

GHOST TOWN

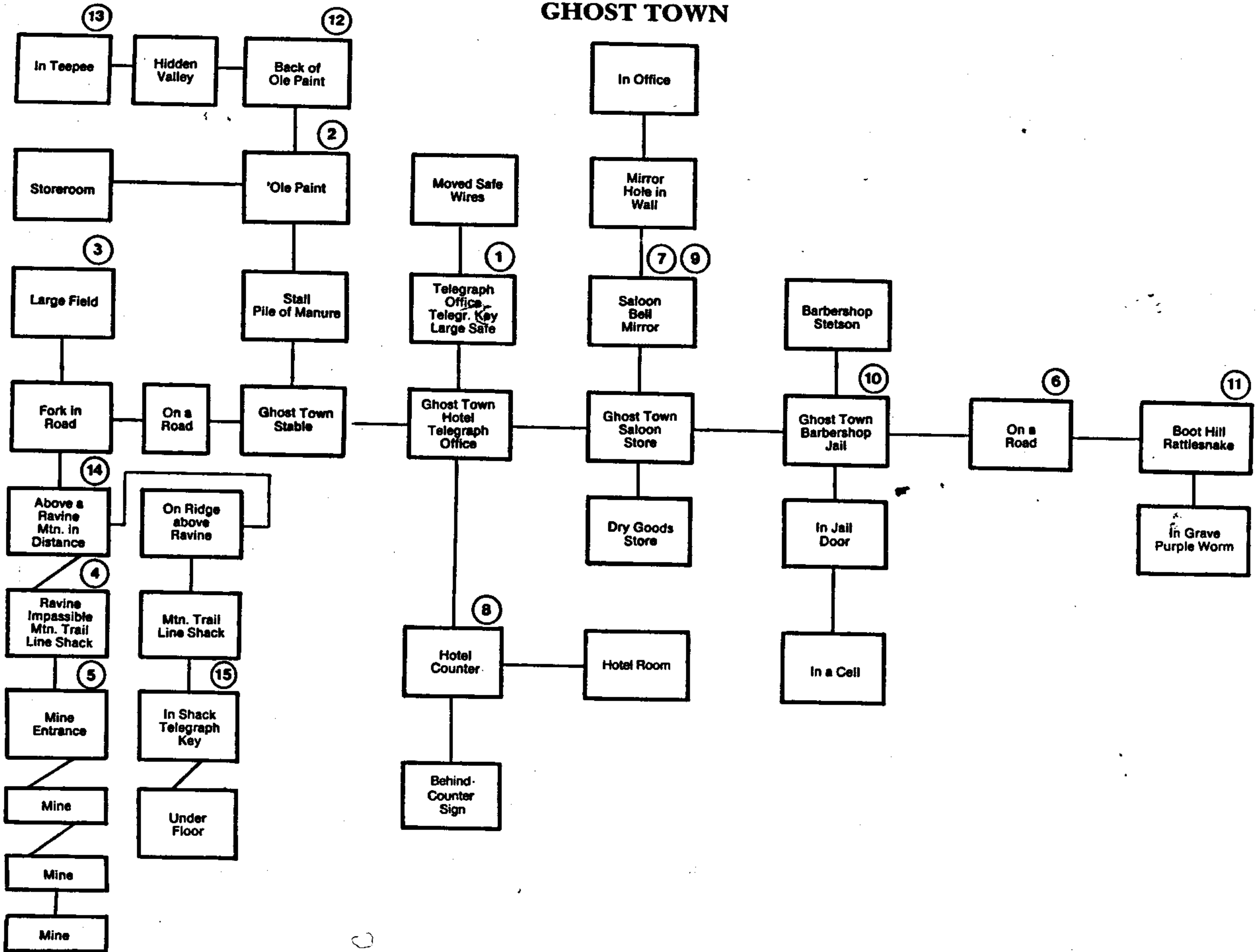
1. In the Telegraph Office, Move Safe. Splice Wires. (You can take them, but the game could never be won.) The coded message you may receive says Shake Topper.
2. Take the Shovel and Matches from the Dry Goods Store and Dig Manure. Get White Crystals. Take the Compass along, too, and look at it both before and when you get to the Horseshoe. Drop Compass. Mount Paint. Take Spurs. Spur Paint. Get up. Go Stable. Go Hole. Take Keg. Empty Keg by Ol' Paint. Take Keg.
3. Dig in Large Field and get Yellow Powder.
4. At the Impassible Ravine, Burn Sage (with Matches). Go Ravine. Drop Powder, Crystals, and Charcoal. Mix. Drop Keg. Fill Keg. With Gunpowder.
5. In the Mine, Light Match. Get Silver Bullet. Down. Get Candle. Light Candle. Down. Dig Roof. Get Gold Nugget. Haul the Keg back to the Telegraph Office.
6. After dumping the first load of Treasures, get the Bell from Saloon. Applaud the Piano Player if he's there. Check Piano for a clue you no longer need.
7. In Hotel, go behind the Counter and get Cash Box. In your Room, Ring Bell. Move Bed to Get Tape. When Sun goes down, Light Candle. Sleep *only* in bed.
8. In Saloon, Tape Mirror. Break Mirror, and get the Go-Board. Go back by night, when the Ghost is playing. Dance and Applaud. Get Silver Cup. If Ghost keeps getting scared, Unlight Candle and Dance in dark. When dropping off the Go-Board in the Dry Goods, say Pass Go.
9. Get the Stetson in the Barber Shop which has a Small Key in it. Take Horseshoe to Jail and Open Door (Use Horseshoe). Get Derringer and Hammer.
10. At Boot Hill, Shoot Snake with Derringer, and Dig with Shovel. Get the Gold Coin and fear not, this Purple Worm is not related to the one in *The Pyramid of Doom*. Not only is he easily squashed, but a small bonus rewards doing so.
11. Bring the Hammer, Nails and Horseshoe to Ol' Paint. Shoe Paint. Mount him and say Giddyup.
12. Get the Tom-Tom and Necklape. To get back, Beat Tom-Tom. Say How!
13. Jump the Ravine and go to the Line Shack.
14. Take Plank. Go Hole. Get Furs. Press Telegraph Key. Head for the Telegraph Office (that used to be) in town. Get Gold Dust. The treasure summary:

Cash Box
Go Board
Derringer
Necklace
Gold Dust

Silver Spurs
\$200
Gold Coin
Silver Bullet

Gold Nugget
Silver Cup
Tom-Tom
Furs

GHOST TOWN



24. With Dial set at 1, Shoot Speck with Laser. Again, until Speck is destroyed. (Try it with a different setting from a saved-game position.)
25. With Dial set at anything except 1, Shoot Microbe with Laser. Again, until Laser is warm and text notes that Microbe has taken interest in the heat. Throw Laser Off Strip.
26. Open Desk. Get and Wear Gas Mask. *Save Game*. Push Red Button. Wait a turn for the gas to take effect. Open Door. West. Open Door. West. (Don't stop to close it!) Open Door. Move directly and immediately to where the Mural was seen. Enter the Elevator. Push Button. (Interesting variations on the game outcome and final printout occur if some of the Comm, Defense, or Course Control units are not repaired and you get through to the final elevator.)

PYRAMID OF DOOM

1. To get into Pyramid, go into Pool back where you started. Get Water (in Canteen). Get Large Key. With Shovel Dig in Desert North of Pyramid. Get Small Key. Dig by Pyramid also. Unlock Tiny Door with Small Key. Move and Drop Stone. Light Flashlight. Unlock Big Door with Large Key. Did you try opening the main door before unlocking the Tiny Door?
2. Search the Ashes. Get Gold Necklace. Wash Coal (need water in Canteen). Get the Ruby, only it's not a treasure! With the Flute from the Hallway, Take Basket. Play Flute. (Pistol won't do it.) Go Passage.
3. Starving Rats will attack randomly. They can be satisfied by the Camel Jerky from the Hieroglyphics Room. Of course, if you did that there won't be any left when you *really* need it. Don't waste the bullets here either—drop them.
4. Feed Oyster (the Beef Jerky). Get Black Pearl and gain access to the Archway, avoiding the Rats. Dump your treasures. Shovel and Flute are no longer needed—drop them.
5. Open and Go Sarcophagus. Pour Water (from Canteen) on Tanna Leaves. Take Tapestry. Get Skull and Box from Alcove. Search Box twice, taking the Iron Glove, but leaving the Box and Bones.
6. In Mummy Room, Search Skull, get Gold Teeth. Drop Skull in the Tall Room. Get Saw.
7. Wear Glove. Hit Wall. Feel Floor in the Mirror Room for Gold Coin. East. Light Flashlight. Get Scarab. West. West. Light Flashlight. Probably a good time to haul treasures up in the Hieroglyphics Room.
8. Saw Table with Saw. Get Diamond Necklace. Shoot the Nomad when he appears randomly.
9. Throw Rope (from Long Narrow Passage). Search Explorer. Get Gold Pin. Search Rubbish for Carving, but only once. As far as the Purple Worm is concerned, he's invincible—you aren't!
10. You can pull the Pharoah's chain, but to fix him, go back to the Narrow Ledge (over a Pool of Acid). Throw Ruby (his Heart). *Now* pull the Chain. Don't forget the Platinum Crown in the Chest.
11. In the Treasure Room, you need the Iron Glove and Small Key. Wear one and use the other to unlock the Treasure Coffin for the Bracelet. Saw Window to get Platinum Bar. Haul all loot to the Hieroglyphics Room and say Score.
12. A summary of things *not* to do include: breaking mirrors; jumping in (Acid) pool; searching basket twice; pulling chain a third time; searching trash a second time; ignoring the Mummy, Rats, Pharoah, Worm, and Nomad; opening Pyramid Door before opening Small Door; opening Coffin without wearing Iron Glove. The treasure summary:

