

All-New Format!

SPACE QUEST™ 2

Vohaul's Revenge

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY





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SPACE QUEST™ 2

Vohaul's Revenge

HINT BOOK

Hint Book

Introduction

I welcome you to **Space Quest II: Vohaul's Revenge!**

Space Quest II is the continuing story of a brave janitor, Roger Wilco, who hails from the planet Xenon. Unlike most janitors who are, to the most extent, satisfied with their jobs, our particular janitor aspires to be a real space hero. Most often he bumbles into nasty situations, but his superb wit and daring courage will always see him through...to the detriment of space villains!

It is not necessary to have solved **Space Quest I** to be able to play or enjoy **Space Quest II**. You will journey along with Roger Wilco and help him outwit space thugs, cross dangerous terrain, and most of all, destroy the evil Vohaul who would wreak destruction on the peaceful planet, Xenon.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Roger Wilco. You will guide him. You will think for him. Unfortunately if you are not careful, you will die with him. As Roger Wilco, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply draw a single line across the first box with your marker. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. *Only* if you're *really* stumped should you go for the answer.

How NOT to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding little green men, don't necessarily assume that little green men even exist in this game!

If you've finished Space Quest II

If you've "won" the game and your score was not the maximum (250), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things different than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 250. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games:

For family enjoyment: **Space Quest I and II; King's Quest I, II and III; and The Black Cauldron.** Coming soon will be **King's Quest IV.**

For adult entertainment: The hilarious **Leisure Suit Larry in the Land of the Lounge Lizards** and **Police Quest.**

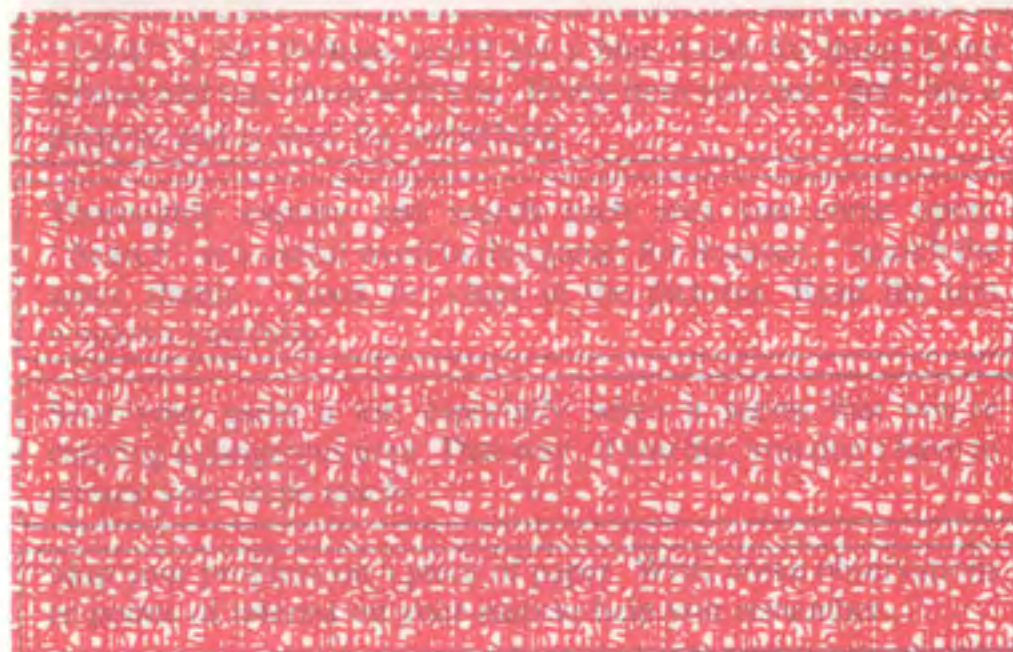
Fun for younger children: **Mixed-up Mother Goose** and **Donald Duck's Playground.**

Good luck on your adventure, and I sincerely hope you enjoy **Space Quest II.**

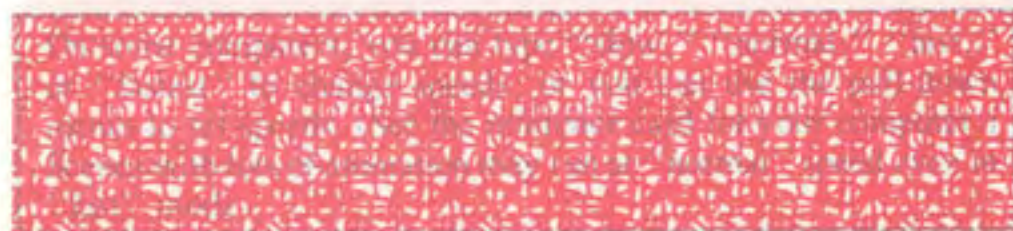
Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this?!



This game is too fast! This game is too slow!



How do I "see" the items I'm carrying?



"Look" a lot. Perhaps you'll get a hint. Look for things lying around and take them with you. Every item you can "get" has a purpose and is used for something.

Thoroughly explore and search each area you come upon. "Search" is a useful word in this game; for instance, "search the space shuttle." Look for clues in the pictures. Read the text windows carefully.

Save your game a lot, especially when it seems that you're entering a dangerous area. That way, if you die, you don't have to retrace your steps much.

Map your progress on a piece of paper. Write down observations or points of interest on your map to help you remember.

On some computers, you can type "slow," "normal," "fast," or "fastest" to change speeds, or you can use the pull-down menus to set speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

Just type "look" and the name of the item. Or, you can use the pull-down menus to look at an object.

How do I "drop" items?



Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

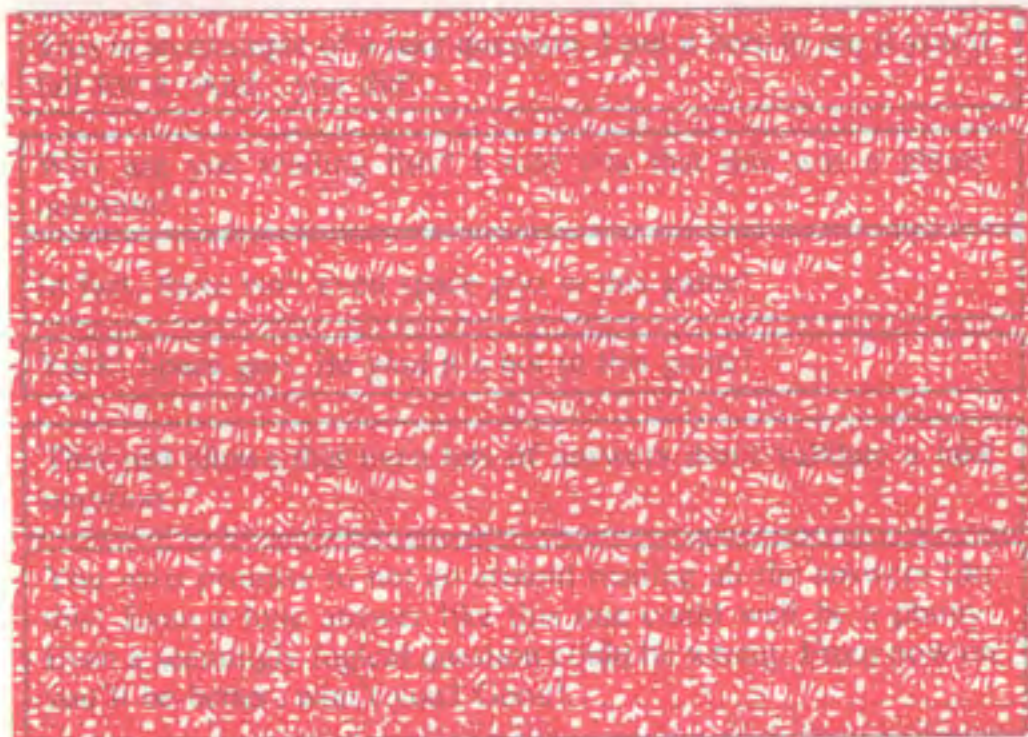


Where does your character put all that stuff he's carrying?

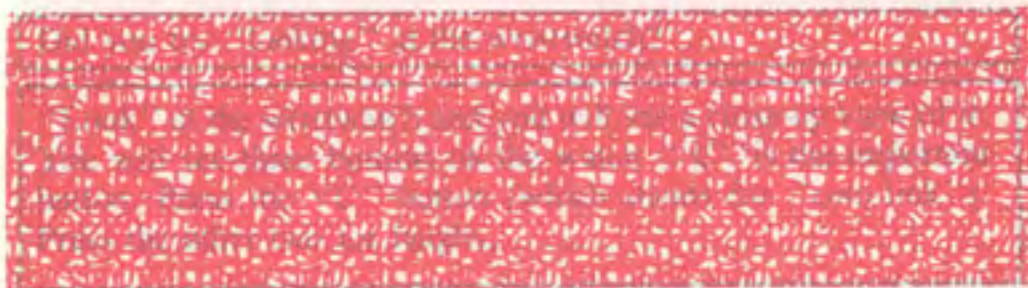


Aboard Xenon Orbital Station 4.

