

PLAGUE PLANET - CLUESHEET

The aim of this cluesheet is to give you graded hints to the solutions to problems you may be having in the game. These are designed to point you gently in the correct direction without giving too much away in one go but if all else fails the exact answers are also provided as a last resort. The first number following each line below is the hint. Look up the number in the hint list. Some of the hints are also followed by the number of another hint which gives more help and so on. If this does not prove sufficient the second number below is the complete answer to the puzzle.

QUESTION/PROBLEM

I'm lost in the wheat field. (1,1)
 I'm stuck in the crater. (2,20)
 I can't get into the ship. (3,30)
 The ship's computer won't work for me. (4,40)
 What is the password for the NAV program? (5,31)
 Where do I find the coordinates? (6 and 17,21)
 I get lost in the village. (7,29)
 I can't get through the security door in Enterprise Hall. (41,41)
 How do I run the IMB 20000 computer? (8,2)
 I get killed when the ship takes off. (9 and 62,3)
 The ship crashes when it lands. (10,14)
 I can't get off the landing pad. (Answer 4)
 The police arrest me before I can do anything. (18)
 What do I do in the bar? (54)
 I can't go through the yellow door in the bar. (85)
 I can't go through the blue door in the bar. (85)
 Whom do I trust? (55)
 The cop rejects my ID card. (46)
 The security guards in the mine entrance kill me as I enter. (80,15)
 How do I open the lockers without the alarm going off? (72,5)
 I can't afford the mining laser. (81)
 How can I get into the manager's office? (59)
 How do I get the rug? (58)
 What's the diagram on the wall in the manager's office? (73)
 How can I explore the side tunnels without getting killed? (Answer 6)
 I can't get through the narrow slit. (65,51)
 I can't remove the nugget from the rock. (66,61)
 I can't get out of the mine past the security guards if I'm carrying the nugget. (78,71)
 Grendar kills me when I go out the blue door. (67)
 Grendar kills me when I enter the ship. (86)
 The laser vaporises the controls. (89)
 What are the coordinates for Arborea? (94,50)
 Can I swim in the lake? (Answer 42)
 Nothing happens when I push the button on the door in the 'TR' alcove on the wrecked starship. (87)
 Where can I find the equipment needed to enter the engine room? (Answer 6)
 Can I repair the starship's engines? (Answer 42)
 How do I get through the east door in the engine room? (87,16)
 What do I connect to the control panel in the engine room? (104,16)
 Can I take the black box on the ship's bridge? (Answer 42)
 What do I do with the box? (Answer 62)
 How do I dispose of the hideous creature? (100,52)
 What's the meaning of the slogan in the Workshop? (97,63)
 I can't connect the laser. (102,16)
 I get killed when I connect the laser. (99)
 How do I get into the escape pod and out again? (98,7)
 The 'TR' door still doesn't open. (121)
 I can't carry everything. (122)
 How do I set the coords in the transporter room? (Answer 6)
 How do I operate the transporter? (Answer 8)
 Nothing happens when I operate the transporter. (121)
 I die from a horrible disease. (116)
 How do I scale the rock pinnacle? (117,9)
 Can I only take one object up to the top of the pinnacle? (118)
 What do I do with the twig? (119,18)

