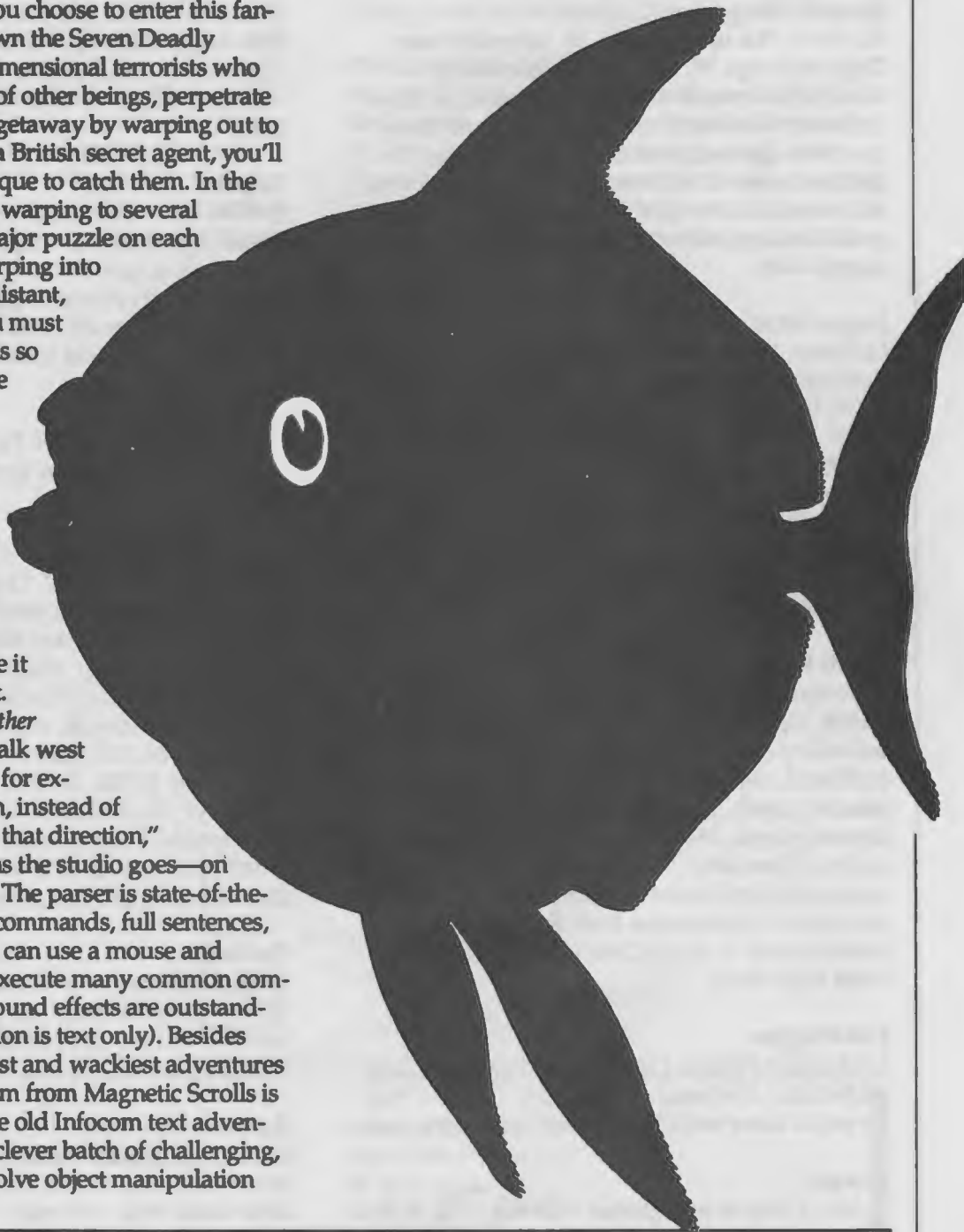


# FISH • FISH • FISH • FISH

Your mission, should you choose to enter this fantasy land, is to track down the Seven Deadly Fins—a gang of inter-dimensional terrorists who “warp” into the bodies of other beings, perpetrate crimes, and make their getaway by warping out to another dimension. As a British secret agent, you’ll employ the same technique to catch them. In the early stages, this means warping to several worlds and solving a major puzzle on each before you wind up warping into the body of a fish on a distant, watery world. Here you must round up odds and ends so you can build a machine that will save the “Planet of Fish” from destruction by those deadly dorsals.