I found space goo on the walls! How do I clean it off?



The beeper on my wristwatch went off. What do I do with it?



You don't. You're going to need everything you find. However, in "using" some items you can thus consume or consolidate them.

Nothing. Everyone "fails" a lot in adventure games. That is one reason it's so satisfying to finally solve one. Your problem is you're not "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start from the beginning every time you make a mistake.

Look on your reference card for instructions on how to "save" a game on your particular computer.

Once you know how to "save" a game, save it *a lot*, especially right before you think something might happen to you, or you want to try something risky. The more "saved games" you have (especially recent ones), the less you have to backtrack.

Either the same place Superman puts his street clothes, or in extremely roomy pockets!

This is an example of a fake question. I put it here to see if you'd fall for it. And...you did!

Why are you reading this? I *told* you that this was a phony question!

In fact, there isn't even space goo in this game!

Yuck! Space goo. Be *glad* it's not in this game!

This just shows that even lots of answers don't validate a fake question.

You *must* promise to not go around reading all the answers like this! Even a long answer like this one could well be a phony. Even a seemingly logical question could be wrong. From now on you'll be better, won't you? Good!

Did you try "looking" at the wristwatch?

"Look" at the wristwatch and you will see a close-up view of it. You will see three buttons on the watch. "C" is the important button. Press the "C" button (which stands for "com-link"). Press the other two for laughs.

Can I ever get my broom back once I lose it?

When you lose your broom, you can't get it back. You can only get a new one. You can't get your broom back once you lose it.

How do I get inside the orbital station? I can walk all around it, but I don't know how to get in.

You can't get inside the orbital station. You can only walk around it. You can't get inside the orbital station.

You can't get inside the orbital station. You can only walk around it. You can't get inside the orbital station.

I changed into the clothes that I found in the air lock chamber. Do I ever need the space suit again?

You don't need the space suit again. You can't get inside the orbital station. You can only walk around it. You can't get inside the orbital station.

What do I do with the lockers?

You can't get inside the orbital station. You can only walk around it. You can't get inside the orbital station.

How do I solve the Cubix Rube Puzzle?

You can't solve the Cubix Rube Puzzle. You can only walk around it. You can't solve the Cubix Rube Puzzle.

You can't solve the Cubix Rube Puzzle. You can only walk around it. You can't solve the Cubix Rube Puzzle.

Should I wear the athletic supporter?

You can't wear the athletic supporter. You can only walk around it. You can't wear the athletic supporter.

You can't wear the athletic supporter. You can only walk around it. You can't wear the athletic supporter.

Why would you want to? Sweeping is such tedious work.

You have better things to do than that!

No, you don't. It's not important.

Never fear! Roberta's here! See that red disk on the ceiling...

Walk up the wall to the ceiling and then to the red disk. Walk to the center of the red disk and see what happens.

Not as far as I know.

But seriously, no you don't. The clothes you're wearing are much more important.

Make sure you search the pockets of the clothes. You'll find something you need there; an order form for a free Labion Terror Beast Mating Whistle.

What do people normally do with lockers? Open them!

If you don't open the lockers you will be sorry later in the game.

You'll find a Cubix Rube Puzzle and your athletic supporter in the locker.

Hmmm! That one's tricky. I don't think I have that answer for you. Let me ask Scott and Mark.

Okay! I've got the answer for you! *You* don't need to solve the puzzle. Let someone else do it later in the game, instead.

Stop! I'm blushing!!

I really think that's a personal decision.

No, I'm just kidding. Actually, the athletic supporter has a better use than being worn by you. It's made of elastic and stretches, ya know.

The athletic supporter could be used as a sling. Hey, now there's a novel idea!

What do I do with the order form? Do I mail it somewhere?

Yes, you should mail it to me.

How do I mail it? Do I use a special envelope?

How do I use the dialect translator?

Just turn it on, and it will work.

Do I need to know anything about the dialect translator?

Do I do anything with the people in the transportation control room?

Yes, you should talk to them and let them know what you need.

Should I try talking to them and let them know what you need?

I'm in the transportation control room. I see a transport tube above me. Problem is, I don't know how to get there.

How do I get to the transport tube?

Just go to the transport tube and get in it.

Is there any way to avoid the space thugs in the shuttle?

Yes, you should avoid them.

The Planet Labion

I crashed in a forest with two guards in a hovercraft. They're dead and I hear a beeping noise. What is that noise?

The beeping is coming from the crashed hovercraft.

Is there anything I can do about the beeping noise?

Search the hovercraft. You will discover a button. Press the button and the beeping will stop. The beeping is a warning device.

Do I do anything with the dead guards by the crashed hovercraft?

Yes, you should talk to them and let them know what you need.

Should I try talking to them and let them know what you need?

Yes, you should talk to them and let them know what you need.

How do I get past the man-eating flower?

Just go to the man-eating flower.

Is there anything I can do about the man-eating flower?

Yes, you could say that. But not here.

You'll find a mailbox later in the game.

You can't use it right now.

Be patient. The time will come. It will be apparent when you need to use it.

They're awfully busy. I don't think they're interested in you.

You could try talking to them, but you won't be happy with the results.

Have you explored all corners of the room?

See the yellow and black striped pad on the floor? Go there.

Not if you want to complete the game!

The beeping is coming from the crashed hovercraft.

It would be wise to turn off the beeping sound.

Search the hovercraft. You will discover a button. Press the button and the beeping will stop. The beeping is a homing device.

Yes, you do something with one of them. No funny stuff, though.

Try searching them.

You will find that one of the guards has a keycard in his pocket. Take it.

What man-eating flower?

Is there a man-eating flower in this game? Gee, I must have missed it!

Ha! I got you! There is no man-eating flower. You got caught by a fake question!

Nothing.

Stay away from them. They are dangerous...and hungry!

The mushrooms are nothing but traps. Best to avoid them.

You need to be out of sight.

Hide behind something so he can't see you.

Hide behind a large tree trunk right away!

If you hide behind the tree trunk, the guard won't see you and will go away from here. He won't come back.

Have you thoroughly searched the surrounding area?

It is very important that you find the source of that shriek.

Go east from the place where you encountered the guard in the hovercraft. You will discover a little pink alien in dire trouble.

Help the little pink alien.

Untie the little pink alien from his trap. He will repay this kindness later.

Good guess! That's using the old noodle.

Need I say more.

You must not be in the right place. You don't meet Labion Terror Beasts around every corner, you know.

I think it would be wise to get one. Be careful not to open it.

When opened, the spores will cause paralysis upon beings who come in contact with them.

How do I keep the trees from grabbing me in the scary forest?

Are you sure you're holding Space Quest II and not King's Quest IV?

Uh-huh, I mean, I'm going to stay away from anything close to King's Quest IV.

Okay, I think the more you know about King's Quest IV, the more you know about the root monster.

Clayton, page 1.

Help! The root monster keeps grabbing me!

There is going to have to slow down here, and I mean real slow.

Oh, I wish it was that slow. That it never made it through the root monster maze if you did it.

We only got started in "How Slow" that day, and you know how slow it was to make it through the maze.

Oh, I wish it was that slow. And you know how slow it was to make it through the maze. The slow it is to reach the end of the maze is the end of the maze.

I finally made it through the root monster maze but I can't go anywhere. I'm stuck!

Are you sure you're in the maze of the root monster?

Are you sure you're in the maze of the root monster?

Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster?

I want to cross the swamp but a swamp monster keeps attacking me!

Are you sure you're in the maze of the root monster?

Are you sure you're in the maze of the root monster?

Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster?

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Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster?

I accidentally found a deep part of the swamp. Is that significant?

Are you sure you're in the maze of the root monster?

Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster? Are you sure you're in the maze of the root monster?

Are you sure you're playing **Space Quest II** and not **King's Quest IV**?

I think I recall there being a scary forest with grabbing trees in **King's Quest IV**.

Okay, I think by now you know that this is another phony question.

Gotcha, didn't I!

You're going to have to slow down here, and I mean *real slow*.

Put yourself in "slow mode." You'll never make it through the root monster maze if you don't.

Not only put yourself in "slow mode" but also save your game frequently as you make your way through the maze.

Put yourself in "slow mode" and save your game frequently as you go through the root maze. The object is to reach the berry bushes in the back of the picture.

See the berry bushes in the back of the picture...

I suppose you could pick some berries while you are here.

The objective is to pick the berries from the bushes. Unfortunately, after that, your only choice is to go back the way you came - through the root monster maze.

You can't outrun the swamp monster.

You can't outsmart the swamp monster.

You're going to have to become disagreeable to the swamp monster.

Did you happen to observe the little pink alien rubbing berries on himself?

