

INFIDEL

Company: Infocom, Inc.

Suggested Retail: \$49.95

Type: All-text adventure.

Description:

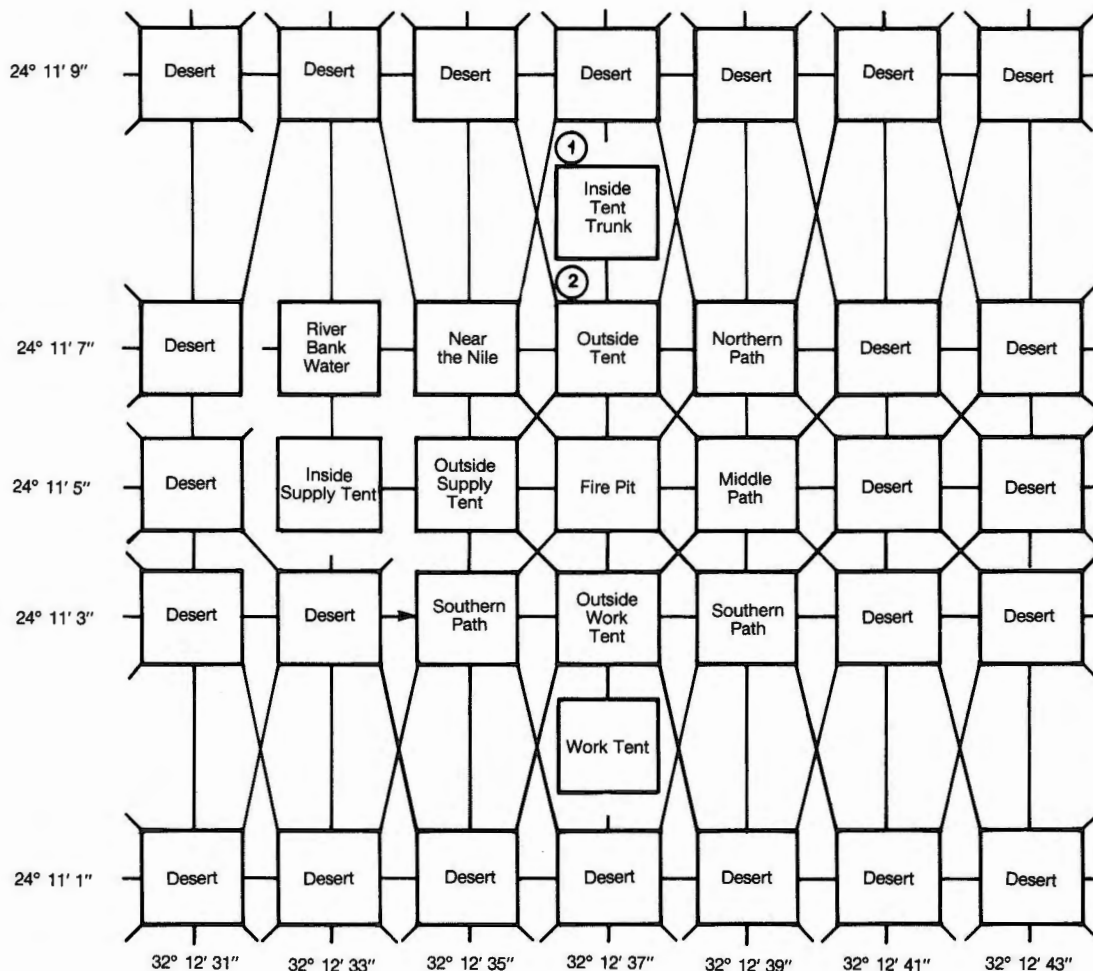
Despite the old theme, you'll find lots of new twists and tough puzzles in this game. You are a not-too-bright archaeologist (in this case, a polite term for grave robber) bent on finding the vast treasures of an Egyptian Queen's pyramid, rumored to lie not far from your camp in the otherwise endless sand. Before it's over, you'd better get a lot smarter if you hope to cope with the devilish traps that the Queen has set for you. Well written, with very interactive puzzles, some given away by the hieroglyphics—if you can read them!