Ultimately, *Fish* evolves into a variation on the classic, *Leather Goddesses*-style “find stuff and assemble it to make a device” quest. And it’s as funny as *Leather Goddesses* was. Try to walk west in the recording studio, for example, and the program, instead of saying “You can’t go in that direction,” tells you “That’s as far as the studio goes—on the first date, anyway.” The parser is state-of-the-art, accepting multiple commands, full sentences, and pronouns, and you can use a mouse and scroll-down menus to execute many common commands. Graphics and sound effects are outstanding (but the Apple version is text only). Besides being one of the weirdest and wackiest adventures ever, this British program from Magnetic Scrolls is just what veterans of the old Infocom text adventures are looking for: a clever batch of challenging, logical puzzles that involve object manipulation and timing.



**Type:**  
Illustrated Text Adventure

**Difficulty:**  
Advanced

**Systems:**  
MS-DOS (640K required for EGA graphics, 256K for text-only); C-64; Amiga (512K); Atari ST (512K)

**Publisher:**  
Magnetic Scrolls

# The Solution

## The Goldfish Bowl

Uvso pwfs. Enter castle. Enter smooth warp.

## Smooth Warp

SE. SE. E. Pick up bird cage. W. Open bird cage. Drop bird cage. W. NW. N. (Wait for Micky to leave.) Pick up ejtd. S. SE. E. Get mould. E. Open cupboard. Get crucible, tongs, gloves, and hammer. Wear gloves. Hold crucible with tongs. Put disc in crucible. Hold crucible over fire. Pour gold into mould. W. W. NW. NE. E. (Wait for mould to cool.) Break mould with hammer. Get ring. Enter jagged warp.

## Jagged Warp

Get jeans. Wear jeans. S. Tfbsdi svcjti. Get torch. Turn torch on. E. E. E. E. S. Get pew. Turn off torch. N. N. Turn on torch. Drop pew. D. S. Yes. Tfbsdi efcsjt. Move lid. D. Get cord. U. N. U. Get on pew. Climb arch. Ujf dpse to gargoyle. D. Pull dpse. Get gargoyle. D. S. D. Remove dpse from gargoyle. Put gargoyle in hole. Get chalice. Enter jagged warp. Get tee-shirt, jeans, and torch. Wear tee-shirt and jeans. S. E. E. E. E. N. D. S. D. Look in chalice. Get grommet. Enter small warp.

## Small Warp

Type Spe, nblf some coffee. Get tape. W. W. Turn switch. Open wooden door. S. Get bin. N. Open secondary door. N. Close door. Push button. Open cupboard. Get head cleaner. Play head cleaner in cassette player. Tfu gbefs to gjwf. Play tapes in cassette player. (Write down three-number combination.) Open door. S. E. E. Open door. N. Examine cabinet. Set lock to combination. (Use all three numbers of combination from above: "152," for example, not "1, 5, 2.") Open cabinet. Get spindle. Enter large warp.

## Paddlington

Look under Fishton. Get pass and fishofax. Examine fishofax. Put hand on print. S. D. S. E. D. (Wait for train.) Enter train. Wait (three times). Exit train.

## Pickerel

U. SE. N. Buy tie and glasses with fisa. S. SE. E. S. Buy ear plugs with fisa. N. E. Buy hyperdriver, screwdriver, and bag with fisa. W. N. Buy fishton with fisa. S. W. NW. NW. D. (Wait for train.) Enter train. Wait (three times). Exit train.