You know those berries that you picked by the root monster? Well, rub the berries on yourself.

The smell and the taste of the berries is so bad that if you rub the berries on yourself the swamp monster won't want you.

It sure is, honey!

The deep part leads down through an underwater tunnel to an underground cavern. It's important that you get to the underground cavern.

When I dive under the water at the deep part of the swamp, I can only swim down so far before I run out of air and die. What gives?

How do you usually use breath tanks when you surf?
Can I know about you but I really don't know.
Hold on to the bottom of the tank by your hand and
breathe in.

I see a glowing gem in the underground cavern! Should I get it?

How do you know?
You go down the cave and
find the gem.

I'm at the edge of a deep fissure (crack in the ground). How can I cross it?

Swim down the river.
If you're lucky, you'll
find a small bridge.
If you're not, you'll
have to find a way to cross the river.

Should I hitch a ride with the little purple droid?

Yes, but only if you're sure you can
find the droid.

How can I avoid getting caught by the snares in the trees?

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How can I avoid getting caught by the snares in the trees?
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How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?

Okay! I can get the hunter to walk over to me while I'm in the cage. Now what do I do?

How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?

Help! I found myself locked in a cage and I can't get out!

How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?
How can I avoid getting caught by the snares in the trees?

What do you usually do before diving down into water?

I don't know about you, but I usually hold my breath.

"Hold your breath" before diving under the water. Then swim *straight* there.

That's a darn good idea!

Yes. Remember that it's *glowing*.

Seeing things again?

You never learn, do you?

There is no little purple droid!

Now, don't read another phony question!

See that dead tree at the edge of the fissure...

Climb the tree and see what happens.

That's not the idea.

You are *supposed* to get caught by the snares.

The game cannot continue unless you are caught by the snares.

You need the hunter's help.

Get the hunter to come over to you while you are in the cage.

Call the hunter to you.

You will need to call the hunter *twice*. The first time he will not approach you. The second time he will.

You need to immobilize the hunter.

Remember the spore?

Throw the spore at the hunter. He will be paralyzed.

I found a cliff and can see the landing platform off in the distance.
Problem is - a guard keeps shooting me in a hovercraft!

Well, I've seemed to have explored everywhere. I don't know
where to go now.

Help me! I'm hanging at the end of a rope! I see a fierce beast on
one side of me and a ledge on the other. I don't know what to do!

Either I let go of the rope too soon and fall to my death, or the
beast gets me! How do I get to that ledge?!

I'm in a dark cave. I can't see anything. I need a light!

Paralyze the hunter while he is standing in front of you at the cage by throwing the spore at him. Then search his pockets and find a key. Unlock the cage. Hurry, though!

Don't linger here.

There's really nothing to do here, anyway.

The *real* answer is, though, that the guard in the hovercraft will only come and shoot you if you go up higher in the picture. As long as you stay down toward the bottom of the screen he will not show up.

Remember the fissure (large crack in the ground)...?

You can climb down into the fissure.

Tie the rope to the log that has fallen over the fissure. Climb down the rope. You should have gotten the rope from beside the cage.

Try swinging the rope.

You need to get to the safe ledge!

Save your game right before you swing the rope. Then watch the pattern of the swing and the beast's swipes to be able to determine the best time to let go of the rope.

Notice that the beast will swipe at you three times before he finally gets you.

Let go of the rope at the end of your swing after the beast has swiped at you one to three times.

You're right! You definitely need a source of light!

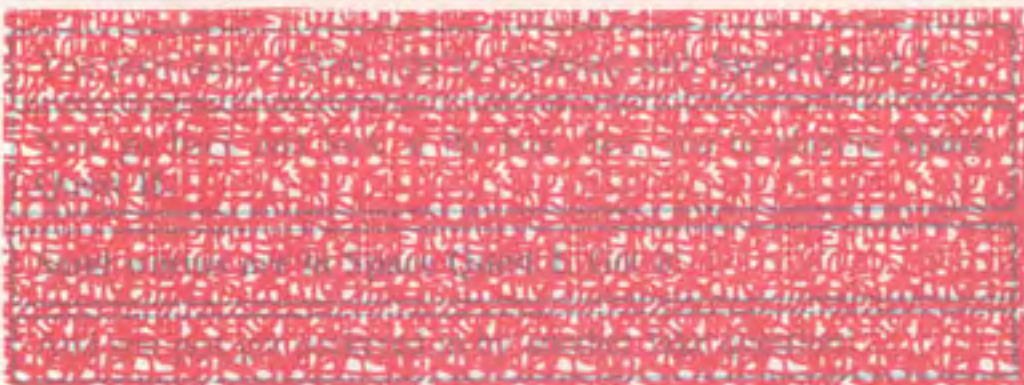
It would help to use something that is glowing.

You should have a glowing gem with you.

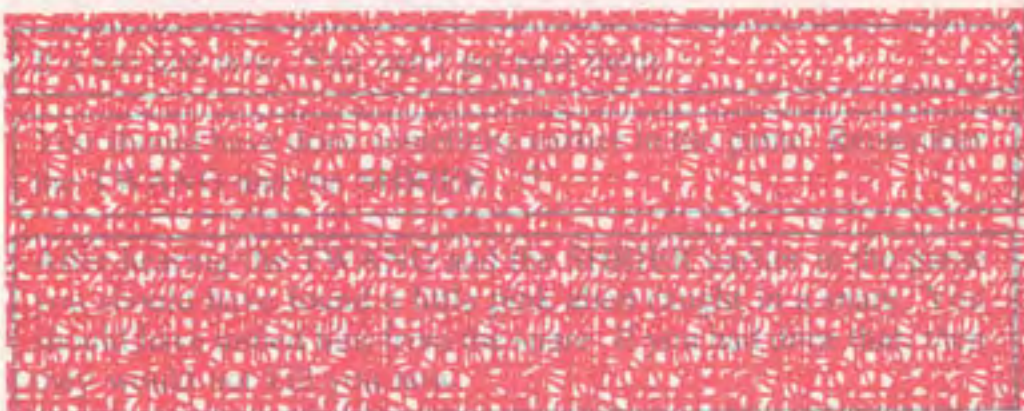
The glowing gem is found in the underground cavern below the deep part of the swamp. (See the question about the deep part of the swamp.)

If you have the glowing gem, say "use glowing gem." The gem is not glowing because you had put it in your pocket. When you take it out you can see where you're going.

How do I keep the sand worms from getting me?



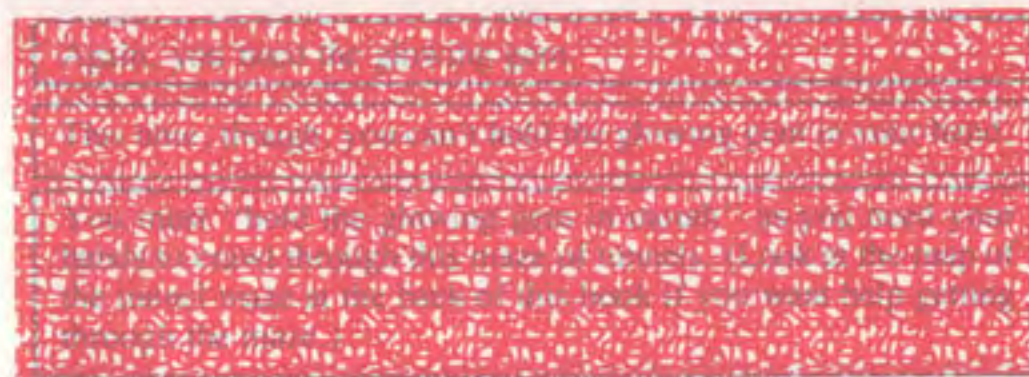
Some little pink aliens keep slinging rocks at me and killing me!
How can I get past them?!



The little pink aliens told me they would show me the way out of
their canyon; but I can't make them do it!



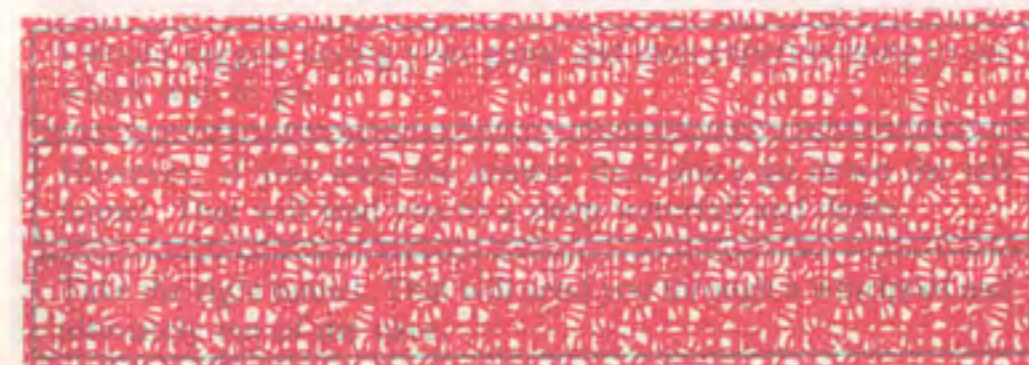
I'm in another dark cave! How can I get through it?



