

# Dr. Dumont's Wild P.A.R.T.I.

**A** typically madcap mindblower from Michael and Muffy Berlyn, this tale finds you caught inside Dr. Dumont's L. E. T. S. P. A. R. T. I. machine: Laboratory Experiment Study using Particle Accelerator and Reality Translation Integrator. The machine is meant to study the life span of a subatomic particle by linking it to an artificial intelligence computer and a human. Accidentally projected into a bizarre "reality" created by the computer, you realize your only escape lies in fulfilling the machine's goal, which means finding five keys that enable you to pass

an I. Q. test and graduate from the School of Thought. Hints can sometimes be obtained by "meditating" on a particular object or problem. Other clues are presented in the form of Zen koans such as "What is the sound of one duck quacking?". Pull-down menus and keyboard shortcuts simplify gameplay, and the parser is above average. With logical and clever puzzles, bolstered by the Berlyn style humor—which includes wacky puns and three characters remarkably like the Marx Brothers—this is one of 1988's best all-text games.

**Type:** All-text  
**Skill Level:** Intermediate  
**Systems:** Macintosh, IBM  
**Company:** First Row Software

## The Solution

### The Beginning: At Home

S. Take jeans. Wear jeans. (Go to Porch.) Open door. N.

### School of Thought

Sit at desk. Read screen. Put qbmnt on screen. Read screen. Press pad. Read screen. (Repeat last two commands tjj times.) Take card. Stand. N. Take mat. S. W. Take handbook. E. E. Read writing. Drop mat. Sit on mat. Xfbs handbook. Nfejubuf on robe. Remove handbook. Take robe. Stand. Take mat. W. Open door. S. S. S.

**Welcome  
to  
madness!**

In Lab  
Wear robe. Take wires.

Remove robe. Drop robe. NE. NE. E. E.

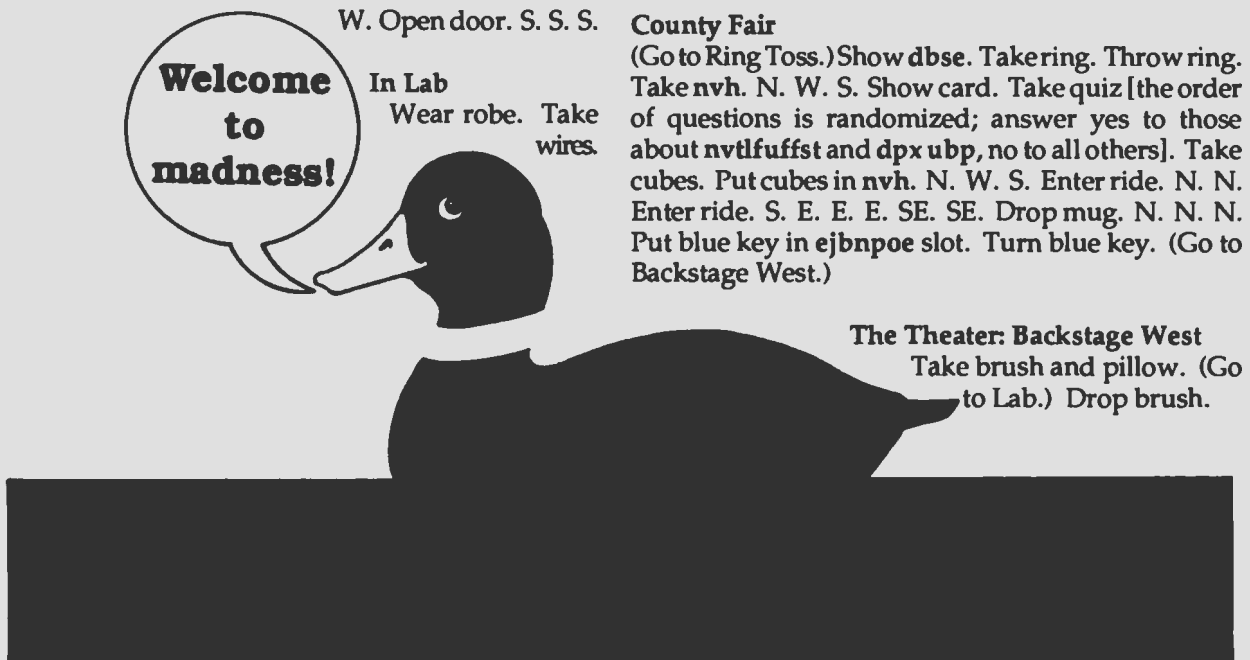
### The Kite Races

Drop mat. Sit on mat. Xfbs handbook. Nfejubuf on ubdizpo. Remove handbook. Stand. Doc, release kite. E. NE. SE. W. NW. W. W. Take hmbttft. W. N. Wear hmbttft. Take bear. Remove hmbttft. (Go to Exam Room.) Put zfmmpx key in triangular slot. Turn key. S. S. S. Drop glasses, handbook and bear.

