 xenon

At level 2, kill the first guardian and then crash into the closest wall. Now when play restarts, there shouldn't be any aliens for a while.

1.79 xenon ii

Pause the game and type in "RUSSIAN AIR". Unpause, and now pressing <N> will skip a stage.

What And Where To Buy

Level 1, Shop 1: Buy Health, Super Nashwan
 Level 1, Shop 2: Sell Rear Shot, Buy Double Shot and Side Shot
 Level 2, Shop 1: Buy Side Shot
 Level 2, Shop 2: Sell Side Shot
 Level 3, Shop 1: Buy Health and Rear Shot.
 Level 3, Shop 2: Sell Rear Shot, Buy Side Shot, Laser, and Power Up
 Level 4, Shop 1: Sell Rear Shot, Sell Side Shot

Try to stick with your best weapon, and end up with 2 Cannons, 2 Lasers, and either Side Shot or Rear Shot. Always spend your money as you cannot take leftover cash.

Halfway and End-Of-Level Monsters

Snail: Shoot at eye, avoid mines.
 Alien: Shoot eyes at either side at top. Move back and shoot centre eye.
 Spider: Destroy as much web as possible. Fly down to face spider and fire continuously.
 Crayfish: Travels in figure eight. Stay below and fire in it's face.
 Snake: Attacks from left of screen.
 Dragon: Shoot the side heads first, then tail, then main head.
 Head: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.
 Tank: Use missiles.
 Gand Spaceship: Shoot all cannons until totally destroyed.

ITEM COST COMMENTS

Advice	200	Only useful after Level 1
Speedup	500	Essential to survival
Half Health	500	Restores half your energy
Autofire	500	Needed if joystick has none
Nashwan	600	10 Seconds of sheer heaven
Full Health	1000	Restores full energy
Rear Shot	1000	Very effective on later levels
Small Mine	1000	Useless
Side Shot	1000	Cannot be used with Rear Shot
Electroball	1200	Too sensitive to control
Power-Up	2000	Double bullet size
Large Mine	3000	Useless
Double Shot	3000	Recommended on later levels
Cannon	4000	Effective when using two

Dive 4000 Waste of Money, but fun
Missiles 4000 Weak to start with
Laser 4000 Awesome when using two or more
Drone 4500 Two slow
Flamer 5000 Extremely limited range
Bomb 5500 Limited range but powerful
Extra Life 6000 You'll need lots of these!
Homers 6000 Four slow but powerful missiles
Protection 6000 Doesn't do much
Bitmap Shades 6000 Darkens Screen - useless

1.80 xtreme racing

On the 1st selection screen type any of the following:

"SHEEPY SHEEPY" a sheep as a vehicle
"TURBO NUTTER BASTARD" ?
"IDKFA" auto qualify and access to 3 bonus track in
single track mode

Hints: Grassland 1 has a short cut - where you have the blocks in the middle of the road. Go just past there and you can drive through a tree.

1.81 xybots

Get a high score and enter "ALF" for your name. Now you have unlimited lives.

If you manage to reach level 10, you're better off using your radar to kill the xybots. Just line them up using radar and fire, you don't have to be able to see them.

Keep as many keys with you as possible because some levels don't have enough to complete them.

There are short cuts to level seven on levels one and four - you get extra cash for using them.

If you have the extra energy upgrade try not to let your energy fall below 100m, because you lose the upgrade if it does.

Drums are not just decorations - hide behind them when possible and use your zapper near to them to find more cannon power on level eight, near to the top left hand transporter you can get to two white coins by blasting away one of the three walls around them.

Don't split up in the two-player game, because it's easier to complete it together.

The master xybot lives on level 11, and you'll need to stock up on double shot and extra shot speed to stand a chance of survival.

Try to get one xybot to stand behind another - they'll blow each other

apart.

On level eight, near to the top left hand transporter you can get to two white coins by blasting away one of the three walls around them.

1.82 yo! joe

During play, type "WELTRAUMKAKALAKEN" for all the weapons and to activate the following keys:

- <J> Add lives
- </> Subtract lives
- <Y> Advances levels
- <SPACE> Transports you to the end of the flying level
- <S> Press repeatedly while paused for slow motion

1.83 yogi bear's big clean up - hitec

On the screen right after the title screen, the one with the animation, type "LETS LOOK AT WHAT YOU COULD HAVE WON". Then type "SUPER SMASHING GREAT". Now press <P> to unpause the game and press the joystick button to start the game. This will give you infinite energy and will enable the following keys:

- <F1>-<F5> Skip to corresponding level
- <1>-<8> Select object
- <TAB> Open exits

On the same screen type "FRITH MODE".

1.84 yollanda

On the high score screen, type "SKID ROW". I'm not sure this does anything other than put {18 and life} as your name on the high score table.

At any time, type "QUIDITY" and use the following keys:

- <SPACE> Skip levels
- <HELP> Toggle infinite lives
- <F4> NTSC video mode
- <F5> PAL video mode

If the game ends or you reset the game by pressing <F1> you will have to enter the code again.

1.85 yosemite sam

Enter your name as "BUGS". This gives infinite energy, press <F1> to go to a sprite editor (there are some already on the disk).

1.86 z-out

While playing, press <J> and <K> together for infinite lives. Then hold down <J> while pressing one of the keys from <1> to <8> to be taken to the respective level.

You can then press the keys <1> to <3> on the numeric keypad to skip to the three different stages on that level.

1.87 za zelazna brama

During play type any of the following:

```
"DAWAJ MI PLANSZE"  skip levels
"PRYSZCZ CI W OKO"  invicibility
"LENINJESTWIECZNY" Top of life meter
"ILE WOLNEGO RAMU"  ?
"TRYBUS SPECJALUS"  ?
```

If you type the last one in and the screen turns to garbage press <RETURN> to get the screen back and use the function keys while the screen is screwed up to alter the screen (sort of like the <m> and <n> keys of the Action Replay freezer).

1.88 zak mckracken and the alien mindbenders

STARTING OUT TIPS, AND GOING TO SEATTLE:

Once again, it's up to you to save the world from a terrible fate -- rampant stupidity! You, in this case, are Zak McCracken, ace reporter for the National Inquisitor, the kind of tabloid you see around 7-11 check-out counters. Eventually, you will gain allies in your quest, but for now I'm afraid that you are on your own!

First, a few basic hints. Whenever you enter a new room, click on the command "WHAT IS" and sweep over the objects in the room with your cursor. Anything that does not register cannot be manipulated by you. Now, just because it registers doesn't mean it's important, but nine times out of ten it's there for a reason. Second, I cannot overemphasize the importance of reading the articles in the newspaper that comes with the game. It is chock full of clues, and should be consulted regularly. Remember that there is a twisted logic at work here, and there is often more than one way of solving a problem. And save often, of course!

When the game starts, you have just awakened from a strange dream in which you saw a map. It occurs to you that you should make a copy of that map, so that's one of your first priorities.

You awake in your bedroom, so check that out first. There's a dresser, a desk, a lamp, a telephone, and an answering machine. OPEN the dresser, then PICK UP the phone bill. READ the phone bill. Then cross to the desk, and open it. PICK UP the kazoo. Next to the desk there's a piece of the wall that looks different from the rest. PICK UP the loose piece of wallpaper. Now, if you look under the desk, you will notice an object resting there. When you try to PICK UP your CashCard, however, you push it further under the desk. No problem. USE the phone bill with the CashCard and it's yours. READ the CashCard. Seems like a lot of money? It won't last. The only other thing in your bedroom of importance is the fishbowl, but you don't need that yet, so let's move into the living room. (If you want to, you can TURN ON your answering machine. It is not necessary to the solution, but otherwise you won't get messages from your mother. The phone works, by the way, but I never found any numbers to call.) WALK to the door and you'll be in the living room.

When you try to TURN ON the TV, you can't. There are two reasons why: First, PICK UP the loose cushion. Aha! USE the plug with the power outlet on the wall. But you still can't TURN ON the TV. If you do a "WHAT IS" on the TV, you will notice an infrared sensor, so obviously you have to find the remote control. I don't know about you, but whenever I can't find my remote control, I always know where to look first. WALK to the couch and PICK UP the other cushion. Then PICK UP the remote control you find underneath, WALK TO the TV, and USE the remote control. Watch the TV to get more of an idea as to what's going on in the world.

You might as well TURN OFF the TV and WALK TO the kitchen. Under the sink you'll find a cabinet. OPEN the cabinet and PICK UP the box of crayons. USE the yellow crayon with the piece of wallpaper, and you'll have a map! Then OPEN the refrigerator and PICK UP the egg. PICK UP the small key by the side of your door, OPEN the door, and go out.

When you get to the street level, go left to the French bakery. PUSH the doorbell. When the man leaves, PUSH it again. Then, once again. PICK UP the stale bread and WALK TO the door to the right of your stairs. OPEN the door and go inside to TPC -- The Phone Company. Check out the representative and your surroundings. They will become important later. For now, GIVE the phone bill to the representative. Then PICK UP the application next to the counter (on the far left), and USE the yellow crayon with the application. You can then go back to your entryway, USE the small key with the mailbox, then USE the application with the mailbox. CLOSE the mailbox. It's time to take a trip to Seattle to cover a story about a two-headed squirrel!

Continue to your right to the corner, where you'll find a bus and a sleeping driver. USE the kazoo, which will wake him. WALK to the CashCard reader, and USE the CashCard in the reader. And it's off to the airport!

Oh no, one of those obnoxious shaven-headed devotees of some far-out Eastern religion is trying to sell you a book! For once, give in. GIVE your CashCard to the devotee. He will give you a book on enlightenment. Since you already have your ticket, you can just WALK to the gate and the planes.

Now there are three things you need on the plane, and the stewardess will stop you from getting them, so you have to distract her for a sufficiently long period of time to allow you to do what you need to do. This section should delight the practical joker in all of us!

WALK to the back of the plane, OPEN the door, and go into the toilet. CLOSE the door. PICK UP the toilet paper, then USE the toilet paper with the sink. TURN ON the faucet and PUSH the call button. OPEN the door and walk forward to the front of the plane. (Ain't I a stinker?) On your way to the galley, PICK UP the seat cushion from the seat in front of yours. You will notice something fall out onto the floor when you do so. PICK UP the lighter. Then WALK to the microwave oven in the galley. OPEN the microwave, USE the egg with the microwave, CLOSE the microwave, and, finally, TURN ON the microwave. (This all must be accomplished before the stewardess finishes cleaning up the head, so you might want to save before you try it.) The resultant mess will gain the stewardess's undivided attention for a while. As she is cleaning up after you, OPEN all the overhead bins. In one, you will find an oxygen tank, which you can PICK UP. While you're waiting to land, you can READ the book and the oxygen tank for future reference.

