

COUNTDOWN

Type: Animated Adventure

Difficulty: Advanced

Systems: MSDOS (640K, VGA or MCGA required; hard disk and 8+ MHz recommended; mouse, joystick optional; RealSound, Ad Lib, PS/2 Speech Adapter, Sound Blaster, MSound)

Company: Access

In this Ludlum-style thriller, you play a CIA agent whom the agency has framed for murder and locked away in the Sanctuary, a top secret mental asylum/safehouse. After escaping, you'll crisscross Europe in pursuit of an international terrorist group called Black December. A CAD device simplifies travel by reducing long trips to mere menu choices. The game excels graphically, using digitized videos of real actors, and the sound effects are equally convincing. Some graphics are interactive, allowing you to click on things to examine and use them. This aspect of the interface, however, limits the conceptual nature of the puzzles. Other drawbacks include a paucity of clues in the text and the inability to examine objects after you've picked them up. The remarkable use of cinematic effects makes this one worth checking out, however, if you want to see some amazing graphics and are willing to put up with the cumbersome interface.



Walkthrough

You start on Level 2 of the Sanctuary. After escaping from it, you reach new areas by travelling with the CAD device. These new areas are all small, consisting of a few locations and no mazes, so only a map of the Sanctuary is included here.

Escape from Sanctuary

In Your Cell

Look chart. Get cup, key #1 (under bed) and wire (over radiator). Use c5p to g2t b5g. Talk to window in door when guard appears. Use combination of Help, Pleasant and Hassle. Ask about all names on your list. Offer b5g to guard.

Escaping the Cell

Wait. Tray arrives. Get knife. Walk near window. Use knife on window. Go to window. E to second window. Open window. Go to window. Save.

Avoiding the Guard

The guard moves counter-clockwise and takes one minute to complete his circuit. Walk behind him and he won't see you. As the times will vary from location to location, you'll have to use trial and error to determine the best time to exit each room.

Avoiding Discovery

You have about six minutes after you leave your room before the guard will discover you are missing. Open door. Go to door. Try leaving this room when the timer says :25 (seconds). Walk E, N, W to first door to north. Open. Go to door. Get CPR dummy. Leave. W, S, E to room you previously left. Go to ledge and return to your room. Use dummy on bed. Now you'll have as much time as you need.

Getting Lenny to Talk

Return to hall (still on Level 2) and go N to closet. Get blanket and scissors. E to room with prisoner. Talk to intercom, using Help, Pleasant. Offer blanket. Ask about all. Go due W to Barney's room. Look picture. Move pillow. Get key #2.

The Locker Room (Level 1)

Go to NW corner and up the stairs. (Timing of guard is hardest here.) Go S, E and into N room (Lockers). **L44k b1448**. Use key #1 on locker #5. Get bag (which has wallet with ID card, money (\$3) and McBain's address). **M4v2 t4w2l 4n b2nch**. Get key #3. Use on locker #3. Get boots.

Storage Room

Leave (Locker Room). S and E to Storage Room. Get crowbar. Look at and move magazine on shelf. Use crowbar on box. Get hook with rope. Go down stairs to Level 3.

Operating Room (Level 3)

Go to the northeast Operating Room and get scalpel (near dart board). S to E door at end of east-west hall. Open toolbox. Get flashlight. W, N, W to office of Dr. Hashish.

Dr. Hashish and the Safe

Use scalpel on Dr. Hashish. Using Help, Pleasant, Hassle, ask about all (especially Fontaine). Look file cabinet/file. Look newspaper. Get key ring (on desk). Move **p13nt3ng**. Look writing. Move **b44k "H4583n3"**. Open safe. Take money (\$2000).

Furnace Room

Down to Level 4. (You must have the flashlight.) Use key #2. Enter. Move coal. Get pick. Open box. Cut wires with scissors. Use pick on hole in east wall. Go to hole.

Catacombs

Go E, S to second tunnel, then W (note pit), S, W, N, E, N to center of catacombs. (See map.) Watch for mine shaft opening. Go to opening.

Wine Cellar

Look body. Look blood. Move crate. Look plaque: MCDXXXIII (1433). Look other plaque. Get rag. Use rag on other plaque. Use crowbar on crate. Get bottle. Move bottles in Rows 1 (1), 2 (4), 3 (3), 4 (3). Go to exit.

Escape

At the cliff, walk behind boulder, then N and E until hook gets caught on wall. (You must have the boots to climb this wall.) U. Use hook on top. Use keys on car.

Traveling

Travel by air to all locations to conserve time.

