

# The Mist

**L**oosely based on the Stephen King novella that appeared in *Skeleton Crew*, this all-text game opens in a New England supermarket. Suddenly a strange mist blankets the town, and when giant spiders, slugs and other mutant monsters emerge from the mist, you and the other shoppers are trapped inside. You must escape and find your son Billy, a formidable task, for you will often be killed for merely entering the wrong location—no second chances! You are limited to four items, so inventory management is another problem.

The prose is well-written, with detailed descriptions that add depth to the events as they unfold. There are only a few difficult puzzles, but these are unusually hard because you won't always find clues in the text. Points are not awarded for puzzle-solving, for this is true interactive fiction in which character interaction is as important as the object-oriented puzzles. The parser is as frustrating as some puzzles; it won't accept multiple commands or complex sentences and the vocabulary is slim. It does, however, come with good documentation for the parser and an aerial map of town. Sadly, it does not support two drives, forcing you to swap disks when you save a game. Still, *The Mist* is recommended if you're seeking an offbeat horror story or happen to be a Stephen King addict.

## The Walkthrough

Some monsters and people move randomly and may not appear in the locations noted here. If that happens, continue with the game and use the indicated method when they finally show up.

### Supermarket Checkout

Open office door. E. Take cpy. W. West (to Manager's Office or until you see Ollie). Pmmjfs, sfmby. Ollie, do you have a hvo? Ollie, hjwf nf the gun. E. N. (Directions may vary if you met Ollie in a different location.)

### Parking Lot, the Bug

Open box. Throw tbmu at bug. Drop box. E. E.

### North Main Street, the Bird

Shoot bird. (If it's not here, wait or

look until he arrives.) W. W. S. S. East (to Meat Counter, or until you see Mrs. Reppler).

### Mrs. Reppler, the Dragonfly

Mrs. Reppler, where is the lfz? W. N.N.E. E. S. [Traffic circle] Shoot dragonfly twice. N. [North Main Street] Take key. Vompdl door. Open door. E.

### Hardware Store

Drop key. Take pme dmjq. Put pme dmjq in hvo. (Don't do this now if you didn't already tippu the esbhpognz.) Take tipwfm. W. W. W. W.

### Bugblaster's Store, Spider

Take Raid™. Tqsbz spider with Raid™. Drop Raid™. Take tqsbzfs. E. E. E. S. W. N. W. S.

### Garbage Dump

Open dumpster. Examine dumpster carefully. Take notebook. Open notebook. Read notebook (3 times). Drop notebook. N. W. N. E. N. W.

### Truck Key

Pmmjfs, do you have the usvdl lfz? Ollie, give me the usvdl lfz. E. S. W. S. E. E.

### Driveway

Open door. Get in. Close door. S. W. N. E. E. N. E. S. S. E. S.

### Dirt Road

Open door. Get out. Ejh ipmf with tipwfm. Drop tipwfm. S. (Be sure you have the hvo and it has the pme dmjq jo it.) E. (Save!)

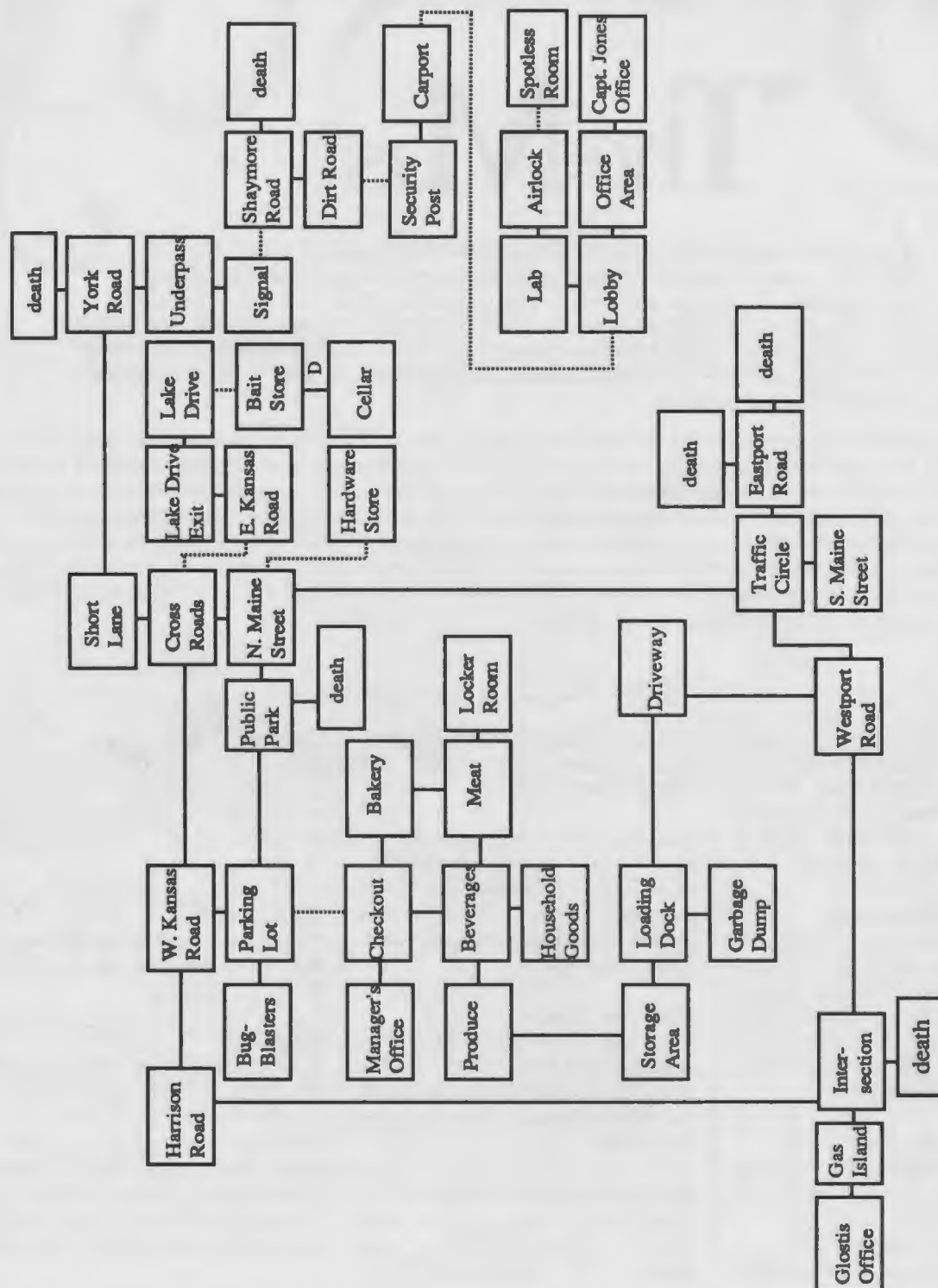
**Tippu centipede.** (You must iju ju three times. The results of each tipu are randomized, so if you njtt and get killed, restore the saved game.) Open door. E. E. E.

Open closet. Take suit. Wear suit.  
W. W. N. [Lab] Open door. E. E.

Pour jotfdujdjef from tqsbzfs.  
Pour qftujdjef into sprayer.  
Open door. W. W. S. W. W. N.

Get in. Close door. N.W. N.N.W.  
S. E. N. E.

Open door. Get out. Tqsbz giant  
thing (three times). Open door. S.  
Down. [Cellar] Gjoe Cjmmz.



**Note:**  
Exts may occasionally be  
blocked by randomly  
moving monsters.

# 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

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