



tass times in tonetown

Your grandfather has mysteriously disappeared! He invented a device that opened a gateway to another dimension — the offbeat world of Tonetown. Now you must travel to this world and rescue Gramps from the nefarious Franklin Snarl—a combination crocodile/snake/real estate tycoon. Tonetown is like a New Wave version of the future, where everyone wears green or purple hair and talks with hip slang words like “tass” and “toner.” Ennio the Legend, a rascally talking dog, will be your sidekick as you scour the town, go backstage at a rock concert and check out the other sites in this cartoon-style story. Sound effects and music enhance the pictures, which feature fine spot animation (except, surprisingly, in the Macintosh, Amiga and ST versions, where Ennio is described but not depicted).

The joystick/mouse interface lends an “adventurer friendly” atmosphere. You can type in commands, or choose a word from an onscreen list and use it on something in the scene by clicking on the object. Function keys or control-key commands are dedicated to frequently used phrases such as “talk to” and “look at.” Games may be saved to the program disk, and a pair of unique ones—quicksave and quickload—let you do exactly that with a single keystroke. Clever puzzles, delightful characters and a droll sense of humor from authors Michael and Muffy Berlyn make this game highly recommended for beginners and one of the best of 1986.

The Walkthrough

Living Area

S. Look jar. Get key. N. W. Unlock door. Look bowl. Get book and picks. Read book. E. Gmjg txjudi. Foufs ippq.

Construction Site

N. Look in usfodi. E. S. E. Buy gpjm. E. Buy kvnqtvju. Buy hooplet. Wear jumpsuit. Xfbs hooplet. W. W. S. S.

Main Office, Red Devil

Ubml Ovzv. Get camera. E. Turn on printer. Turn on terminal. Uzqf (your name). Zft. Hfu qbtt. Drop key. W. N. N. N. N. N.

Park

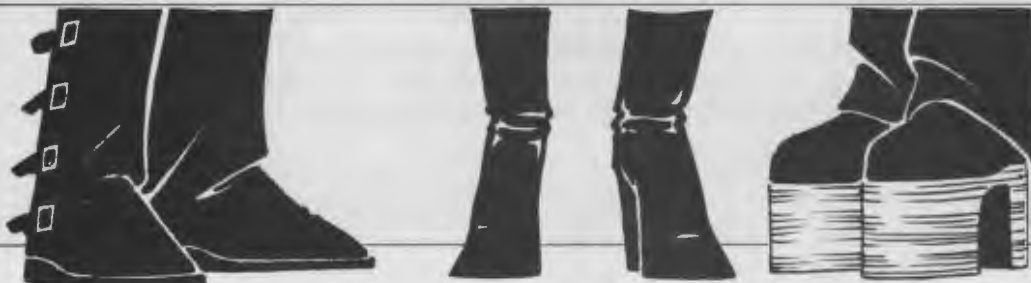
Tipx qbtt to Stelgad. Take picture. Hfu abhupof. Talk Zahg. Xbjv. Wait. Wait. Espq pass. Drop camera. S. S. S. S. Buy newspaper. Read newspaper (bsujdmft pof - gjwf). S.

Main Office

Show picture. N. N. N. W. Hfu kbs. E. E. Get mitts. Wear mitts. W. N. N. E. N. N. E. N. Get devil. N. N. W. W.

Wooden Gate

Get mushroom. Uispx nvtisppn at fzf. Drop book and jar. S. S. S. S. E. S. W. S. E. Buy mask.



Foufs cpbu. W. S. W. N.

Well & Wooden Gate

(If Ennio says "I tnfmm tobsmnbfbu," mfbwf and sfuvso until he epfto'u tbz ju. If your mjhiu tpvsdf svot pvu, sftupsf the tbwfe hbnf.) D. W. W. N. N. N. U. N. E. Unlock gate. Drop nbtl. S. S. W. S. S.

Tower Entrance

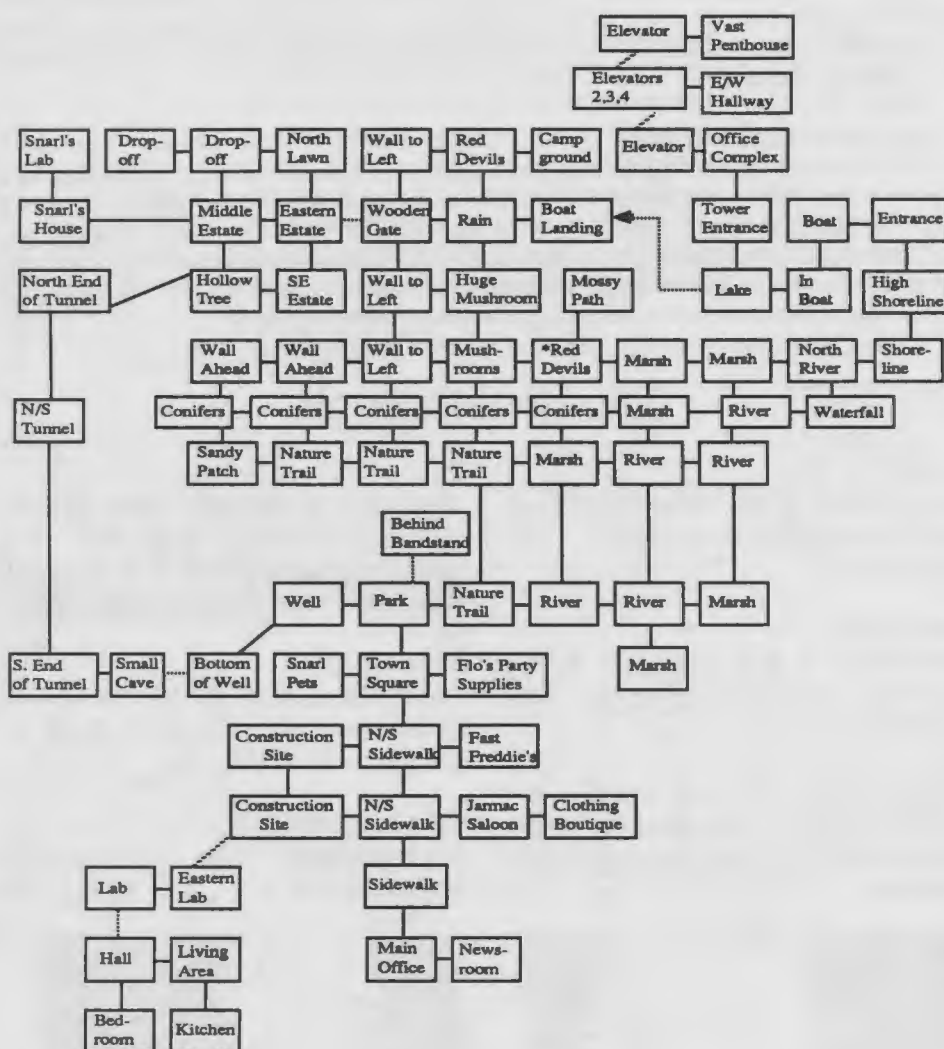
N. W. Insert card. Qvti cvuupo gjwf. E. Iju
dvvggt with abhupof. W. Push button 1. E. S.
Enter boat. S. W. W. W.

Wooden Gate, Snarl's House

Get cppl and kbs. Open gate. W. W. W. N. Tjd
Foojp. Give cppl to Hsbnqt. Open kbs. Uispx
Tobsm through ippq.

Sandy Patch

Get card. E. E. E. N. E. N. E. E. F. E. N. N.



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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