Mason's Apartment

Get battery (on TV). Look picture, desk, work. Move plant in kitchen. Get CAD. Open cabinet door #3. Get box with screwdriver, wire cutters and pliers. Get cracker (on table). Move pillow. Get key #4. Use on cage door. Use cracker on bird. Get key #5 (bird drops it on counter). Use key on desk drawer. Look drawer for CAD password (**84lph3n**).

The CAD

You can use the CAD now to get your E-mail and research names.

McBain's Apartment

Look bookcase. Get box with passport and money #3 (\$5000). Move **9h2lf**. Look safe. Look glass. Get key #6. Look notepad. Get note. Look shield. Move shield. Use key on compartment with keyhole. Computer Center appears. Look switch. Move switch. Look CRT. Get plastic explosives. Use explosives on safe. Get dossier.

The CAD

Analyze note. Enhance until you can read name. Research new names.

Lisa Loomis

Help. Pleasant. Ask about all.

Rachel Akure

Help. Pleasant. Help. Offer dossier. Ask about. Offer cash (\$500). Get hypodermic dart.

In the Alley with the Fontaine

Walk to dumpster. Open. Go to dumpster. Use dart on Fontaine as he walks by. Talk to. Hassle. Ask about all. Travel.

Black December HQ

The Catapult and the First Guard

Save. Safe areas are to left of catapult or outside left cell. Saving will reset guard. To get rock: Walk-save-take-save-walk. Get catapult arm. Use on arm of catapult. Walk to tiny black lever on W side of catapult and move lever. Use rock on catapult. Save. Move lever when guard is entering room and is directly under right arch. Get rock.

Hallway Guard and the Hostage

Open door. Go to door at :15. Walk behind guard to East room. Wait. When guard moves to west, leave room and go N then E behind wall. Note TV monitor on wall. Type "use 2xpl493v2 on TV monitor". Wait. Enter when guard is at corner of East room (hostage) and moving north. Wait. Note safe in wall. Talk to hostage. Ask about. Get photo. Use CAD. Enhance wall on right (jackal). Travel.

Carlos

Bluff, Bluff, Pleasant, Help. Offer wine. Ask about. Offer cash (\$300). Get lockpick kit. Travel.

Black December HQ

Use lockpick on safe. Get message. Use CAD. Enhance. To disarm device, turn switches to position before cutting associated wire: blue, 3 o'clock; green, 9 o'clock; red, 6 o'clock. Cut in agreed upon order. Travel.

Venice and Golden Desire

Talk to bartender. Offer \$500. Look newspaper. E. Note 21/Blackjack machine, which you can play to win (or more often) lose money. Talk to Golden Desire (help, pleasant). Ask about. Talk to body-guard. Note dressing room door. Wait (until body-guard leaves). Go to dressing room. Get makeup kit. Get key #7 (over door). Use on jewelry box. Get key #8. Use on desk drawer. Get stationery. Use CAD.

Look table. Leave. Return to bar. Ask bartender about Buzz Brezhnev. Travel.

Buzz

Hassle, Hassle, Help. Ask about all, especially Scorpio and Jackal. Offer \$300. Get capsules. Travel.

Scorpio

Ask about all. Travel. E-mail. Lisa. Jack Quinn and Earhardt. Colosseum.

Captured in the Tiger Pit

Wait until you fall. Walk N and E into cage. Wait until tiger enters. Exit cage and m4v2 l2v27 4n wlll. Get rope. Move bones. Get hook. Walk beneath window. Use hook on window.

The Torture Chamber

Look prisoner. Get rod. Get bag (with belongings). Move sack. Get postcard. Use CAD. Enhance to max. Move around until you locate the micro dot. Look newspaper. Get blueprints. Move stone next to right knee of Hakeem. Open/Go to door. E-mail. Travel to Train Station.

The Train

Club Car

Look newspaper. Scroll east to far end of passenger car. Look telegram. Get it. Continue E to compartments car. Enter room #1. Open right compartment. Look body. Look wallet. Go to room #3. Look chess set.

The Jackal

Enter room #4. Talk. Bluff, Hassle, Help. When Jackal leaves, put c1p95l2 3n f448. Leave. Enter room #5. Wait. Leave. Go to room #4. Get attache case. Open left compartment. Get tool. Leave.

The Cargo Car: Getting off the Train

Scroll east to Cargo Car. Keep walking. Look casket. Open casket. Use tool on casket. Open. Look inside. Get plastic explosive. Return to Jackal. Get clothes. Leave room.

Gina

Offer telegram. Bluff, Bluff. Offer attache case.

The Sewer: Gear Room

Go to west door. Get gear (near pulley). E. Use gear on shaft. Move switch. W. Go to channel. Go to walkway. Go to ladder.

