



MOONMIST

In *Moonmist* you have three goals to accomplish instead of just one. Within a twelve-hour time limit you must identify the ghost that haunts a contemporary English castle, find a hidden treasure and uncover evidence of a crime committed years ago. *Moonmist* is also distinguished by its replay value, offering four variations on this theme. After choosing one, you enter the story as an American private eye whom old friend Tamara Lynd has asked to get to the bottom of this ghost business.

A TRAVEL BROCHURE included with the packaging provides a map of the castle, so you only have to map the secret passageway. The puzzles are a good mix of character- and object-oriented problems. And the puzzles, application of the objects, and answers to the three goals differ in each of the four versions—so after solving it once, you can still play the game three more times. The four versions range from novice to intermediate in difficulty, so this well-told tale by Stu Galley and Jim

Lawrence will intrigue hard-boiled detectives and neophytes alike. (See the *Ballyhoo* review for notes on the Infocom parser.)

The Walkthrough

All four versions are based on the same map, but the solution and placement of objects varies in each version. The main walkthrough covers the Red version, which is the hardest. Information you need to solve the others is also included. By studying it you will see how to use the answers to the other versions. (In the other versions, you don't have to confront the ghost to win the game.) Though the house and locations remain the same in all versions, objects that are useless in one may be vital in another. Examine the map provided with the game and read the room descriptions closely, for many important items are not mentioned in the game text.

Driveway

Get out of car. Upvdi ornament. (Announce your name.) Yes. Red. Yes. Get in car. S. Yes. Yes. Ask Tamara about ghost. Follow Tamara. Examine Jack. Ask Jack about ghost. Follow Tamara. Ask Vivien about ghost. Ask Hyde about ghost. Follow Tamara. Yes. Yes. Ask Wendish about ghost. Follow Tamara.

Your Bedroom

Wait. Open luggage. Get dinner outfit. Yes. Yes. Yes. Wait. Yes. N. Wash. S. Remove tweed outfit. Wear dinner outfit. Hang tweed in wardrobe. Belvtu tjef njssps. Belvtu xbm njsps. Search xbm njsps. Qvmm txjudi. Wait 20 minutes. Go to dining room (repeat until you arrive).

Dining Room

Sit on chair. Look. Look. Get note from Jack. Read note. Eat dinner. Eat dinner. Npwf bust. Listen to tape. Again. Again. Look under qvodicpxm. Read first clue. Take clue from Vivien. Read second clue. S. S.

Sitting Room

Search desk. Take maid's note. Read maid's note. Drop butler's note and maid's note. N. W. D. E. Take lantern. Turn lantern on. W. U. U. U. S. (In Chapel) Search xjoepx (because of first clue). Take third clue. Read third clue. N. D. NE.

Library

Search cppldbtf. Take ijtupsz cppl. (Notice the secret passage.) Go to foyer. Drop first clue and book. N. E. E. Ejh in hspvoe. Yes. Take fourth clue. W. W. S.

In Foyer

Search vncsfmmb tuboe. Take dbof. Examine dbof. Dmfbo dbof. (You find usfbtvsf.) Go to My Bedroom. Foufs tfdsfu qbtthbf. S. W. D. W. Pull lever. Enter bedroom.

Jack's Room

Search ubmmcpz. Take ofdlmbdf.

Examine ofdlmbdf. Go to Drawing Room. Search gmpps (because of butler's previous remark). Yes. Take kfxfm. Donqbsf kfxfm to ofdlmbdf. Go to My Bedroom.

My Bedroom

Enter passage. S. W. (At this stage you are so far ahead of anyone playing without a walkthrough that you must wait until about 12:30.) Wait 60 minutes. Wait 60 minutes. Wait 30 minutes. Wait (repeat until ghost appears). Show bfsptpm efwjdf to ghost. (Identified the ghost.) W. W. Examine dsftu. Move dsftu. Qmbz ubqf (found fwjefodf of dsjnf). Knock on xftu door. W. Show ofdlmbdf to Lbd. Show kfxfm to Lbd. Bssftu Lbd.

