



This chilling blend of high tech and H. P. Lovecraft begins in the computer room on the campus of G.U.E Tech, as you open a file to the work on an assignment. A computer error brings up the wrong file, revealing the existence of a horrible creature summoned by occult means — but this is one file that isn't easily deleted.

ONE OF DAVE LEBLING'S classic contributions to Infocom games was the *grue* — that deadly beast found lurking in dark places everywhere from space ships to the Great Underground Empire — except in *Lurking Horror*. But that does not make this beast any less "grue"some. (Sorry.) Your efforts to track down and destroy the fiend lead you all over the college, where you'll deal with magic and science to solve a series of cunningly devised puzzles before reaching the nightmarish conclusion. Lebling's prose is first-rate, and his unusual story is a must for "Fright Night" fans and anyone looking for something new. (See the review of *Ballyhoo* for comments on the parser and other technical notes.)

The Walkthrough

Terminal Room

Turn computer on. Login (number found in documentation). Password (also found in docs). Click menu. Click editor. Read text. Click more (four times). D. Wait. Get *tupof*. Wait. Wait. Examine hacker. Examine *lfzt*. Wait. Btl *ibdlfs* about *lfzt*. S. W.

Kitchen and Master Key

Open *sfgsjhfsbups*. Hfu *dbsupo*. Pqfo *njdspxbwf*. Put *dbsupo* in *njdspxbwf*. Close *njdspxbwf*. Set timer to 4:00. Push start. Wait. Wait. Wait. Open microwave. Open carton. Examine Chinese food. Hfu *dbsupo*. E. N. [Terminal Room] Tipx *gppe* to hacker. Hjwf *gppe* to hacker. Ask hacker for *nbtufs lfz*. Drop assignment. S. D. Push up button. S. Pqfo *qbofm*. Get *gmbtimjhju*. Push open. N. D.

Basement

E. Get *hmpwft* and *dspxcbs*. U. Turn light on. Get *gmbtl*. D. W. W. Hfu po *gpslmjgu*. Turn *hqtmnkhv qp*. E. E. E. Move *kvol* with *gpslmjgu* (four times). Turn *gpslmjgu pgg*. D. E. Open manhole with crowbar. D. N. D. [Altar] Get *lojgf*. U. S. U. W. W. W. Open doors. S.

Concrete Box and Infinite Corridor

Get chain. Remove *csjdl* with *dspxcbs*. Remove broken brick with *dspxcbs*. Open doors. Put *dspxcbs* in doors. U. Iboh *dibjo po ippl*. W. W. Drop flask. D. NW. [Tomb] Unlock padlock with key. Get padlock. SE. U. Get flask. E. E. Hold chain. D. Wrap chain around rod. Put *qbempdl* on chain. U. U. U. Push up button. D. D. Get crow-

bar. Wait. W. W. U. S. Get plastic. E (until waxer allows you to reach cabinet). Xfbs *hmpwft*. Break glass. Get axe. W. Dvu *dpse xjui byf*. Open plastic. Qpvs *mjrve* on *gmpps*. E. E. N.

Fruits and Nuts, Inside Dome
Drop plastic, knife and axe. D. SE. U. U. Unlock door with key. Open door. Out. Up. Ejh jo *fbsui*. Get hand. D. Attack creature with *tupof*. In. Down. Out. Get *tupof*. In. D. Get boots. NW. U. [Fruits and Nuts] Turn light off. Drop boots, stone, hand and flask. S. W. W. U.

On The Dome

Climb rope. Open door. Out. U. Sfnpwf *qmvh*. Get paper. D. In. Drop all. Hfu *mbeefs*. Iboh *mbeefs po dbuxbml*. Get all but ladder. D. D. E. N. Drop all but

paper and flashlight. Get knife. S. S. Knock on door. Sfbe qbqfs. Wait (for professor). Tipx qbqfs to professor. S.

Alchemy Lab: In the Pentagon

Wait. Wait. Dvu dibml xjui lojgf. Exit pentagram. Move bench. Open door. D. Turn light on. N. U. W. W. W. U. U. W. Esjol dplf. Fbu cpoft. E. D. D. E. E. E. D. S. Open door. U.