When you land in Seattle, WALK to the outside door and into the woods. PICK UP the tree branch overhead. GIVE the peanuts you received as a "meal" on the plane to the two-headed squirrel, then USE the tree branch on the loose dirt. (Alternately, you can USE the butter knife from your apartment on the squirrel but this will haunt you later in the game.) WALK to the cave entrance.

Who turned out the lights? Well, TURN ON the lighter and use its glow to check out the cave. Up and to your right is an abandoned bird's nest, and on the floor is a fire pit. You can't reach the bird's nest yourself, so USE the tree branch with the nest, USE the nest with the fire pit, then USE the branch with the nest in the firepit, and USE the lighter on everything. And Lucasfilm said "Let there be light!"

On the far right wall of the cave is a door with some strange markings (and they won't be the last!) READ the strange markings, then USE your yellow crayon on the markings. This one time, the game will complete the picture for you, and the door will open. Go inside.

There is a machine holding a blue crystal, which you saw in your dream at the beginning of the game. You need it, but it's locked in place. Fortunately, you notice an infrared sensor on the machine that looks just like the one you've got on your TV back home. Could it...nah! Well, might as well give it a shot. USE the remote control. Presto!

Now, take the blue crystal. The lights will go out, but you should be able to find your way back to the cave with no problems. From there, return to the airport, and USE the reservation machine to buy a ticket back to San Francisco. It's time to get some help in your quest!

ANNIE, MIAMI, NEPAL, AND ZAIRE:

You now have an artifact, and you need some advice. Remember the woman from the Society for Ancient Wisdom you saw on TV? Why not go see her?

When you get back to the San Francisco airport, WALK to the door on your right and you will find yourself back on the street corner by the bus. WALK up to the top of the screen and 14th Avenue. For the time being, walk by the pawnshop and continue to the second door. USE the blue crystal on the drop slot. Annie will open the door, invite you inside, and show you a picture of the machine you need to build in order to defeat the Aliens. Make a copy of this diagram for future reference.

About this time, you will also notice that you can use the command SWITCH. Try it out by switching to Annie and have her pick up the blotter on her desk, and pick up the CashCard underneath. You won't need Annie's direct help for a while, so switch back to Zak. You've got to get the other yellow crystal shard that complements the one that Annie gave you, and it won't be easy, believe me.

WALK out of Annie's office and go back left to the pawnshop. There you will BUY the following: the nose glasses, the hat, the tool box, the golf club, the guitar, and the wet suit. Go outside and to the right to the large bobby pin sign. OPEN the tool box, and USE the wire cutters on the sign. You have now gone from malicious mischief on the plane to vandalism and petty theft! About this time, you should have received a letter. Make your way back to your apartment entrance and USE the small key on the mailbox. PICK up the letter inside and read it. You are now a proud member of the King Fan Club. If the letter hasn't arrived yet, wander around a bit until it does.

Go upstairs to your kitchen. USE the monkey wrench on the pipe below the sink, then TURN ON the switch behind the faucet. This will activate your garbage disposal. USE the stale French bread in the sink, and PICK UP the bread crumbs you've made. Be sure to TURN OFF the disposal and USE the wrench on the pipe again to fix things back to the way they were. (It might be fun at this point to PICK UP the butter knife and go into your bedroom. PICK UP the loose corner of carpet [lower right] and try to USE the butter knife in the loose floor boards. No go, huh? Well, try the monkey wrench. Now, USE the rope on the hole and you can climb down and check out the aliens' secret room!) Now go back to the airport, and buy a ticket for Miami.

Miami is closed but there's a panhandler there whom you should take pity on. GIVE him your cashcard, then GIVE him the book. He will read it, return it to you, and also give you a bottle of whiskey. From Miami, fly to either London or Cairo, and from there to Katmandu. (Whenever you leave the U.S.A., you will have to use the right exit code as found in the sheet that accompanies the game.) In Katmandu, go right to the fancy door and try to OPEN the door. GIVE the book to the guard, and he will allow you inside to meet the Swami. (First read the things on the bulletin board.) The Swami will tell you how to use the blue crystal to trade minds with any animal, a talent that will come in useful sooner or later! In fact, I'll bet you're dying to try it out right now, aren't you? Go ahead! BUT SAVE FIRST!

USE the blue crystal on the Yak. Well, no one said it had to be exciting. About now, your use of the blue crystal will have triggered something in that secret room. Watch what the aliens do and pay particular attention to their method of disguise. Return to your own body, and wait around until the alien shows up. He will take you captive, bring you back to his headquarters, and brainwash you, taking your crystals. For now, however, merely restore the game to where you saved. Go to the left and check out the police station. There is a flagpole out in front which you need, but stealing a flag is probably considered treason in Nepal; so, you have to be fast or sneaky. Either way, you have already saved the game at this point, so give it a shot. PICK UP the flag pole, and WALK to the yak as fast as you can, then USE the CashCard in the yak. If your timing is right, you'll get away scot free.

The alternative route is to USE the lighter on the hay bale to the right of the temple. While everyone is busy putting out the fire, you can nonchalantly saunter over to the police station and pillage it. If your conscience starts to bother you, remember, it's for a very worthwhile cause.

From the airport, buy a ticket, and fly to Kinshasa, Zaire. After going through several random jungle scenes, you will find yourself in a clearing. At the far left in the clearing is a hut with a sign out front. Go inside, and you will meet the Shaman who's in the picture with the Swami back in Nepal. GIVE him the golf club. Out of gratitude, he and two of his countrymen will show you a dance. TAKE NOTES! When the three men stop dancing and line up in a row, write down the order in which they bob their heads. (This differs from game to game.) The Shaman will tell you to return when you have the yellow crystal, so it's time to head out again. Wend your way back through the jungle to the airport, fly to Cairo, and from there back to Miami.

About now you should have severely depleted your CashCard. So before we head home, let's try to get you some more money. In Miami, buy a ticket to the Bermuda Triangle. Your plane will be caught by a mysterious beam, and you will end up on a spaceship. The pilot will enter a four-note combination on the coloured panels (this too varies from game to game), but when he invites you back aboard the plane, stay over on the far right by the doorway. Once the bright white glare disappears, push the button by the side of the door. You will be captured and taken before the King of the Aliens. Before he can decide what horrible fate worse than death should befall you, give the Fan Club Card (or the guitar) to the King. This will make you the King's good friend, and one of his minions will show you a different colour combination that will send you home. Don't use it yet. Instead, return to the King's chamber, and WALK to the right and READ the Lott-O-Dictor, which will give you tomorrow's winning number. Then go back to the colour panel, press the right combination of buttons, and stand on the platform to the left of the panel. You will be teleported straight home. Go back to the pawnshop and BUY a Lottery ticket. (At this point, you can also SELL your bent butter knife.) You can pick up your earnings after your trip to Latin America.

PERU, MEXICO, AND MARS:

At SFO, buy a ticket for Lima, Peru. When you reach Lima, you will have to wander through a few jungle screens until you reach a scenic overlook. If you continue right past the ancient bird feeder, you'll see a huge carving. Now, if only you had wings....

Go back to the bird feeder, and USE the bread crumbs on the feeder. This will attract a sparrow. Save the game! USE the blue crystal on the sparrow. Use of the blue crystal will alert the aliens to your location, and you want to avoid capture. Now, depending on your game system, you will have to press a certain key or button (on the Amiga, for example, you click the right mouse button) to avoid watching the "cut" scene of the Alien putting on his disguise. Activate this feature as soon as the scene begins. This will give you enough time to do what you need to do.

In the bird's body, FLY to the giant carving and to its right eye. You will see a candelabra and a platform. You can't do anything here right now, so fly out and go to the left eye. PICK UP the scroll on the floor, and FLY back out of the eye, across the valley, and back to Zak. GIVE the scroll to Zak, then return to Zak's body. As quickly as possible, get back into the jungle. You must accomplish this before the Alien arrives.

Return to the airport and fly to Mexico City. You'll have to go through yet another jungle until you reach the Aztec pyramid. Pick any of the three entrances and go inside. Now you're in a real maze, which you can map if you want to, but it can be solved fairly easily by trial and error. In each room

there is at least one torch, which you will have to locate (with a "WHAT IS") and then USE with the lighter. There are three types of corridors in the pyramid: long ones with green faces on the walls, medium ones with blue faces, and short ones with no faces. You will enter a long corridor; try each exit from it until you locate a medium corridor; from there, try to find which of the several doors leads to a short corridor. One of the short corridor rooms has a door which leads into a room with a statue holding a shard of yellow crystal, and on the base of the statue are some strange yellow markings. Unfortunately, here you must draw the correct figure yourself, and you don't know what it is. I would recommend that you save the game at this point, and prepare to meet the rest of our intrepid crew.

SWITCH to either Melissa or Leslie, who are standing by their converted VW Microbus in the Martian desert, just waiting for something to do. Have the co-ed you switched to OPEN the van door and go inside. OPEN the glove compartment. PICK UP the boom box, the CashCards, the fuse, and the digital audio tape from the radio. USE the oxygen valve if you like. Leave the van, and make sure each girl has the correct CashCard. WALK to the left, past the alien hostel, and to the black monolith. USE the CashCard in the slot, and then do it again so you get two tokens. Now switch to the other girl, and have her do the same, so that each co-ed has two tokens.

Bring them both inside the hostel. USE the token on the metal plate to the right of the airlock door, and PICK UP the burnt-out fuse. Then, USE the fuse from your van in the air lock fuse box, and PUSH the button, closing the door. Next, PUSH the button by the door on the right wall, and send Leslie into the dormitory. (Melissa is a little too squeamish.) Check out the locker by the door and PICK UP the little strip of yellow vinyl tape. OPEN the right side of the cabinet, and PICK UP the flashlight. Move to the right and PICK UP the covers, revealing a dead alien shaped like a broom. Finally, PICK UP the ladder in the far right corner, and leave.

WALK both the girls to the right (past the van) to the Giant Face and a door that has three buttons on it. Set up the ladder under the highest button, and send one co-ed up the ladder, while parking the other by the lowest. Now press the buttons in the order indicated by the dancing natives in Zaire. This will open the door. Take both girls inside.

Inside you will find two huge statues and three massive doors. On one of the statues will be strange yellow markings. READ the markings and copy the symbol down (they change from game to game). This is the symbol Zak needs to draw on the Mexican statue's base to get the yellow crystal shard. But first there are some other matters to take care of in the Great Chamber. Your oxygen will not last forever, and it might be nice to see the girls' faces. Let's find the air conditioning unit.