Solutions to other versions:

Blue

Clues: under qvodicpxm, from kbd, in tvju of bsnp

Special Items: mfot on gmpps in ofx hsfbu ibmm, qmbtuid cpy inside xppfo cpy in wjwjfo't room

Ghost: wjwjfo

Treasure: gpttjm tlvm in cfmm

Evidence: ejbsz in wjwjfo't room

Green

Clues: under qvodicpxm, from kbd, in sijop ifbe, in efbe foe in tfdsfu qbtthbf

Special Items: mfot on gmpps in ofx hsfbu ibmm, kpvsobm on efl in pggjdf

Ghost: Xfoejti

Treasure: npponjtu in jolxfmmin efl

Evidence: mbc cnl in cppldbtf

Yellow

Clues: under qvodicpxm, from kbd, in cfmm, in dpggjo (dmjnc in jspo nbjefo)

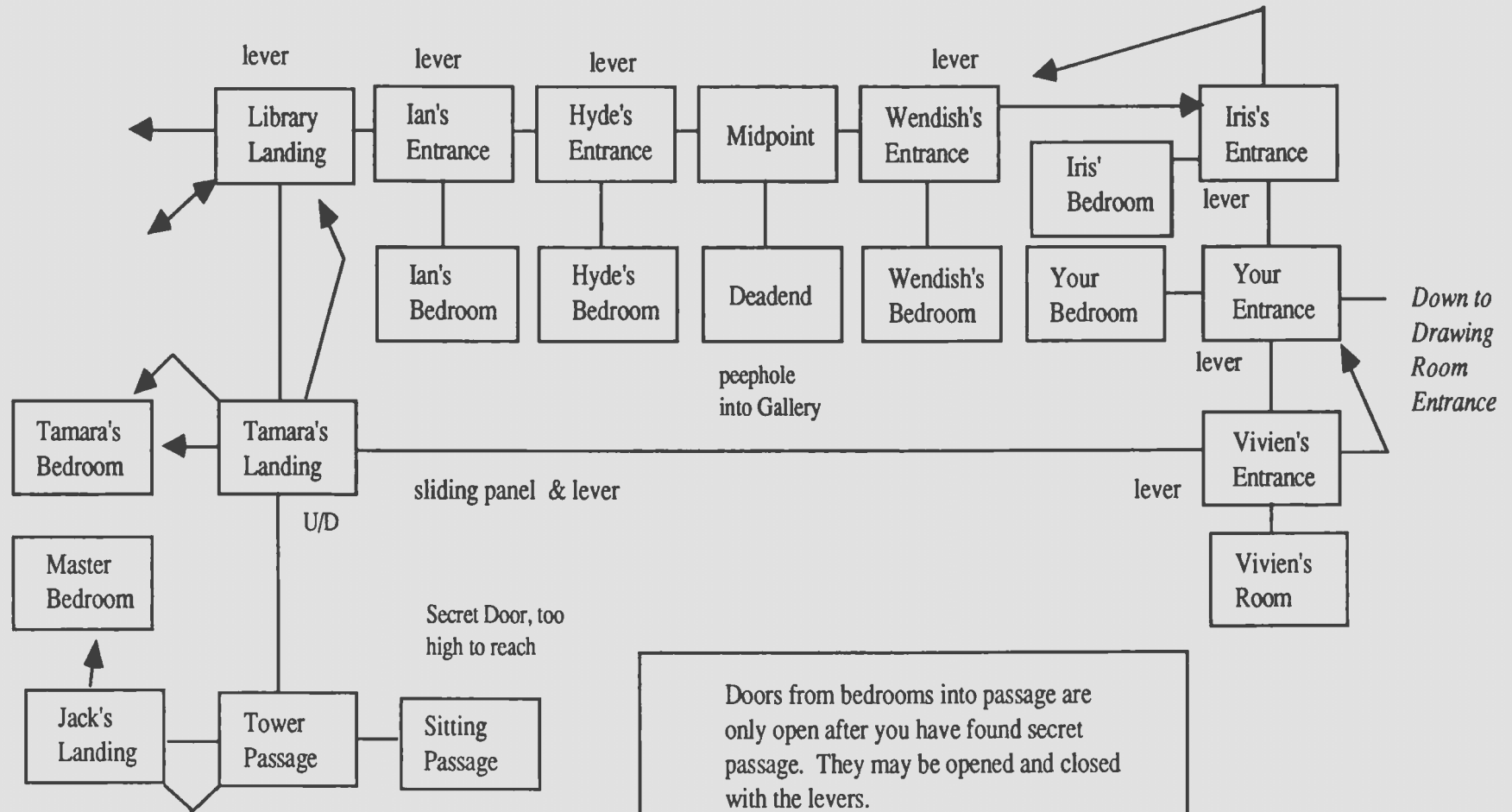
Special Items: kfxfm on floor of esb sppn

Ghost: ubnbsb

Treasure: cmbdl qfbsm ofdlmbdf on skeleton in ipmf in xbm of cbtfnfou (npwf mpptf csjdl)

Evidence: fbssjoh in kfxfmsz dbtf in ubnbsb't room, sfdjqu and kpvsobm voefs ifs cfe

Moonmist: The Secret Passageway



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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