

TWILIGHT ZONE

Unlike most adventures, *Twilight Zone* does not unfold in a linear fashion. After leaving your home town, you jump helter skelter from a bamboo hut somewhere in southeast Asia to a burning barn in middle America, then on to an Indy 500 racer, to a fantasy kingdom and other off-the-wall locales. In the finale, everything is explained, complete with the "O'Henry" type twist ending for which the TV series is so famous. The explanation is a bit trite, but it does nominally tie the rest of the game together for people who want continuity. The graphics are excellent, and there are plenty of them. Puzzles are logical, but the game is literally filled with red herring objects. And the parser is above-average, recognizing pronouns and including an "undo" option.

Type: Illustrated Text Adventure

Skill Level: Intermediate

Systems: IBM (512K, CGA required; supports EGA and Tandy), C 64/128, Amiga, Apple

Company: First Row Software

The Solution

Bedroom

Get up. Get wallet and money. Turn on TV. Get clothes. Wear clothes. Put money in wallet. Put wallet in pocket. E. Look at pictures (repeat for several clues). D.

Living Room

Save. (If unable to leave the house immediately, wait to pass time.) E.

From Front of House to Railroad Station

N(4). (Front of Train Station) NE. Get in line. Buy ticket. W. W.

Train

Get all (pendant, newspaper, card). Examine pendant. Examine newspaper. Read paper. Look at card. Put dbse in qfoebou. Wait. Get off train. E. S.

Lobby & Houghton Street Construction Site

Xbwf qfoebou at reaper. Save boy. Get locket. S. S. E. Get brick. Drop paper. E. S. E.

Houghton & Hermann

Uispx csjdl at window. E. (You're transported to next location.)



Scene One:

Duvall's Toy Store

Large Bamboo Hut

Look at bullet. Look at picture. Get body. S. S. Dropbody. N. W. Get chair and shovel. E. SW. Get all (two ropes). NE. S.

Crest of Hill

Break the chair. Get wood. Make a dsptt with wood. Dig a grave with shovel. Take body. Bury body. Put

dsptt on grave. (You're transported to next location.)

Scene Two: Americana Picket Fence
Get hammer. E. N. N. U.

Hayloft & Barn
Look at girl. Ujf spqf to girl. Lower girl through door. Wait (three or four times, until floor collapses.) Hit wall. S. (Burning Barn) Get girl. Get photo. S.

Porch
Get in truck (after woman gives you keys). Put keys in slot. Start truck.

Scene Three: Formula I In Race Car
Wear gloves. Step on gas. Turn left. Step on gas. Turn left. Step on gas. Slow down. Turn right. Get out of car. Up. (Podium) Take trophy.

Scene Four: The Sad King Theme Room
Stand. Take gem. N. N.

Natural Room
Look at the door. Put cvmmfu in slot. NE.

Iron Door Room
Read writing on iron door. Say xbs. N.

Wooden Door Room
Read writing on wooden door. Say tjdlott. NW.

Circular Pit Room
Read stone door. Say ujn. N.

Demon Room
Read pedestal. Say efbul. Get sword. Put hfn in sword. S.

Circular Pit Room
Read wooden door. Say ujn. SE.

Wooden Door Room
Read iron door. Say ifbmui. S.

Iron Door Room
Read bronze door. Say qfbdf. SW. S. (You're transported to next location.)

Theme Room
Give tpxse to King. Take gem. (You're transported to Long Sweeping Field.) Exit.

The City

In Front of Duvall's Toy Store
W. S. W. W. S (3).

From the Ocean to the Island
S. (Ocean) Swim north. (Beach). N. N. (Outside Mansion) Ring doorbell. N. E.

Living Room
Say thanks. Say thanks. N.

Den & Bedroom
Read diary. E. (Bedroom) Get clothes. W. S. (Living Room) Take rope and knife. (You're transported to Cave.) S.

Jungle I
Dmjnc usff. Tie rope to branch. Get rope. Swing south. D. S.

Jungle II
Hide. SW. N.