WALK to the massive door on the left. USE the ladder by the pedestal, and WALK to the crystal globe. Have the other girl USE the vinyl tape with the digital audio tape (DAT), allowing you to record over it. USE the DAT in the boom box, TURN ON the boom box, and set it to Record. SWITCH to the girl on the ladder and PICK UP the globe. There will be an annoying whine and the door will open. Send LESLIE with the flashlight into the chamber.

You find yourself in a maze of coloured doors. You can map this maze if you like, but the quick and dirty way is to go through the purple door, then the blue door, then the purple. You should find yourself in a room with a machine. READ the gauges on the machine, then PUSH both switches. Once both gauges move

into the green, you will be able to remove your helmets inside the whole Great Chamber.

Exit the machine room and go through the blue door. From there, take the purple door, another purple door, and finally the door with the red edges on your far right. There you will find a room with a familiar map, a representation of the Sphinx, and more strange markings which you should copy down. To find your way to the exit, go out and take the yellow door, then the blue door, the red door on the far left, the red door on the far right, the red door on the far right, and the red doorway on the far left.

Next move to the middle of the three massive doors. The crystal globe here is broken, so you have to USE the boom box in Play mode, which will produce the sound you need to open the door. This is not a maze, thankfully. All you need to do is go through the doorway over on the right. Inside you will see a close relative of the statue in Mexico, holding an ankh. PICK UP the ankh.

Finally, you can open the massive door on the far right by either method, and once you enter and go through the door in that chamber, you will find a force field, which you turn off when you USE the ankh in the panel. PUSH the button on the strange machine and you will see what I assume is a hologram of the ancient aliens who prepared all this for you. PICK UP the smaller key on the wall (the larger one will crumble into dust). At this point, it's time to leave Mars, and go back to Zak.

Save the game here, just in case you make a mistake. USE the yellow crayon on the strange markings. By placing the cursor on the screen where you want to draw a line, you can recreate the drawing the co-eds found on the huge statue. When it's done, click on FINISHED DRAWING. The statue will release the crystal shard and you can take it. Find your way out of the pyramid, return to the airport, and from there to San Francisco. It's time to pick up Annie and finish this game!

LONDON, ZAIRE (AGAIN), CAIRO, MARS (AGAIN), AND ENDGAME:

Once back in San Francisco, go home and get your fish, Sushi, and his transparent domicile. USE the fishbowl with the sink to give Sushi a temporary home, and then leave. On your way to Annie's office, be sure to visit the pawn shop and pick up your lottery winnings. Would that real life were as full of such sure things!

GIVE the scroll to Annie (who is the only one who can read it). Then both of you should walk down to catch the bus (remember only Zak can wake the driver), and you both should go to the airport and buy tickets for London. Zak should GIVE the bottle of whiskey to Annie, who should, in turn, GIVE it to the sentry by the electric gate outside of Stonehenge. He will get drunk and pass out, enabling Annie to TURN OFF the switch that controls the electrified fence. Zak can USE the wire cutters on the fence, and both can WALK to Stonehenge. Zak should USE the yellow crystal shards on the altar, then USE the flag pole on the little notch on the left. SWITCH to Annie, who can READ the scroll again and produce the desired effect. Have ZAK pick up the yellow crystal (now fused whole), and send both back to the airport.

Both Zak and Annie should fly to Cairo, but send Zak on from there to Zaire, and have him visit the Shaman once again. The Shaman will explain to Zak how to use the yellow crystal for teleportation purposes. Zak should then rejoin Annie in Cairo.

On one of the two legs of the Sphinx will be some more of those ubiquitous yellow markings. Zak must recreate the drawing seen in the chamber on Mars below the depiction of the Sphinx, which will open a secret door. Both Annie and Zak must go inside. Yep, it's another maze, but (a) it's lighted, and (b) there's an easy solution. Always go through the doorway with a picture of the sun over it (or in one case, the doorway is at the end of a corridor, and the sun is above and to the right). Eventually you will find a door with what looks like a pair of horns above it. Inside you will find some hieroglyphics which only Annie can read. They will instruct her to push the left button, then the right button, and the centre button. (One of the hieroglyphics looks suspiciously like an Imperial fighter from Star Wars, by the way.) Once the panel opens, Zak should USE his yellow crayon on his wallpaper map, and you should write down the last set of strange markings (whew) by the depiction of the Great Face.

Retrace your steps out of the Sphinx. At this point, Zak should go to the big pyramid across the street, and enter the tiny little door on the left side. With lighter in hand, he will be able to find the doorway to the right, find the torch on the way inside that room, and light it. Bring Annie to join him in the room with the sarcophagus, then send Zak only back to the airport, and fly him to Miami.

In Miami, buy another ticket to the Bermuda Triangle, and before the beam can get you, USE the parachute. The cushion you stole from the first airplane will keep you afloat. USE the kazoo, which will summon a dolphin. Save the game here, and USE the blue crystal on the dolphin. As the dolphin, SWIM underwater and to the lower right to a clump of seaweed. PICK UP the seaweed, then PICK UP the glowing object behind it. Return to the surface, GIVE the glowing object to Zak, and return Zak to his own body. Immediately, USE the yellow crystal. The maps you have drawn will appear, and you can use the cursor to pick where on the map you want to go. Click on the yellow dot in South America, and you will be teleported to the room in the huge carving's right eye where the candelabra was. PICK UP the candelabra and get ready to teleport to the secret chamber inside the Martian pyramid. USE the yellow crystal and click on the pyramid. Oops. Nothing happened.

Well, you have to get to Mars anyway, so USE the yellow crystal again and click on the Great Face. You will be teleported into a chamber with three doors and, yes: more strange yellow markings! USE your yellow crayon to recreate the figure you saw in the map room inside the Sphinx, and all three doors will open. Go through the centre door, and you find yourself in the maze of coloured doors. TURN ON your lighter, go through the green door on the far left, and the yellow door on the far left of the second room; go all the way to the left, and you'll be in the Great Chamber. Zak can meet up with Melissa and Leslie at long last.

No time for chitchat, though. Have Leslie put her helmet back on and WALK to the big pile of sand in front on the hostel. USE the broom alien on the sand, to reveal solar panels, then send her over to stand by the tram. Next, PUT ON Melissa's helmet, and send her over to the the tram. Finally, you have to send Zak outside, but he needs a spacesuit. PUT ON the wet suit, the oxygen tank and the fishbowl, then USE the duct tape on the fishbowl. Perfect! Send Zak to the shuttlebug where he can use the oxygen valve to freshen his tank and bring it up the full 15 minutes; then, send him to the monolith, and have him USE his CashCard in the slot. He needs only one token. Zak should then join the others by the tram. Save the game here!

Have each of the three USE the token in the tram. All three must get on board before it leaves, or you can't finish the game. The tram will go to the Martian pyramid, and let everyone off. Send Leslie to the pyramid, and USE the broom alien on the sand pile. Send Zak there, and USE the bobby pin sign. Then give Zak the flashlight, and have him enter the pyramid. It is a duplicate of the Egyptian pyramid, except for the sarcophagus.

This one can be manipulated. Bring both co-eds into the chamber, and have one PUSH the sarcophagus's feet. This will open a secret door to the left of the sarcophagus. Send the second girl up the stairs, have her stand by the button, and send Zak up there. (You may have to move the girl away from the sarcophagus's feet to close the hole in the door.) PUSH the button, quickly SWITCH to Zak, and PICK UP the white crystal. Zak should USE the yellow crystal to teleport to the dot on the map near Cairo.

(While not necessary, it is fun to send Melissa and Leslie back on the tram, have them pick up their fuse in the hostel fuse box, replace it in the van, and then USE the controls to head home.)

Zak is now in a secret room with a big base, two switches and a lever. First, PULL the lever, which opens a secret set of stairs. SWITCH to Annie, who has been waiting patiently below, and have her come up the stairs. PULL the lever again to close the panel in the floor. Have Zak USE the glowing object on the base, USE the candelabra on the glowing object, and USE each of the three crystals in their proper position as shown in your dream and the diagram in Annie's office. (Oh no, you forgot what order to put them in? You dunderhead, now you'll have to start from the beginning! Just kidding.... Actually, the program automatically puts each in the right position.) When the machine is finished, have Zak and Annie each pull a switch in turn. Then sit back and enjoy your victory and the amusing epilogue. It's Miller time!

1.89 zany golf

To get to the secret level, make it to the last level (energy), and find the mouse hole where two eyes appear occasionally. When the eyes turn red, putt the ball into the hole to warp to the secret level, apparently called "Mystery".

1.90 zarathrusta - hewson

Level Codes:

03 LUCX	14 MYFO	25 LONY	36 PURN	47 MECA
04 DYPO	15 DNAR	26 SPIR	37 SCIL	48 USTI
05 UVOX	16 IFLY	27 VIWA	38 PIQO	49 QOTX
06 HXOR	17 HION	28 XYZO	39 VOLQ	50 FOXA
07 IPSX	18 OPRA	29 BORZ	40 BENO	51 CRON
08 KRAY	19 YQUA	30 AXOR	41 GESA	52 KLON
09 ORFE	20 ECUS	31 JARX	42 FUQO	
10 OLYN	21 JERN	32 ZABY	43 IRON	
11 ZUVO	22 WANI	33 EFEX	44 EVOK	
12 CYTA	23 TUZO	34 WORN	45 RARO	

13 HORC 24 LARS 35 MORQ 46 YSCE

1.91 zardoz - alive designs

Enter any of the following for the password:

"SEE MY END BOY" see the end
"GUESS WHAT ..." Disables time & enables <+> and <-> on
 the numeric keypad. Use these to go up and down levels.

Level Codes:

05 ADMANTIUM 20 GENESTEALER 35 NECROMUNDA
10 TITANICUS 25 DEATHWING 40 LEMAN RUSS
15 IMPERIUM 30 TYRANID HIVE 45 ADEPTUS TERRA

1.92 zeewolf

Enter "FRAMPAGE" for the password and you will be given a light armoured fighter plane. The plane has better handling.

Level Codes:

05 IMAGO 09 TIBURON 13 ARGUS
17 MARTEN 21 SOCKIN 25 GANNPAU

There is a tank placed on one of the islands. Hover over the tank and press <H>. You can now pick up the tank and drop it in one of the danger zones and it will blast the enemy while you take the money and run.

