

**I**nspired by the outré works of H. P. Lovecraft, *Hound* takes place in England during the Twenties, a world of psychics, seances, and mad dabblers in the diabolical. Your task is to discover the secret of a demonic beast who serves an ancient evil...before you become its next victim. Your time is divided between reading books of arcane and occult lore in the British Museum and dogging it all over London in search of less accessible clues.

You can play one of three pre-generated characters, or devise one of your own according to the guidelines of the "Timeline" roleplaying system. Though it is touted as a roleplaying game, *Hound* plays more like a text adventure. (The only significant roleplaying aspect is that your character can be saved and used in other Timeline games, if more are ever imported from England.) You type commands into a typical parser, which is supported by a host of keyboard shortcuts and function keys for common actions. The occasional monochrome

graphics suit the moody atmosphere. The prose is appropriately flowery, closely emulating the Lovecraft style and legends, complete with references to Yog Shaggoth and the windswept plateau of Leng. And there is plenty of text for fans of that waning genre, text adventures.

While it's not a taxing adventure, there are three ways to solve *Hound*, so you get a bit more replay value than in most text adventures. This uncommon tale will be most appreciated by Lovecraft readers and fans of weird and bizarre fiction.

**Type:**  
Illustrated Text Adventure

**Difficulty:**  
Novice

**Systems:**  
Amiga (512K); Atari ST (512K)

**Company:**  
Eldritch Games/Electronic Arts



# Hound of Shadow

# The Solution

## General Advice

When the solution says "go to" a particular place (e.g., "go to museum," or "go to bookstore"), type those words. Don't waste time walking from room to room to get there.

It doesn't matter which character you use. The dates vary with different characters, so this solution labels dates generically.

## Day One

Examine John. Inventory. Wait. Examine maid. Examine guests. Examine middle-aged dowager. Examine female companion. Examine bookish man. Examine banker. Examine man with blazer. Examine Karmin. Examine Yasmin. Examine girl with dress. Examine arty man. Wait (until you hear scream from Karmin). Examine Karmin. Examine Saunders. Help Saunders. Examine bookish man. Talk to bookish man. Leave. Wait. E. Go to lounge. Get Tatler. Read Tatler. Go to nightclub. Wear pyjamas. Sleep.

## Day Two

Get up. Go to museum. Wait until nine. N. N. W. Fill out application form. E. N. Help. Go home. Go to lounge. Write application for museum. N. D. W. D. W. W. Wait until twelve. Wait (seven times). (You will be back outside your flat.) Time. Go to theatre. Time. Wait until eight. Go to nightclub. Sleep.

## Day Three

Get up. Go to museum. Wait until nine. N. Go to bookstore. Enter store. Ask about Talbot. Ask for address. Leave card. Go to reading room. N. N. Read joefy. Read Hecate. Read Ipvoe. Read Ipvoet of Booxzo. Read Cbshvftu. Get Chamber's. Read qbfh uxpxp-ojof (type as a number). Get Hone's. Read Cvohbz.

## Day Four

Get up. Drop pyjamas. W. Wait. Yes. Time. Go to bookstore. Enter store. Ask about Talbot. Read note. Go to 34B Dean. Open door. Enter flat. U. S. W. Get up. Read Times. Wait. Yes. Examine envelope. Read note. Examine seal. Wait. Wait. Wait.

## Day Five

Enter store. Show envelope. Ask about psychic. Time. Go to Karmin. Help Pelham. Wait. Wait. Read letter. Go to reading room. N. W. Give letter to

clerk. (If you don't have the letter, go home and you'll get it.) E. N. Find an empty desk by going west, then north. Sit. Read about Cbuipsz. Get biographical dictionary. Get Hpvme. Get von Elsburg. Get Reza. Read about Ufqft. Go home. Wait until six. Examine Miranda. Seance. Hound. No. Cbuipsz.

## Day Six

Go to attic. Examine marks. Examine footprints. Examine handprint. Examine symbols. Copy symbols. D. Go to reading room. N. N. (Find desk.) Sit. Get Csjeffxmm. Get up. Request Csjeffxmm. Read Csjeffxmm. (Go to Alternate Ending One, below, or continue with this section.) Go to bookstore. Enter store. Get Kpvsobm. Read Kpvsobm. Ask about Mfoh. Go to reading room. N. N. Find desk. Sit. Get Csjeffxmm. Read Csjeffxmm. Type in "How did you stop Xpsmtnbo?" Make ipnvodvmvt. Ask about Stanopoulus. Ask about Paracelsus. Go to museum. N. N. N. Get Paracelsus. Read Paracelsus. Get up. Leave room.

## Day Seven

Wait. (Type in time.) Go home. N. Get clay. Go to kitchen. Get water. Get pot. Get water. Get sulphur. Get salt. Get blood. Get hair. Get fingernails. Go to bathroom. Get mercury. (Go to Alternate Ending Two, or continue.) Do not go to sleep!

