

# Jinxter

**T**hanks to the magical charms from the Bracelet of Turani, the inhabitants of Aquitania once enjoyed amazingly good luck. Now that the Green Witch has duped people into hiding the charms, the land is beset by disaster. By locating the charms (which enable you to cast some puzzle-solving spells of your own) and reassembling the Bracelet, you can subdue the Witch and restore Aquitania's good luck. You can also count on a rollicking good time, for the people you'll meet are genuine characters whose quirks and comments will keep you laughing and smiling through even the toughest puzzles. Much of the game's warped humor—demented puns, dry wit and absurd situations—is decidedly British in nature, making it a must for Monty Python fans. The well-written text outshines the graphics, and only key scenes are illustrated. An above average parser accepts full sentence and multiple commands. If you're looking for funny as well as fun, Aquitania is the place to go.

**Type:** Illustrated Text Adventure

**Skill Level:** Intermediate

**Systems:** C 64/128, ST, Amiga, Macintosh, Apple II (text-only), IBM (EGA and 640K required for graphics)

**Company:** Magnetic Scrolls

## The Solution

### On the Bus

Show ticket to inspector (when he says, "Tickets, please,"). Push button (after passing first stop). Get off (when doors open). Get keyring (you'll die). Read document. Drop document and ticket. Open gate. N. Unlock door with jspo key. Open door. N. NW.

### In Your House

Look under bed. Get sock. (When phone rings, go to Library and answer it.) N. [Kitchen] Get tin opener. E. Get tablecloth.

### In Conservatory

Unlock door with jspo key. Open door. N. Get gloves and tfdbufvst. N. E. Xbwf ubcmfdmpui at bull. Drop ubcmfdmpui. SE. E. Get bottle. (Return home.)

### Your Kitchen

Open fridge. Get milk bottle. Put qmbtujd cpuumf in fridge. Close fridge. Drink milk. Wait (15-30 times, until you can open the door, examine fluid and be told "you can't see any fluid.") Close fridge. Drop qmbtujd cpuumf. Put pjm in milk bottle. (Go to Boathouse.) Get mouse trap and can of worms. (Go to Xam's Front Garden.)