1.93 zeus

Level Codes:

11 BEATS INT. 21 TONY SCOTT 31 SACREMENT
2 ECSTACY 12 MANTRONIX 22 CHADJACKSON 32 JUDASPRIEST
3 SPECCI 13 DOUBLE DEE 23 NENECHERRY 33 DEEP PURPLE
4 PUBLICENEMY 14 VANILLA ICE 24 BEATMASTERS 34 TESTAMENT
5 RUNDMC 15 N. W. A. 25 TECHNOTRONIC 35 SLAYER
6 ICE-T 16 DAISY DEE 26 BETTY BOO 36 SACREDITCH
7 TONELOC 17 BOMBTHEBASS 27 49ERS 37 MANOWAR
8 L. L. COOL J 18 D. N. A. 28 AC/DC 38 AERTZTE
9 THENEWSTYLE 19 ICE MC 29 SEX PISTOLS 39 HOSEN
10 WAS NOT WAS 20 M. C. HAMMER 30 OBITUARY 40 BILLY IDOL

1.94 ziriaux

During play, press any of the following:

<T> invincibility on current level

<S> Speed the game up
<A> all the extras
<E> Removes extras from ship (IE invincibility)
<R> Restart current level
<ESC> skip levels
<1>-<6> Select weapon and press <SPACE> or <RETURN> to activate it
<=> Advance to further parts of the current level
<-> Go back to earlier parts of the current level

1.95 zombi - ubi soft

If you have seen Dawn Of The Dead, you already have a good idea on how to solve most of the puzzles. But here's some extra tips anyway:

- 1) To lock up the mall to keep zombies from getting in, you need to park the trucks over the entrances. Get the key from the office on the 2nd floor and go to the 4th floor where the keys to the trucks are kept.
- 2) To keep the dead zombies from coming to un-life, lock them up in the freezer in the basement.
- 3) before you can go play in the basement, you need a source of light. Get the fuses and gloves from the 3rd floor and go to it!!

Solution:

First get Alex to drop the helicopter keys by the heicopter, there's no point in carrying them around with you and it will enable you to carry one more usefull object.

Choose one of the characters and go down to the security room on the secon floor, pick up the set of keys and make your way to the list, don't bother getting any weapons and don't stop to kill any zombies.

Use the keys and now you will be able to go up to the fourth floor (drop the keys in the lift, you don't need them anymore). Leave the lift and yo will now be in the main control room, and here you will find three differe keys on the floor, each one of the three will start one of the lorries, enabling you to move them.

Via the lift now make your way back down to first floor and go to each of the lorries and using the keys move them infront of the various entrances to the shopping centre. The only problem is now that your character will not be able to get back inside. Choose another one of characters and send them down to the sports shop on the third floor, get the rope, and then go to the balcony above the front entrance on level two, use the rope and you other character will climb up and onto the balcony away from danger. Get one of your characters to get the fuse, the rubber glove and a gun, an make another character to get the torch, take them in the lift to the basement and get the person with the torch to use it so when you exit the lift you'll be able to see where you are.

Both go round to the fusebox and after you've disposed of any zombies get the character with the rubber glove to use it and insert the fuse into the fuse box. Now using yet another character go to the forth floor and press the buttons on the computer to activate the lights in the basement. This is where operation zombi kill starts. Get one of the characters to go round each of the levels destroying all zombies he meets and then stick all the zombies in the cold store (if you use the tape from the video sho

with the TV and video in the rental shop you'll see that you have to shoot the zombies in the head to kill them). If you now go down to the main entrance you will see that some thugs have moved the lorry and have made their way inside.

Getting the fuel can (level three), a gun (level two), and the hose pipe (level one) go outside and go to the right. Soon you will come across a van belonging to the thugs, shoot any thugs that are by the van, and then drop the fuel can in front of it. Now use the hose pipe and, viola! You now have the precious fuel you need to fly away in the helicopter. Get everybody inside the helicopter and start it up with key (remember where you left it) and the game is completed.

1.96 zool

If you wait for the second title page to appear (the one which says press fire to play) and you type in the word "GOLDFISH", you will activate a special cheat mode. Pressing any of the first five function keys will transport you to that world, and hitting <1>, <2>, or <3> will take you to the requested stage. Make sure you select the desired level before you press fire to start. In game use:

```
<1> Will make zool invincible
<2> Advance to the next section
<3> Skip to next level
<4> Removes invincibility
<F7> extra life ?
<F2>-<F5> go to corresponding level
```

For a bonus zone on level 2-2, play these notes on the first piano:
Brown, Yellow, Red, Orange, Green.

Try any of the following for various messages: "ADE", "TONY", "GEORGE", "GREGGS", "PAT", "SIZ", "SYD", "CASSON", "SHORTIE", "MICK", "PAUL", "RITCHIE", "ASH", "MARK", "BERNI", AND "HILEY".

1.97 zool 2

Just enter any of the following phrases on the title screen (when the screen says {Press Fire for Options}) for different effects during the game. Once you've typed in a cheat code the screen will flash to confirm it. If it doesn't then try it again.

```
BUMBLEBEE Skip stages (press <RETURN> to skip)
CREAMOLA 10 lives
VISION 20 lives
TOUGH GUY Invincibility (or "THOUGHGUY")
OLDENEMY Unlimited time
ALCENTO 99 items collected
KICKASS Unlimited smart bombs
NAPOLEAN Bonus level every stage
MARROBONE Stops the ball on the bonus level
```

SESAME Start on level two
RONSON Start on level three
FUNKYTUT Start on level four
HISSTERIA Start on level five
7SLURP Start on level six
PLUNGER Start on level seven
WARPMODE ?

1.98 zoom

Press the <F10> key when asked to select the starting level and you will be able to start at level 30 instead of level 10.

At any time on the title screen or during play, type "TRICK" and use the following keys:

<R> Advance 16 levels
<T> Invincibility
<N> Disable cheat mode

1.99 zork

You may not go through this in exactly the way it's written because of the thief. He is a variable item in the game; you never know where he will show up. Try to move out of the room he's in as soon as he shows up. But keep in mind that even if he does steal anything from you, you will get it all back from him in the end.

You begin West of the house, and your first chore is to get inside. So, go South and East. Open the window and enter the house (you're in the kitchen), then go West into the living room. Get the lamp, then move the rug, revealing the trap door. Open the trap door, turn on the lamp, and go down. At this point, some mysterious person will shut the door on you; don't worry about that for now. Okay, so here you are in the cellar. It's time to pick up your first treasure, so go South, then East to the Gallery. Get the painting, then continue North to the Studio. Go up the chimney (you can only fit with the lamp and the painting), and you will be in the kitchen again. Now, go upstairs to the attic, and get the knife and rope. Come back down and go into the living room. Open the case and put the painting inside. Then, drop the knife and get the sword. Open the trap door again, and return to the cellar. Again, the door is shut by someone (you never will find out who's doing this, but it doesn't matter). Now you're back in the cellar, and since we're coming to one of the more dangerous parts of the game, you might want to do a save here. Gripping your trusty sword, head North into the Troll room. There's a nasty troll here with a bloody axe, and the only way past is to kill him. So, do just that: "Kill Troll With Sword." It will most likely take more than one attempt, so keep at it, and eventually he will disappear in a cloud of black smoke. Now, drop the sword, because you really don't need it any more, and it

will hinder you in carrying other, more important items. Having dispatched the troll, you move along East, East (into the Round room), then SE and East. You are now in the Dome room. It's a long way down, and too far to jump, so here's where the rope comes in handy. Tie the rope to the railing, then climb down the rope. You will be in the Torch room. Leave the torch for now; you'll be coming back this way again later. From the Torch room, go South, then East and get the coffin. Return West, then continue South to the Altar. There's no way you're going to get down that hole with the coffin, and even the program will tell you that you haven't got a prayer. That's a hint, folks: Just "Pray," and you will find yourself in the forest again. Since it's daylight out, save energy and turn off the lamp. Now, head along South, then North (I know, but it works!) to the clearing, then East to the Canyon View. Climb all the way down to the bottom, then go North to Rainbow's End. Drop the coffin and open it. Inside is a jeweled sceptre. Get that, and wave it. The rainbow will become solid (you'll need to cross over from the other side later). Now, "Look." You should see a pot of gold. Get that, and the coffin. After that, go SW, then all the way back up to Canyon View. From there, it's NW to the clearing, and then West to the window. Once in the kitchen, open the bag and get the garlic (nothing else, just the garlic). Go on into the living room, and put your treasures in the case. Now, sit down and take a breather, because you're about to do a lot of traveling!

Once again, open the trap door, turn on the lamp, and go down. Watch carefully, and you will notice that this time, the door doesn't close! Whoever was doing it before must have gotten tired. Anyway, you're on your way to the dam, so move along North, East, North, NE, and East. You are now on top of the dam. From there, go North to the Lobby. Pick up the matches, then go either North or East (doesn't matter) into the Maintenance room. Get the wrench and the screwdriver, then push the yellow button. Now, return to the dam, and you will see that the green bubble is lit. Turn the bolt with the wrench, then drop the wrench. You have opened the dam, and you will be coming back this way again to reap the fruits of your labors. However, right now, you're on your way to Hades, so let's get going! Go South, then down into the Loud room. Leave the platinum bar for now; you'll get it later. Head West into the Round room, then SE and East (hmmmm, haven't you been here before?). Again, climb down the rope. This time, get the torch. At this point, you can turn off your lamp; the torch will provide light so long as you have it. Now, continue straight South, getting the bell, then the book and candles from the altar. Go down the hole to the cave, then down again to the entrance to Hades. Your candles will have blown out by this time, but don't worry about it. Okay, here's where you have to be careful. First, ring the bell. It will become red hot and you will drop it. You will also drop the candles. Stay calm, and do the following, all in one command: Get the candles, light match, light candles with match (necessary, because of the torch, and *DON'T* use the torch, or you'll vaporize the candles!). Okay, strange things happened when you lit the candles, now read the book. Whew! The demons have been exorcised! Drop the book, then go South and get the crystal

skull. Now, back North, then up to the cave, then North to the Mirror room. By the way, better put out the candles. Rub the mirror, and you will now be in another Mirror room (this one is North of the dam, as the other one is South). Now, go North, then West, then North, then West into the Squeaky room (well, I told you you'd be doing a lot of traveling this time!). Make sure you have the garlic with you, then go North into the Bat room. So long as you have the garlic, he won't bother you. There is a jade figurine here, but leave it for now. You'll pick it up on your way out.