## Opah University:

### The Protocopier & the Computer

U. E. S. Buy sachet with fisa. N. E. S. E. S. Turn to page 321. Tear page. E. Put ID in slot. E. SE. Put page in slot. Turn switch off. Get glass box. NW. Sit down. Login. Spbdi. Me. Commands. Games. Shutdown. (Note name of Shutdown's owner.) Quit. Logout. Get up. NE. Drop box and hyperdriver. SW. Put ID in slot. W (five times). D. Wait for train. Enter train. Wait (three times). Exit train.

## Eelpout

U. NW. W. W. Buy mask with fisa. Give mask to drunk. Ask drunk for card. Buy mask with fisa. Give mask to (anyone but yourself). Buy mask with fisa. Buy cylinder with fisa. Give mask to (anyone but yourself). E. E. SE. D. Wait for train. Enter train. Wait. Exit train.

## The Museum

U. N. N. Open sachet. N. Get crystal. S (three times). D. Wait for train. Enter train. Wait. Exit train.

## Paddlington: The Dark Warp

U. W. N. U. Get case. N. Drop all. (Save game.) Enter dark warp. (This puzzle's solution is randomized. The object is to eliminate all possible directions except up, which appears every other move. You eliminate directions by choosing directions in-between, such as NE when your options are N, NE, and N. A representative puzzle: Options are N, NE, SE, SW, W. Go SE. Options: N, NE, S, SW, W, U. Go SW. Options: N, NE, E. Go NE. Option: U. Get cylinder. U. Get all. Turn off switch. S. D. S. E. D. Wait for train. Enter train. Wait (three times). Exit train.

## Pickerel

U. SE. S. Ask owner of Shutdown about ejtdp. (He's usually here, but you may have to go looking for him.) N. NW. D. Wait for train. Enter train. Wait. Exit train.

## Battersea

U. N. Drop fishofax. Pull switch. W. W. Unscrew screw with screwdriver. E. E. S. D. Wait for train. Enter train. Wait. Exit train.

## Opah University: the Spy & the Photo Bridge

U. E. Give tie to (owner of Shutdown). N. E. Put ID in slot. N. Put dsztubm in tuna. Close tuna. Turn tuna on. Open tuna. Drop screw. Get crystal. U. Fill bag with gas. Open bag. Get bridge. Climb railings. E (three times). Put ID in slot. E. NE. Drop cylinder

and bag. Get hyperdriver. Turn lok screw with hyperdriver. (Note password.) SW. (Save game.) Sit down. Login. (Give surname of Shutdown's owner and his password.) Games. Shutdown.