Tapestry
Black Pearl
Jade Carving
Platinum Crown
Gold Coin

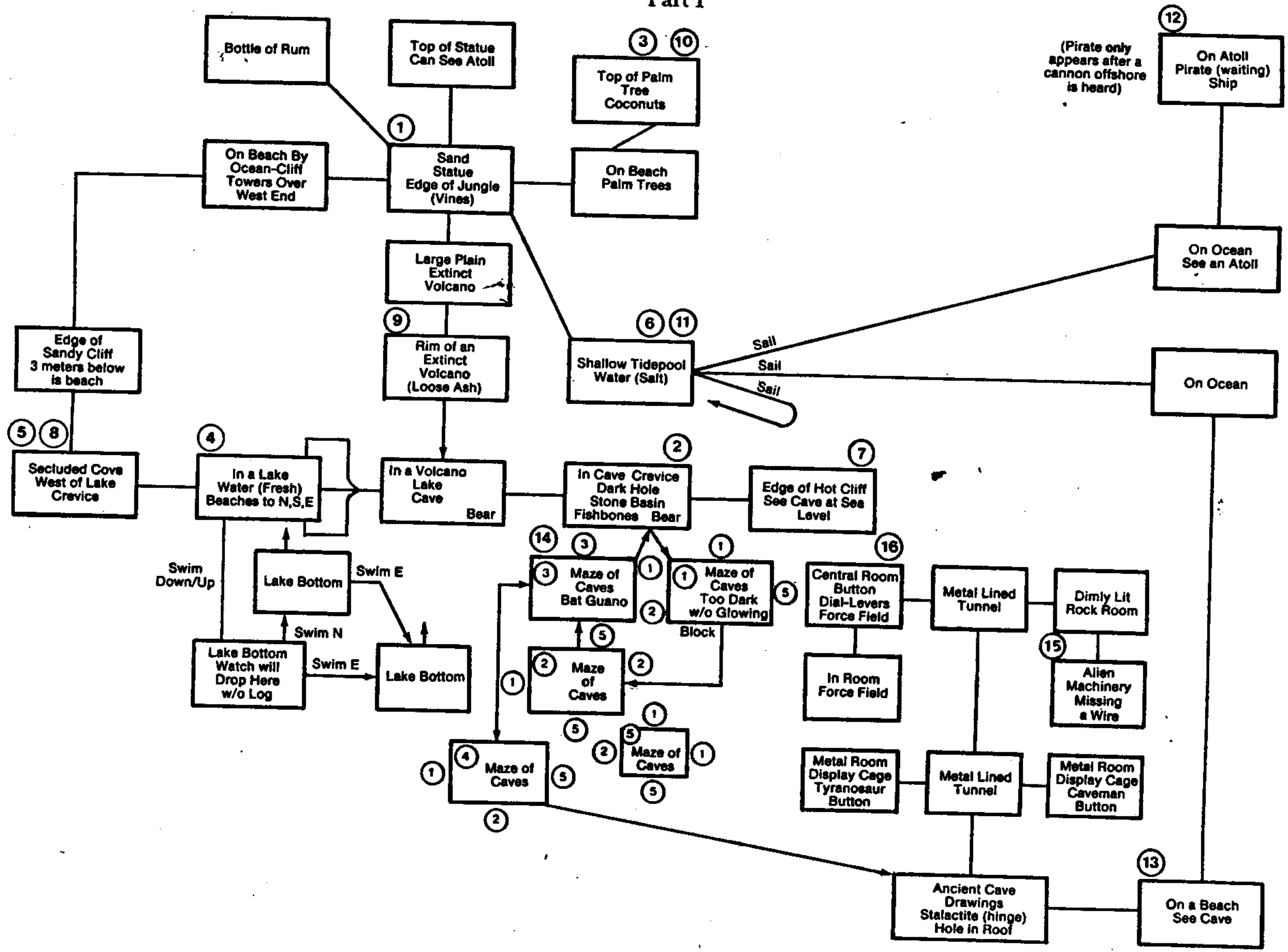
Gold Necklace
Gold Teeth
Sapphire
Emerald Bracelet