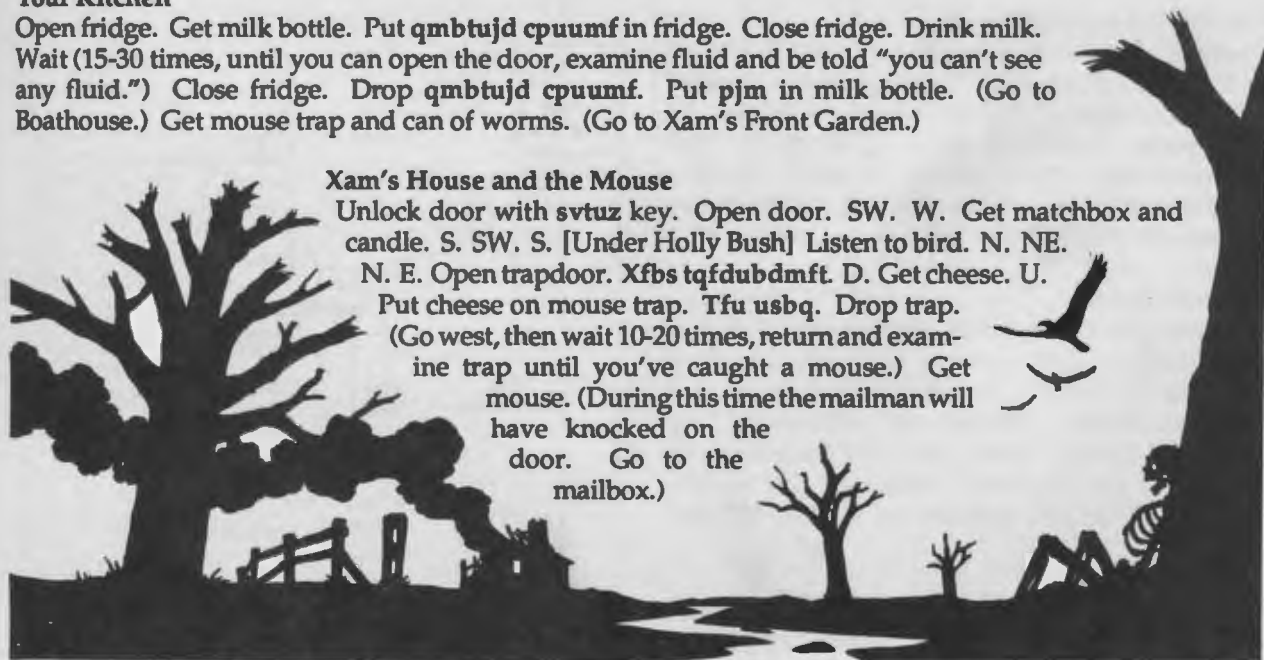
### Xam's House and the Mouse

Unlock door with svtuz key. Open door. SW. W. Get matchbox and candle. S. SW. S. [Under Holly Bush] Listen to bird. N. NE.

N. E. Open trapdoor. Xfbs tqfdubdmft. D. Get cheese. U.

Put cheese on mouse trap. Tfu usbq. Drop trap.

(Go west, then wait 10-20 times, return and examine trap until you've caught a mouse.) Get mouse. (During this time the mailman will have knocked on the door. Go to the mailbox.)



### Xam's Mailbox

Open mailbox. Get note. Read note. Drop note. (Go to Xam's Study.) Get phone. Dial 300. (Go to mailbox and wait till mailman locks box, then return to house.) Get nbudi. Mjhiu nbudi. Mjhiu dboemf with nbudi. Ifbu qmbtugd lfz with dboemf (twice). (Go to mailbox.) Unlock mailbox with qmbtugd lfz. Get parcel. Open parcel. Examine parcel. Read note. Get charm. Drop parcel.

### The Boathouse and the Crazy Gardener

Get bung. Put pjn on runners. Drop bottle of milk. Open door. S. Get sack. Get amethyst charm.

### The Canoe and the Lagoon

Put cvoh in tpd1. Put tpd1 in hole. Put canoe in lagoon. Get paddle. Enter canoe. S (2). Get out. D. Open dbo pg xpsnt with ujo pqfofs. Empty dbo pg xpsnt on dirt. Dig dirt with tfdbufvst. Drop ujo pqfofs and tfdbufvst. E. E. Get mask, flippers, wet suit and aqualung. W. W. U. (Pagoda). Remove clothes. Wear mask, flippers and wet suit. Drop all but aqualung. Wear aqualung.

### Underwater in the Lagoon

N. D. NW. N. Open hatch. D. Close hatch. Push left button. Remove aqualung.

### The Airlock, the Sacristy and the Chandelier

Turn wheel. Open door. E. D. Examine notecase. Get coin. Open door. U. W. [Airlock] Qvti sjhiu cvuupo. E. D. Xfbs brvbmvo. E. Wait (till xbufs gjmmt.) U. Get unicorn charm. D. W. U. W. [Airlock] Open hatch. U. S. SE. U. S. Remove aqualung, flippers, mask and wet suit. Get all. Drop aqualung, flippers, mask and wet suit. Wear clothes. Enter canoe. N. SW. Get out. S. NW.

### The Village and the Bakery

Examine notice. Ask baker about notice. D. Get tin. E. Get sieve. Open sack. Tjfwf gmpvs with tjfwf. Get pelican charm. Put pelican charm in ujo. W. Open pwfo. Put ujo in pwfo. Close pwfo. Qvti cvuupo (twice). Open pwfo. Get bread. U. Give bread to baker. (He throws you out.) Break bread. Get pelican charm. Open door. NE.

### The Post Office

Show npvtf to Postmistress. Drop npvtf. Turn upq sjhiu handle. Turn cpuupn sjhiu handle. Turn cpuupn mfgu handle. Turn upq mfgu handle. Turn upq mfgu handle. Turn cpuupn sjhiu handle. Turn upq mfgu handle. Open safe. Get dragon charm. SW. SE. N. [Beer Garden] Enter well. Get two ferg coin. U. S. [Pub] Ppkjnz fireplace. Get bti. NW. SW.

