

Infidel

Introduction to Infidel

To win *Infidel*, you have to find the pyramid and ransack its interior, which contains marvelous treasures. When the game starts, you are on an archeological expedition, but all the workers have drugged you and abandoned the site. You'll have to do it all yourself. When you finally open the sarcophagus, you will have won the game. *Infidel* is not related to any of the other Infocom games; it may be the beginning of a new series.

If you are trying the game for the first time, you will need the map that came with the game. It includes latitude and longitude for various locations. These will help you locate the hidden pyramid—if you have a device such as a navigation box to tell you where you are.

This marvelous piece of instrumentation will allow you to tell your latitude and longitude at the push of a button. All of the workers have drugged you and left, but the box finally comes. The box will land wherever you are if you are outside at the time. Otherwise, it will land in room #12.

General Hints

You can die of hunger or thirst in the desert if you **do** not have food and water with you. The only place to get food is in your tent; the only place to get water is in the Nile. **Make** sure you don't get eaten by a crocodile.

You will need a light source once you have found the pyramid. There will be a torch, but make sure you don't drop it on any-

thing flammable, such as the barge. It will go up in smoke, along with you.

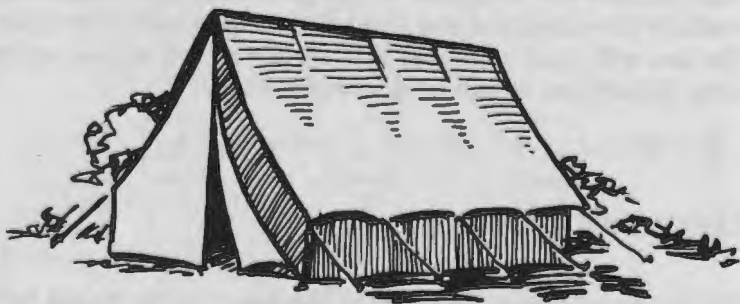
You will find a ring on a skeleton in your quest. Do not wear it, as it is deadly.

Don't go down the steep staircase without some aid, such as a rope. You could die without the aid.

Be cautious with the beam. You'll need it in several places to get treasures without dying.

Room Notes

1. **Your tent**—The trunk can be opened by hitting the lock with the shovel (room #6), the axe (room #6), or the blackened rock (room #10). Inside the trunk is a useless inspection sticker, a map, and some bully beef. Keep the beef for when you are hungry. When you eat it, you will get thirsty. The map itself is useless, but if you unfold it, you will find a cube. The cube is important, and is used in room #22.



2. **Outside your tent**—Nothing is important here.

3. **Near the Nile**—Nothing is important here.



4. **River bank**—This is the only place to get water. You need water every time you get thirsty, but there are a few times that you will always need water. The first time is at the beginning of the game. The second time is right after you eat the bully beef (room #1); the third time you should have water in the canteen (room #9) is in room #75.
5. **Outside supply tent**—Nothing is important here.
6. **Supply tent**—The axe can be used in room #1, and is needed in rooms #66, #68, and #73. The shovel is needed in room #22, and can also be used in room #1.
7. **Southern path**—Nothing is important here.
8. **Outside work tent**—Nothing is important here.
9. **Work tent**—The note is useless. The knapsack is useful. Inside the sack are rope and a canteen. The canteen should be used to carry the water from room #4 around with you, and the rope is needed in room #23. Since the sack is so large, it makes a good carrier for your things, such as treasures.
10. **Fire pit**—The foil is an empty Camels cigarettes wrapper which is useless. The matchbook is needed in room #23. There are only 19 matches, so use them wisely. There is a blackened rock here. It can be used in room #1, but otherwise it has no use.



11. **Northern path**—Nothing is important here.
12. **Middle path**—Nothing is important here.
13. **Southern path**—Nothing is important here.
14. **Desert**—Nothing is important here.
15. **Desert**—Nothing is important here.
16. **Desert**—Nothing is important here.
17. **Desert**—Nothing is important here.