Diamond Necklace
Gold Pin
Gold Scarab
Platinum Bar

SAVAGE ISLAND, PART I

1. Dig Sand. With Hands. Look Sand. Look Hole. Get Bottle. Drop Watch—it's not too useful. Get Coconuts in Palms and leave at Tidepool.
2. By the Cave, keep away from Bear if he makes you nervous. Empty Bottle in Sink. Leave Empty Bottle by Lake. (You can wash off your nervous perspiration in the Lake, but any carried objects will get dropped.)
3. Return to starting point by Swimming West. Go Crevice. Jump. East. Wait for Hurricane. After Crash, get Palm Log.
4. Take Palm Log to Lake. In Lake, Hold Breath. Drop Log. Swim Down. Swim North. Get Knife. At ARGH, Swim Up. Hold Breath. Swim Down again. Swim East. Get Block.
5. Swim West, leaving all but Palm Log at Secluded Cove. Take Log back East by Lake.
6. Take Knife, Block, and Bottle to Tidepool. Get (Salt) Water. Drop other stuff.
7. Take Bottle to Bear Cave. Go Crevice. Empty Bottle. Wait for Puddle to become Salt Pile. Give Salt to Bear. Fill Bottle (with Rum). (If Hurricane is simply too much for you, Say Yoho, but you can survive the storm the hard way.)
8. When it gets dark, Sleep only at Secluded Cove.
9. Get Bottle across Lake with help of Log. Drop Bottle. Take Log to Lake side by Bear Cave. Up. (Log gets out, you don't!)
10. Cut/Take Vines. Get first Log at Large Plain. Get second Log and Coconut. Don't cut Coconut with Knife; it will work, but leave you in a no-win situation.
11. Build Raft at Tidepool, using two Logs and Vines. Always cut and take a second set of vines for raft rebuilding.
12. Go Raft. Sail Raft to Atoll, Give Bottle to Pirate. Get Bandana and Note. These objects and information are needed for *Savage Island, Part II*.
13. Sail Raft to Beach, Move Stalactite. With Coconut. Go Crevice. Take Block into Force Field. Return to Bear Cave.
14. At the Bat Guano, Dig. With Hands. Get Wire. Exit via maze into cave. Must have Bandana, Block and Wire.
15. At Alien Machinery, Fix Machinery. With Wire.
16. With Machinery fixed, Push Neanderthal's Button. Go to Control Room. When there, Push Button. Say Free. Go Field. Get 123 password.

SAVAGE ISLAND Part I



STRANGE ODYSSEY

1. Get Suit, Shovel and Phasor. Look Console. Push Red. Wear Suit. Go Door. Push Red. Jump.
2. In Cave. Set Phaser. On Destroy. Shoot Boulder. Go Curtain.
3. Pull Rod. Push Rod. Touch Plastic. Plastic will glow one to seven times. Go Curtain.
4. One Glow: Back to initial Cave entry point.
5. Two Glows: Dig in Grassy Plain with Shovel. Get Pick. Set Phaser. To Stun. Shoot Hound. Take Hound. Return to Hexagonal Room. (Air is breathable here. Remove Suit here and in Hexagonal Room to conserve air supply. Read Gauge on Suit.)
6. Three Glows: Drop Hound. Find Mound. Set Phaser. To Destroy. Pick Mound. Shoot Hound. Take Diamond. Shoot Mound. Return. (Save Game on entry as Hound is unpredictable and there are areas from which no return is possible.)
7. Four Glows: Refill air supply here. Connect Hose. Push White. Push Black. Read Gauge. If under 90, Push Black again. Note that another time can pop the suit.
8. Five Glows: Nothing except an easy way to get killed!
9. Six Glows: Get Sculpture. Take Belt from Sculpture. Look at Painting while wearing Goggles after Pushing Yellow.
10. Seven Glows: Wear Belt. Twist Buckle. Go Light. Get Brandy. Return. Repeat, getting the Piece of Metal.
11. Reset to Scoutship location. Pull Rod. Touch Plastic. Push Rod. Touch Plastic. Then Pull Rod. Break and Take Rod. Return to spaceship. Will take two trips.
12. Go to Storage Hold. Open Access Hatch (with Piece of Metal). Drop Rod. Push Blue. Exit ship. Drop all five treasures. Type score.

MISSION IMPOSSIBLE

1. sit down in chair
push red (arms bomb)
push white (disarms bomb)
get up
get visitors badge
Door sequence is (white, yellow, blue)
2. when thud sounds, find & frisk Saboteur
take body & badge to white room
3. at white ^{room} door ~~xxxxix~~ show visitor's badge
4. break glass with recorder
With saboteur's badge & body, show badge
get yellow key on ledge
return to chair
5. unlock yellow
push yellow then red then white
get maintenance badge
6. at yellow room door, show badge
shake mop for blue key
7. in chair with blue key.
unlock
push blue then red then white
get security badge
8. at blue room door, show badge. take water. get suit
kick plain door. leave water in break room
9. to see movie, install control room film in projection booth & go to white
visitor's room. push green
10. in control room, wear suit
11. with wire cutters, cut red wire
take bomb to break room as soon as possible
12. drop bomb
take water
pour water