## Day Eight: Conclusion

Wait until two p.m. Go to underground. D. Buy ticket. D. Wait (for train). Enter train. Wait (four times). Leave train. U. U. U. Read board. W. Buy ticket. E. Wait until three p.m. N. Enter train (when it arrives). Wait (three times). Leave train. S. S. S. S. W. W. Examine rooftop. E. E. S. W. Break thermometer. Make ipnvodvmvt. Write to Miranda. Drop ipnvodvmvt. Meditate.

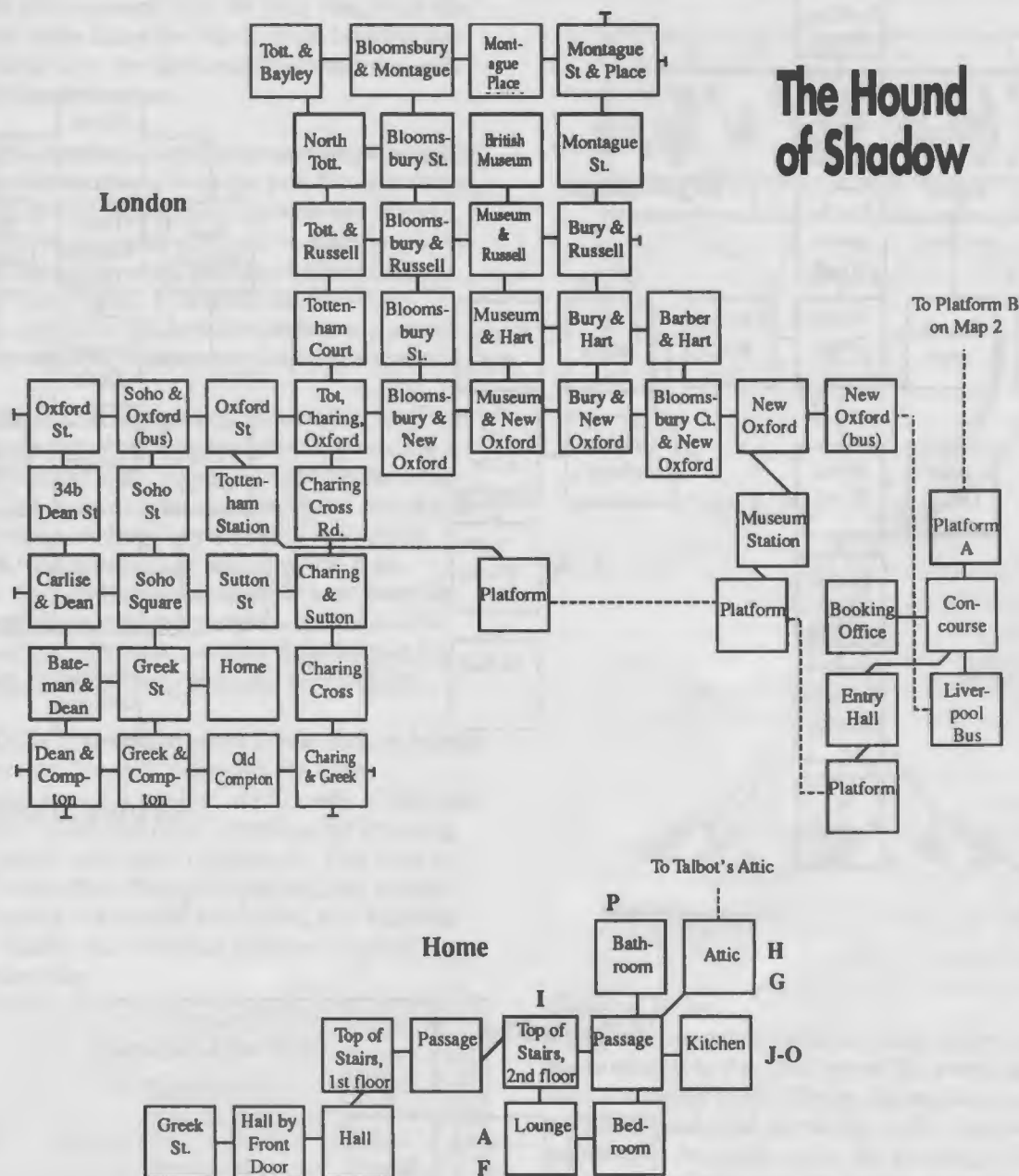
## Alternate Ending One

Go home. Go to attic. Use gate. W. Search room. Use gate. No. Cbuipsz. Examine headstone. Examine symbols. W. Examine roof. E. Use gate. E. Use gate. Go to bookstore. Enter store. Get Kpvsobm. Read Kpvsobm. Ask about Mfoh. Go to reading room. N. N. Request Csjeffxmm. Read Csjeffxmm. Type in "How did you stop Xpsmtnbo?" Make ipnvodvmvt. Go home. Go to lounge. Type in "Write Paul Mason." Wait until you get his letter two days later. Go to attic. Use gate. W. Use gate. E. S. W. Ask about Mason. Persuade (until she gives you the address). E. S. S. Knock. Type "What is wrong?"