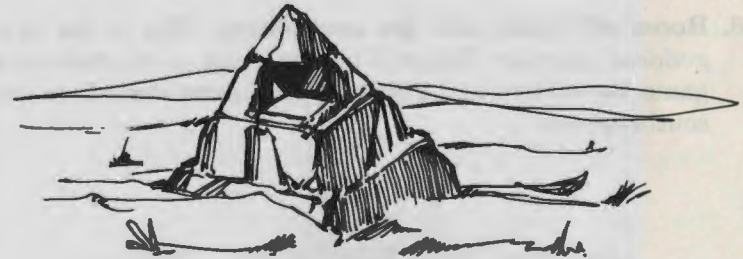
18. **Desert**—Nothing is important here.

19. **Desert**—Nothing is important here.

20. **Desert**—Nothing is important here.

21. **Desert**—Nothing is important here.

22. **Desert**—According to the navigation box (see introduction), this spot is at the same point as the 'X' on the map which came with the game. Dig here five times. On any other spot, you would die. Here you don't. The tip of the pyramid has a square. Put the cube from room #1 in the square. You can now go into the pyramid.



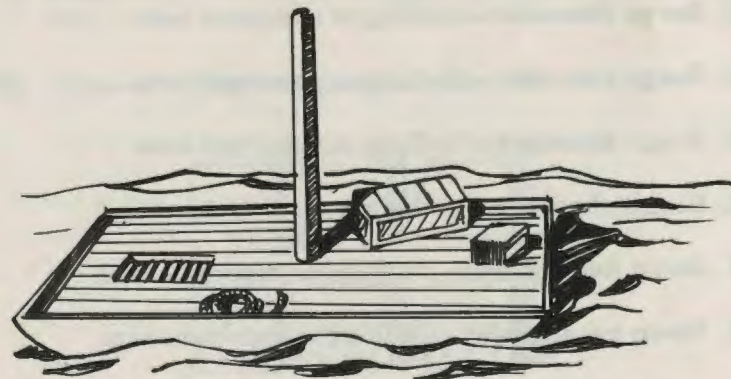
23. **Chamber of Ra**—The torch is a very good light source. However, if you get a match and try to light it, it is too dry. The stuff inside the jar is oil. Pour the oil on the torch. Now get a match, and light the torch. You can now see in other places. The stairway to the north is steep. So steep, in fact, that you cannot go down it normally. You must tie the rope from room #9 to the altar, and then go north.

- 24. Circular room**—The statue is important. It is needed to get to rooms #26, #28, #30, and #32. To get to room #32, push the statue into room #27. Now come back here. Get the head that broke, and bring it in here, and drop it. You can now go to room #32. Repeat this with each spoke; for room #26, push it into room #29, for room #28, push it into room #31, and for room #30, push it into room #25. You must also drop the head in the spot where you pushed the statue. Get the golden cluster.
- 25. Northeast hallway**—See the description of room #24.
- 26. Room of Selkis**—Get the ruby cluster. This is the second *goddess'* chamber. This will be important at the end of the game. So will the fact that the ruby cluster came from the northeast end.
- 27. Southeast hallway**—See the description of room #24.
- 28. Room of Neith**—Get the opal cluster. This is the first *goddess'* chamber. This will be important at the end of the game. So will the fact that the opal cluster came from the southeast end.



- 29. Southwest hallway**—See the description of room #24.
- 30. Room of Isis**—Get the emerald cluster. This is the third *goddess'* chamber. This will be important at the end of the game. So will the fact that the emerald cluster came from the southwest end.

- 31. Northwest hallway**—See the description of room #24.
- 32. Room of Nephthys**—Get the diamond cluster. This is the fourth *goddess'* chamber. This will be important at the end of the game. So will the fact that the diamond cluster came from the northwest end.
- 33. South landing**—Nothing is important here.
- 34. Narrow hallway**—Nothing is important here.
- 35. Narrow hallway**—Nothing is important here.
- 36. Barge chamber**—Nothing is important here.
- 37. Center of barge**—The mast will be here if you have lifted it. If you haven't, you should. Go down to room #41 and do it.