I found myself in a wonderful underground cavern with lots of
waterfalls! Do I do anything here?



I see some tunnels of water, Which way do I go?



You poor dear. I think you're confused with **Space Quest I**.

Now go back and look at the box. See, you're playing **Space Quest II**.

Sand worms are in Space Quest I. Got it!

And *you* just got suckered in by another fake question!

It's too late now. You can't get past them.

You should have done something earlier in the game. Remember the **TWANG** and the **SHRIEK**...?

After hearing the **TWANG** and the **SHRIEK** earlier in the game you should have found a little pink alien caught in a snare. You should have untied him from the snare. If you had done that, then they would not kill you now.

Did you say "pretty please?"

No, I'm just kidding. That's not the answer. Remember, they told you to just say the word when you want to leave the canyon.

The little pink aliens told you to say the word when you want to leave the canyon. Well, type in "say the word."

Again, you need the glowing gem.

This time, though, you can't hold the glowing gem in your hand.

You must "hold the glowing gem in mouth" as you need your hands to crawl through this maze of tunnels. (Look at the map of the tunnel maze at the back of this book if you want help getting through the maze.)

No, not really.

Just enjoy the sights and then continue on to the east.

I would suggest saving your game and then experimenting to see which way to go.

However, if you want the answer then *don't* go down the left tunnel. That will lead you to a steep waterfall and death.

Take the right tunnel. That will send you through a whirlpool and ultimately out of the cave.

Okay, I made it to a clearing next to a pool of water. I see the landing platform nearby. Problem is - I'm stuck here! How do I get out?

1. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.
 2. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.
 3. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.
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 8. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.
 9. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.
 10. *Die Kunst der Kunst* (1900) – Eine Einführung in die Kunstgeschichte.

The spinning Terror Beast keeps killing me. How can I prevent this?

There is no doubt that the 1990s have been a decade of change for the world's oceans. The 1990s have seen the beginning of a new era of international cooperation in the management of the world's oceans. The 1990s have also seen the beginning of a new era of international cooperation in the management of the world's oceans.

I'm at the bottom of the landing platform. There is an alien guard here. Can I do anything to get past the guard?

[illegible][illegible]

I can't get in the elevator at the bottom of the landing platform!

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

2. Next, it is important to gather relevant information and data. This can be done through research, consultation with experts, or by analyzing existing data sets.

3. Once the information is gathered, the next step is to develop a plan or strategy to address the problem. This plan should outline the steps to be taken and the resources needed.

4. The fourth step is to implement the plan. This involves carrying out the tasks outlined in the plan and monitoring progress as the work progresses.

5. Finally, it is essential to evaluate the results of the work. This involves comparing the outcomes against the original objectives and identifying any areas for improvement.

How do I keep from falling off the edge of the landing platform?

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

I hope you have the whistle.

If you don't have the whistle then you're out of luck.

You should have gotten the whistle at the mailbox by mailing the order form you found in your pocket.

Try running away or give him a present.

Go into the pool of water and run to the west (change pictures). The Terror Beast will not follow you. He will not be there when you return. (However, this is the easy way out and will not yield many points.)

Throw the cubix rube puzzle to the Labion Terror Beast.

Try shooting him.

With what, you wonder?

First of all, stay hidden behind the bushes. If he sees you he will shoot you.

Second, there is a little rock that you should have gotten as you went through the opening in the boulder that the Terror Beast made.

Third, I hope you have the athletic supporter.

Fourth, be sneaky and hide often.

Fifth, "Sling the rock at the guard" with the athletic supporter. You will kill the guard that way.

Also, if your timing is good and you're quick, while he is going to the left you can walk right up under the platform and he will not see you. You can then divert his attention by throwing the little rock or calling to him.

Oh dear! I *do* hope you have the keycard.

If you don't have the keycard then *tough luck*.

The keycard is to be found on the body of one of the alien guards that crashed with you in the hovercraft. "Search" his body for it.

You must insert the keycard into the slot next to the elevator door.

Slow down.

Sludge Vohaul's Asteroid Fortress

Help! I keep falling off the edge of the elevated walkways!

I can't get in the shuttle!

Now that I'm in the shuttle, how do I fly it?

Can I avoid getting nabbed by Sludge Vohaul when I'm flying the shuttle?

I'm in a hallway caught between two barriers and a trap door is opening under me! There is a pool of sulphuric acid under the trap door! Help!

How do I keep the floor waxer from running me down?

Put yourself in "slow mode."

Go around to the back of the shuttle.

Go to the back of the shuttle. Get real close to it. Say "open the door." Enter the shuttle.

First, "look" at the shuttle. You'll get some clues there.

"Look" at the console of the shuttle. You'll learn that there is a power button, an altitude dial, and an ascent thruster button.

First, press the power button. Next, turn the altitude dial and then press the ascent thruster button. Use the up and down arrows on your keyboard (or joystick) to control the up or down movement of the shuttle. Hint - the "up" arrow will actually take you "down," and the "down" arrow will really take you "up."

No, you can't.

You wouldn't want to anyway, because that is part of the game.

Going slower would help.

Put yourself in "slow mode" when you are in places such as this. It is much easier to guide yourself when you are going more slowly.

Maybe you should search other areas of the fortress first.

I'm afraid if you do not have the plunger you're out of luck.

You need to find the plunger. The plunger is on level three.

Once you have the plunger, you need to stick it on the wall of the barrier. Say, "stick plunger on wall." You will hold on to the plunger as the trap door opens.

The only thing you can do is to quickly go the other way.

Go to the nearest elevator and enter it. The floor waxer will go on by.

A black and white polka-dot robot is after me! Help!!

1. I don't know what a black and white duck is and what it has to do with me. I don't know what a black and white duck is and what it has to do with me.

[illegible]

I'm in a hallway on level three but I don't know what to do here?

Key to the numbers in the table:
 1. Number of the station in the direction of the main line.
 2. Number of the station in the direction of the branch line.
 3. Number of the station in the direction of the main line.
 4. Number of the station in the direction of the branch line.

This is the English text for the class. The Hindi text will be written below it.

I'm in a hallway on level four but I don't know what to do here, either?

So, for me, a couple of more left-wing ideas for them. I have the feeling that the left is not the answer to the problems of the world.

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I'm in a bathroom on level four. Am I supposed to do something in here?

1. The first 10 days, including the 4th and 5th, were

What am I supposed to do on level five?

The first part of the paper discusses the importance of the
 second part of the paper discusses the importance of the
 third part of the paper discusses the importance of the
 fourth part of the paper discusses the importance of the
 fifth part of the paper discusses the importance of the
 sixth part of the paper discusses the importance of the
 seventh part of the paper discusses the importance of the
 eighth part of the paper discusses the importance of the
 ninth part of the paper discusses the importance of the
 tenth part of the paper discusses the importance of the

A spiny alien kissed me! Is that okay?

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I don't know about a black and white polka-dot robot. How about a purple and green striped one?

No wait! How about an orange, blue, and pink plaid one?

No! Even better!! How about a mauve, lemon-yellow, chartreuse, and hot pink paisley one?!!

I hope you realize that this is a fake question.

You're looking for a closet.

You will see a door in the wall of the hallway. There will be a button next to the door.

Press the button next to the door. The door will open. Enter it. You will see that it is a closet. "Look" in the closet. You will discover a plunger. Get it.

You're looking for a closet *and* a bathroom on this level.

You will see a couple of doors with white figures on them. Those are the bathroom doors. Push the button next to the doors to open them.

There will be another door by itself with a button next to it. Push the button to open the door. It is a closet. "Look" in the closet and discover a glass cutter. Get it.

What do people normally do in bathrooms?!

Oh, excuse me. I thought you meant something else. (Embarrassed.)