Haiti. Dangerous. Temptation. Persuade. N. N. N.  
 N. Get clay. E. Examine sign. E. Get salt. Get sulphur. Rent room. Look under bed. Get chamberpot. Get water. N. Get mercury. Get blood. Get hair. Get fingernails. Make ipnvodvmvt. Wait. Drop ipnvodvmvt. Meditate.

### Alternate Ending Two

Go to lounge. Break thermometer. Make ipnvodvmvt. Write Miranda. Drop ipnvodvmvt. Meditate.



### Map Key: Hound of Shadow

A: Tailor

B: Temporary Library Pass, Application Form

C: Books

D: Note

E: Times, Envelope, Seal

F: Letter From Museum

G: Tea Chest, Footprints, Symbols, Gate

H: Gate

I: Clay

J: Water

K: Pot

L: Sulphur

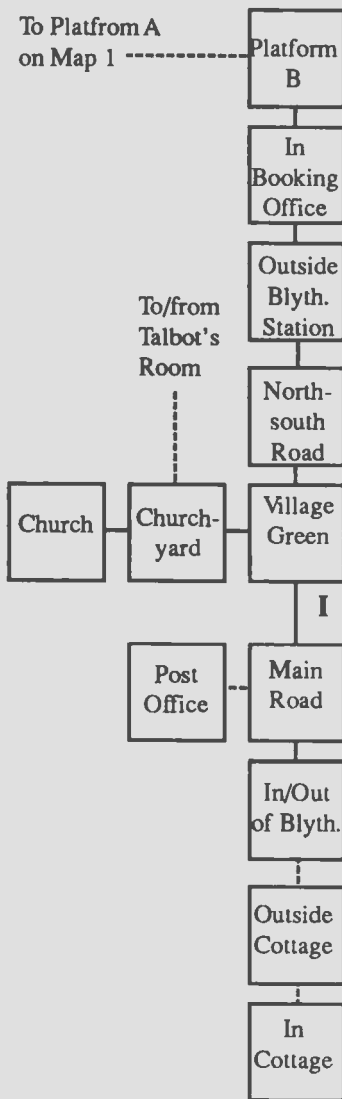
M: Salt

N: Blood, Hair

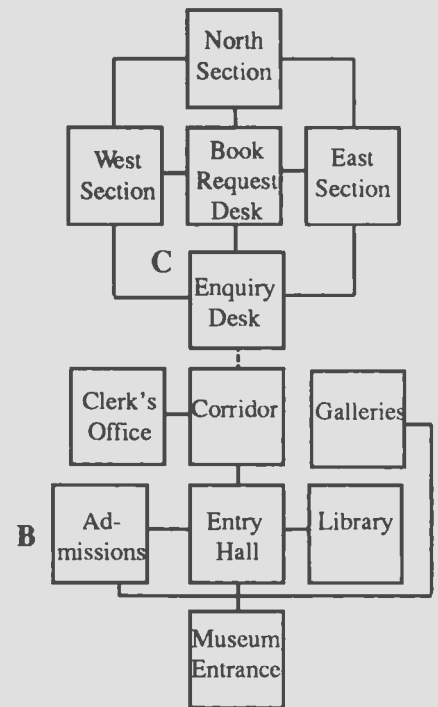
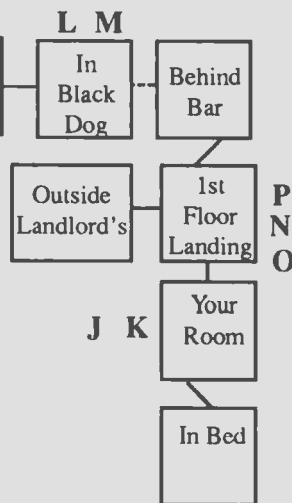
O: Fingernails

P: Mercury

# The Hound of Shadow

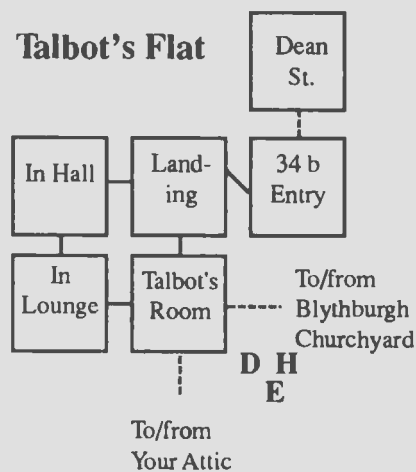


## Blythburgh



## British Museum

## Talbot's Flat



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)