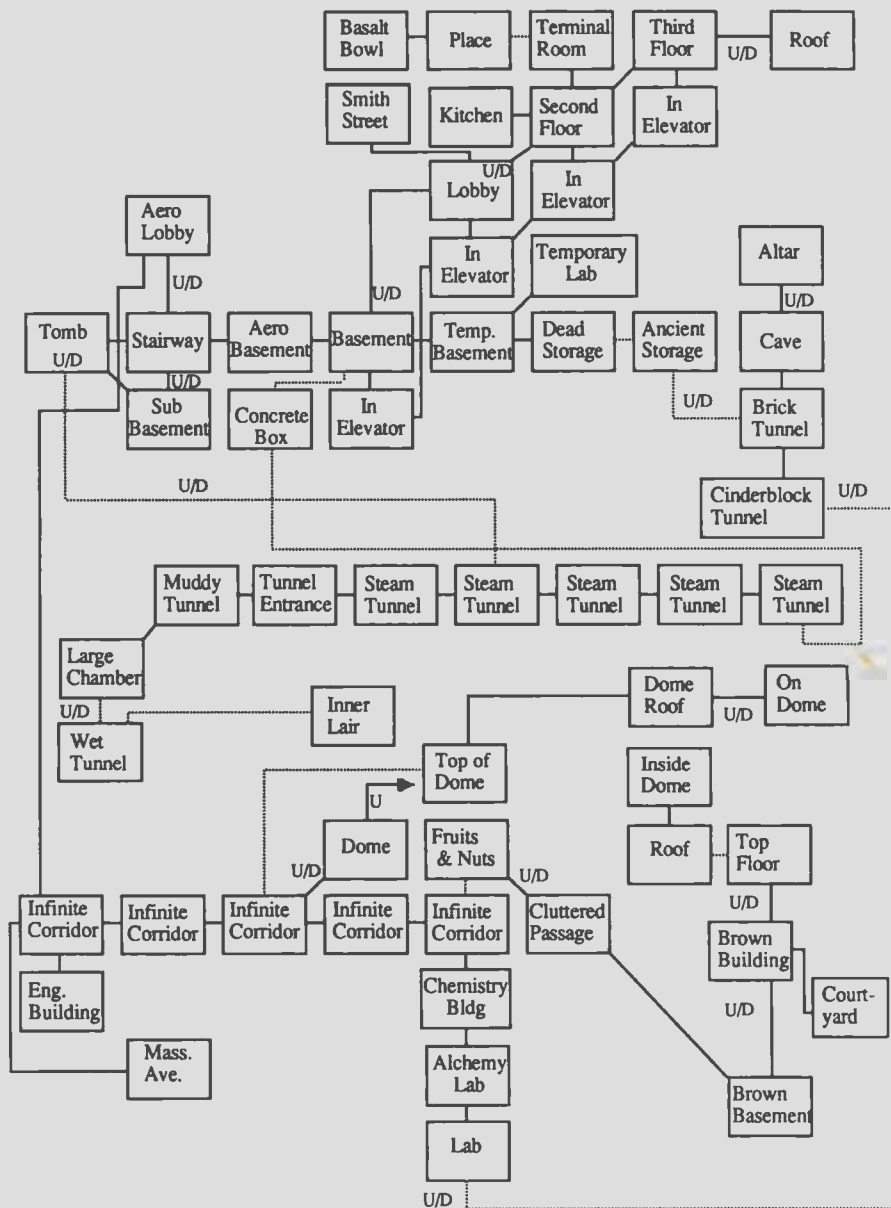
Alchemy Lab Again

Get ring and vat. N. Open door. N. N. N. Drop vat and knife. Hfu iboe. Put iboe jo wbu. Wait. Wait. Wait. Get hand. Get key, crowbar, flask, stone, axe and boots. S. W. W. W. W. N. (Search for the urchin, usually in a mpxfms mfwfm sppn such as the Cbtfnfou directly cfmpx you.) Show hand to urchin. Look. Hfu dvuufst. (Go to the Stairway.)

Stairway

D. Drop flask, axe and cutters. NW. Open hatch. D. E. Wait (ujmm sbut bssjwf). Uvso wbmwf with dspxcbs (uxjdf). Close valve. Examine rat. W. U. SE. Get all. Wear boots. U. E. E. Open doors. Put crowbar in doors. D. N. W (six times). D. Wait. Wait. Dvu xjsf with dvuufst. D.

Wet Tunnel and Inner Lair
(This maze cannot be mapped, for directions depend on the hand.) Put sjoh on iboe. N. D. S. S. D. Open gmbtl. Qpvs mjrve on dvsubjo. Unlock door with key. Open door. Drop flask. [Save] S. [Inner Lair] Open box. Voqmvh coaxial cable. Tfbsdi xbufs. Get line. Dvu mjof with byf (uisff ujnft). Get line. Qmvh line in tpdlfu. Wait. Uispx tupof at dsfbuvsf. Get tupof.



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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