Where do I get the water of life? (151)
 I can't take the water. (143)
 How do I escape from the plateau? (128,22)
 How do I escape from the nest? (133)
 How do I get down from the tree? (171)
 I break my leg. (162)
 What are the coordinates for Vulcania? (163,60)
 How do I cross the chasm in the volcano? (181,19)
 How do I get back across the chasm again? (174)
 How do I stop the rock cretin eating the objects I have dropped? (Answer 6)
 How do I find the path through the boulder-strewn plain? (175)
 How do I keep from passing out with the smell in the cave? (190,18)
 What does the little man want? (176,23)
 I get killed by the people in the temple. (183,43)
 How can I enter the dragon's mouth? (167,34)
 How can I get the rod from under the boulder? (201)
 How do I get past the boulder when it is wedged in the shaft? (Answer 6)
 How can I get back to the temple? (106)
 How can I open the round metal door? (135)
 I can't take the lava. (107,24)
 What's the meaning of the inscription in the 'lava' room? (108)
 How do I get out of the crater? (148)
 How do I avoid the yillis gorf? (188)
 I can't enter the building on Aquaria. (205,11)
 I can't get past the securibot. (196,44)
 How do I open the various doors? (149)
 One of the doors is jammed. (210)
 How do I activate the robot? (208)
 How do I operate the keycard machine? (222)
 I get torn apart by an invisible force. (210)
 I can't open the door in the hut. (223)
 What use is the corpse? (224,13)
 I get killed when I take the jewel. (225,25)
 How do I get the jewel into the ship? (214,35)
 What are the coordinates of the final planet? (210,80)
 The Edubot won't answer my questions. (226)
 Can I use the rotorcraft? (227)
 How do I operate it? (236)
 I can't get back along the log to the ship without the log sinking. (229)
 How do I make the helicar land by the ship? (264)
 What do I do in the study? (234)
 On Rigel I can't get through the registration offices. (235,26)

LOCATION OF OBJECTS

Battery (309)
 Bear (296)
 Bed frame (325)
 Bert (329)
 Black robe (346)
 Bladder, borung's (343)
 Bladder, lizard's (343)
 Book of jokes (361)
 Borung's bladder (343)
 Borung (331)
 Bottle, whisky (320)
 Boulder (340)
 Box, black metal (310)
 Branch, tree (370)
 Brush (368)
 Cartridge (293)
 Circuit boards (375)
 Cloth (353)
 Computer, IMB 20000 (281)
 Computer manual (374)
 Corpse, dessicated (372)
 Credits, Zanthoran (304)
 Crystals, dilithium (301)
 Cupboard (360)
 Cylinder, oxygen (344)
 Desk, oak (366)
 Dessicated corpse (372)
 Disposal unit (373)
 Door, bored (314)
 Door, jammed (313)
 Door, round metal (319)
 Door, security (317)
 Door, space ship (316)
 Door, 'TR' alcove (318)
 Door, with slot (315)
 Dilithium crystals (301)
 Drawing, mine manager's office (327)
 Emergency flare (330)
 Engine room panel (338)
 Fence post (291)
 Form, registration (369)
 Flare, emergency (330)
 Flux converter (347)
 Frame, of bed (325)
 Gasmask (328)
 Gate (280)
 Gloves, rubber (311)
 Green jewel (367)
 Grendar (296)
 Hammer, sledge (292)
 Helicar (362)
 Helmet, miner's (303)
 Holopic (294)
 Identity papers (300)
 ID (300)
 Jewel, massive green (367)
 Joke book (361)
 Jug (358)
 Key, manager's office (336)
 Key, hut inner door (337)
 Keycard, blue (298)
 Keycard, green (363)
 Keycard, white (364)
 Keycard, yellow (299)
 Lamp (303)
 Laser, mining (306)
 Lava (348)
 Lever, airlock (287)
 Lever, living room (289)
 Lever, transporter (288)
 Lizard's bladder (343)
 Lizard, borung (331)
 Locker (308)
 Machine, small electronic (356)
 Man, outlandishly dressed (329)
 Manual, computer (374)
 Mask, gas (328)
 Mattress (324)
 Metal box (310)
 Metal plate, rusty (350)
 Metal plate, polished (351)
 Metal polish (352)
 Mining laser (306)
 Module (355)
 Money (304)
 Nail (295)
 Nugget, Z-spice ore (307)
 Nylotex rug (326)
 Ore, Z-spice (307)
 Overalls, miner's (302)
 Oxygen cylinder (344)
 Paint, tin of (371)
 Panel, engine room (338)
 Papers, identity (300)
 Pilot, body (285)
 Pocket, overalls (335)
 Polish, metal (352)
 Power pack, compact (309)
 Priest (341)
 Printout (282)
 Red robe (345)
 Registration form (369)
 Reptile (297)
 Robe, red (345)
 Robe, black (346)
 Robot (357)
 Rocket launcher (321)
 Rod, metal (339)
 Rope (290)
 Rubber gloves (311)
 Rubber tubing (342)
 Rug, Arboretan nylotex (326)
 Rusty metal plate (350)
 Securibot (354)
 Signaller, sub-meson (365)
 Signpost (286)
 Snare (334)
 Space ship (283)
 Spade (284)
 Spanner (312)
 Sphere, metal (347)
 Spoon (359)
 Srmfft (297)
 Sub-meson signaller (365)
 Tin of paint (371)
 Tree branch (370)
 Tubing, rubber (342)
 Twig (333)
 Waste disposal unit (373)
 Water, of life (322)
 Water, tap (323)
 Whisky (320)
 Wire (332)
 Wrench, power-link (312)
 Yllis gorf (349)
 Zanthoran credits (304)
 Z-spice ore (307)