Playability:

Thoroughly enjoyable and fun to play, using the excellent parser, vocabulary and save-game capability now so familiar to Infocom game lovers. You'd better stay alert toward the end of this game if you hope to arrive at the rather unusual ending.

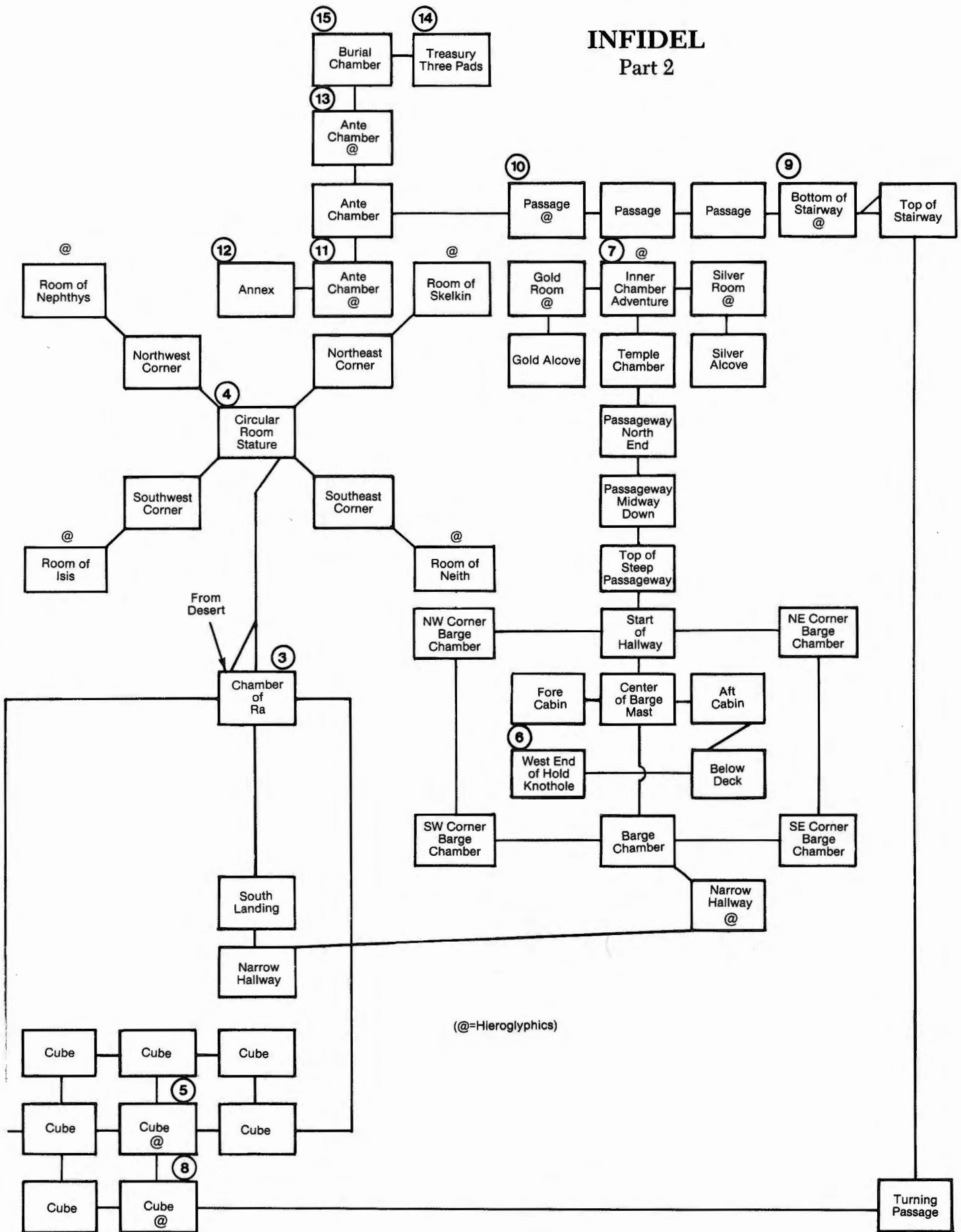
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Part 1



