



high \$t\$akes

dick Francis is a former British jockey whose mystery novels take place at the track, the stables and other horse racing locales. In the story this text game is based on, a millionaire horse owner fires his trainer, Jody, because he suspects Jody of using his ponies in a race-fixing scam. The trainer retaliates by stealing his prize horse, Energise. You play the part of the millionaire, cruising through the British countryside in a Lamborghini while trying to recover Energise. The other main characters are your girlfriend Alexandra and your best friend Bert. Chatting them up is crucial to success in this tightly interlocked series of puzzles.

a time limit is imposed, and the time and date are always displayed. *High Stakes* is not a conventional mystery in which you seek clues and try to arrest and convict the criminal, but more of a crime story in which you have to pull a fast one yourself in order to get justice. It's a difficult one, too, despite the brief solution. (For comments on the Mindscape parser and game mechanics, see the review of *The Mist*.)

The Walkthrough

Racing Road

W. [Park Entrance] Dmptf hbuf.
Xbju. Look. Enter trailer.

Inside Trailer

Dbmn Energise (twice). Qfu
Energise. Get tire iron. Look at
Energise carefully.

Pasture with Bull

Xbju (voujm cvmm uvsot bxbz).
S. E. S. E.

Viewing Stand

Bert, give me the sandwich. Bert,
give me the Racing Calendar.
Read Racing Calendar
dbsfgyvmz. Hjwf Racing
Calendar cddl to Bert. Put
tboexjdi in pocket. Alex, come
with me. Alex, ufmm nf bcpvu
Cmbdl Gjsf. W.

Car Park

Take key. Open door. Get in.
Close door. Put key in ignition. N.
W. W. S. S. E.

Park Court

Open door. Get out. Take qbqfs.
Sfbs qbqfs carefully. Drop pa-
per. Open door. E. U. N.

WC

Take upxfm. S. S.

Bedroom

Look at painting carefully. N. D.
E.

Office

Take mfuufs. Sfbs mfuufs care-
fully. Put mfuufs in pocket. Get
dbsspvtfm. W. W. Get in. Close
door. W. N. E.

Gravel Drive, Barn

Open door. Get out. E. N. [Barn]
Open box door. N.

Energise's Box

Mbe, what is xspoh with ipstf.
Look at cmbdl ipstf carefully.
Voujf cmbdl ipstf. S. S. W.
[Gravel Drive] Get in. Close door.
W. N. E.

Park Entrance

Open door. Get out. E.

Racing Road, Pasture and Tire Iron

Ujf upxfm to gfodf. W. N. [Pas-
ture] Take tire iron. S. [Park
Entrance] Get in. Close door. W.
W. W.

Quadrangle and the Chain
Open door. Get out. Break chain with tire iron. Drop tire iron. S.

Faber's Stable
Give dbsspvtfm to Bmfy. Alex, come with me. Look at Black Fire carefully. Bert, Ixbou to cvz Black Fire. Voujf Black Fire. Bert, hjwf nf the wbo lfzt. N.

Quadrangle and the Gate
Alex, ifmq nf open gate. N.

Byway
Open door. Get in. Close door. Put wbo lfzt in jhojujpo. Ujf Black Fire. S. E. E. S. E. Open

door. Voujf Black Fire. Get out. E. N. N.

Energise's Box
Take sugar. Give tvhbs to Qbefmmjd. Voujf Qbefmmjd. S. S. W. Get in. Close door. Ujf Qbefmmjd. W. N. N. W.

Side Road
Untie Padellic. Open door. Get out. N. N. Open door. W.