HINTS

1. Make a map as you go along. (12)
2. Read the description of the crater carefully (13)
3. Check your inventory (14)
4. Take the pilot's body (15)
5. Search the pilot (26)
6. Visit the village (16)
7. Visit the small group of buildings along the track that leads off the north-south road.
8. Search the pile of circuit boards (29)
9. Be prepared! (43)
10. The sequence is a PRIMary sequence. (30)
11. Pull the lever.
12. Follow the fence until you come to a gate.
13. The sides of the crater are loose. You will need something to help pull yourself out of the crater. (20)
14. You have a spade at the start of the game. (21)
15. Examine the cartridge. (36)
16. Read the signpost. (27)
17. Go to the alcove in Enterprise Hall. (28)
18. Don't hang about! (45)
19. Type the name of the program you want to run. (37)
20. There is a rope in the spaceship's cargo bay. (34)
21. Dig in the base of the crater. (35)
22. Pick the lock with the nail.
23. Read the data on the vidscreen. (33)
24. Hammer the fence post into the ground at the crater rim.
25. It will take several 'digs' until you uncover the door. (11)
26. Examine the holopic. (32)
27. Note the colours of the living domes. (39)
28. Find a way to open the security door. (41)
29. Read the manual (42)
30. The missing number is a prime number. (44)
31. Red is north, blue is south and green is west.
32. Passwords are often words of special significance to the user. (38)
33. TYPE HELP for more hints. (40)
34. You need to prepare your escape before entering the crater. (24)
35. Don't give up too soon! (25)
36. Insert the cartridge in the console. (23)
37. The pilot's log will reveal what you have to do.
38. It's the pilot's wife's name! (Answer 31)
39. Each dome's interior is a different colour. (50)
40. There are several programs in the ship's computer. Their names are given in capital letters on the 'self-check' screen. (19)
41. Examine the door in the alcove. (51)
42. The computer is speech operated. (52)
43. How did you die? (53)
44. See answer 14.
45. Go straight to the bar.
46. He's too alert and spots the forgery. (56)
47. Pull the lever while standing in the airlock.
48. Take the printout and read it.
49. Bend the nail to make a lock-pick. (22)
50. Relate the colour of the dome to the direction you moved to enter it. (31)
51. Find something to pick the lock. (60)
52. SAY RUN (71)
53. Take a seat (SIT). If you still get killed see (62).
54. Talk to the bear and the reptile.
55. You have to decide that yourself!
56. Wait until he yawns.
57. Open the locker which has the number that the miner wrote down. (Answer 15)
58. You can't. (73)
59. Search the overalls. (79)
60. Use the nail (70)
61. Print the coordinates. (48)
62. Close the airlock door. (47)
63. Go to the recreation hall first. (72)
64. Refuse the first offer but accept the second. (82)
65. You can only carry one item at a time. (75)
66. Use the mining laser. (84)
67. Don't trust him! (92)
69. Sell something. (81)
70. Break the spade (drop it first) (49)
71. What do you want it to tell you? (61)
72. Open only one of the lockers. (57)
73. Examine it for a clue.
74. Haggle! (64)
75. You can't move from a dark place to another dark place. (83)
76. Press the button on the laser to alter the power setting.
77. Connect the laser to the power-link. (99)
78. Conceal the nugget. (91)
79. Remove the key from the pocket.
80. You don't look like a miner! (63)
81. Sell the computer manual in the antique book shop. (74)
82. Go to the recreation hall and win the miner's game!
83. You can move from a light area to a dark one or vice versa.
84. Pull trigger on the laser. (90) 85. Use your head (hint, hint) (Answer 71).
85. Get someone to open it for you. (54)
86. Be ready for him. (93)
87. There is no power in the ship. (95)
88. The coordinate is on the label.
89. Make sure its on low power.
90. Make sure its on high power. (76)
91. Not in the pocket! It's the first place they look! (85)
92. Go out the yellow door.
93. Pull the trigger on the laser as soon as you enter the control room. (89)
94. Examine the rug in the mine manager's office. (88)
95. Go to the engine room. (77)
96. Drop everything first.
97. It stands for a well-known phrase. (111)
98. There is something nasty in the air! (113)
99. Protect yourself. (120)
100. Do something dramatic to dislodge it! (110)
101. Say BMUS to Scotty (in the shack).
102. Search the workshop.
103. Hold your breath and don't waste time.
104. Examine the panel. (114)
105. There is a cure! (123)
106. Back the way you came! (202)
107. Examine it for a clue. (203)
108. It's a clue to the next coordinates. (137)
109. Drink some of the water of life. (130)
110. Jump off the cliff. (96)
111. Beam Me Up Scotty. (101)
112. Carry the wrench. (102)
113. Avoid breathing it in. (103)
114. Examine the laser. (Answer 16)
115. Keep things in the ship.
116. It's radiation sickness. (121 and 105)
117. Search the shack. (140)
118. Yes (and no!) (126)
119. Make a snare. (127)
120. Wear the rubber gloves. (112)
121. Don't hang about!
122. Store objects somewhere handy. (115)
123. Something's keeping Scotty young and healthy! (109)
124. Fill the empty whisky bottle.
125. Tie the rope to the rocket.
126. Wear some thing(s) (131)
127. You also need the wire. (142)
128. 'Hitch' a lift! (144)
129. Insert something in the slot. (219)

