

THE INSTITUTE

Screenplay

Two-sided, high resolution adventure set in an insane asylum

Description

Your escape from the asylum depends on your ability to dream. In your dreams you'll find the objects that ultimately lead to the Gold Key, which opens the door to freedom. The dreams are interactive, and often you'll find objects in a later dream that you needed earlier. You have to look through the dreams several times to solve all the puzzles. Devoid of humor, in fact, rather grim, the game still provides some interesting hours of play.

Playability

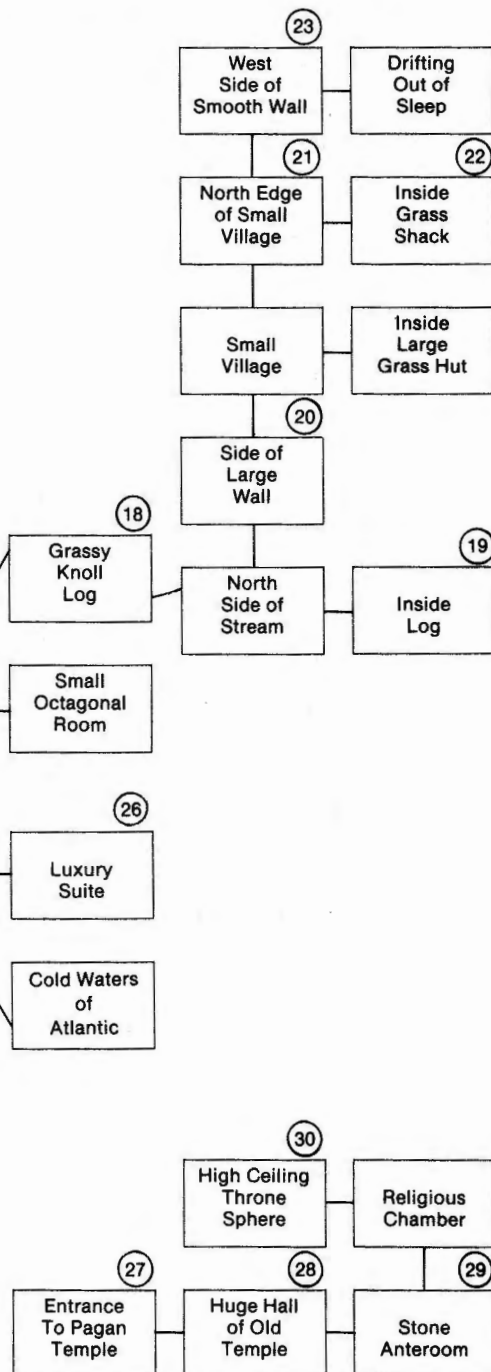
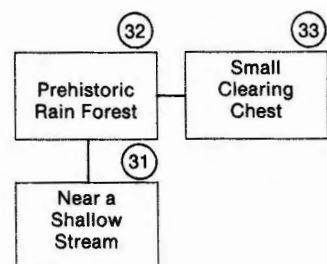
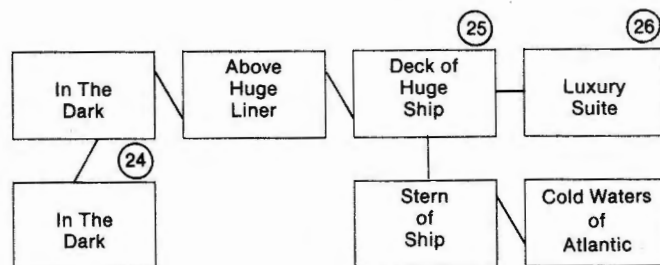
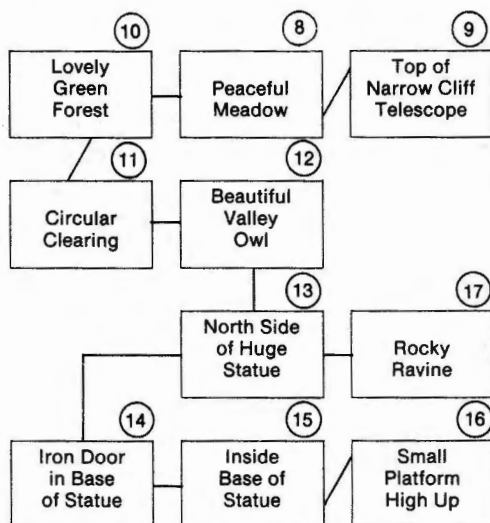
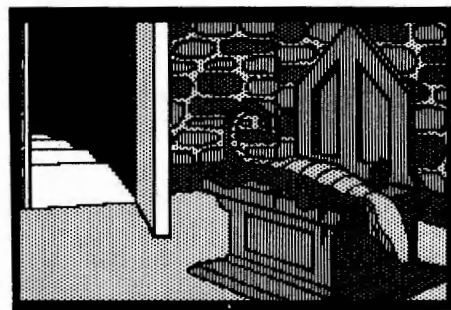
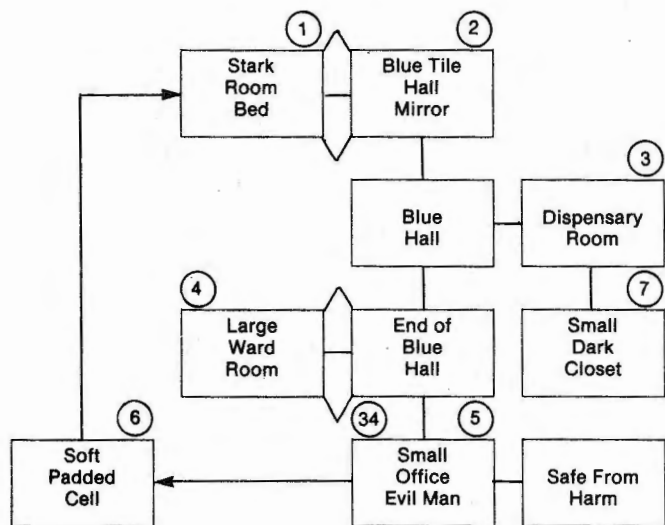
The two word parser is supported by a reasonable vocabulary. You may toggle the graphics on and off. You can save two game positions, one on each side of the disk. Two positions should be enough, since the game doesn't generally force you into no-win situations.