Go East to the Shaft room. Put the torch into the basket, then turn on your lamp and head North to the Smelly room, then down to the Gas Room (best not to carry any open flames here!). Now, you are about to enter a small maze, so follow these directions *CAREFULLY*! East, Northeast, Southeast, Southwest, down, and you should be at the top of the ladder (if you aren't, may God have mercy on your soul!). From there, go down to the Ladder Bottom, and then South to the Dead End for the coal. Get that, then return to the ladder top. From there, go up, North, East, South, North, and you will be back in the Gas room. Go up, then South to the Shaft room again. Put the coal in the basket, and lower the basket. Now, guess what? You have to go back through the coal mine again! So, make your way to the Ladder Bottom, but this time, go West to the Timber room. Ignore the broken timber (not useful for anything), and drop all but the screwdriver. Now, you can squeeze through the crack to the West. And here you are in the Drafty Room, which is also at the bottom of the shaft. There's the basket, so get the coal and the torch, and move South into the Machine room. Open the lid, put the coal in the machine, close the lid, and turn the switch with the screwdriver. Drop the screwdriver, open the lid, and get the diamond (well, no one ever said Zork was an *EASY* game!). Now, go back North, and put the torch and the diamond in the basket. Squeeze back East into the Timber room. Get the skull, lamp, and garlic. You won't be needing the matches and the candles any more, so you can leave them. (They were insurance in case the thief came along and stole the torch before you could get the diamond). Now, head East again to the Ladder Bottom, and from there up and through the coal mine (you know the way now!), to the Gas room. Pick up the bracelet, then continue on up and South to the Shaft room. Get the torch and the diamond from the basket, turn off the lamp, then go West into the Bat room. Get the jade, then go South, East, South to the Slide room. Now, here's a fast way back to the cellar: Just go down the slide! Wheeeee! Then it's up to the living room (remember, the trap door is open now), and all the treasures go into the case. Huff! Puff! Bet you didn't know you'd be doing *THIS* much running around! But, don't get too relaxed, there's still plenty more to come.

Turn on the lamp, and return to the cellar. From there, it's North (ah, *deja vu!*), then East, North, NE to Reservoir South. Now that the sluice gates are open, you can head North, picking up the trunk of jewels, North again to Reservoir North, getting the air pump, and North one more time, getting the crystal trident. After that, go all the way back South again to Reservoir South, then East to the dam, and then East once more to

the Dam Base. Here you find a little pile of folded plastic; guess what it is? Right, it's an inflatable boat! So, inflate it with the pump, then drop the pump, then get inside the boat, say "Launch," and you're floating off along the Frigid River. Now, just keep waiting until you see the buoy. Get that, then "East" to the beach. Get out of the boat, then get the shovel and move on to the Sandy Cave to the NE. You might want to save the game at this point, since you have to dig here until the scarab turns up, and I'm sure you don't want to get buried alive (it's been known to happen!). Okay, drop the shovel and get the scarab, then go back SW. Drop the buoy and open it; inside is an emerald. Get that, then continue South to the Aragain Falls. Here you can cross the rainbow (so do that!), which brings you to the End of The Rainbow. Turn off the lamp, then go SW to the Canyon Bottom. From there, make your way back to the living room, and put all the treasures in the case. Your collection is quite impressive by now, but you aren't finished yet. Go East twice, then North twice. Climb up the tree and get the egg. Climb down again, and go South, East, and back to the living room. However, this time, you don't put the treasure in the case. Turn on the lamp, and go down (once again!) into the cellar, and North to the Troll room. Now, you are about to enter a maze, so follow the directions very carefully! West (this brings you into the maze), South, East, up, and you find several items here. Take only the coins and the key, and be careful not to touch the skeleton! From here, go SW, East, South, SE, and you will be in the Cyclops room. The Cyclops is not friendly, but you can deal with him effortlessly: Just type in "Ulysses" (or "Odysseus," if you prefer). Old One-Eye will tear out of there right through the wall! In fact, he will create a passage eastward from that room right into the living room! However, you don't want to go that way yet! Instead, go upstairs, and you will be in the Treasure Room, the thief's secret lair. Now, give him the egg, and go back downstairs, then East to the living room. Deposit the coins in the case, then get the knife (the thief needs a little time to open the egg). Okay, go back West to the Cyclops room. Again, at this point, saving is recommended; the thief will not be easy to kill! So, head upstairs and use the nasty knife to kill the thief. Once he's dead, all treasures in the room will be visible. This includes the egg, a silver chalice, and anything he may have stolen from you before. Get everything, then follow these directions: Down, NW, South, West, up, down, NE, and you will be in the Grating Room. Unlock and open the grate (watch out for falling leaves!), then go up. You will be in a clearing. From there, go South and climb the tree again. Wind up the canary that's inside the egg. A songbird will come by and drop a bauble for you. Climb down again and get the bauble, then return to the living room. Put all the treasures in the case, making sure you *REMOVE THE CANARY* from the egg and put it in the case separately! You're almost finished! Just one more trip to make! Now, for the last time, enter the cellar and go North. From the Troll Room, go East until you come again to the Loud Room. Type in: "Echo," and you will now be able to get the bar. So, grab it and return to the living room. Once you place it in the case, you will get a message. Follow the advice of that message, and you will get a map. Take that, and return to the place where this all started,

the mailbox West of the house. You should have no trouble getting to the barrow from there. Of course, once you enter the barrow.... You didn't really think it would end there, did you? Not when there's still Zork II and Zork III waiting for you up ahead! Ah, but it's too late; you can't turn back now! You'll just have to grit your teeth and follow through to the end (with a little help, of course).

1.100 zork 2

The Wizard of Frobozz is a lot more troublesome than the thief ever was. This is due to his spell-casting abilities. Therefore, frequent saving of the game is recommended! Otherwise, you will be wasting a lot of time waiting for some spells to wear off. Get the sword and lamp, and move along South, South, South, SW to the Shallow Ford. At this point, turn on your lamp, then continue South, SE to the North End of Garden. Enter the Gazebo, and get all items on the table. Then "Exit Gazebo," and go N, NE to the Shallow Ford and fill the teapot with water. Now, head South, SW, SW, and you will be in the Carousel Room. This is a wonderful place that spins you around, so you can't be sure that you're going in the direction you specify. Fun, huh? The thing to do here is keep moving around until you get to the Riddle Room. That room is actually SE of the Carousel Room, but you aren't likely to get there by typing SE, at least not for a while. So, every time you move, and find yourself somewhere else besides the Riddle Room, you will have to return to the Carousel Room and try again. Also, before you start moving around, drop everything but the teapot and the lamp; you'll pick up the things again as you need them. These are the directions from the various other rooms to the Carousel Room: Marble Hall - South Path Near Stream - Southwest Topiary - West Menhir Room - North Cobwebby Corridor - Northeast Cool Room - Southeast All right, you've finally made it to the Riddle Room. Now, all you have to do is answer the riddle! Actually, it's a fairly simple riddle; just enter: Say "A Well," and you will be able to move on to the East, which is the Pearl Room. Leave the necklace for now, and continue East into the Circular Room. There is a large bucket here, just big enough for you to enter, so do that. Then pour water into the bucket, and it will rise to the top of the well. Get out of the bucket, then go East into the Tea Room, and get all cakes except the orange one. Eat the green cake, and you will shrink down. Now, go East into the Pool Room, and throw the red cake into the pool of tears. The water will be soaked up, and you can get the package of candies. Forget about the flask; there is no use for it. Return West to the Posts Room, and eat the blue cake. Presto! You are returned to normal size. Stretch a little, then head NW into the Low Room. Aha, there's a robot here. Tell the robot to "Go E," then go that way yourself, and you will both be in the Machine Room. I wouldn't be surprised if the controls to the Carousel room were here! Tell the robot to "Push Triangular." There will be a thud in the distance (something fell), and the Carousel Room is now off. Tell the robot to go South, and do likewise. You are now in a Dingy Closet, and a red sphere sits invitingly just beyond your grasp. Try getting it, and a steel

cage will come down over you (uh oh!). Not to worry, however! Once the cage is down, just tell the robot (even though you can't see him) to "Lift Cage." Once that's done, you will be able to get the sphere.

Now, getting back to the bucket may be a problem of sorts; pushing the button has caused strange things to happen in the Low Room. So, after going North and West from the closet into the Low Room, you may have a problem when trying to go SE back to the Tea Room. Keep trying however, and you'll get there sooner or later. Then, go West from the Tea Room, enter the bucket, get the water, and the bucket will descend again. Get out, drop the Teapot, head West, pick up the necklace, then West again and NW to the Carousel Room. There is a box here (the thud you heard before). Open it, and inside is a violin. You don't need to take it now, so just leave it here for the time being. Drop the sphere, necklace and candy, then get the sword, place mat and letter opener. Move North to the Marble Hall, picking up the brick, then continue North until you come to the Ledge in Ravine. Go up to the Tiny Room, which has a locked door. Slide the mat under the door, then move the lid and insert the opener in the keyhole. Remove the opener, then pull the mat and get the key. Now, unlock and open the door and go North into the Dreary Room. Drop the key and opener, and get the blue sphere. Now, it's South and Down to the ledge, then West and North into the Dragon Room (what would an adventure game be without a dragon?). He's not one of your nicer dragons, so be careful here. Hit him with the sword, then move South. He will follow you. Hit him a second time, and move South again. He's still following you, and you're almost where you want to be. Whack the scaly nuisance one more time, and head West into the Ice Room. Okay, the dragon follows you in, gets silly over his reflection in the glacier, and proceeds to get himself drowned. You can drop the sword now, since you won't be needing it anymore. As his body washes away, go East and SE to the Carousel Room, then SW to the Cobwebby Room. Get the string, then go back NE and pick up the newspaper and the matches. Now move along NW, West, and West again into the Lava Room. Leave the ruby for now, and continue on Southward to the Volcano Bottom. Aha, look what's here....a hot air balloon! All you need is a way to get it inflated, and you just happen to have the means to do that. Get into the basket, then open the receptacle and put the newspaper inside. Light a match, then light the newspaper with the match. Make sure you keep the receptacle open! Now, just wait until the balloon rises to the Narrow Ledge, then "Land." Tie the wire to the hook and get out of the basket. On the ledge is a gold coin. Pick that up and head South into the Library. Get the purple book, open it, get the stamp, then drop the book. You can ignore the other books; they are all worthless. Now, back North and into the basket again. Untie the wire, and wait until the balloon rises to the Wide Ledge. Again, "Land" and tie the wire to the hook. Get out and go South. Now, it's time for a few thrills. Put the string in the brick, then put the brick in the hole in the box. Now light a match, then light the string. Now, head North *IMMEDIATELY*. There will be an explosion, then you can safely go back and get the crown. But don't dawdle; once you have it, get back to the basket pronto! The explosion weakened the ledge, and it won't

hold much longer. So, get in, untie the wire, close the receptacle, and wait until the balloon lands at the Volcano Bottom. Well, you seem to be doing almost as much travelling around as in Zork I, and you aren't finished yet, not by a long shot! Go North, get the ruby, then East twice and SE to (yet again!) the Carousel Room. Drop off everything but the lamp, then go NW, North, North, West, and West again, and you should now be at the entrance to the bank.

