



BALLYHOO

Unlike most Infocom mysteries, *Ballyhoo* casts you as an ordinary citizen rather than a professional detective or policeman. On your way out of the circus, you learn that someone has kidnapped the owner's young daughter, Chelsea. To find and rescue her will require methods more exotic than interrogating suspects and examining evidence for fingerprints. Lion-taming, tightrope walking, dressing up in a clown suit—you get to *do* lots of things in this mystery. Accordingly, most of the puzzles involve objects, not people. (You still have to wangle information out of a few characters.) It's an intermediate level game that's approachable by dedicated novices.

THE PARSER ACCEPTS complex sentences and a wide range of prepositions, adjectives, and other parts of speech. It remains top gun in Parser Wars, and even all the oldest Infocom games have been upgraded with the latest improvements, including the "oops" feature. (If the parser says it doesn't know a word you've used in a command, you can type "oops" followed by a different word, and the parser automatically fits it into your previous command.) This saves a lot of typing, especially for sloppy typists and poor spellers. Author Jeff O'Neill's prose is witty, and he devised

amusing responses to commands that the parser understands but that don't elicit the desired results. Infocom's most offbeat mystery, *Ballyhoo* is like a breath of fresh air in a cave full of bat guano.

The Walkthrough

In the Wings

S. Ifmq Midget. S. Get pole. N. N. N. [Performance Ring] U. E. E. E. E. E. E. [Platform East] Get balloon. W. W. W. W. W. W. D. D.

Performance Ring

Get pole. S. S. W. Get clown mask. S. W. Get gorilla suit. Ijef. Xbju (until the conversation is over). Xbju. E. E. N. N. NE.

Under the Bleachers

Examine garbage. Get ticket. Punch cmvf(or sfe) epu. SW. S.

Connection

Put ujdifu in slot. E. S. SE. [Menagerie Nook] Get lfz with qpmf. Unlock door. Open it. NW. Unlock door. Open it. N. E. N.

Hypnotist's Parlor

Give **ujdlfu**. **Izqopujaf** me. **Xbju** (four times). Buy (one of whatever the hawker offers). Give money to hawker. Get up. E. U. E. D. E. U. E. D. S.

Connection (Hypnotized)

Get in line. Wait. Wait. Get out of long line. Get in short line. Wait. Wait. Get out of long line. Yes. Get in long line. Eat **Dipdipmbuf**. **Espq** banana. N. Talk to hawker. U. W. D. W. U. W. D. W. [Rimshaw's] Get up. S. W.

Midway Entrance

Tjefxbmm tent. Examine **hbscbhf**. Get granola bar (or whatever food item you bought from hawker). S. E. E. N. SE.

East Half of Fat Lady

Get stool. Give bar (or the **jufn ibxlf**s gave you) to Tina. Tina, hello. Get hand. **Ljtt** hand. SW. Get **sbejp**. S. W. W. S. SE. N.

Inside Cage

Hfu bucket and headphones. S. [Menagerie Nook] **Espq** radio and headphones. NW. N. W. [Connection] Drop bucket, stool and pole. W. S.

Back Yard & Harry

Voujf cbmmpo. **Joibmf ifmjvn**. Talk to Harry. S. [Camp, East] Unlock compartment. Open it. Get whip. W. **Xfbs hpsjmmb tvju**. **Xfbs nbtl**. Knock on door. S.

Clown Alley

Look **uispvhi** bti. Get **tdsbq**. Close door. Wait. Remove gorilla suit. Drop it. **Tjefxbmm** tent. E. N. E. [Connection] Get all. N. N.

Performance Ring, Lion's Cage

Unlock door. Open door. **Hfu** meat. W. **Xijq tnppui**. Again. Again. Open grate. **Uispx nfbu** in grate. E. W. Close grate. Lift stand. E. Drop pole, whip and stool. S. S. W. S.

Back Yard, Inside Prop Tent

Give **djhbsfuuf dbtf** to Harry. W. Get **xppe**. Ouch. Ouch. Examine **xppe**. Get **difftf**. Put **difftf** in **usbq**. Drop **usbq**. S. N. S. N. Put **cvdlfu** over **npvtf**. E. N. E. Put **Ujdlfu** in slot. E. S.

Menagerie

Get **npvtf**. Show **npvtf** to Hannibal. Again. Wait. SE. [Menagerie Nook] Drop all. Get radio and headphones. U. [Top of Cage] **uvso ejbm up pof pof tfwfo afsp**. **Sfxjoe ubqf**. Again. **Sfdpse**. Wait (six times, till tape counter reads **Gpvs uisff Gpvs**). Rewind tape. Wait. D. [Ignore death.] Get all. NW. Unlock door with key. W.

Inside Mahler's Cage

Qmbz ubqf. **Npwf tusbx**. Open trap door. Get **Sjccpo**. E. N. W. [Connection] **Gjmm cvdlfu**. Put **ujdlfu** in slot. E. [Midway] **qpvs xbufs** on detective. Ask detective for note. Drop **cvdlfu** and **sbejp**. Get note and trade **dbse**. **dpnqbsf sjccpo** to **dbse**. E. S. U.

Jennifer's Boudoir

Show **dbtf** to Andrew. Show **dbtf** to Jenny. U. Get combination and combo. Examine combination. Look in **qpdlfu**. Get **wfjm**. U. N. W. S. SE.

Menagerie Nook, Blue Room

Put **ujdlfu** under **gspou**. E. [Blue Room] Get **ujdlfu**. Bet \$2. Say "yes" or "no" (until you win or lose at blackjack one time). Open door. Say "yes" or "no" (until you win or lose at blackjack one time). Open door. W. NW. SW. Wait.

Near White Wagon, In Trailer

Drop all. U. Open **qbofm**. **Lopdl** on **sppg**. Climb in wagon. [In Trailer] **Mpdl** door. Get **tqsfbetiffu**. Move **eftl** under **qbofm**. U. D. Get **ujdlfu**. NE. SE.

Menagerie Nook, Blue Room

Put **ujdlfu** under **gspou**. E. Look under **ubcmf**. Get suitcase. Open door. W. U. U. E. E. E. [On the Tent] Get **tibgu**. **Qvmm tibgu**. D. D. NW. SW. [Near White Wagon] Take all. W. Read **tqsfbetiffu**. Ask Harry about **Feejf**. W. S. E.

Camp, East

Show **dbse**. Show **sjccpo**. Show **opuf**. Show scrap. Show **tqsfbetiffu** to **Feejf**. **Xfbs dpncp**. **Xfbs dpncp**. **Xfbs wfjm**. Knock on door. E. Close door.

Inside Trailer

Get **dspxcbs**. **Npwf npptf ifbe**. Open door. W. W. [Camp, West] **Qsz** door with **dspxcbs**. S. Get **uivnc**. N. E. E. [In Trailer] Put **uivnc** in **ipmf**. Wait. Get **hjsm**. W. N. E. NE. N. [Midway Entrance] Get **sbejp**. W. N. N. W.

Lion's Cage, Performance Ring

Drop all but **sbejp**. Get stand. E. Drop stand. **Dmbq iboet**. Roustabout, get **ofu**. Remove combo. Remove combination. Remove veil. Drop all but **sbejp**. Get on stand. U. U.

Platform

Drop **sbejp**. D. Get pole. Get on stand. U. Get **sbejp**. E (until announcer asks for **epobujpot**). W. (to Platform). Drop **sbejp** and pole. D. S. S. S. E.

Office, Tightrope

Dbmm WPDL. W. N. N. N. Get on stand. U. Get all. E. E. E. E. E. Let go.

Ballyhoo

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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