

Adventure Helpers

**HINT
BOOKLET**

SUSPENDED

HOW TO USE THESE HINTS

Look up the first number under each question. Go to the back of the book and look under the corresponding number.

LOOK UP THE REMAINING NUMBERS ONLY IF YOU ARE SERIOUSLY STUCK

In this way, you will have the pleasure of still solving the adventure by yourself.

EXPERIMENT!

Don't forget, these games were not meant to be solved in a day, or even a week. Some adventures may take you as long as a month to solve. Try to play with a friend, or just take a break and come back to the game later. If you stick with it long enough, you will be surprised at how easy and logical most of the puzzles will become.

ABOVE ALL

Keep your sense of humor and keep plugging away at the game until you crack it!

ADVENTURE HELPERS publishes hint books for just about every adventure on the market. If you're playing it, we most likely have a hint book for it. As new titles are released, we immediately have hint books available for them.

See the back of the booklet for complete listings and pricing information.

Suspended is a product of Infocom, Inc. Adventure Helpers is not, in any way, affiliated with Infocom, Inc. This booklet is intended as an aid to Suspended, and not as a substitute for the documentation and instructions provided with the game.

ABOUT THE GAME

In Suspended, the player must use the various robots as sensory extensions of himself. The following is an overview of the robots capabilities and limitations.

WALDO: He can see, hear and touch things moderately well, but is best used for manipulating various objects. He can carry a lot of items, and can repair Iris.

AUDA: Her main usefulness is in her hearing capabilities. You must activate her auditory circuits. She's especially useful for listening in on the human's conversations.

WHIZ: Use him to tap the information from the Historical, Technical, Index and Advisory peripherals, and to ask about the objects (and robots) in the game.

IRIS: The first thing you must do is repair Iris's eyesight. She will report descriptions of objects in a non-biased way that is most helpful to you. However, since she can't leave the Monitor Area, the other robots must bring her items that you want to look at. By using the Transmitter (TV camera), she can examine items also.

SENSA: Helpful in giving reports in various rooms. She will tell you about the failures of the planetary systems, tremors etc...

Not as useful as most of the others, but still necessary for information vital to the game.

POET: He can detect any abnormal electron flow by touching an object. Once you get used to his way of phrasing things, he will be a most helpful robot.

The object of the game is to fix the filtering computers. But before you can do this, you must first repair the Transit, Weather and Hydroponics systems, and keep the humans from replacing you with a clone. Only then can you go back to your cryogenic sleep. Good Luck!

QUESTIONS

How do I use Sensa? 79 38 5

How about Poet? 16 94 28

And Iris? 14 56 29

Why isn't Iris working? 44 73 103

Can't open Iris's panel? 9 53 70 12

Can't tell which of her chips is faulty? 61 15

What should I replace it with? 19 2 17

How do I use Waldo? 36 71 24

How about Auda? 33 69

What is Whiz used for? 25 62

What is the Technical peripheral used for? 30

How about the Index peripheral? 42 64

What about the Advisory peripheral? 101

And the Historical peripheral? 4

Can't get the robots from the Sloping Corridor to the Hallway Junction? 11 57 96 48

Problems opening the cage in Gamma Repair? 99 67 13 49

Can't get Fred out of the cage? 1 63

Can Fred be fixed? 105

What is Fred's purpose? 97 18

Can't reach the cutters? 104 3

Do I use the Blue cable? 40 26

What is the wedge used for? 31 98 51

What's the device at Hallway End? 100 21
Want to listen to the humans? 6
Can't stop the humans? 34 50
Can I fix the weather? 65 106 82 74
Does the weather change? 91 85
Problems increasing the food supply? 87 76 95
Can't stop the acid spray? 89 102
Problems stopping the fatalities? 77
Can't shut down the systems? 93 59 46
What are the floaters? 7
What's wrong with the FC's? 10 22
How do I fix the FC's? 43 68 84
What is the transmitter used for (in Bio-Lab)?
78 32 80 27
What's the machine in the Main Supply Room used for?
39
How do I fix it? 8 23
Can't turn the switch in the Cryogenic Area? 20
What are the signs in the Primary and Secondary
channels? 35 81 47 72
Can't find the Orange cable? 86 52 66
How can I reset the FC's? 54 37 60 41 55