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Part 2



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1. After getting up, collect all objects at the Fire Pit, Work Tent, and Supply Tent. Break Lock on Chest with Axe. Remove and Drop Lock. Open Chest. Get Map and Beef. At the Nile, Drop Knapsack. Open, Fill and Close Canteen. When you get hungry, have water close at hand. The Knapsack can carry many objects, obviating an inventory management problem, but at the cost of having to drop them to get at any of the contents, and, perhaps, forgetting to pick them up again.
2. Open Crate that the Plane dropped. Get Navigation Box. Push Button to get your latitude and longitude. Use the Box to find the location marked on the Map that came with your game. Dig with the Shovel until you uncover the top of the Pyramid. Unfold the Map and Put the Cube in the Hole. Check the Hieroglyphics.
3. Get Torch. Open Jar and Dip Torch in it. Drop Knap and get Matchbook. Take Match and Close Matchbook. Light Torch with Match. Close and Take Jar. (Torch may require this procedure during game; extinguish it before dipping.) Tie Rope to Altar. Take and Throw Rope to North. Take Knap. Go either North or Down.
4. Move Statue. Take Head and Gold Cluster. Roll Statue Northeast (for example), Drop the Head (to match your weight on the floor). Go Southwest to the Room of Isis and Get Emerald Cluster. Get the Head and Roll Statue into another diagonal corner, moving in the opposite direction until you've gotten all four jeweled Clusters. Note the Hieroglyphics in each room; they differ but slightly, offering a clue to their decipherment. (Hint: a "direction" and name appear in each.)
5. Compare the Scroll Hieroglyphics to those in one of the Cube rooms; note what may well be the numbers one through nine.
6. Examine Slot and Remove Shim. Put Torch in Knothole. Now it's safe to Drop All. Lift Mast. Get All. Go up and Get Beam (Mast), noting its Hieroglyph.
7. Examine the Dead Adventurer for the (Poison) Ring. Save the game and Wear Ring. Deciphering the Chamber or the Silver or Gold Room Hieroglyphics here would give away too much! Be content by getting the Gold and the Silver Chalice.
8. Take and Drop First, Third, then Fifth Brick, just like the Scroll "tells" you to do.
9. Break Plaster with Axe.
10. Place the Mast in the Niches, like the Hieroglyphics there tell you to do. Stand on the Beam. Break Plaster with Axe. Open Door.
11. You need the Mast again. Put the Mast between the rocks. Open Door.
12. Put the jeweled Clusters in their appropriate corners to match up with the God's rooms in which they were initially found, Diamond in First, Ruby in Second, Emerald in Third, and Opal in Fourth. Be sure to take your Knapsack. Lift Slab. Get Book and Spatula. Read Book, noting its Hieroglyph. Open Book with Spatula for a little more easy reading! Take Beam when you've left.
13. Put the Beam under the Timber. Examine the Door and Break the Seal with the Axe. Open Door.
14. Put the Gold and Silver Chalice on the two empty discs on the left and on the right. Pour Water into the Silver Chalice, or as an alternate, put the Cigarette Pack in the Silver Chalice. This will balance the scales, and permit you to Get the Scarab. Note its Hieroglyph.
15. Place the Book in the Large Recess of the Queen's Sarcophagus, and the Scarab in the Small Recess. (This is a direct translation of the Hieroglyphics in the Book.) Turn the Gods in the order implied by the number of "@" in each of their names, that is, Neith, Selkis, Isis, and Nephthys. When you now move the lid, you have won 400 points but lost something else. Yes, this is the end, there is no other way of getting a perfect score, and no way of avoiding this ending. You can, however, by using the beam to cross the Pit, get out of the pyramid with 395 points.