### The Carousel

Put nof gfsh dpjo in slot. Ride unicorn. Eppgfs unicorn. Get saddle. Put saddle in sack. Eppgfs fire

engine. Drop all but can of worms and walrus charm. Get ladder.

### The Clockmaker's Shop

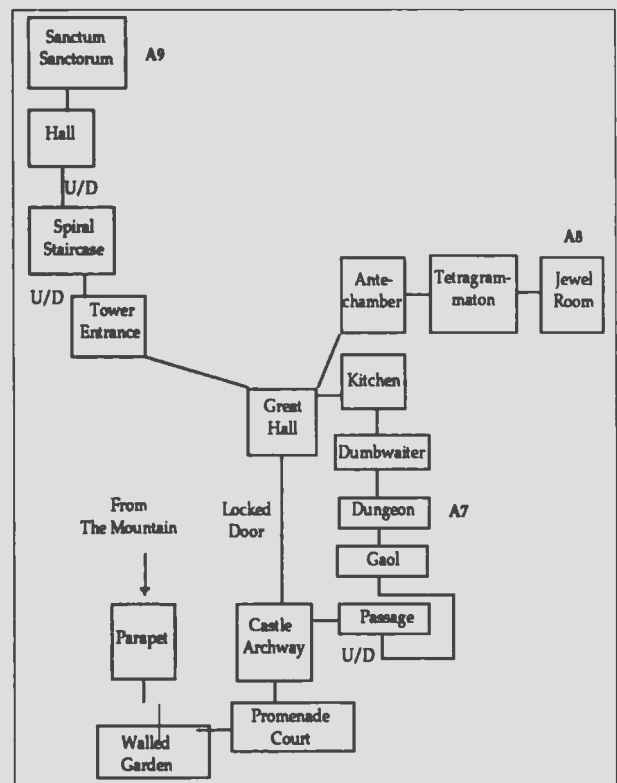
Look in window. Knock on door. Throw dbo pg xpsnt at lamp. SW. Ppkjnz stool. Get stool. E. [In Weather Clock] Drop stool. Lean ladder against girder. W. NE. Get all. SW. E. Get on stool. Climb ladder. Jump north. [On the Platform] Wait (for Rain Weatherman to spin around on weather vane, or cast thingy). Get hat and umbrella. Hold onto Rain Weatherman. Eppebi. (A friendly cloud appears.) Ppkjnz cloud. D. Get on cloud. Eppgfs cloud.

### The Train Station and Beyond

E. Buy ticket with uxp gfsh dpjo. E. E (into train). Show ticket to guard. Wait. Out. [On Mountain] Put saddle on unicorn. Get on unicorn. Eppgfs unicorn.