ANSWERS

1. One robot can't lift him, but two might...
2. Replace the rough device.
3. Have a robot stand on it. Easy, isn't it?!
4. Have Whiz ask about Gregory Franklin, the Planet Contra, various objects etc...
5. And tell you about acid rain.
6. Have Auda go to the humans and type: "Auda, listen". Have her follow the humans also.
7. They are much akin to airplanes.
8. Replace the red and yellow chips with chips of the same color.
9. You must use Waldo.
10. Two cables in it are faulty.
11. Have you looked in the Sub-Supply Room?
12. Have Waldo wear it.
13. Have Sensa report, and have Poet feel the cage.
14. First, you must repair her eyesight.
15. The rough device is the faulty one.
16. He can detect electron flow. Have him touch some objects.
17. With the rough object.
18. The cutters are in the Small Supply Room (Human Resource Area).
19. Look in the bit bucket in the Middle Supply Room.
20. The humans will do it for you. You have other things to worry about.
21. This is the only way to reach the Cryogenic Area. It temporarily stops the humans from replacing you.

22. One cable in the Primary channel, and one in the Secondary channel.
23. They can be found in the bit bucket. Have Iris do the job.
24. And replace bad chips.
25. He can give you a lot of information from the various peripherals.
26. Otherwise, no. It serves no purpose in the game.
27. It's connected to Iris. That's how you can read the signs, tell the color of cables etc...
28. Or the chips in Iris.
29. She can reset the FC's, and also read the monitors.
30. Plug in Whiz to it, and have him ask about the acid spray, the FC's, the cage, etc...
31. The robots can cross the step with it. Insert it into the step.
32. It's a TV camera. Plug it in where there is an outlet.
33. She can listen to the humans conversations. Activate her auditory circuits.
34. Have Auda steal the tool bag, and send her to Maintenance Access.
35. Use the TV camera.
36. He needs an extension.
37. It's on the sign in the FC's.
38. She can open the cage in Gamma Repair...
39. This machine resets the FC's, and must be fixed.

40. Yes, if you work for the Telephone Company...
41. One for the first three letters, one for the next three letters.
42. It tells you which peripheral to use for different types of information.
43. You must replace the faulty cables.
44. She cannot see.
45. Have you tried digging?
46. The order is: 3rd, 2nd, 1st switches (Make sure there is no one in the floaters first!).
47. The words are the reset code for the FC's.
48. Have a robot insert the wedge in the step.
49. Use Sensa to turn the plates.
50. The humans will chase after her. They will then see that the problem is with the FC's, and that you are trying to fix it.
51. Have one of the robots stand on the wedge.
52. First, remove the fuse and replace the IC's.
53. But he needs an extension.
54. Get the reset code...
55. For example: Code is "WINDOW". Push "WIN" seventh, push "DOW" eighth.
56. Use her ability to see colors and various objects.
57. There is a wedge there.
58. If you wait you can.
59. First, shut off the taxis, second the glidewalks, then shut off the floaters.
60. Have Iris push two circles.

61. Have Poet feel each chip.
62. Try plugging him into the Index, Technical, Historical and Advisory peripherals.
63. Type: "Both Poet and Sensa, move Fred".
64. It breaks down the information into separate categories.
65. Have Iris go to the weather monitors, and another robot to the weather controls.
66. Then get the Orange cable. Don't forget to replace the fuse after you're finished!
67. Send Sensa and Poet to Gamma Repair.
68. Replace orange with orange, red with red.
69. Type in: "Auda, listen". Also, have her follow the humans.
70. Get the extension from the Middle Supply Room.
71. He can open Iris's panel...
72. The code is random and changes from game to game.
73. She has a bad chip which must be replaced.
74. For a permanent solution, you must fix the FC's.
75. This space for office use only.
76. Send a robot to Hydroponic Control, and set all of the levers higher.
77. First, shut down the systems, then fix the FC's.
78. Have you used Whiz to ask about it?