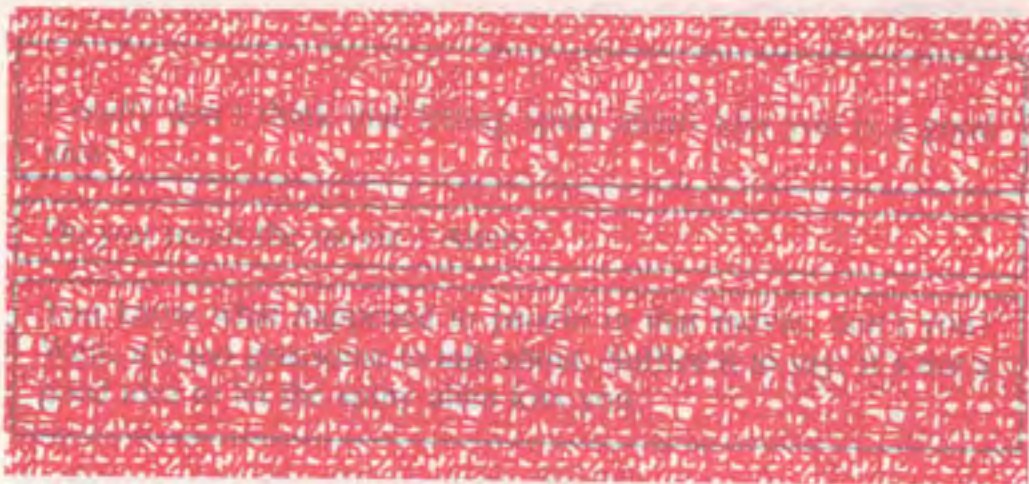
"Look" in the empty stall. There is toilet paper there. Get it.

You are looking for another closet on this level.

Look for a door in the wall of the hallway. There will be a button next to the door.

Open the closet door by pressing the button. Enter the closet and say "look in the closet." You will find a waste basket and dirty overalls. Get the basket and the overalls. A lighter will fall out of the overalls. Get the lighter.

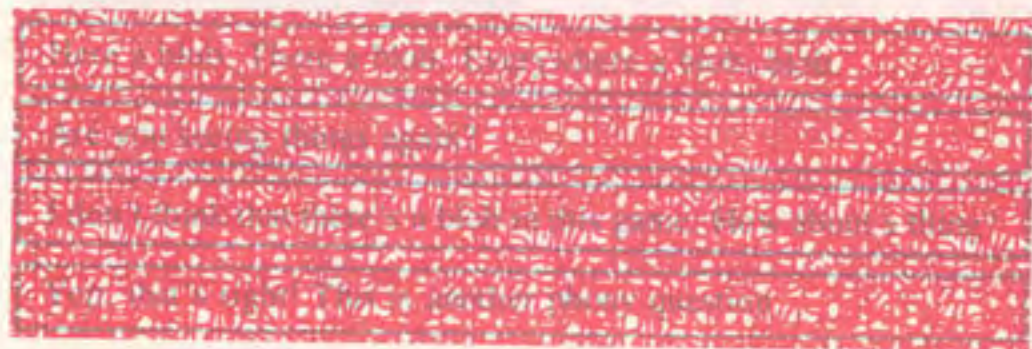
Do you normally go around kissing spiny aliens? I'm really worried about you!



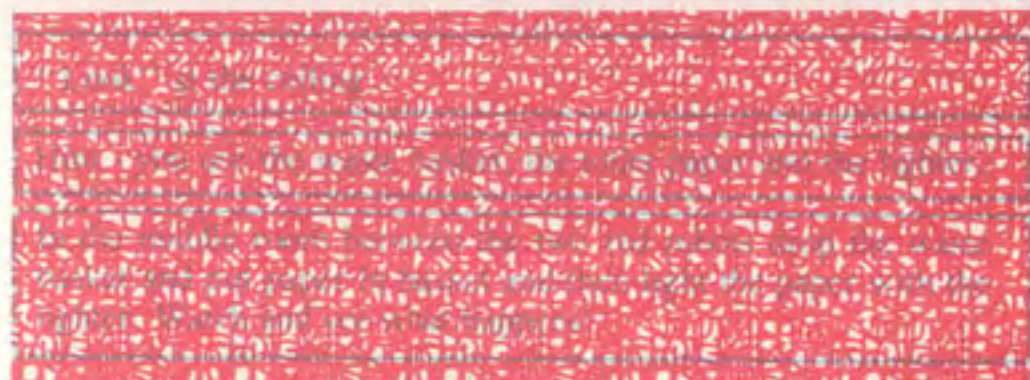
Okay, I covered levels three, four, and five. Now where do I go?



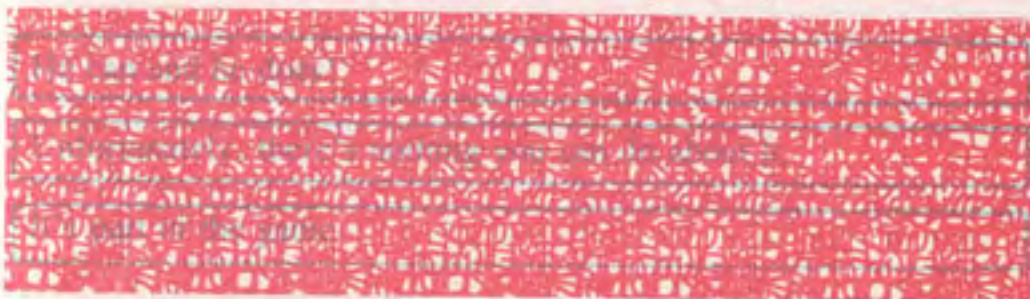
What do I do with the big pink blob?



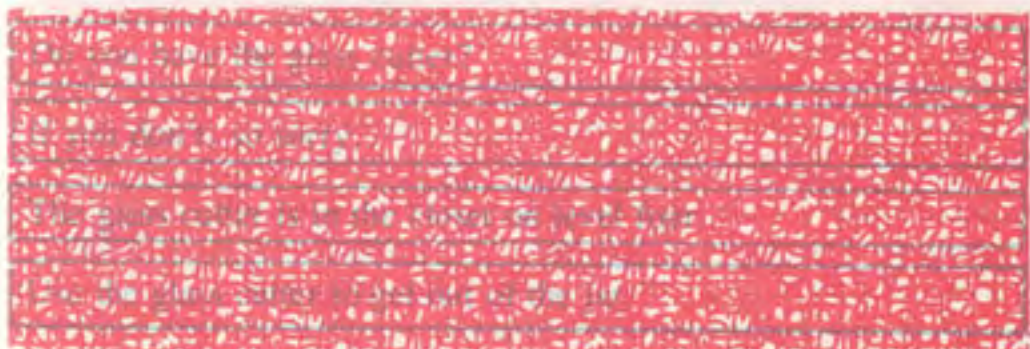
I encounter a room of nasty red robots! How do I get past them?



Sludge Vohaul miniaturized me! Can he get away with this?!



I'm in a glass jar! Get me out of here!



Whew! I'm out of the glass jar. Where do I go from here.



I *really* don't think that letting spiny aliens kiss you is a good idea!

Do you recall the movie "Alien."

You know what happened to people in that movie, don't you? Well, it's too gruesome to talk about. Suffice it to say, it's *not* a good idea to let the spiny alien kiss you.

Back to level one.

Back to level one and to deal with the barrier and the trap door.

Here a blob. There a blob. Everywhere a blob, blob.

Are you seeing things again?

I don't think that there's a blob in this game. How about a thing?

Yep, that's right! This is another phony question.

You cannot explore the hallway further until you get rid of the red robots (Wallbots).

"Look" at the ceiling.

Hint - you use the waste basket, the toilet paper and the lighter.

In the middle room between the two red robots drop the waste basket and put paper in basket and then light the paper with the lighter. Watch and see what happens!

He can and he does!

Unfortunately, there's nothing you can do about it.

It's part of the game.

Do you have the glass cutter?

If you don't, so sorry.

The glass cutter is in the closet on level four.

Use the glass cutter to get out of the jar.

"Look" around. What do you see?

2. **Healthy Living:** The **Healthy Living** Single Column will inform readers about ways to live healthy and active.

Now I'm inside Sludge Vohaul's life support machine. What am I supposed to do in here?

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 111–118

US WORKING CLASS/WHITE NATIONAL GUARDIAN OF DEMOCRACY

1. *How do you feel about the way the world is changing?*

Sludge Vohaul pushed a button before he died. What was that?

It has been suggested that the observed increase in the number of children with autism is due to a rise in the number of children who are being diagnosed with the condition. However, this is not the case. The number of children with autism is actually decreasing, but the number of children who are being diagnosed with the condition is increasing. This is because the criteria for diagnosing autism have become more stringent over time. As a result, more children are being diagnosed with autism, even though the actual number of children with the condition is decreasing.

As a result of the above, the following were the main findings of the study on the impact of the major changes in the value of the average wage rate on the average wage rate:

I want to be my normal size again! Help!

From the above, it is obvious that the proposed method has a high accuracy in identifying the fault location and a low error rate.

29

the 1990s, the number of people in the United States who are obese has increased by 50 percent. In 1990, 15 percent of the population was obese, and in 2000, 25 percent of the population was obese. In 2000, 15 percent of the population was obese, and in 2000, 25 percent of the population was obese.

Now that I'm my normal size again, what do I do with the dead Sludge Vohaul?

[illegible]

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[illegible]

All right, I aborted the clone launch. Now where do I go?

[illegible]

I'm in the clear tubular passage. As I walk along it, cracks appear and I die from lack of oxygen. How can I avoid this?

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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

30

You are on top of the machine that is Sludge Vohaul's life support system. There are vents nearby.