### Shutdown

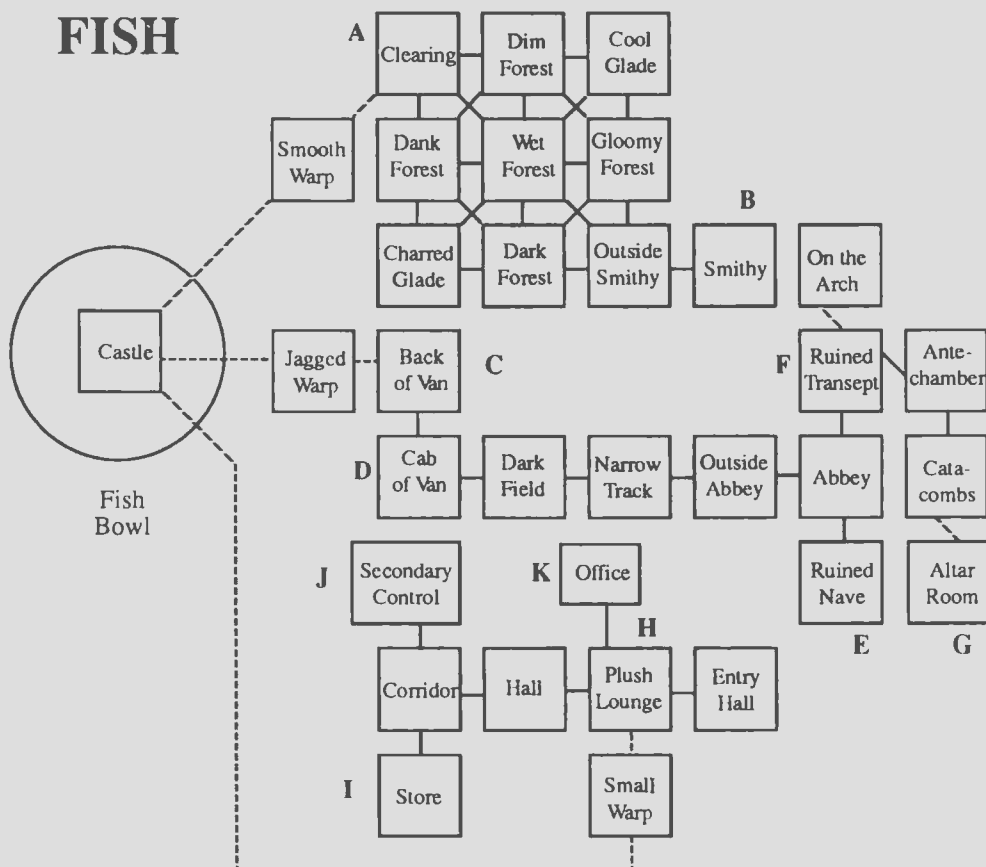
Another randomized puzzle, this one's object is to advance each letter forward in the alphabet to spell "water." When you advance the first letter, or cell, it has no effect on the other columns. When you advance the second cell, it advances the first and third columns by one letter value. The third cell advances the second and fourth columns by two letters, and so on. It sounds more complicated than it is. The example below should help clarify things:

Sample starting position: MBOJB  
 Cell-2, Value-12 NNPJB  
 Cell-2, Value-13 OAQJB  
 Cell-4, Value-17 OATAE  
 Cell-5, Value-13 SATER  
 Cell-1, Value-4 WATER

Once you solve the puzzle, Quit. Logout. Get up.

### The Project Room

NE. Break glass box with **tdsfxesjwfs**. Drop **tdsfxesjwfs**. Get wheel. Attach **csjehf** to crystal. Attach **gjmufs** to wheel. Attach **gpdvt gjmufs** to crystal bridge. Attach crystal filter to case. Turn lok screw with **izqfsesjwfs**. Get accelerator. Put **sfhymbups** in device. Screw regulator to device with lok screw.



### Map Key: FISH

A: Disc

B: Bird Cage (Mould), Gloves, Cupboard (Crucible, Tongs, Hammer)

C: Jeans (Tee-shirt)

D: Torch

E: Pew

F: Gargoyle

G: Cord, Chalice (Grommet)

H: Waste Bin (Tape)

I: Tape bin (Tapes)

J: Cupboard (Head Cleaner)

K: Cabinet (Spindle)