130. Scale the rock pinnacle (117) and go to the temple. (124)
 131. Use the pocket. (141)
 132. On top of the plateau.
 133. Distract the nestlings. (161)
 134. The frame of the bed. (145)
 135. Note the description of the door. (146)
 136. The sphere is a sort of container. (187)
 137. Count the letters in each word. (Answer 10)
 138. It can be reprogrammed (Answer 12)
 139. Dig in the floor. (@)
 140. Use the grapple rocket. (125)
 141. Put the wire in the pocket.
 142. Drop the snare at the hillock. (132 and 150)
 143. Use a container! (152)
 144. Pretend to be dead! (160)
 145. Search in your ship (173)
 146. Insert the rod into the door.
 147. Use the battery from the helmet as a power source.
 148. Find a 'ladder'. (204)
 149. For doors with a slot, insert an appropriate keycard. (207)
 For the jammed door see (210)
 150. Leave the location and return again.
 151. Somewhere on Arboreta! (132)
 152. The empty whisky bottle.
 153. Protect your skin. (170)
 154. Climb down the vine and drop the mattress.
 155. See 101 (172)
 156. Drop it across the chasm.
 157. What's he doing? (182)
 158. Try to cheer it up! (Answer 11)
 159. Use something as a mirror. (206)
 160. Lie on the ground where the pteranodon swoops around. (153)
 161. Use the dead lizard.
 162. Make a soft landing. (154)
 163. Talk to someone who might know them. (155)
 164. Take the frame of the bed. (156)
 165. Follow someone. (157)
 166. Wear the gasmask. (To get it, see hint 98 and answer 7)
 167. Find a way to stop the flames. (192)
 168. Find a safe way to remove the rod holding the boulder. (201)
 169. They aren't the correct coords! They are 'Warp factor 5' (180)
 170. Wear the overalls.
 171. Search the nest. (154)
 172. Search the shack after Scotty drinks the whisky (101 and 169)
 173. Press the button on the wall and search. (164)
 174. You can't, yet!
 175. Be observant. (165)
 176. What was he doing when you first saw him?
 177. Block the fiery shaft. (199)
 178. Take your time and reflect on the problem. (159)
 179. Search the wreckage of the securibot.
 180. Split the number into two and reverse the order of the digits in each half. (Answer 60)
 181. Use a makeshift 'bridge' (134)
 182. Listen. (200).
 183. What happened to make you pass out? (166)
 184. Try not to be conspicuous. (191)
 185. ...while carrying the burning flare. (177)
 186. Use something from the tunnel. (194)
 187. Try inserting the sphere into the lava. (198)
 188. Time your movements carefully. (195)
 189. Use the pressure from the oxygen cylinder. (193)
 190. Be prepared. (183)
 191. Disguise yourself.
 192. Go to the alcove... (185)
 193. Connect the cylinder to the bladder with the rubber tubing.
 194. Twist the rod.