The bank is tricky, so follow directions carefully here. Go NE, then East into the Safety Depository, then South into the office and pick up the portrait, and back North again. Now, "Enter Light," and you will be in a small room. At this point "Enter South Wall," and you will be in the Depository again. "Enter Light" a second time, and you will find yourself in the vault, with a pile of bills in front of you. Get the bills, then "Enter North Wall," and once more you are in the Depository. Now, drop the bills and portrait, and go East to the East Tellers Room. Go East again to the Depository, pick up the goodies, and "Enter Light." This time, you are in the East Viewing Room. From there, go South and you will be at the bank entrance. You have robbed the bank, and kept the alarms silent. Okay, head along East until you reach the Dragon Room, then North to the Dragon's Lair. Leave the chest for now; instead, say "Hello Princess," and wait until she leaves. Follow her, and continue to follow her until you are both in the Gazebo, then wait. The unicorn will appear, and the princess will give you the key from around its neck, and also a rose. You can drop the rose; it has no use in the game. Well, you're getting closer to the end-game, but there are still a few things left to do. Exit the Gazebo, then move South, West, SW. Drop off some of the treasures, then go back NW, North, North, North to the Lair again. Open the chest and get the statuette, then return to the Carousel Room. From there, due South to the stairway. This is a good place to save the game, as you are about to enter one of the nastier mazes around. Go down the stairs, and you will be in the Oddly-Angled Room. Things are not always as they seem here, and the exact direction to go at this point is not constant. Try East first, and if you can't go that way, then try West. Either way, you should find a club. Get the club, and from that point, go SE, NE, NW, SW. Watch the room descriptions carefully as you do this; the little diamonds on the floor should get brighter with each move you make (you are actually "running the bases" here). If they are not doing this, restore the game and try again. When you have done it successfully, there will be a noise in the distance. Now, you should try to go either North or South (that varies also). If one way doesn't work, try the other, and if neither works, try East or West. There will be a staircase going down, but you don't want to do that yet, so go Up instead, and head North until you are back in the Carousel Room. Get the blue and red spheres and the candy. Drop a few things if you have to, but hang on to the club! Now, SW twice, and you are in the Guarded Room, with a lizard head in the doorway. Give the candy to the lizard, then unlock the door with the gold key. Open the door and go South, then West twice into the Aquarium. Throw the club at the aquarium, then get the clear sphere. Go East into the Wizard's Workroom. Put each sphere on the stand of the same color, then

get the black sphere that appears, and go South into the Pentagon Room. Put the sphere on the circle, and the Demon will appear. You must give him *ALL* the treasures you have collected, as well as the gold key. This will mean at least one more trip to and from the Carousel Room to get all the stuff. When you have given everything to the demon, tell the demon, "Give Me The Wand," and he will take the wand from the Wizard and give it to you. Now, you're almost finished! Go North, East, North, North, NE, South, and you are in the Menhir Room. You need to get the Menhir out of the way for a little while, so do this: Wave the wand at the Menhir and say, "Float." The Menhir will rise up, allowing you to go SW into the kennel and get the collar. After that, go NE, then South, then Down, and Down again into the Cerberus Room. Cerberus is no problem; just put the collar on him. Now, go East, then South, and you are in the Crypt. Turn off the lamp, and you will notice a secret door in the south wall. Open the door and go South, and you will be on the Landing.

1.101 zork 3

Well, you've come a long way since you first stood by the mailbox outside the house in the forest. You've defeated the thief, outwitted the Wizard of Frobozz, and now, you stand at the foot of the endless stairs, ready to embark on the final part of your journey. So, pick up the lamp, turn it on, and head along due South until you come to the shore of the lake. Drop the lamp <say goodbye to it; you won't be seeing it again>, and jump into the lake. Brrrrr!!! Pretty cold! So, don't stay in there long; swim west and then go South into the Scenic Vista. Kind of a strange place, with changing numbers on the wall and a bare table...not quite all that scenic, eh? Well, get the torch, and wait for the number to change to "II." Then, touch the table. My oh my! You're in a room from Zork II...Room 8, as a matter of fact. However, you don't have much time to sight-see, so get the can of Grue repellent, then try moving East, and you will find yourself back in Scenic Vista again. Now wait for the number to change to "III," then touch the table again. This time, you're in a Damp Passage. Drop the torch, and just wait there until you're pulled back to Scenic Vista. Okay, you're finished here, so move along North to the shore, and again jump in the lake. Splash! It hasn't gotten any warmer; in fact, you just dropped the can of repellent. So, go Down, and you will be on the lake bottom. Ah, there it is! But, could there be something else there, too? "Get all," and you will have not only the repellent but also an amulet. This is one of those "wonderful" variable things; it may take more than one try on your part to get both items. In the meantime, you can't stay in the icy waters too long, and sooner or later a hungry fish will come looking for you. Therefore, it's best to save the game before you jump in from the Western Shore. So if you die in the water, or get eaten by the fish, or picked up by the Roc <while you're swimming on the surface>, you don't have to start all the way back at the beginning. By the way, this is the only one of the Zorks where you don't lose points if you die. But, all the items you've

collected so far get scattered all around, and it's time-consuming to go look for them. Okay, now you have the can and the amulet, so head Up to the surface, then South to the Southern shore. You can see a cave to the South, and it looks kind of dark. In fact, it **is** dark in there, which is why you have the repellent. So, spray the smelly stuff on yourself, and go South, and you will find yourself in a Dark Place. Go South again, then East, and you will be in the key room. Whew! At least there's some light in here! And by the light you can see a strange key. Get the key, then move the manhole cover and go down. And here you are on an aqueduct. Since you can't go back <the Grue repellent wouldn't have lasted that long>, you might as well go forward. So, just head along North and you will come to the Water Slide. Go North down the slide, and guess where you are? In the Damp Passage! And there's the torch, so pick it up, because you're certainly going to need a light source...especially when you think of where you're going next. So, from the Damp Passage hike along West to the Junction <you can't get the sword out of the rock, so don't even try>, then South into Creepy Crawl, and Southwest into the Shadow Land. Here we come to another variable portion of the game. You will have to wander around in the Shadow Land until a cloaked and hooded figure appears. When that happens, the sword will suddenly materialize in your hand, and you will be able to fight. However, since there's no way of telling when that will happen, you just have to keep moving around until it does. At least you will get a chance to practice some elementary map-making! Also, this is the most dangerous part of the game, as the figure is quite capable of killing you, too! So, best to save before you enter Shadow Land. When the mysterious figure finally appears, attack him with your sword until he is badly wounded and cannot defend himself. At that point, get his hood. The figure will then disappear, leaving the cloak behind. Get that also. Now, you have to get out of here, and I can't tell you exactly how, since there's no way of knowing exactly where you were when the fight started. However, if you go Eastwards, you will exit the Shadow Land at either the Creepy Crawl or the Foggy Room. From either place, go North to the Junction.

From the Junction, it's West through the Barren Area, and West again to the Cliff. Bet you just can't wait to climb down the rope, huh? Well, pick up the bread first, then go down to the ledge. Well, well, a chest! Too bad you don't have a key to open it. In fact, there's no way for you to open it at all. But don't despair, there's a way of doing it. Just wait around and someone will come along the top of the cliff. You may not really trust him, but tie the rope to the chest when he asks, and wait around some more. Eventually, he will return and help you back up the cliff. He will also give you a staff, which is what you're really after here. Take the staff, then go back down to the ledge, and from there, to the Cliff Base. Now trek South to the Flathead Ocean, and do a little more waiting. Sooner or later a ship will come floating by. As soon as you see it, say: "Hello, Sailor." The man in the ship will throw something onto the beach for you. Take a look, and you will see it's a vial. It'll come in handy later, so pick it up. Now comes the fun part: You have to wait for the earthquake <notice how you've been

doing a lot of waiting around? I hope you're a patient person!>.

While you're waiting, you might want to wander around a little, although you've been to most of the accessible places by now. In any case, wherever you are, once the earthquake hits, make your way to the Creepy Crawl, and from there East into the Tight Squeeze, then East again into the Crystal Grotto. Then all the way South to the Great Door, and East into the Museum Entrance. Now, open the East door, then go North into the Museum. Look at the gold machine <it's a time machine, in case you were wondering>, then set the dial to 776. Here comes the fun part: Push the machine South into the Entrance, then East into the Jewel Room. Get into the machine, and push the button. Aha! Now you're back in 776 GUE, but the time machine seems to have vanished! No matter, wait for the guards to leave, then get the ring <and *only* the ring!>, then open the door, go out into the Entrance, open the North door and go North. By golly, the machine is right there! Put the ring under the seat, turn the dial to 948, get in, and push the button. Whew, you're back in the right time period again. Get out of the machine, look under the seat <you will get the ring automatically when you do this>, then back South, and South again, to the Royal Puzzle. Okay folks, you are about to enter the absolute nastiest part of the game. You must follow the instructions *EXACTLY* as given, or you will never get out. And, since it would be easy to make a mistake here, I strongly recommend you save the game. 1. Go Down the hole, then push the South wall. Then go East, South, East, East. Push the South wall, get the book, and push the South wall again. 2. Push the West wall twice. Then go East, South, and push the East wall. 3. Now, go straight North until you come to the marble wall, and push the East wall. 4. Now, go West, South, South, South, South, East, East, North, North, North, and push the West wall. 5. From there, go East, South, South, South, West, West, West, West, North, North, North, West, North. Push the East wall three times. 6. Now, West, West, South, South, East, East, South, and push the East wall. 7. Okay, now West, West, West, North, North, North, East, East, and push the South wall two times. 8. From there, West, South, South, East, East, North, and push the West wall two times. 9. Now, South, West, and push the North wall until it won't move any more. 10. Then West and North. Finally! You have maneuvered the ladder under the hole <which was the purpose of all this pushing and running around>, and now you can just go up and out!