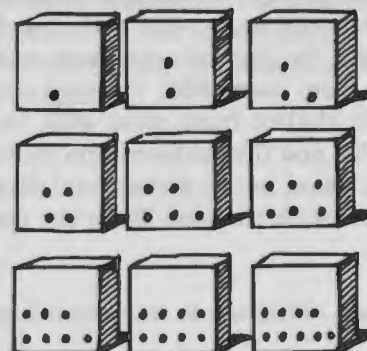
- 38. Fore cabin**—The scroll tells you what to do in room #63.
- 39. Aft cabin**—Nothing is important here.
- 40. Below deck**—Nothing is important here.

41. **West end of hold**—Put the torch in the knothole; you're going to need your hands free. Get the shim which is holding the beam down. Drop everything. Lift the beam. Get everything but the shim. Be sure you have the torch. Go up to room #37 and get the beam; it is needed in rooms #68, #71, and #73.



42. **Barge chamber**—Nothing is important here.
43. **Barge chamber**—Nothing is important here.
44. **Barge chamber**—Nothing is important here.
45. **Barge chamber**—Nothing is important here.
46. **Barge chamber**—Nothing is important here.
47. **Steep passageway**—Nothing is important here.
48. **Steep passageway**—Nothing is important here.
49. **Steep passageway**—Nothing is important here.
50. **Temple chamber**—Nothing is important here.
51. **Inner chamber**—The skeleton is useless. The glittering thing is a ring. The ring has a use. It is a trap for greedy adventurers. Don't wear it or you will die. Don't bother getting it, because it isn't worth any points.

52. **Golden chamber**—Nothing is important here.
53. **Golden alcove**—Get the golden chalice; it is needed in room #75.
54. **Silver chamber**—Nothing is important here.
55. **Silver alcove**—Get the silver chalice; it is needed in room #75.
56. **Cube**—Nothing is important here.
57. **Cube**—Nothing is important here.
58. **Cube**—Nothing is important here.
59. **Cube**—Nothing is important here.
60. **Cube**—Nothing is important here.
61. **Cube**—The hieroglyphics also tell you what to do in room #63.
62. **Cube**—Nothing is important here.



63. **Cube**—Get the first, third, and fifth bricks, as instructed by the scroll in room #38 and the hieroglyphics in room #61.

- 64. **Turning passage**—Nothing is important here.
- 65. **Top of stairway**—Nothing is important here.
- 66. **Bottom of stairs**—To get the door open, hit the plaster with the axe from room #6.
- 67. **Narrow passageway**—Nothing is important here.
- 68. **Narrow passageway**—Nothing is important here.



69. **Narrow passageway**—Before continuing, make sure that you have the beam from room #41, the diamond cluster from room #32, the ruby cluster from room #26, the emerald cluster from room #30, the opal cluster from room #28, the gold chalice from room #53, the silver chalice from room #55, and the canteen from room #9, with water in it. Put the beam in the niches, and stand on the beam. Hit the plaster with the axe. Open the door. Go west and get the beam.

- 70. **Antechamber**—Nothing is important here.
- 71. **Antechamber**—Come here before going to room #74. Put the beam between the rocks and open the door. Go west. When you come back out, get the beam; you will need it in room #73.

- 72. **Annex**—If you followed the directions in room #69, you should have all the clusters. Put the diamond cluster in the first hole, the ruby cluster in the second hole, the emerald cluster in the third hole, and the opal cluster in the fourth hole. Lift the slab, and get the book. It is needed in room #74. The only way to read the book is to get the spatula and open the book using the spatula, but it isn't necessary.
- 73. **Antechamber**—Before continuing, make sure that you have been to room #72 and have followed those directions. Put the beam under the lintel. Hit the seals with the axe. Open the door. Go to room #75, then to room #74.
- 74. **Burial chamber**—Before following the directions here, go to room #75, and follow those directions. If you are here, you should have the book from room #72 and the scarab from room #75. Put the book in the large recess and the scarab in the small recess. Turn the goddesses in the order of their rooms. In other words, turn Neith, turn Selkis, turn Isis, and turn Nephthys. You can now open the sarcophagus and win.
- 75. **Treasury**—Put the gold chalice on either the right or left disc. Pour the water from the canteen into the silver chalice. Put the silver chalice on the disc that you didn't put the golden chalice on (left if you put the golden chalice on the right, or vice versa). Get the scarab, and go to room #74 to win *Infidel*.

