

QUICK SOLUTION TO "Swamp Witch™"

by
Jim Thompson 12/17/87
P.O. Box 103
Coosada, AL 36020
Telephone (205) 285 3312

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[NOTE: This document uses Geneva font, sizes 9 and 12]

Below is the fast solution to Swamp Witch™ (much will be missed, however, if you just go through the solution). If you still get stumped, however, feel free to call me (that is, if you've mailed me the \$5.00 registration fee for this Shareware product) for extra help.

WELCOME

- Type "help". Click on each page after reading it, in order to send it away.
- Click on "start" button.

INTRODUCTION

- Click on "Continue Text" button
- Click on "Continue Text" button
- click on mailbox DOOR (or type open Thompson mailbox)
- click on fallen envelope
- open envelope
- click on note
- read note
- click on each page when finished reading
- search fern
- click on pistol (or "get pistol")
- search elsewhere in the scene (various objects, etc.)
- type "N" (north) or select NORTH from Commands Menu

5780 JANE ROAD

- Now would be a good time to save your game!
- Start exploring various objects (windows, doors, porch lights, buildings, etc.) by clicking on them first to find out their name, then "search ___" or "open ___" and so forth.)
- click on front door
- enter front door (click on door way)
- after you've died, re-open saved game and continue (happy in your new found knowledge)
- If you haven't already done so, "open trash cart"

- search trash cart
- search fish guts
- click on sun glasses if you wish, (you'll need to click on the picture which appears--in order to send it away), but don't keep them now unless you wish to be eaten by your enchanted cat, Winky, earlier transformed into "Monster Winky." (You will need them later, however, in the Swamp.)
- drop sunglasses
- open garbage can
- search garbage can
- search sock
- open billfold
- click on key (get key)
- click on sack of dogfood in garage
- open large sack
- click on dogfood or "get dogfood"
- W or west

GAINES' HOUSE

- now might be a good time to "save as" or "save" the game
- try South, just for the heck of it. After dying, and resuming the game, don't go to the Smith's house anymore.
- try exploring (clicking) various parts of the house (windows, doors, etc.)
- after clicking on a window, and breaking it, try climbing in a window, just for the helluvit.
- open front door with key (from wallet, earlier)
- click on doorway (or enter front door)

GAINES' LIVING ROOM

- get coat (or click on coat)
- search coat
- get lighter (or click on coat)
- try clicking on the closet door
- open closet door with key
- save game at this point
- enter closet door (or click on doorway)
- after dying, be happy knowing what you now know.
- resume saved game
- S (south)

GAINES' HOUSE

- E or east

5780 JANE ROAD

- E or East

OUTSIDE MR. JOHNSON'S FENCE

-E or east

DOG YUMMIE TIME?

-climb fence

DOB'S

-save the game at this point.

-try touching one of the dobermans

-resume saved game; try shooting the dobermans ("shoot pistol" or use commands menu)

-resume saved game; drop dogfood

OUTSIDE MR. JOHNSON'S FENCE

-west

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-drop lantern

-drop lighter

-open lighter

-start lighter

-light lantern with lighter

-click on lit lighter in order to close it again (conserve fuel)

-get (click on) lit lantern (it has plenty of fuel--don't worry about turning it off and on)

-now that you have some light, when you click on the storage room door (in the garage), you'll be able to enter

STORAGE ROOM

-get (click on) broom

-get (click on) rat killer

-just for kicks, get the can of spray paint

-explore as much as you like

-west

5780 JANE ROAD

-be sure you're wearing your coat, and be sure lantern is on, and be sure you have the rat killer

-click on door of boat house

BOAT HOUSE

-get (click on) sword

-click on axe

-S or South

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-click on door of storage room again

-open cage with axe
-w

INTRODUCTION

-(be sure you have the rat killer) search drainpipe
-get amulet (rub amulet if you wish)
-N or north

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-w or west

GAINES' HOUSE

-click on doorway

GAINES' LIVING ROOM

-enter closet (click on doorway)

GAINES' CLOSET

-you're on your own here, but be sure you read everything that happens very carefully, and when you finally type the two most important commands, be sure you type accurately!

EMPTY CLOSET (assuming you made it alright)

-w

GAINES' LIVING ROOM

-S

GAINES' HOUSE

-E

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-assuming that you've killed the Swamp Devil, you may now enter the front door (click on it) without fear.

FRONT HALLWAY

-click on the den door immediately in front of you

THOMPSON'S DEN

-notice how the command menu has changed. It will be this way while you are in the house on on the patio or in the pool house.