195. Observe the gorf's movements.
 196. Use his power against himself. (178)
 197. Use a card matching the colour of the corridor.
 198. Insert the rod into the sphere. (147)
 199. Get the boulder to roll down the tunnel. (168)
 200. Follow the sound of the hammering.
 201. Put the bladder under the boulder and inflate it somehow. (189)
 202. You CAN get up the stone chute. (186)
 203. Examine the other objects on the ship. (136)
 204. Use the bed frame (carry it).
 205. The door is bored. (158)
 206. Polish the metal. (220)
 207. Note the corridor descriptions. (197)
 208. Examine it. (129)
 209. Insert a card in the slot. (218)
 210. Get help! (221)
 211. Exchange the white card.
 212. Push the key. (139)
 213. They are in a 4x4 grid pattern. (246)
 214. Don't use the obvious route.
 215.
 218. One of the cards is not much use (check location descriptions carefully).
 219. Insert the module into the slot. (179)
 220. Search the store rooms. (Answer 44)
 221. Get the robot to help you. (138)
 222. You need a card to exchange! (209)
 223. Examine the door. (212)
 224. It needs to be disposed of. (241)
 225. Find a way to turn off the defence mechanism. (242)
 226. It must know your voice pattern. (232)
 227. Yes, but you must make it land first! (245)
 228. There are 16 offices. (213)
 229. Don't try to carry too much and support the end of the log somehow. (248)
 230. Look in the cupboard. (Open cupboard) (250)
 231. Behind the holographic projector is a hidden room. (243)
 232. Go to voice pattern registration. (244)
 233. On the helipads - marked with an 'H'.
 234. Push the desk.
 235. The droid stamps forms when you enter his office. (239)
 236. It's automatic. (247)
 237. Take the signaller.
 238. They have a letter 'H' in the centre. (259)
 239. ENTER each office once and once only. (228)
 240. Use water from the tap. (260)
 241. Take it to the house in the middle of the swamp. (261)
 242. Go to the house. (251)
 243. Find a way to remove the power to the projector. (See hints for previous question)
 244. Behind the jammed door - see 210 if you have trouble opening it.
 245. Signal it somehow. (252)
 246. Draw a 4x4 grid of squares and plot a route from one corner square to the diagonally opposite corner, ENTERING each square once and once only. (Answer 26)
 247. Just sit in the helicar.
 248. Use something to spread the weight and reduce the pressure on the mud. (253)
 249. What do the landing pads have in common? (254)
 250. Soften the ground somehow. (240)
 251. In the living room. (231)
 252. Use the sub-meson signaller - behind the door at the end of the yellow corridor. (262)
 253. When at the base of the tree near the end of the log throw the metal plate... (263)
 254. They are marked in some way! (238)
 259. Paint an 'H' on the hull of the ship.

- 260. Fill the jug and pour water from the jug onto the floor.
- 261. Look in the kitchen. (Answer 13)
- 262. It will only land on certain areas. (233)
- 263. ...and push it under the log with the branch. (carry only one item: choose carefully!) (237)
- 264. Create a 'helipad' (249)

HINTS TO OBJECT LOCATIONS ETC

(If the object is not visible at the location try SEARCH or some other appropriate action. Hint: read location descriptions for clues!)