How to Win

- Get up.
- Go to room #6.
- Get the axe and the shovel.
- Go to room #10.
- Get the matchbook.
- Go to room #9.
- Get the knapsack.
- Go to room #1.
- Hit the lock with the axe or the shovel.
- Get the lock.
- Drop the lock.
- Open the trunk.
- Get the beef and the map.
- Unfold the map.
- Get the cube.
- Drop the map.
- Go to room #4.
- Drink the water four times.
- Drop the knapsack.
- Get the canteen.
- Open the canteen.
- Fill the canteen.
- Close the canteen.
- Put the canteen in the knapsack.
- Eat the beef.
- Get the knapsack.
- Go to room #22.
- Dig the sand with the shovel five times.
- Drop the shovel.
- Put the cube in the square.
- Go to room #23.
- Get the jar.
- Open the jar.
- Get the torch.
- Pour the liquid on the torch.
- Get a match.
- Light the match.
- Light the torch.
- Drop the knapsack.

- Get the rope.
- Put the matchbook in sack.
- Tie the rope to the altar.
- Throw the rope down the steep staircase.
- Get the knapsack.
- Go to room #24.
- Drop the knapsack.
- Put the golden cluster in the knapsack.
- Push the statue northwest.
- Get the head.
- Push the statue northwest.
- Drop the head.
- Go to room #28.
- Get the opal cluster.
- Go to room #24.
- Put the opal cluster in the knapsack.
- Go to room #31.
- Get the head.
- Push the statue southeast.
- Push the statue southeast.
- Drop the head.
- Go to room #32.
- Get the diamond cluster.
- Go to room #24.
- Put the diamond cluster in the knapsack.
- Go to room #27.
- Get the head.
- Push the statue northwest.
- Push the statue northeast.
- Drop the head.
- Go to room #30.
- Get the emerald cluster.
- Go to room #24.
- Put the emerald cluster in the knapsack.
- Go to room #25.
- Get the head.
- Push the statue southwest.
- Push the statue southwest.
- Drop the head.
- Go to room #26.
- Get the ruby cluster.

- Go to room #24.
- Put the ruby cluster in the knapsack.
- Get the knapsack.
- Go to room #51.
- Drop the knapsack.
- Go to room #53.
- Get the golden chalice.
- Go to room #51.
- Put the golden chalice in the knapsack.
- Go to room #55.
- Get the silver chalice.
- Go to room #51.
- Put the silver chalice in the knapsack.
- Get the knapsack.
- Go to room #41.
- Put the torch in the knothole.
- Get the shim.
- Drop all.
- Lift the beam.
- Get the torch, knapsack, axe, jar.
- Go to room #37.
- Get the beam.
- Go to room #63.
- Get the first, third, and fifth bricks.
- Drop all bricks.
- Go to room #66.
- Hit the plaster with the axe.
- Go to room #69.
- Put the beam in the niches.
- Stand on the beam.
- Hit the plaster with the axe.
- Open the door.
- Go to room #70.
- Pour the oil on the torch.
- Get the beam.
- Go to room #71.
- Put the beam between the rocks.
- Open the door.
- Go to room #72.
- Drop the knapsack.
- Put the diamond cluster in the first hole.

- Put the ruby cluster in the second hole.
- Put the emerald cluster in the third hole.
- Put the opal cluster in the fourth hole.
- Lift the slab.
- Get the book, knapsack.
- Go to room #71.
- Get the beam.
- Go to room #73.
- Put the beam under the lintel.
- Hit the seals with the axe.
- Open the door.
- Go to room #75.
- Drop the knapsack.
- Put the gold chalice on the left disc.
- Get the canteen, silver chalice.
- Open the canteen.
- Pour the water into the silver chalice.
- Put the silver chalice on the right disc.
- Get the scarab.
- Go to room #74.
- Put the book in the large recess.
- Put the scarab in the small recess.
- Turn Neith.
- Turn Selkis.
- Turn Isis.
- Turn Nephthys.
- Open the sarcophagus.
- You have now won *Infidel*.