79. She detects electron flow. Have her report in the Short Corridor.
80. Point it at signs, cables, etc...
81. Iris will read the signs.
82. This is only a temporary solution, however.
83. The first or the second?
84. Replace the 4-inch with the 10-inch (Primary). Replace the 9-inch with the 14-inch (Secondary).
85. It takes five or more moves for the weather to change after you attempt to fix it.
86. It's in the broken machine in the Supply Room.
87. Has the second tremor hit yet?
88. Not likely.
89. A Maintenance Access Room is under the FC's. Search it and you will find a wheel.
90. Simply unplug it.
91. Have Iris look in the weather monitor.
92. Burma Shave.
93. Have Whiz use the Technical peripheral. First switch is floaters, second is glidewalks, third is taxi's.
94. Such as the cables in the FC's...
95. Send Iris to the Hydroponics Monitors. She'll tell you when the conditions are best.
96. It acts as a ramp.
97. Have Sensa examine him. You'll find a red wire. Use a robot to cut the wire with the cutters.

98. It's also a platform. The robots can reach the cutters with it.
99. Have you used the peripherals to ask about the cage?
100. It's a car. Have a robot enter it.
101. Plug in Whiz, and ask about other robots, humans, etc...
102. Have Auda steal the tool bag, and the humans will follow her to Maintenance Access.
103. You must open her panel.
104. Use the wedge as a platform.
105. You could use Waldo to operate on him. Don't waste your time. He can't be fixed.
106. Set the first dial low, the second dial high, the third dial high.

INVENTORY

NOTE: Some cables that are found in the channels are not included in this list. You should'nt be removing them anyway!

Ramp (Wedge)
Wire Basket
Extension
Red Cable (Ten-inch)
Orange Cable (Nine-inch)
Blue Cable (Sixteen-inch)
Cutters
TV Camera
Fred
Sign
Tool Bag
Red IC
Green IC
Yellow IC
Plaid IC
Blue Chip
Fuse
Bumpy Device
Smooth Device

JUST FOR FUN, HAVE YOU TRIED...

Taking the Orange cable (without shutting off the current)...

Turning off the floaters first, with someone in them...

Returning the car to the Hallway End (while the humans are waiting)...

Letting Poet go into the acid rain...

Using the robots to attack the humans...

Having a robot describe another robot...

Listening to the humans while they are waiting for the car...

Having Iris read the plaque in the Sterilization Chamber...

Playing the game on the most difficult level...

As of June 1984, these are the current hint booklets available. If you don't see the game you want, write to us. We are constantly adding new games to our service.

Zork (I, II, III), Enchanter, Sorcerer, Infidel, Planetfall, Starcross, The Witness, Deadline, Suspended, Mask of the Sun, Serpent's Star, Ulysses and the Golden Fleece, Wizard and the Princess, Dark Crystal, Cranston Manor, Mystery House, Time Zone (maps \$5.00 extra), Death in the Caribbean, Blade of Blackpoole, Gruds in Space, The Quest, Transylvania, Coveted Mirror, Scott Adams (1-13, 3 for \$6.00, no maps), Critical Mass, Escape from Rungistan, Kabul Spy, Adventure in Time, Queen of Phobos, Sherwood Forest, Masquerade, Caves of Olympus, Philistine Ploy, Vodac the Alpine Encounter, Lion's Share, Secret Agent Mission One, Sands of Egypt, The Institute, Saigon: The Final Days, Escape from Traam, The Curse of Crowley Manor, Earthquake: San Francisco 1906. Complete solutions to DRAGON'S LAIR and SPACE ACE. Play them right through to the end on one 50¢ token! It's easy with our complete instructions on every situation in the games.

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