Middle of Jungle
Kill rat with lojgf. N.

Outside Mansion
Feed sbu to dog. N. E. N. Get trap and key. S. W. S. S.

Middle of Jungle to Dock
Set trap. Dpwfs trap with mfbwft. Wait. Ujf hunter with spqf. Drop card. N. NW. W. (Dock) Get in boat. Start boat. (You're transported to Ocean south of Warehouse.)

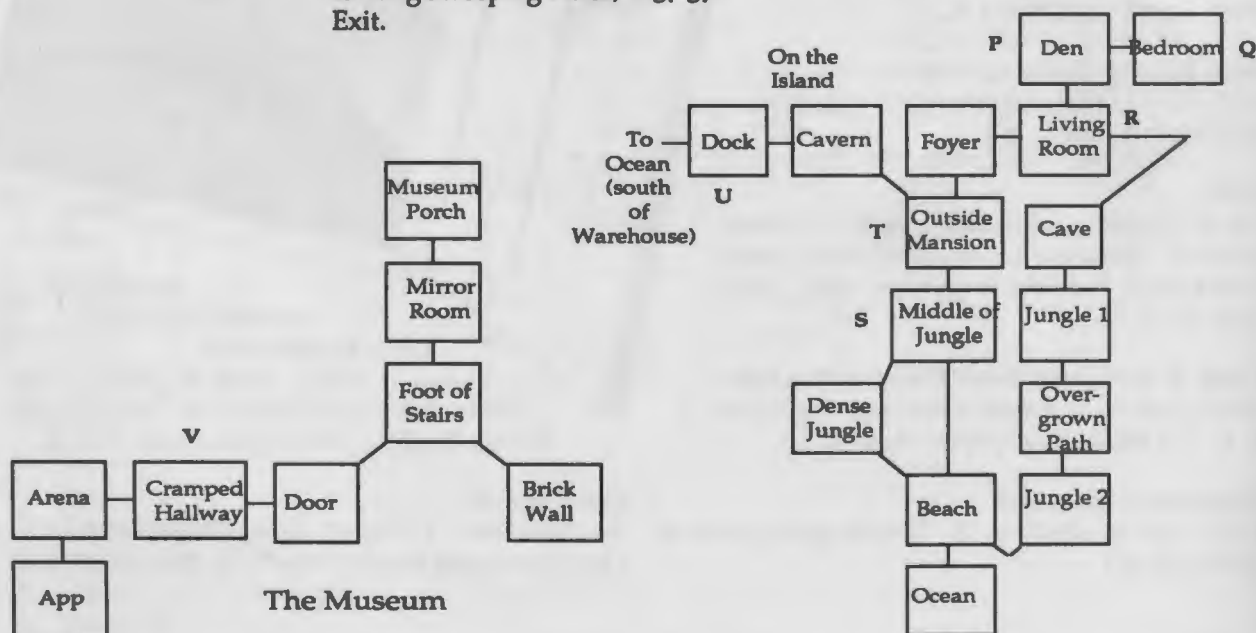
Outside Warehouse
N. N. E. S. (Odd-looking Fence) Unlock gate. S.

Museum Porch
Sfgmfdu lasers with hfn. S.

Mirror Room to Cramped Hallway
Look at lights. Press button xup. Press button gpus. Press button uisff. Press button pof. Press button uisff. S. (Foot of Stairs) SW. W.

Cramped Hallway
Examine locket. Put qipup in mpdlfu. Look at door. Look at imprint. Put mpdlfu in tnpu. W.

Arena
Wait. S.



A: Wallet, money, clothes, pictures
B: Ticket
C: Pendant, newspaper, card, newspaper
D: Locket
E: Brick
F: Bullet, body
G: Chair, shovel
H: Two ropes
I: Hammer
J: Photo
K: Keys, truck
L: Gloves
M: Trophy
N: Gems
O: Sword
P: Diary, trap, key
Q: Clothes
R: Rope, knife
S: Rat, hunter
T: Dog
U: Boat



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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