- 280. In the SW corner of the wheat field
- 281. Behind the security door in Enterprise Hall
- 282. From the IMB computer (6)
- 283. In the crater (or wherever you left it!)
- 284. Check your inventory!
- 285. In the ship.
- 286. In the outskirts of Krik.
- 287. In the airlock.
- 288. Behind the 'TR' door.
- 289. Behind the hologram. (224)
- 290. In the cargo bay.
- 291. See 7.
- 292. See 7.
- 293. Take the pilot.
- 294. Search the pilot.
- 295. In the spade. (70)
- 296. In the bar.
- 297. In the bar.
- 298. Sit in the armchair (Aquaria) and search it.
- 299. Under the bed in the hut. (Aquaria)
- 300. Get it from Srnfft.
- 301. In the ship's living quarters.
- 302. In a locker.
- 303. Ditto
- 304. Sell manual in book shop. Take a gamble!
- 306. Buy it from general store.
- 307. In the spice mine.
- 308. In the recreation hall.
- 309. In the helmet.
- 310. Starship's bridge.
- 311. In the box.
- 312. In the workshop.
- 313. Yellow corridor (Aquaria)
- 314. Main entrance, Aquaria.
- 315. Yellow, green, blue and white corridors (Aquaria)
- 316. Outside ship/in airlock
- 317. Enterprise Hall.
- 318. Starship.
- 319. Base of steps, temple on Vulcania.
- 320. Alley behind warehouse.
- 321. Shack in forest clearing (Arboreta)
- 322. Top of rock pinnacle.
- 323. Hut behind building.
- 324. Pteranodon's nest.
- 325. Ship's living quarters.
- 326. Mine manager's office:- rec. hall.
- 327. Ditto
- 328. Escape pod:- starship's engine room.
- 329. In cave on Vulcania.
- 330. Ditto
- 331. On hillock on plateau. (119)
- 332. Starship - wrecked corridor
- 333. Hillock (plateau)
- 334. Made from twig and wire.
- 335. In the overalls.
- 336. Ditto.
- 337. In the lock! (See 223)

- 338. In the engine room
- 339. Supporting boulder in temple tunnel (Vulcania)
- 340. In tunnel behind dragon's mouth.
- 341. In the temple.
- 342. Starship's engine room.
- 343. In the nest.
- 344. Cave on the beach (Arboreta)
- 345. In temple alcove.
- 346. Ditto.
- 347. In the ship's engine room.
- 348. Behind the round metal door.
- 349. In the swamp.
- 350. Ditto (on pad 5).
- 351. See 206.
- 352. Store room (east end of corridor).
- 353. Store room (west end of corridor).
- 354. Near the elevator (N-S corridor, Aquaria).
- 355. In the wreckage of the securibot.
- 356. Behind blue corridor door (Aquaria).
- 357. On second floor (Aquaria).
- 358. In the cupboard.
- 359. Ditto.
- 360. In the hut (Aquaria)
- 361. Behind wall in study (234).
- 362. Any landing pad (marked 'H') (245)
- 363. Swap white card for it. (222)
- 364. In droid control.
- 365. Behind yellow corridor door.
- 366. In the study.
- 367. Behind the green corridor door.
- 368. In the beach cave.
- 369. On Rigel IV.
- 370. In the swamp.
- 371. In the warehouse.
- 372. In the hut (Aquaria)
- 373. In the kitchen.
- 374. In the IMB computer room (search boards).
- 375. In the IMB computer room.