Okay, you've solved the Royal Puzzle and you have the book, so go North to the Museum Entrance, then open the East door and get your other stuff from the Jewel Room. Then it's back West to the Great Door, and from there back to the Junction. Now, East into the Damp Passage, and NE to the Engravings Room. Well, we have here yet another <!> of those variable events: Sooner or later, an old man will be sleeping here. If he isn't there the first time you arrive, walk around a little and return. When you finally do see him, wake him up and give him the bread. He will eat it and then make visible to you a secret door. He will then vanish. Okay, you're getting closer to the end! Open the door, and go into the Button Room, then North to the Beam Room. Put the sword in the beam, then go back to the Button Room and push the button. Now, back North to the Beam Room and North again into

the Mirror Room. There will be an opening in the Mirror, so go North one more time, and you will be inside. Now, don't let the long and complicated descriptions scare you! It's not really as bad as you think <it's worse! heheheh..just kidding!>. First, raise the short pole. Then, push the white panel twice. Now, push the pine panel, and go North. Okay, so here you are, standing a little too close for comfort to the Guardians of Zork. If I were you, I wouldn't try going past them quite yet! Open the vial, then drink the liquid. While nothing seems to have happened, you have in fact become invisible. Now you can walk North until you come to the locked door. Knock on the door, and the Dungeon Master will open it and let you in. All right, hang in there, you have reached the end game! Go North, then West, then North again. The DM will be following you. Go North to the Parapet, set the dial to 4, and push the button. Now, go South, open the cell door, and step inside. The DM will not follow you in. Once inside, you will notice a bronze door in one of the walls. However, you can't open it yet! Something else has to be done. And it will have to be done by someone else. So, first tell the DM to go to the Parapet. Then tell him to turn the dial to 1, and then tell him to push the button. All right!! The magic moment has arrived! Unlock the bronze door with the key, open the door, and go South!

1.102 zork zero

To put the bedbug to sleep, sing to it and it will trouble you no more. Sit on Dimwit's favourite throne and snap your fingers to reveal a secret tunnel. In the library, rub the armour three times to find something which may be useful to you.

FIRST EXPLORATIONS

You start in the great hall. Take the parchment and the calendar. Read the parchment supplied with the game, and you will discover that you need 24 items (2 for each of the 12 Flatheads) and a magic word to complete the game. Each time you get one of these items, your score will go up by 12 points. South of the hall are the audience chamber and the throne room, where you will find a SCEPTER, the first of the 24 items you need. You can also read the proclamation in the Entrance Hall, which is north our starting place.

West of the hall is a garden with a flamingo that you will need later, and a locked door to the west wing. Northwest of the hall you will find a parlor with a fish tank containing a lobster (needed later), and west of the Parlor, the Torch Room. You can take the torches for amusement, but they will burn out soon and are not really needed.

East of the Great Hall is a Courtyard leading to the locked East Wing. North of the Courtyard is the Banquet Hall, which is a good place to leave most objects while they are not needed.

Upstairs and South from the great hall in the Gallery is a rebus which is covered by six flattened animals. Go South into the closet, and press the button there; one of the animals will be removed from the rebus. You will encounter five more such buttons, each of which will remove an animal when pressed. Take the bag of food from the Closet.

GENERAL HINTS

Every time you obtain one of the 24 needed items, your score will increase by 12 points. There is a character called the Jester, who will both help and annoy you. He will give you a funny paper and a slate, both of which contain important information that may vary from game to game. When he sticks a clown nose on your face, you must remove it before you suffocate. When he turns you into an alligator, you will drop all your possessions and be unable to pick up anything until you turn back a few moves. When the bedbug appears, sleep, yawn, lie down, or sing a lullaby to get rid of it.

THE SECRET WING

Read the calendar, especially the FUN FAX for Suspendur. Follow the suggestion to get into the secret wing. Take the candle from the secret passage; it seems to be a magic candle that will stay lit. Go south and go west at the Tee to the Solar. There is a key here for the East Wing. To take the key you must solve the Jester's riddle: The answer is "Y."

West of the Solar is Dimwit's Room and a closet containing a magic glove and a magic cloak. Take them and wear the glove. You will need the cloak later. There is a fly in the Parapet above the Solar, but you will not be able to get it now.

Follow the east branch of the Tee to the Bottom of Stair. Go South into the Dungeon, and down the hole. Take and wear the SEAMAN'S CAP (second of the 24 items), and wait a few turns if necessary. The Jester will appear and ask you a riddle: If he is identical to his brother, but is not a twin, then what is he? Answer triplet (or quadruplet or quintuplet), and you will escape from the Oubliette.

Go to the Torture chamber southwest of the dungeon, and open all the torture devices until you find and take the METRONOME (item 3).

EXPLORING THE OUTDOORS

Go to the Entrance Hall, and ring the bell. The Jester will ask you a riddle. Answer "time," and the Portcullis will open. Go north to the Inner Bailey, and take the worm (needed later). Continue northwest to the Causeway and Barbican. Go up, and turn the wheel to open the bridge. Continue northwest to the Drawbridge, and the Outer Bailey. The Perimeter Wall northwest of the Bailey cannot be passed until the end of the game.

Go southwest from the Bailey to the Garrison, and open the locker. Take the key, which opens the West wing. Go northeast and follow the northeast path to the Shady Park. You can explore the church to the South, but it is not essential to the game. In the URS Office North of the park, answer "bookkeeper" to the riddle and take the Zorkmid Coin. Go back to the park, and East to the Village Center. The courtroom to the North is not essential to the game.

Go south from the Village Center to the Post Office. Take the package and open it. The magic homing pigeon works as follows: Anyone who takes it will be transported to the location of the perch. Go north to the Center, and east to the FrobozzCo Lobby. Climb to the office of Frank Lloyd Flathead (see the calendar for its location) and take the T-SQUARE (item 4). Then walk down to the basement.

Press the button in the basement, and continue South to Philharmonic hall.

Stand on the conductor's stand, and you will be transported to the basement. Get off and take the VIOLIN (item 5). Get back on the stand to re-enter the hall. The areas to the south and east are not essential to the game. Return to the Lobby, and continue east and north to the Magic Shop, where you can take the Ring of Ineptitude. Go back to the castle.

EAST WING

Make sure you have the iron key and the candle, and go to the Courtyard. Unlock and open the door. North of the East Wing is the Library. Touch the armor 3 times to get the LANCE (item 6). Read the encyclopedia about various things. In particular, read the entry about the Jester, as you will need his name. South of the East Wing is a Chapel. Open the trap door, which is a short cut to the Crypt.

East of the East Wing are the Guest Rooms. Take the wand, which can animate or freeze objects for 16 turns. Go east again to the Servants' Quarters, and up to the Jester's Quarters. Open the large door, and go North twice to the Pyramid room. Take and wear the goggles. They will enable you to look into objects. Return to the Jester's Quarters.

Open the small door, and you will be confronted by the Tower Of Bozbar (more commonly known as the Tower of Hanoi). [Ed's note: Save your game before starting this puzzle!] The recursive procedure to solve this puzzle is as follows: To move N weights from one peg to another, move N-1 weights to the remaining peg, move the Nth weight to the target peg, and move the N-1 weights to the target peg. The large door in the Jester's Quarters will open only when all weights are on one of the pegs, and will lead to 1 of 3 different rooms, each of which contains an object you need.

You already have the goggles from the center peg. Move the weights to the right peg (it will take 63 moves) and obtain the MANUSCRIPT (item 7). Move the weights to the left peg and obtain the cup with the magic potion. Return to the main part of the Castle.

WEST WING

Make sure you have the candle, the wand, and the steel key, and are wearing the goggles. Go down from the Kitchen, and take the Walnut. Then go into the parlor, and point the wand at the Lobster; it will turn into a nutcracker. Go south and southwest. Unlock and open the door, then enter the West Wing. Try to go West from the West Wing and the Jester will ask you to show him something that nobody has ever seen before and nobody will ever see again. Open the walnut with the nutcracker, and show it to ester. Then eat it. This will allow you to go further West later on.

North of the West Wing is the Peg Room. Play Peggleboz (If you are unable to win, one solution is QG SQ HR UL IK TI EJ OG AE FN MO LJ PF FC BD DK QG EJ OG.) Go north to the Gaming Room. The Jester will play a shell game. Since you are wearing the goggles, you will see exactly where the ZORKMID BILL (item 8) is. Point there and you will get it. Stow all your items, and pick up the DUMBBELL (item 9) in the gym south of the West Wing. Return to the main part of the Castle and stow the dumbbell.

UNDERGROUND

Make sure you have the candle, the coin, the pigeon, the perch, and the cloak, and are wearing the glove. (Note: You may have to try more than once to pick up the pigeon.) Go down from the Great Hall to the Lower Hall, and down again to the Lowest Hall.

To the South is a closed vault door. Examine the door, then examine the dial, and turn it to any number. Because of the dexterity the glove gives you, you will automatically crack the safe. Open the door, go south, and take the STOCK CERTIFICATE (item 10). Also go north from the Lowest hall, and take the magic passages. Read the notice that flies out when you take them.

From the Lower hall, go southwest to the Great Underground Highway, south to the Exit, and west to the Field Office. The blueprint there is supplied with the game. The memo indicates that a hard-hat was left in one of the lots. Go west to lot 47.

The closest you can get to the hat is a Knight's (as in chess) move away. Go there; you will need to install the magic passages to do so. You do not need the hammer you will find along the way. When you arrive, drop the perch and wear the cloak. You will be transported to the Plain, an area constructed like a chessboard. Explore the area until you find one of the knights. Drop the pigeon; the knight will pick it up and be transported.

Take off the cloak to return from the plain. The knight will be with you holding the pigeon and the perch. Take the pigeon from him, and tell him to go to the hard-hat location: "SOLDIER, x THEN xx." Drop the pigeon, and take it to join him. He will be wearing the hard-hat. Tell him to reverse his move, and repeat the process with the pigeon. Take all to get the hat and the perch, and work your way out of the construction zone.

From the Exit go south to the Crossroad, and south again to the Toll Booth. Read the sign and put the coin in the basket. Ditch the cloak, and other unneeded items here, or your hands will be too full. Follow the south path all the way to the Orb Room, and take the orbs. Return to the Crossroads and go east to the Cave-In. The Jester will ask you for his middle name, which you found in the encyclopedia. Answer correctly, and take the anti-pit bomb.

Return to the Lower Hall, and go down twice to the Pits. Throw the bomb at the pits, and you will be able to take the LANTERN (item 11). Go back up to the lower hall and north to the Laboratory and take the SCREWDRIVER (item 12). Return to the castle to stow your loot.

PORT FOOZLE

Make sure you are carrying the candle, and are NOT carrying the pigeon. Go back to the Crossroads and take the west path. When you reach the Fork, continue west all the way to the Wharf, and west to the Casino. The Jester will ask you to play Double Fanucci. Sit down and begin playing. If you read the calendar about Babe Flathead, you will be able to eventually win, and take the broom.

Stand up and go south, east, and north to reach the Inquisition. Take the box that is there, and a number, and read the rules. When your number comes up, enter "EXECUTIONER, BEHEAD ME," which is paradoxical to the posted rules. You will be put back into the Fishing Village. Go south twice, and southeast to the Warning Room. It is a good idea to save your game at this point. Read the sign and go northeast to the Room of Three Doors. Read the doors. Two of the doors have statements that would both be of the door led to Wishyfoo territory. ↔
Open the remaining door, and take the shovel. Go down, and you will be at the fork.