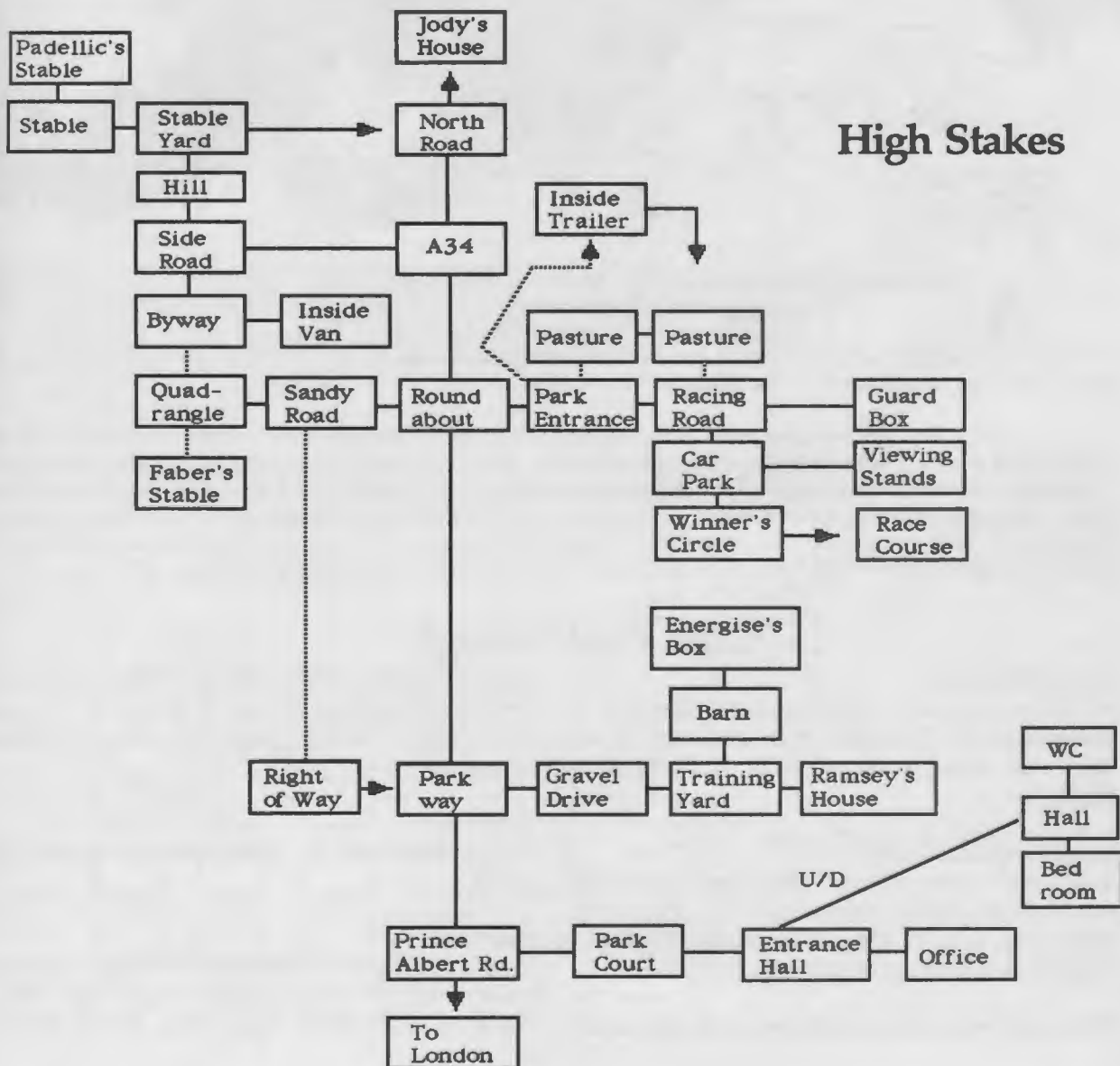
Stable
Open stall door. Tie Padellic. N. Dbmn Fofshjtf. Qfu Fofshjtf. Take tboexjdi. Give tboexjdi to Energise. Untie Energise. S.

Untie Padellic. N. Tie Padellic. S. Close tubmm epps. Untie Energise. E. Close door. S. S. Get in. Close door. Tie Energise. S. S.

Quadrangle, with Energise
Open door. Untie Energise. Hfu pvu. S. Tie Energise. N. Get in van. Close door. F. T. F. F.. (Take any other route and you lose.)

Gravel Drive
Open door. Get out. E. N.

Barn
Usjq Jody. Ubdlmf Jody. Evdl. Tju po Jody.



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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