ANSWERS

1. The gate is in the SW corner of the field.
2. SAY RUN and then PRINT COORDINATES.
3. Make sure the airlock door is closed and SIT in the pilot's seat before running the NAV program.
4. Stand on the lines.
5. You must only open the locker which matches the number that the miner used in his guessing game.
6. You can't.
7. Go into airlock (between two sliding doors), hold breath, go east, get mask, go west.
8. Pull the lever.
9. Search the shack while carrying the bottle of whisky. Take the rocket launcher to the base of the pinnacle. Tie the rope to the launcher, drop it and the rope and fire the rocket.
10. The number of letters in each word is a digit of the coordinates e.g. 'That' = 4, 'which' = 5 etc. See answer 70.
11. Tell a joke to the door.
12. Insert the module into the machine and press the required number e.g. PRESS 2 for servobot. The Servobot opens the jammed door, the Securibot defends you, the Edubot gives information.
13. Insert the corpse in the disposal unit to blow the power source to the holographic projector.
14. The missing code is 107603.
15. Wear the miner's overalls and helmet.
16. Connect the laser while wearing the gloves and carrying the wrench.
17. You can only carry one object, except for those you are wearing. Carry the bottle and put the wire in the pocket.
18. Make a snare with the twig and the wire. Drop the snare on the small hillock on top of the plateau. Leave and return to find something caught in the snare.
19. Press the button on the wall in the space craft's living quarters. Search and take the frame of the bed. Use it as a bridge by dropping it across the chasm.
20. Hammer the post into the ground at the crater rim before descending into it. When in the base of the crater, throw the rope and go up.
21. The coordinates of the first planet you must visit: Zanthor are 7530969566. The other planets' are given in answers 50, 60, 70 and 80.
22. Drop the dead lizard where the pteranodon swoops about. Wait until it takes the lizard then lie on the ground (make sure you're wearing the overalls). It will carry you to its nest in a tree in the jungle.
23. Give him the sledge hammer.
24. Insert the rod into the sphere, remove the battery from the helmet and insert it into the sphere. Insert the sphere into the lava and it will flow into the sphere. (The sphere glows and provides a light source in place of the helmet.)
25. Do 13 then enter the hidden room in the living room and pull the lever.
26. You first materialise in the office in the northwest corner of a 4x4 grid of 16 offices. To ENTER each office once and once only and leave by the southeast corner office, move S N E S S W S E E N N N E S S S S.
29. From the town square, go S W S W N W.
30. Use the spade to dig in the base of the crater. Keep doing this until you uncover the door, pull the lever and go in.
31. CAROL
32. In the west dome.
33. In the north dome.
34. Go to the alcove with the still-burning flare and the floor will drop away. Follow the tunnel to the boulder balanced on a rock. Connect the oxygen cylinder to the tube and the bladder, insert the bladder under the boulder, retire to a safe position in

the side tunnel and open the valve.

35. Go to the helipad outside the building, call down the helicar and drop the jewel in it. Go to the ship, call the helicar down (see 45) and get the jewel from it.

40. Take the pilot, drop him and get the cartridge. Insert it into the console and read the data. TYPE LOG to see the pilot's log which reveals your mission. To use any of the other programs TYPE LAND, TYPE NAV etc.

41. Drop the spade, break it (must be carrying the sledge hammer) and take the nail. Bend the nail and pick the lock with it.

42. No.

43. Wear the red robe, go to the waiting room and pull the tab on the flare to frighten away the people. You can now change into the black robe to enter the temple itself. (Don't wear the helmet as it looks silly with the robe!) You must change to the red robe again after entering the dragon's mouth as the acolytes wander through the passages.

44. Search the store rooms at either end of the east-west corridor on the ground floor. Polish the metal sheet (from the swamp pads) and carry it to reflect the securibot's lasers back on itself.

45. Go up to the hull of the ship and use the paint and brush to paint an 'H'. Then use the signaller to call the helicar.

50. Coords for Arboreta: 8532308693

51. Carrying only the lamp, make one move east, drop the lamp, go back west, take the other item, go east twice, drop the item, return for the lamp and repeat as necessary.

52. Go to the top of the cliff as quickly as possible, drop everything and jump. Make your way back to the cliff top and take all.

60. Coords for Vulcania: 7052841319

61. Press the button on the laser to set it to high power. Pull the trigger on the laser to release the nugget and take it.

62. Open it.

63. Say BMUS in the Scotsman's shack.

70. Coords for Aquaria: 4533734645

71. Remove the battery from the helmet and insert the nugget in the helmet before leaving the mine.

80. Coords for Rigel IV: 8560482503