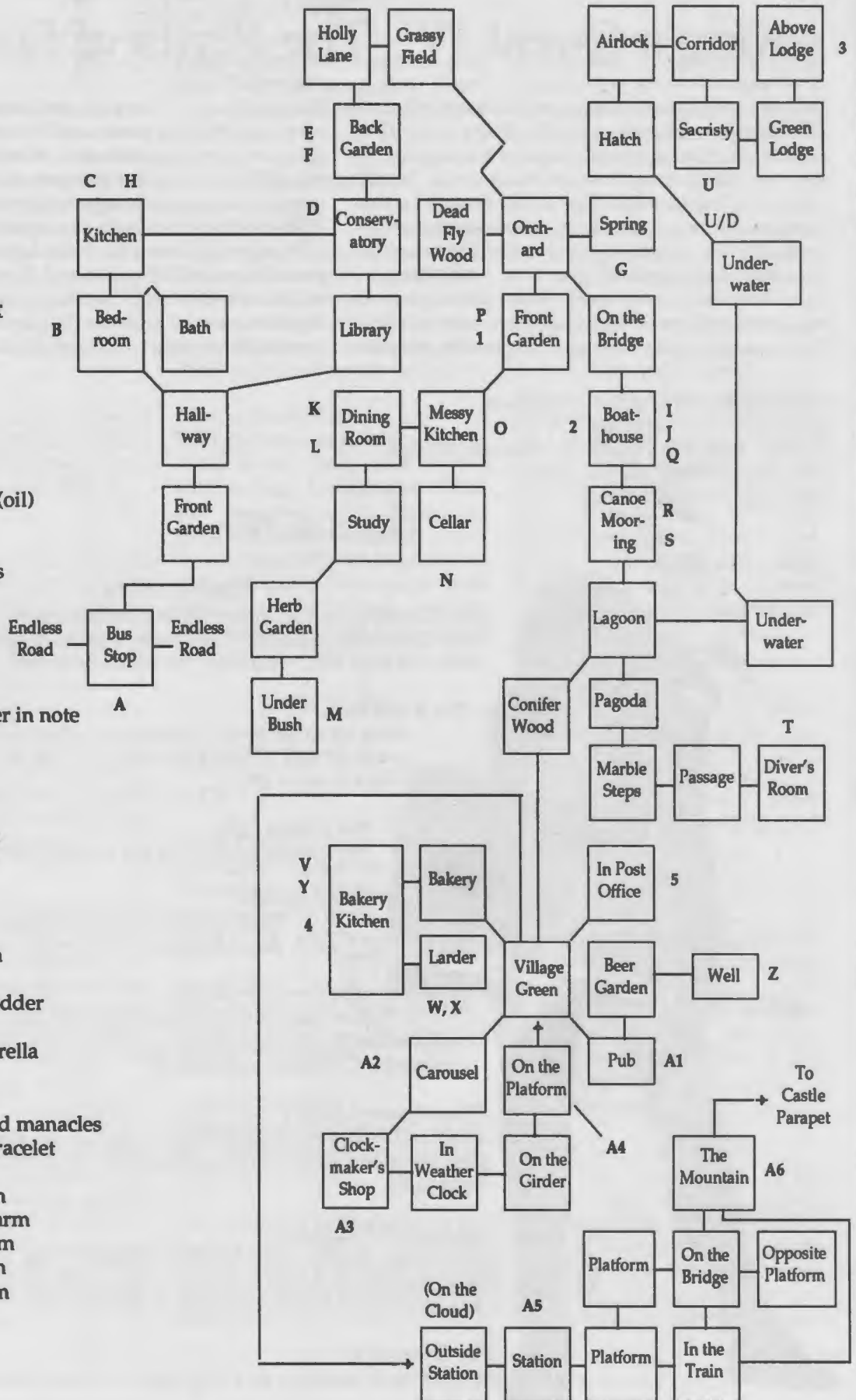
### The Castle

D. E. N. E. D. Open door. N. Xblf Xam. Tie spqf to nbobdmft. Get nbudi. Mjhiu nbudi. Mjhiu dboemf with nbudi. Put dboemf in ibu. Put ibu under spqf. Enter hatch. Wait (for dboemf to burn through spqf). N. U. NE. Open door. E (2). Examine plastic blocks. Slide numbers in this order: 5, 8, 1, 6, 7, 2, 9, 5, 3, 4. Wear gloves. Get bracelet. Put charms on bracelet. Wear bracelet. W (2). SW. NW. U (2). Open door (right or left). N. Get crystal ball. D (2). SE. Look into ball (until you see Jannedor looking into gjsfqmbdf). Eppgfs ball. Put bti on ifbsui. Dmjnc vq dijnofz. (Wait for witch to enter.) Put csbdfmfu on xsjtu



# **Map Key: Jinxter**

- A: Keyring
- B: Socks
- C: Tin opener
- D: Tablecloth
- E: Gloves
- F: Secateurs
- G: Plastic bottle (oil)
- H: Milk bottle
- I: Mousetrap
- J: Can of worms
- K: Matchbox
- L: Candle
- M: Spectacles
- N: Cheese
- O: Mouse
- P: Phone number in note
- Q: Bung
- R: Canoe
- S: Paddle
- T: Diving gear
- U: One ferg coin
- V: Tin of dough
- W: Sieve
- X: Sack
- Y: Burnt bread
- Z: Two ferg coin
- A1: Ash
- A2: Saddle and ladder
- A3: Stool
- A4: Hat and umbrella
- A5: Ticket
- A6: Unicorn
- A7: Xam, rope and manacles
- A8: Puzzle and bracelet
- A9: Crystal ball
- 1: Walrus charm
- 2: Amethyst charm
- 3: Unicorn charm
- 4: Pelican charm
- 5: Dragon charm



# 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

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)