Enter the vents.

Look very carefully at all the mechanisms here.

Do you see something behind the pumping respirator?

There is a red button behind the pumping respirator. Push it. That will stop the machine and kill Sludge Vohaul.

When Vohaul did that he started a timer which, when the timer runs out, will launch the clone door-to-door life insurance salesman to infest Xenon. The timer is only about 7 minutes, so you had better hurry to stop it!

Vohaul also started, at the same time, a timer which, when *it* runs out, will cause the asteroid you are currently on to burn up in the planet Labion's atmosphere. This timer is longer, though. It is about 40 minutes long. Basically, you should target to be off the asteroid within 40 minutes or you'll obviously die.

From the glass jar, walk to the left to the next picture. There you will see a computer screen and a keyboard. "Look" around.

You will see an off and on switch next to the computer keyboard. Lower the switch to "on." That action will turn on the reducing or enlarging mechanism. Obviously choose "enlarge." Then go back to the glass jar to become re-enlarged.

Well, the first thing you should do is "search" his body.

In searching his body you will discover the letters SHSR written in pen on his hand.

Notice that one of the computer screens is blinking. "Look" at it.

Type SHSR into the computer keyboard. That will stop the launch of the clone door-to-door life insurance salesman infestation of Xenon (if you did it before the timer was up, anyway).

See the stairs going up to the right...

When you first enter the clear tubular passage, "look" around.

When you "look" you will notice a red box. "Look" at the box.

I see the escape pods but a long biped robot protects them. How can I get rid of the robot?

I see the escape pods but a long biped robot protects them. How can I get rid of the robot?

I see the escape pods but a long biped robot protects them. How can I get rid of the robot?

I see the escape pods but a long biped robot protects them. How can I get rid of the robot?

Biped robot keeps killing me before I can enter escape pod.

Biped robot keeps killing me before I can enter escape pod.

Okay, I'm in the escape pod. Now what?

Okay, I'm in the escape pod. Now what?

Oh no! I'm running out of air in the escape pod!

Oh no! I'm running out of air in the escape pod!

Oh no! I'm running out of air in the escape pod!

The red box is an oxygen mask receptacle. "Open" the box. Get the oxygen mask and wear it right away.

Quickly do the following. "Push button" and return to hallway. Go through three rooms while biped robot follows. When you go through circular door turn back through and return to hallway through doors and robot will have lost interest and returned to pod room.

Go to the escape pods. The two-legged robot will begin to follow you. Go the other way and keep going that direction without stopping. The robot will follow you. You will outdistance the robot and arrive back at the escape pods before it does.

When arriving back at pod room quickly press the button and enter the escape pod. Once you enter the pod, you are safe from the robot.

Now "look" in the pod and see what you see.

You will see a panel in the escape pod when you "look" at the pod. "Looking" at the panel will reveal a launch button. Press the button and you will take off.

You only have a couple of minutes before the pod runs out of air. The oxygen mask will not help.

Just say "look pod" again. Now a sleep chamber will be revealed to you. Go over to the sleep chamber and say "open the chamber." The sleep chamber will open and you can enter it. That action will put you in a deep sleep and you will end the game with hopes that someone will pick you up. But, you saved Xenon from the clone door-to-door life insurance salesmen infestation. Congratulations!

After the End of the Game

CAUTION: Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

...press the "T" button or the "R" button on your controller to

get the reward from the body of the guard in the Landing Platform?

...accidentally kick the spin on the ground and go into pain state? (It's not death.)

...use identity to down the wrong water tunnel and go down the stairs as a result? (That is death.)

...miss the sub's exit point in the Labon Tower Room instead of running away from it?

...did the later trick by the moving on the Boulder and the Tower Room again?

...hide behind the right frame column in the landing platform and throw the knife back to cut to the guard to attract his attention? (Instead of killing him with the knife stick and ultimate approach.)

...peek into the open elevator when the guard came down it in the landing platform to see who was there and his back was turned?

...use the identity to get into the elevator in the landing platform? (Did you take it back?)

...use the point in the "Landing Platform"?

...and so on?

On the other hand, if you did not do any of these things, you are a very good player.

Points

How and Where Earned

Number of Points

Xenon Orbital Station 4

...pressing the "T" button or "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

...pressing the "L" button?

...pressing the "R" button?

press the "T" button or the "H" button on your wrist watch?

get the keycard from the body of the guard in the crashed hovercraft?

accidentally kick the spore on the ground and go into paralysis?
(It's not death.)

accidentally go down the wrong water tunnel and go over the steep waterfall? (This *is* death.)

throw the cubix rube puzzle at the Labion Terror Beast instead of running away from it?

find the little rock by the opening in the boulder that the Terror Beast made?

hide behind the right front column of the landing platform and throw the little rock (or call to the guard) to attract his attention?
(Instead of killing him with the little rock and athletic supporter.)

sneak into the open elevator when the guard came down it (on the landing platform) to see who was there and his back was turned?

use the keycard to get into the elevator on the landing platform?
Did you take it back?
use the toilet in the bathroom?
read walls?

Pressing the "C" button on wrist watch	1
Entering the airlock chamber	1
Wearing the clothes	1
Obtaining the athletic supporter	1
Obtaining the cubix rube puzzle	1
Nabbed and kidnapped in shuttle	<u>5</u>

The Planet Labion

1. Finding the entrance to the cave
 2. Climbing the rock and from back of guard
 3. Rushing from guard to his shield
 4. Pushing the little black sheep
 5. Climbing the stone
 6. Mailing the small stone
 7. Climbing the stairs
 8. Making it through your monster maze and back
 9. Climbing the barrier
 10. Running the berries to self
 11. Heading through a deep part of swamp
 12. Digging into underground cavern under a stone
 13. Climbing the glowing gate
 14. Heading through again to get back to swamp
 15. Finding dead tree to be sure
 16. Throwing the spear at the barrier
 17. Climbing the wall to the bottom
 18. Climbing the tower
 19. Using stone to get across a river
 20. Swinging on rope
 21. Climbing to cave again
 22. Using glowing gem to find cave
 23. Rushing the glowing gem when dropping it
 24. Pushing away the sword
 25. Navigating the monster maze
 26. Rushing through the wilderness
 27. Climbing the stairs to the Terrace Royal
 28. Rushing the little black sheep to the corner of room
 29. Climbing the little wall
 30. Sliding the rock at the guard on the landing platform
 31. Climbing the wall to landing platform
 32. Pushing the stone

Sludge Vohaul's Asteroid Fortress

- *Observing the plunger*
- *Using the plunger at the drain*
- *Surrounding the drain with*
- *Obtaining the glass cover*
- *Obtaining the toilet paper*
- *Clearing the toilet*
- *Putting the toilet paper in the waste basket*
- *Obtaining the waste basket*
- *Placing the waste basket*
- *Washing our the two sinks in alternant*
- *Accessing the phone booth*
- *Placing a hole in the glass jar*
- *Extinguishing the candle - the support system*
- *Formulating the support*
- *Reusing the two support with the candle in a low and*
- *Carding the floor chair*

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Turning off the homing device in the crashed hovercraft	1
Obtaining the keycard from body of guard	3
Hiding from guard in hovercraft	5
Untying the little pink alien	5
Obtaining the spore	4
Mailing the order form	2
Obtaining the whistle	2
Making it through root monster maze and back	4
Obtaining the berries	4
Rubbing the berries on self	3
Holding breath at deep part of swamp	2
Discovering underground cavern under swamp	2
Obtaining the glowing gem	3
Holding breath again to get back to swamp	2
Climbing dead tree by fissure	4
Throwing the spore at the hunter	5
Obtaining key from the hunter	2
Obtaining the rope	2
Tying rope to tree across fissure	2
Swinging on rope	2
Jumping to safe ledge	5
Using glowing gem in first cave	2
Retrieving glowing gem after dropping it	1
For "saying the word"	2
Navigating the tunnel maze	20
Exiting through the whirlpool	5
Blowing the whistle for the Terror Beast	5
Throwing the cubix rube puzzle at the Terror Beast	10
Obtaining the little rock	2
Slinging the rock at the guard on the landing platform	20
Opening elevator at landing platform	5
Leaving the planet	20

Obtaining the plunger	1
Using the plunger at trap door	10
Surviving the acid pool	10
Obtaining the glass cutter	1
Obtaining the toilet paper	1
Obtaining the lighter	1
Putting the toilet paper in the waste basket	1
Obtaining the waste basket	1
Dropping the waste basket	1
Shorting out the red robots (wallbots)	10
Aborting the clone launch	10
Cutting a hole in the glass jar	5
Shutting off Vohaul's life support system	10
Obtaining oxygen mask	2
Beating the two-legged robot and entering escape pod	10
Climbing into sleep chamber	10

250

(maximum score)