Compatibility and Price

\$34.95 Apple II series, Atari 800, 800XL, 130XE



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1. Talk until the Dwarf leaves, Look Under Bed. Get Mug.
2. Break Mirror. Get Mirror. S. Open Door.
3. Look Shelves (twice). Leave the Bottle for now. Get Scalpel. Open Door.
4. Listen. Talk (several times). Look Room. Look Plaque. All actions yield important clues.
5. Attack Man and get tossed into a Padded Cell.
6. Listen. Look Room. Drop Mug. Cut Padding with Scalpel. Get Rope. When you are taken back to your room, loop back to the padded cell, the same way as before. What was a "Mug" will now be "Water." Get Water.
7. With the Bottle and the Water, Ingest Powder to start deaming. This must be done to start each of the four dreams. You can shortstop a dream cycle any time with Wake Up.
8. Throw Rope. Climb.
9. Look in Telescope. Focus Telescope. Look in Telescope. Look Earth. Look Continents. Look Metropolis. Look Building. Look Billboard. Get a clue.
10. Look Corpse. Listen. Talk. Answer to the question is The Institute. Climb.
11. Talk (several times). Shoot Gun. Open Door.
12. Look Owl. Drink Water until your skin has turned bright green. On second pass through, Look Stream. Dig up Shrub (need Shovel). Get Shrub. Drop Shovel. Drop Shrub at Statue's Iron Door.
13. Look Base. Get Glue.
14. SHAFLA (Keyhole appears). Unlock Door (need Bronze Key). Drop Bronze Key. Enter only when you have the Shrub, Crowbar, and Wrench.
15. Look Up. Climb (need Shrub). Push 56621.
16. Look Cover. Pry Plate (need Crowbar). Look. Unscrew Bolt (need Wrench). Get Gold Key. Wake Up.
17. Look Ravine. Talk. Peace. Attack Midget. Climb.
18. Put Glue on Shoes. Drop Glue. Climb.
19. Look Log. Go Hole. Look. Get Shovel and Small Key. Drop Shovel in the Peaceful Meadow.
20. Open Door (only if your skin is bright green). Look Natives. Get Umbrella.
21. Look Shack. Open Door. Cut Strips (need Scalpel).
22. Unlock Chest (need Small Key). Open Chest. Get Wrench.
23. Open Umbrella. Look until you land. Climb gets you killed off quickly if you wish to proceed to the next dream.
24. Unscrew Painting (need Screwdriver). Get Small Key.
25. Look Deck. Get Preserver. Jump Overboard. Look Water. Get Crowbar. Drop it off at the Statue's Iron Door.
26. Look Hole. Look Face. Show Mirror. Go Crack.

27. Water Plant. Open Door. Another Open Door will get you on to the next dream.
28. Kill Lizard on Altar (need Scalpel and Lizard from the phase with the Tiger). OK to Drop Scalpel. Climb.
29. Hold Breath. Climb.
30. Reflect Light. Listen (twice). Get Comic and Steak. Look Throne and Pull Handle, only it won't do any good, but then neither will the Comic. Drop Mirror if you've done the Oracle bit. Climb in the Religious Chamber will get you to the next dream.
31. Drop Preserver if you have the Crowbar. Look Stream. Look Under Rock. Get Lizard. Drinking water will kill you off in a hurry.
32. Throw Steak.
33. Open Chest. Get Screwdriver. Look Chest gets you killed if Tiger is around.
34. Unlock Door (need Gold Key). Open Door and escape.