L: Travel Pass, Fishofax

M: Tie, Sunglasses

N: Ear Plugs

O: Cylinder

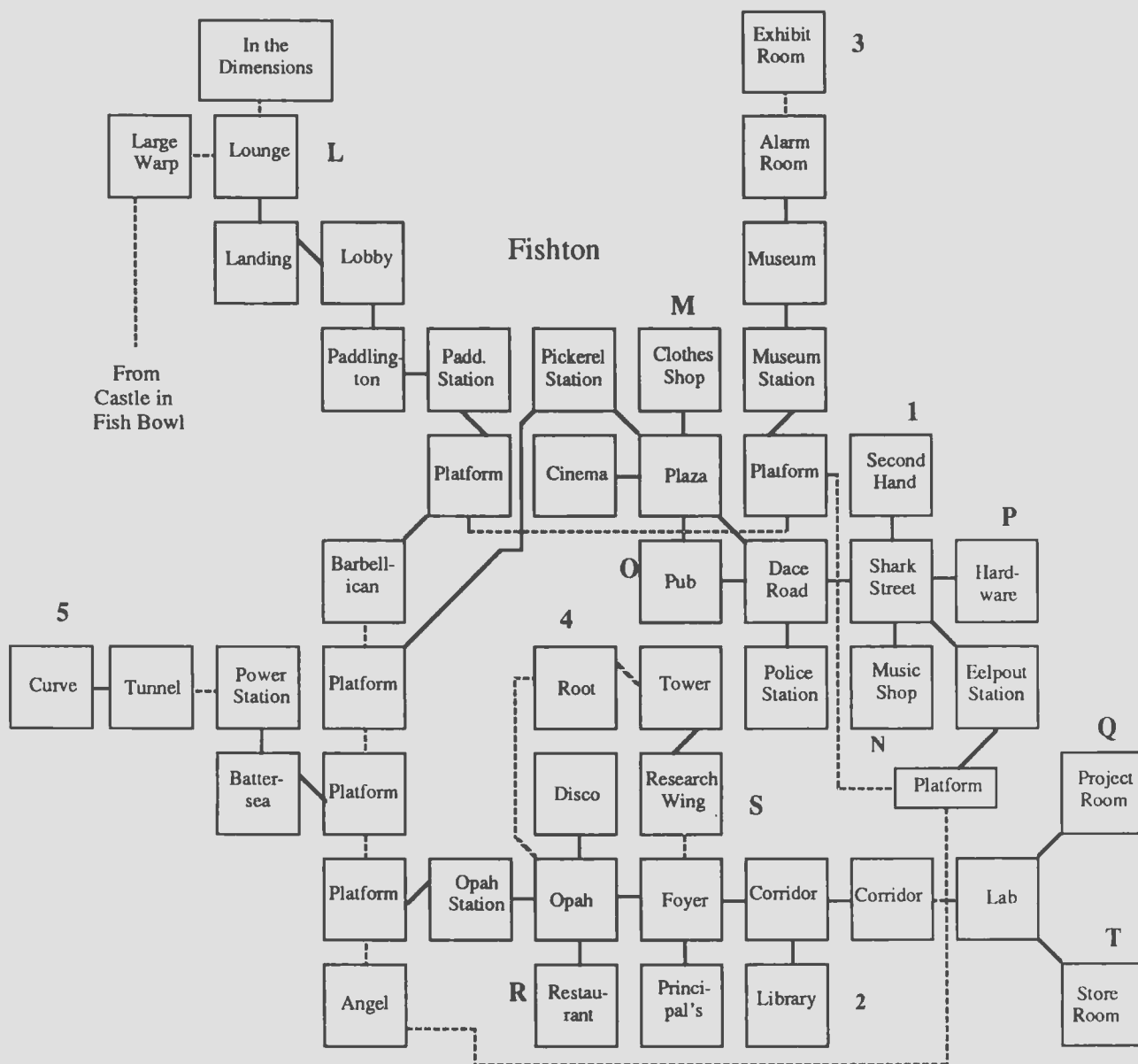
P: Hyperdriver, Screwdriver, Bag

Q: Accelerator (Lok Screw)

R: Sachet

S: Crystal Tuna

T: Protocopier (Glass Box)



## FISH: Map Two

### Map 2 Key: FISH

L: Travel Pass, Fishofax

M: Tie, Sunglasses

N: Ear Plugs

O: Cylinder

P: Hyperdriver, Screwdriver, Bag

Q: Accelerator (Lok Screw)

R: Sachet

S: Crystal Tuna

T: Protocopier (Glass Box)

1: Radio Case

2: Book (Page/Wheel)

3: Crystal

4: Photon Bridge

5: Filter

# 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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