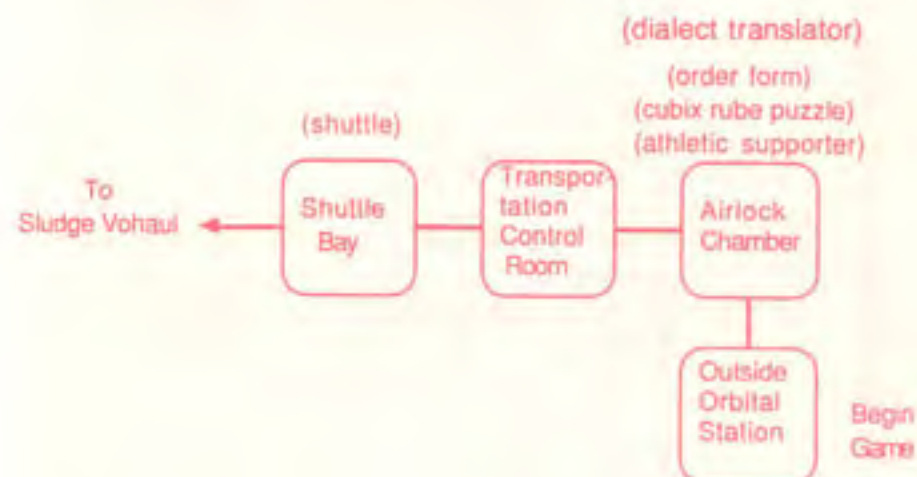
Objects

Location of All Objects Where Found

Where Used

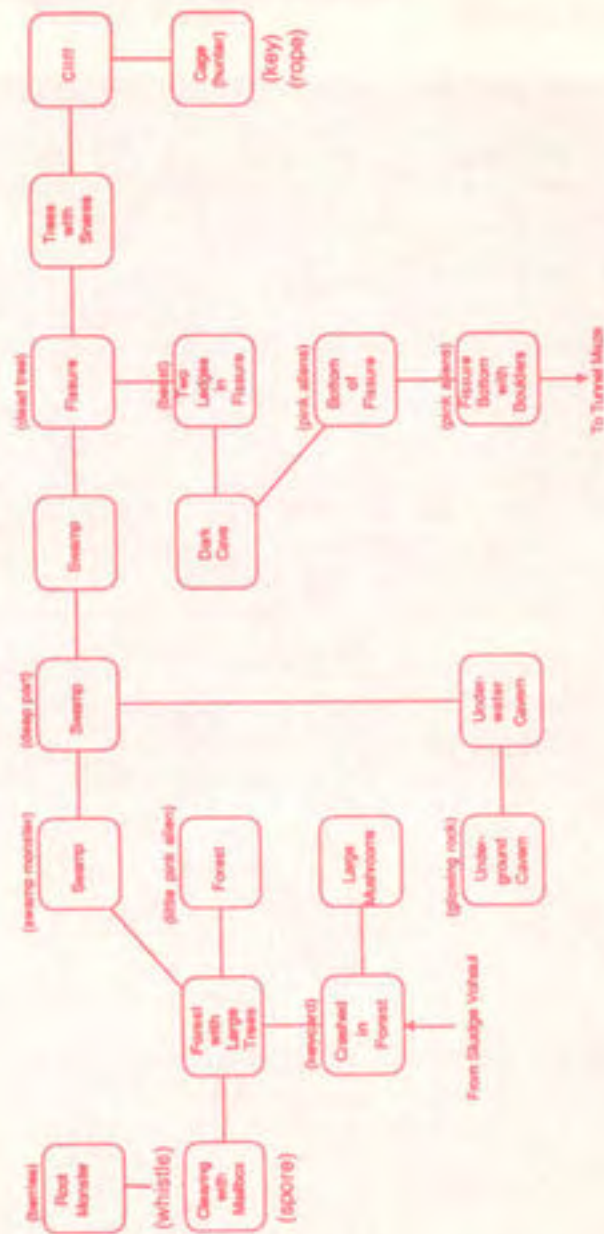
Button transistor	Pocket of clothes	With suit/shirt
Amulet, silver	Locker in airlock	Guard in airlock
Colony radio	Locker in airlock	Throne in Colony Bay
Water bottle	Pocket of clothes	With a mattress
Keycard	Under guard's foot	Transportation control room
Scarf	On ground in airlock	Throne in throne airlock
Control panel	All rooms	At entrance to bay
Wrench		
Batons	Back of seat, massive	End of suit in swamp
Shooting gun	Underwater barrel	In two dark caves
Song	By human and alien	The air filter bay
Key	For bunker - early	For network cage
Radio rock	Farther than's signpost	Colony in 1 planetarium
Plunger	Closest in level 3	Barrel and suit bay
Glass jar	Closest in level 4	Colony glass jar bottle in water bottle
Water paper	Under air in level 4	
Water paper	Closest in level 5	Set water paper in 4
Lighter	Closest in level 3	Lighter in bottle barrel
Gas mask	Closest in level 3	Lighter in bottle barrel

XENON ORBITAL STATION 4

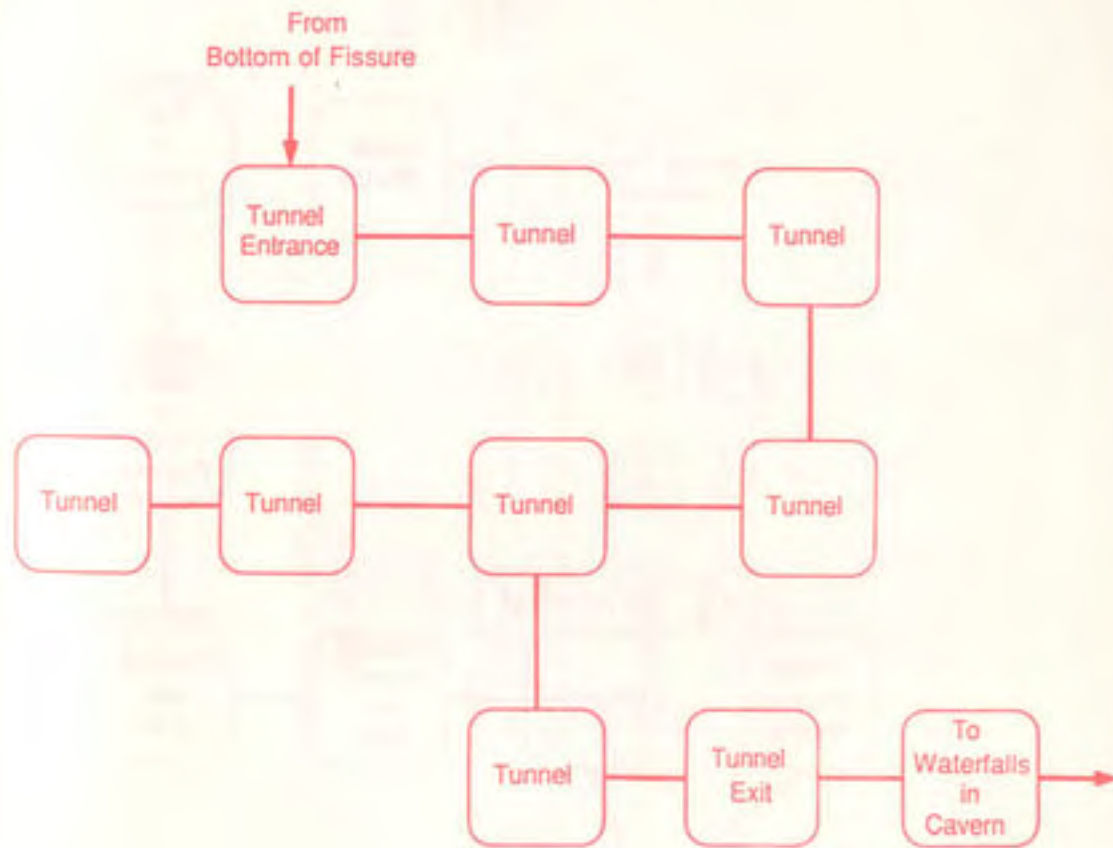


Dialect translator	Pocket of clothes	With pink aliens
Athletic supporter	Locker in airlock	Guard at l/platform
Cubix rube puzzle	Locker in airlock	Throw at Terror Beast
Order form	Pocket of clothes	Mail at mailbox
Keycard	Dead guard/hovercraft	Elevator/l/ platform
Spore	On ground by mailbox	Throw at hunter
Terror Beast	At mailbox	At clearing by pool
Whistle		Rub on self at swamp
Berries	Bushes by root monster	In two dark caves
Glowing gem	Underwater cavern	Tie to fallen log
Rope	By hunter and cage	To unlock cage
Key	The hunter's body	Guard at l/ platform
Little rock	Terror Beast's opening	Barrier and trap door
Plunger	Closet on level 3	Cutting glass jar
Glass cutter	Closet on level 4	Putting in waste basket
Toilet paper	Bathroom on level 4	Put toilet paper in it
Waste basket	Closet on level 5	Light toilet paper/basket
Lighter	Closet on level 5	Clear tube passage
Oxygen mask	Clear tube passage	