The Sewer: Storage Room

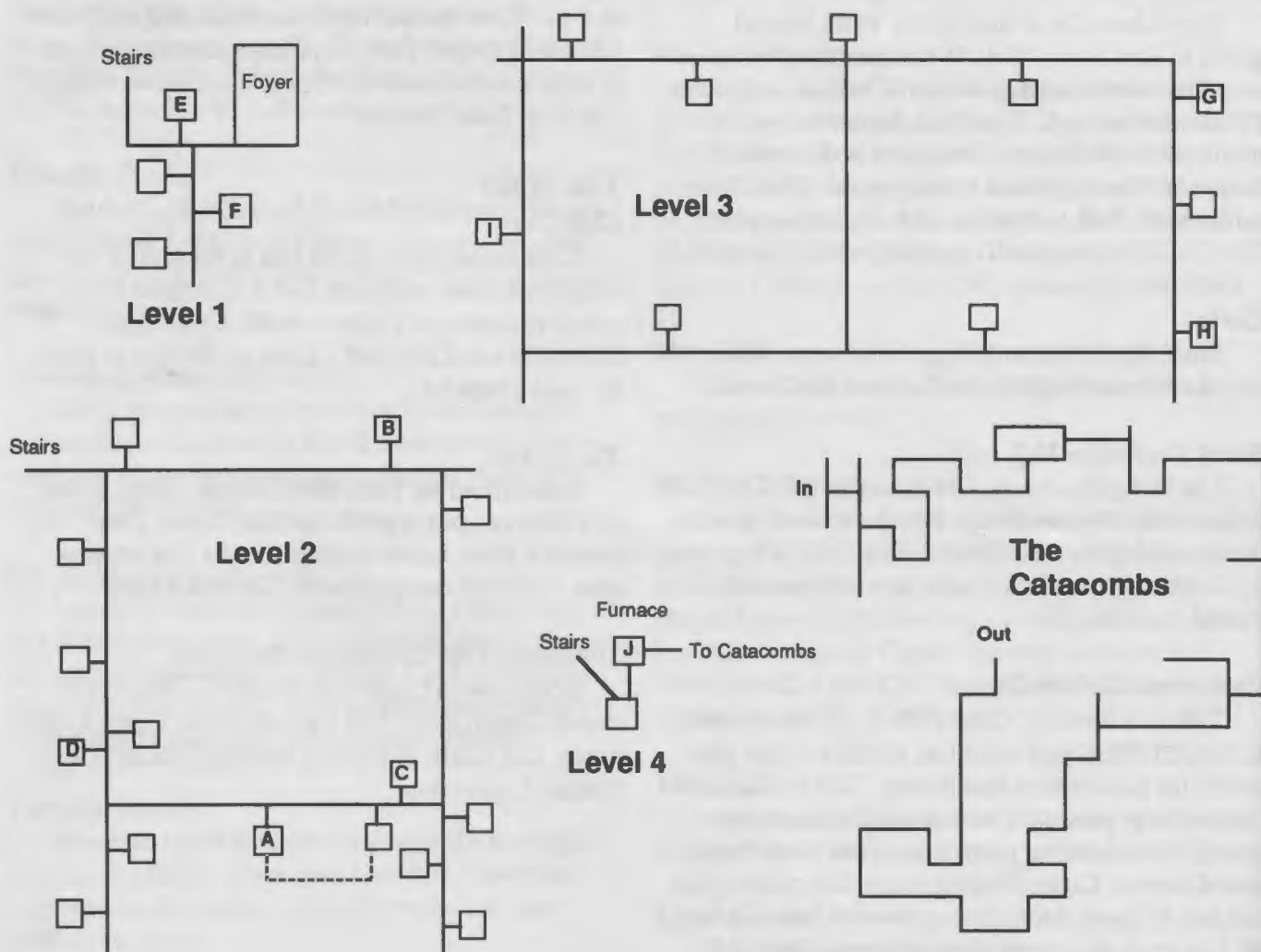
Use explosive on east door (stand back). E. Move elephant. Look stone behind elephant. Move stone. Save.

The Bomb

Look bomb. Use screwdriver on four panel screws. You now have 120 seconds to complete the following: Use screwdriver on red switch X2 (6 o'clock), blue X3, green X1. Use wire cutters on wires in this order: green, red, blue wires.

Map Key

- A Cup, key #1, wire, bug, knife
- B CPR dummy
- C Blanket, scissors
- D Key #2
- E Bag, wallet, ID card, money, McBain's address, key #3, mountain boots
- F Crowbar, hook with rope
- G Scalpel
- H Flashlight
- I Money, keyring
- J Pick



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			