-better drop the note from the mailbox (if you still have it), and maybe the axe in order to make room in your backpack for more stuff

-"front" or "F"

KITCHEN

- click on jar
- drop mysterious liquid
- drink liquid
- click on picture to send away
- click on [empty] glass jar or "get glass jar"
- b or behind

THOMPSON'S DEN

- l or left

POOL/PATIO

(NOTE: due to all the graphics in this scene, the scene is rather slow--be patient)

- while you're here, you may as well take a dip (click on diving board, then the pool, itself)
- click on poolhouse door
- click on open doorway or type "F"

POOL HOUSE DRESSING ROOM

- explore here all you like (left for PLAY ROOM, right to go outside--click on door first, to open it). Notice that now if you go outside, you now CAN enter the Pool House door (quicker than going though the house)
- click on bathroom door, then click on doorway to enter

POOL HOUSE BATHROOM

- explore here all you like (you may need to use the facilities). Before you leave, make sure that you've done the following:
- click toilet handle in order to flush toilet
- open toilet to release toilet creatures
- open medicine cabinet (click on it) and "put alcohol on face"
- click on picture to send away
- click on one of the water faucets to turn it on
- drop glass jar
- fill glass jar with water
- get jar of water (click)
- click on faucet to turn off (be nice)
- b or "behind"

POOL HOUSE DRESSING ROOM

- click on gate to open
- l or left

TREE & SWING: "The Great Tree House Mystery"

- getting up that tree is a major problem. It leads you to the swamp. How you going to do it? (after a certain number of attempts, you'll automatically get a hint. It relates to the toilet monsters, now hiding at various places

throughout the neighborhood.)

-if you still can't figure it out, do the following: go to the Storage Room again; then go to the Gaines' Closet; then go to the Boat House. Someone will help you figure it out. (If you don't do this, you'll miss a GREAT song and dance routine by the Toilet Creatures!) On your way back from the Gaines', be sure you get your sun glasses. You'll need them in the swamp.(Just don't wear them when you go to the Gaines' house! Winky smells the fish odor, and....)

-STILL (!???!?) having problems? You're really retarded, you know! If you're determined to cheat, and miss all the fun, then read on, and find the solution. . .

-(OK...here's what you do. Get the table from the play room, and get the chair from the pool house dressing room. (You'll need to drop a few things--at the Tree & Swing, preferably, in order to fit them into your back pack. I suggest dropping the sword, jar of water, and broom--they don't get lost in the back ground as easy as some other items). Then drop the table and chair. Put chair on table. Climb table. Climb chair. Wasn't that easy?)

THE REST OF THE ADVENTURE IS YOURS TO FIGURE OUT.

-Naw..just kidding. At least, here's some help, if you need it. Before climbing the tree into the tree house, be sure you get the rope. (First you'll need to try and climb the rope, so that it will break and fall.) In a moment you'll need to tie it to a limb in order to swing out into the swamp.

-Swamp Devils' heads make excellent food for swamp/forest creatures.

-To finish the adventure, you'll need to have the following items to carry into the swamp: a pistol, some sunglasses, some rope, a broom, an amulet, a sword, and a jar of water. You can always leave the Enchanted Forest (via the flying broom) and come back to the house to retrieve certain items, but it's easier to take at least these things with you now.)

THE MAJOR THINGS YOU'LL NEED TO DO ARE:

-SAVE THE GAME OFTEN.

-TAKE THE SWAMP DEVIL'S HEAD WITH YOU (YOU'LL CUT OFF ITS HEAD IN THE TREEHOUSE--PROVIDED YOU RUB YOUR AMULET AND SWING YOUR SWORD).

-DEAL WITH THE ALLEGATOR WITH ONE OF YOUR WEAPONS. (IT IS FUN TO BE EATEN BY HIM. WHY NOT GIVE IT A TRY, AFTER SAVING THE GAME?)

-DROP THE BACK PACK IN ORDER TO FLY THE BROOM (IN THE QUICKSAND).

-TO FLY BACK TO YOUR NEIGHBORHOOD, FLY THE BROOM FROM THE ENCHANTED FOREST SCENE. TO FLY BACK TO THE ENCHANTED FOREST, YOU'LL NEED TO "FLY BROOM" FROM SOMEWHERE IN THE SWAMP.

-SEARCH ANY HOLLOW LOGS YOU STUMBLE ACROSS.

-BE SURE TO FOLLOW THE TIGER'S (CLICK ON HIM TO MAKE HIM TALK) INSTRUCTIONS IN ORDER TO GET THE EGRET TO TELL YOU HOW TO GET PAST MIRROR POINT.

-IF THE MAGIC SPELL GIVEN BY THE EGRET DOESN'T WORK THE FIRST TIME, TRY TYPING IN JUST THE FIRST WORD OR TWO, THEN HIT "RETURN."

-GIVE THE APE THE SUN GLASSES IN ORDER TO FIND OUT HOW TO KILL THE WITCH. (IF YOU HAVEN'T FOUND THE APE BY NOW, SEARCH AROUND IN THE BANANA GROVE.

-IF THE APE WON'T TALK, TRY TALKING TO HIM (I THINK THAT'S RIGHT...IT'S BEEN A WHILE SINCE I'VE PLAYED MY GAME!!?)

-THE SWAMP PIT MAZE ISN'T REALLY THAT COMPLICATED. MAP IT OUT AND YOU'LL GET YOUR STUFF BACK, INCLUDING YOUR BACK PACK. HAVE FUN!

-FOR MORE HINTS, CALL JIM THOMPSON, (205) 285-3312, BUT THAT SHOULDN'T BE NECESSARY (why not call me anyway, just to tell me how it's going?) THE REST SHOULD BE EASY.

HAVE FUN!