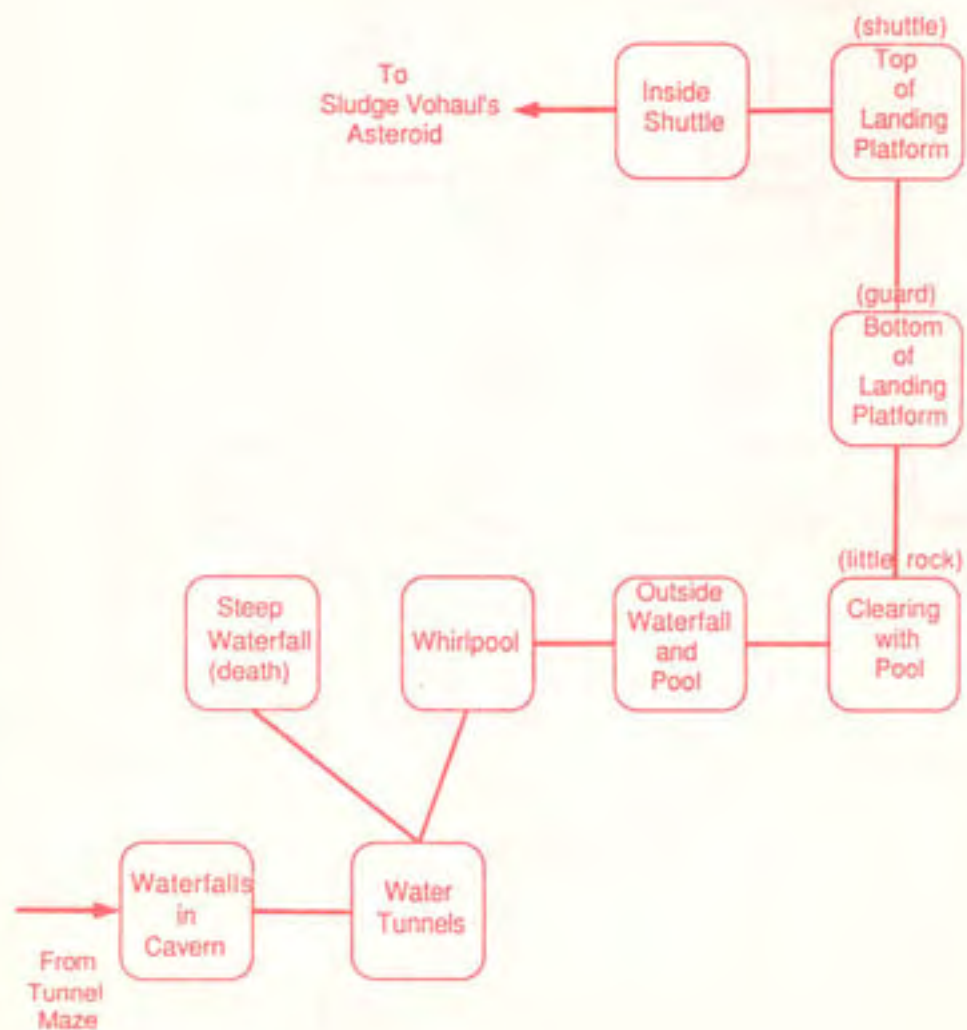
PLANET LABION BEFORE THE TUNNEL MAZE



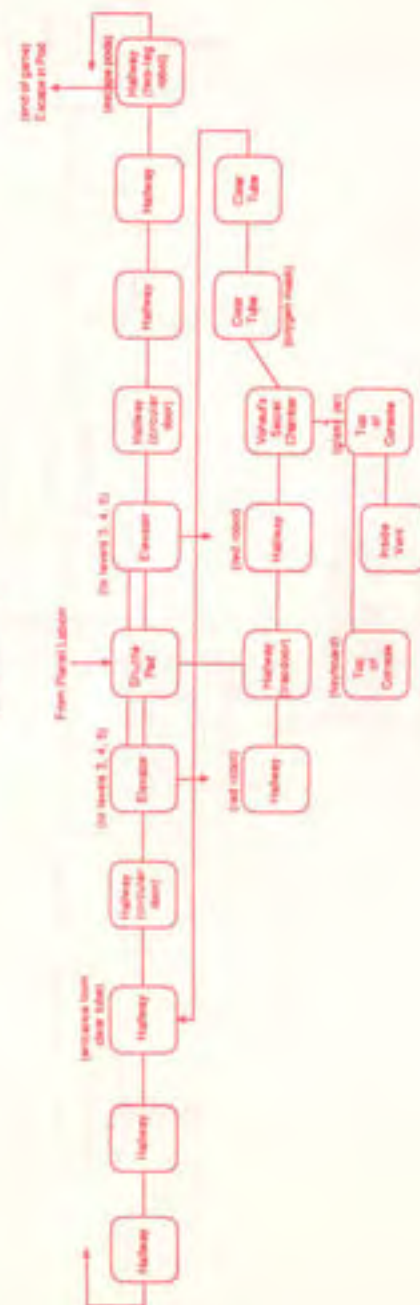
TUNNEL MAZE OF PLANET LABION



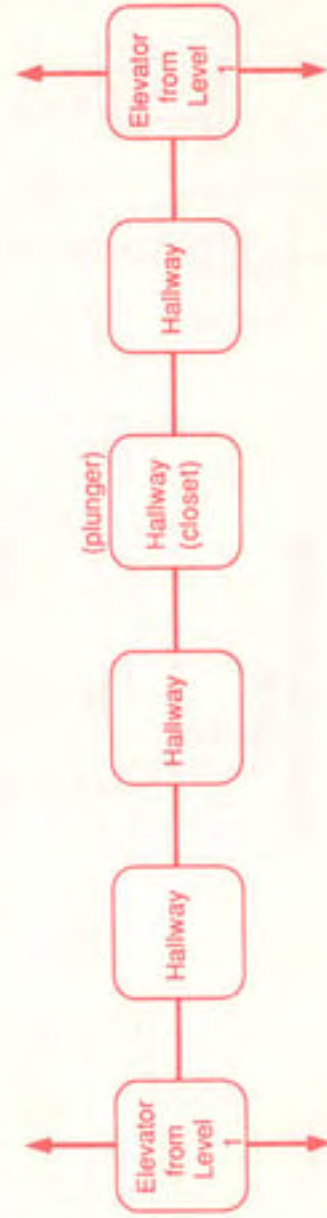
PLANET LABION AFTER TUNNEL MAZE



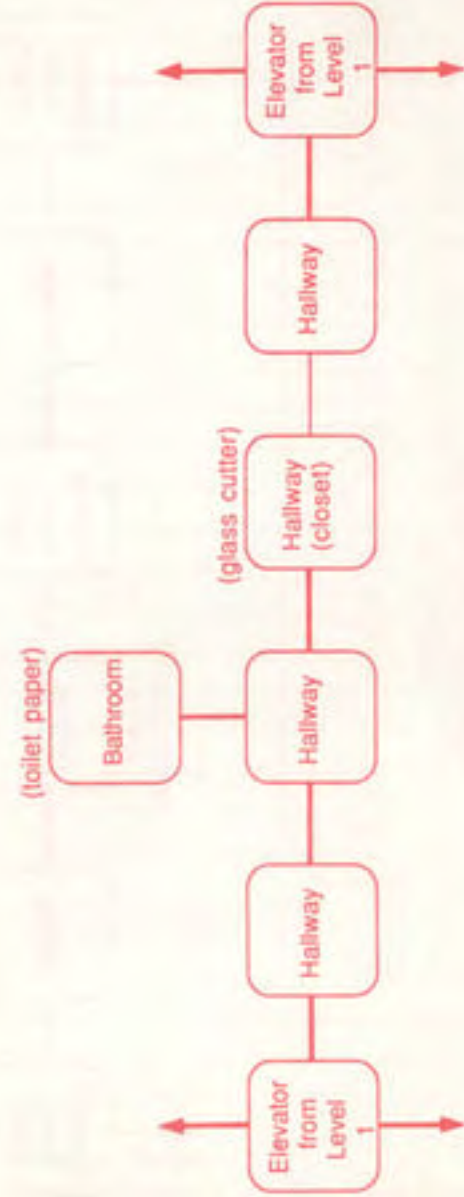
VOHAUL'S ASTEROID (LEVEL 1)



VOHAUL'S ASTEROID (LEVEL 3)



VOHAUL'S ASTEROID (LEVEL 4)



VOHAUL'S ASTEROID
(LEVEL 5)



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ADVENTURE WINDOW

***Place the red ADVENTURE WINDOW
over the red patterned areas in your hint
book to reveal the HIDDEN clues.***