Return to the castle. In the Secret Wing go to the Cell, which is southeast

from the Dungeon. Sweep the cobwebs, and you will find a GLASS FLASK (item 13). Go north from the Bottom of Stair and north again into the crypt. By now you should have received the funny paper. Look under the indicated slab, and a hole to the Oracle will appear. You should also have received the slate. Work your way outdoors to the outer Bailey, stand at the stump (remember the slate is old and the tree was living at the time), follow the directions, and dig with the shovel. Open the chest and take the GAUDY CROWN (item 14). Return to the castle and stow everything.

THE LAKE AND DESERT AREAS

Be sure to have the squid repellent, pigeon, perch, and candle, and to wear the seaman's cap. Enter the Lower Level, and go southeast to the Royal Zoo, and east to the West Shore of the Lake. Enter the dock; then enter the boat and examine the controls. Press the white button (while wearing the cap), and the yacht will go to the middle of the lake.

Go down to the Hold, and examine the Bathysphere. Drop the squid repellent, open the Bathysphere, enter it, close the door, and examine the controls. Turn on the lights, put your hand in the hole, grab the squid repellent, and push the lever down. Wait until you reach the bottom. Release the repellent, grab the ruby, which is on the bottom, and push the lever up. When you reach the top, remove your hand from the hole, open the door, get out, and take the ruby.

Go up, and press the green button to go to the South shore. Leave the yacht, leave the dock, and go west to the stream. When you try to go west, the Jester will ask you a riddle. Answer "music" and you will receive a DIPLOMA (item 15). Go back east, south to the Edge of Desert, east to the Great Underground Savannah (you will get the fly later), and northeast to the Great Underground Woods. Leave the fox for now, and continue north to the Base of Mountain. Go east up the mountain and take the amulet

Push the boulder, and you will be able to continue north to the Grotto. Press the button (3) and continue northeast to the Shrine. The elixir here is toxic, as you will discover if you use the straw from the kitchen to drink it, but what you have to do is merely touch it. Leave most of your possessions here; you need to keep the pigeon and the candle, and be sure to leave the perch. Go to the Grotto, and go down. You will fall into the Lowest Hall with some gravel. Take the gravel, the candle, and the last item to get back. Put the gravel in the bowl, and repeat this two more times (so that there are 3 helpings of gravel in the bowl). You can now touch the elixir. This will enable you to take the flies. Take your possessions, and wear the cap and the amulet.

Return to the base of the mountain and go north to the Stable, where you can take the SADDLE (item 16) and the rooster. On your way back to the docks take the fox and the fly. Get onto the yacht, press the yellow button to go back, make your way to the Castle, and stow your possessions. On your way back, pick up the toboggan from the Kennels (west of the Royal Zoo). DO NOT leave the rooster alone with either the fox or the worm!

FENSHIRE

Take ONLY the fox, rooster, and worm with you. Go to the West Hall, and continue west to the Dirigible Hanger. Enter the dirigible, and press the right button. Wait until you arrive in Fenshire. Leave the dirigible, go south to the Deserted Castle, east to the Ruined Hall, and north to the Marsh.

Give the fox, rooster, and worm to the Jester, who will now have all the ingredients for Borphb belly Stew -- although he'll insist on going North to the Nice Lunch Spot. You now face the old puzzle (more commonly given as fox, goose, and corn). You can carry only one item, and cannot leave the rooster with either the fox or the worm. The solution is: Carry the rooster north. Drop it, return, and take the fox north. Take the rooster, and drop the fox. Go south, take the worm, and drop the rooster. Go drop the worm, and return to take the rooster North.

The Jester will make the stew, and you will end up in the Fenshire Hangar with a hexagonal block. Press the left button to return to the Castle; you will have to go to Fenshire again later.

ORACLE AND GLACIER AREA

Wear the amulet, and take the ruby, candle, toboggan, pigeon, perch and all 4 orbs. Go to the Crypt and down to the Oracle. Drop the perch, and put the ruby in the depression to activate the Oracle. If you examine the amulet, anywhere from none to all 4 of the eyes may be open. Every few turns the Oracle will blink, and the number of open eyes will increase by 1 (or cycle from 4 to 0). Enter the Oracle at a time when one eye is open; you will be transported to the Glacier.

Drop the toboggan, and ride it; you will slide down to Mirror Lake. Look at all 4 orbs in the mirror. One of them will show a sleeping maiden. Discard the 3 that do not, throwing the last one east. The reaction will put you on the west side of the lake. Enter the Chalet, and take the SCALE MODEL (item 17). Drop and take the pigeon to return to the Oracle.

CRAG AREA

Leave the perch at the Oracle, continue wearing the amulet, and equip yourself with the pigeon, the proper orb, candle, hexagonal block, and wand. Go down to the Royal Zoo, and drop the pigeon. SAVE YOUR GAME AT THIS POINT. You may have to wait a few turns here to get the timing right. You have only 16 turns before the rope reverts into a snake.

Point the wand at the snake, which will turn into a rope. Open the cage, and take the rope and the pigeon to get back to the Oracle. Enter the Oracle when no eyes are open. You will be transported to the Crag. Go down to the Upper Ledge, tie the rope to the Spire. Go down to the Lower Ledge, and take the EASEL (item 18), and the LANDSCAPE (item 19). Drop and take the pigeon to get back.

Return to the Crag as before and press the button (4). Go northeast (or southeast) to the Natural Arch, and down to the Enchanted Cave. Put the orb on the altar, and take the flower. Return to the Crag, go southwest to the Hollow. Put the block in the hole, and go south to the Iron Mine. Take the sapphire, and return to the Oracle via the pigeon drop.

Return to Fenshire, and go south from the Ruined Hall to the Hothouse, and play Snarfem (Nim). If you do not know how to play look at the flowers. The ones on the left show the pile number; those on the right show how many to take. After you win, take the fan. In the Ruined Hall, put the flower in the vase, go east, and take the ladder. Return to the castle.

ANTHARIA I

Make sure you are wearing the hard-hat and the amulet, and have the candle, pigeon, and lantern. Enter the Oracle when all 4 eyes are open; you will be

transported to the Mine Entrance. Go east to the Rubble Room, north to the Heart of Mine, and north to the Crawl. Press the button there (5). Go northwest and take the QUILL PEN (item 21).

Leave the mine, go west to the Coast Road, and southwest to Flathead Stadium. You will be unable to take the club. Go southeast to the Edge of Bog, and east to the Cliff Bottom. Turn on the lantern, go up to the Precipice, and east to the Aerie. A bird will take one of your light sources. Continue southeast to the Icky Cave. Summon the witches (see the Ottobur page in the calendar to learn how). Say hello to one of the witches. They'll ask for 6 gloops of water from the Great Underground Oasis, and for you a 9-gloop vial.

Leave the Cave. Search the nest, and take the tie. Your light sources will be at the Cliff Bottom. Turn off the lantern, and return to the castle via the pigeon drop.

FUBLIO VALLEY

Make sure you are wearing the amulet, and carrying the candle, pigeon, and ladder. Enter the Oracle when 3 eyes are open to reach the Foot of Statue. Go southwest to the view, south to Outside Hut, and west to Megaboz's Hut. Read the poem. Leave the ladder and climb it. Open the trap door, and go up to the Attic. Press the button -- the last of the six buttons in the game. You will come back later to open the trunk. Return to the view (leaving the ladder behind). Go southeast to the Cairn, and east side Shack. Read the sign and go northeast into Gumboz's Shack. Take the 4-gloop vial. Gumboz will cast a hunger spell on you. Return to the Castle by the pigeon drop.

BOOTHS

Take the bag of food and the wand (as well as the candle you are carrying) and go to the Formal Garden. Point the wand at the Flamingo; it will become a lawn ornament. Go east to the Great Hall, down, and north twice to reach the Testing Room. Put the Flamingo into one of the booths, and enter the other. Open the bag and wait until the ornament becomes a Flamingo again. Press the button, and YOU will become a flamingo! Eat the food to remove the hunger spell.

OASIS

Make sure you are carrying both vials, the candle, and are wearing the cap. Take the yacht to the green dock. Go south, west, and ride the camel. Before the camel will enter the desert, he must drink water at the Stream. From the Edge of Desert, go south, southwest, southeast twice, and northeast to the Great Underground Oasis. Dismount. You can get 6 gloops as follows: Fill the 9-gloop vial, and fill the 4-gloop vial from it twice. This will leave 1 gloop in the large vial, which you can transfer to the small one. Fill the large vial, and fill the 4-gloop vial from it. Six gloops will remain in the 9-gloop vial.

FUNGUS

Return with the vial to the witches. When you give them the vial, they discover that they need some brogmoid earwax. Take the cup of potion, and go all the way down from the Great Hall to the Pits, and continue following the path down to the ear of the brogmoid. Drink the potion and listen. The fungi will be seeking a long-lost cousin (the name will vary from game to game). Return to the Castle.

MAGIC WORD AND EARWAX

By now the entire rebus will be visible. The solution is (note that it is a

mirror image): TIRED PINE, IRON MINE, WORE, MAGIC STORE. These combine with the poem in Megaboz's hut. Take the Ring of Ineptitude, and the sapphire (plus candle, amulet, potion, pigeon). Return to the Fublio valley, and follow the path west from the View all the way to On Top of the World. Drink more potion and call for the cousin by name. Take the small fungus that appears.

Work your way back down to the View. Go southeast, south and down to the Quarry (in the shadow of a tired pine). Wear the Ring of Ineptitude (you will drop all you are holding), and take the sapphire. Remove the ring. You can now go to the Attic and unlock the trunk. Open the trunk and take the notebook and the fly. Read the notebook to get the magic word.

Gather your items and return to the castle. Work your way to the ear again, and drop the fungus. You are now able to go further IN and take the earwax. Finally, give the wax to the Antharian witches, and go grab the CLUB (item 23) at the Stadium.

DELTA AND ENDGAME

Before going to the Delta, go to the Parapet above the Solar in the secret wing, and take the fly there. Enter the Oracle when 2 eyes are open to reach the delta. This is the only maze in the game. One solution is as follows: Go southwest twice and then northwest to reach the toad. Try to take the SPYGLASS (item 24). You will have to ask the toad for it. Furthermore, you will have to call him by name. Look up his name in the calendar article on John Paul Flathead. The toad will ask for the 4 flies, after which you have 3.

Go north, then northeast twice to the River's End. Take the fly and go southwest, northwest, and southwest back to the toad. Give him the flies, and ask for the spyglass. Take it and return to the Castle. You should now have all 24 items and the magic word. Do as instructed on the parchment. Now you can go past the Perimeter Wall (northwest of the Outer Bailey), and watch the Castle turn into the small white house with a mailbox: The starting point of ZORK I!