### County Fair

(Go to Ring Toss.) Show dbse. Take ring. Throw ring. Take nvh. N. W. S. Show card. Take quiz [the order of questions is randomized; answer yes to those about nvtfuffst and dpx ubp, no to all others]. Take cubes. Put cubes in nvh. N. W. S. Enter ride. N. N. Enter ride. S. E. E. E. SE. SE. Drop mug. N. N. N. Put blue key in ejbnpo slot. Turn blue key. (Go to Backstage West.)

**The Theater: Backstage West**  
Take brush and pillow. (Go to Lab.) Drop brush.



### Near the Pond

(Go to Miniature Golf.) Take dmvc. N. N. N. Hit pinata. Show card. Hit pinata with dmvc. W. Open qjmmmpx. Take gfbuifst. Put gfbuifst in qjmmmpx. Close qjmmmpx. E. E. Take book. Point to key. Take key. SE. E. E. Drop qjmmmpx and dmvc. N. N. N. Put green key in square slot. Turn green key. S. S. S. Take brush.

### The Theater: Backstage East

(Go to West Catwalk). Sfbc cppl to cat. E. D. S. Take key with csvti. Take clock. (Go to Exam Room.) Put red key in rectangular slot. Turn red key. S. S. S. Drop book, brush and clock. Take xjsft. SE. SE.

### Science Art Museum

S. E. N. Turn faucet. S. W. N. E. E. E. Connect xjsft to generator. N. Connect wires to slab. SW. S. Open door. S. Turn faucet. Turn handle. Turn wheel. N. Close door. W. Take rock. NE. NE. Examine slab (repeat until codeword appears). W. Type codeword. Take laser. (Go to Planetarium.)

### Planetarium

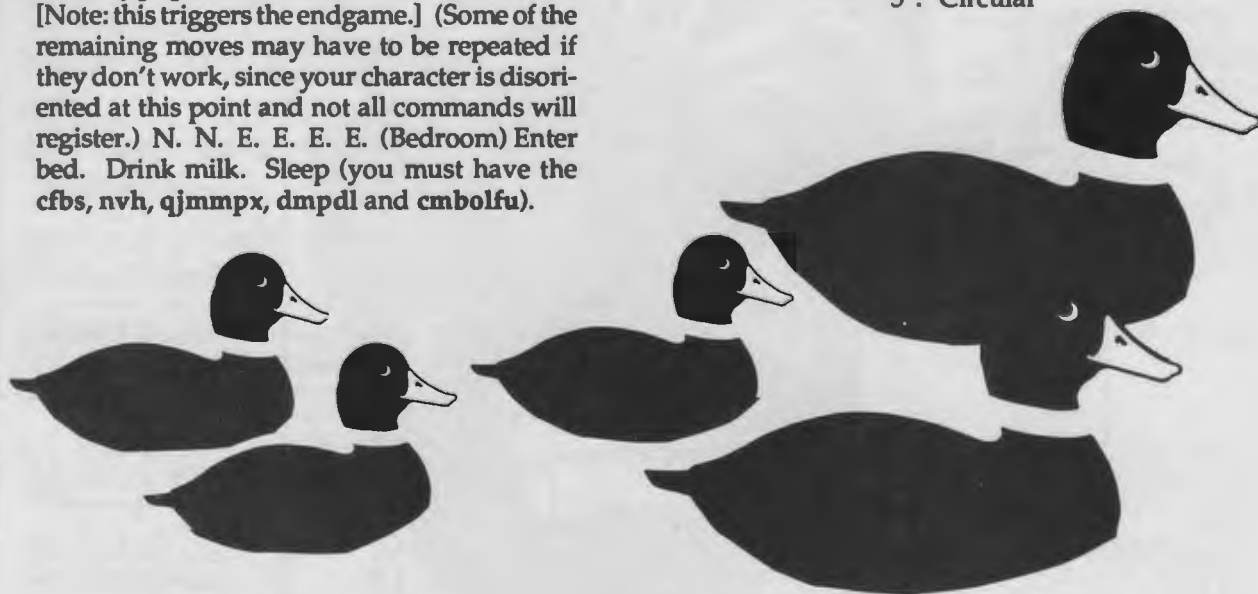
Put laser in projector. W. U. Push black button. D. E. Take cmbolfu. E. E. Put cmbolfu over jar. Break jar. Take blanket. Take violet key. (Go to Exam Room.) Put violet key in circular slot. Turn violet key. S. S. S. Drop card, rock and jeans. Take bear, mug, pillow and clock. S. S.

### Showtime at the Theater

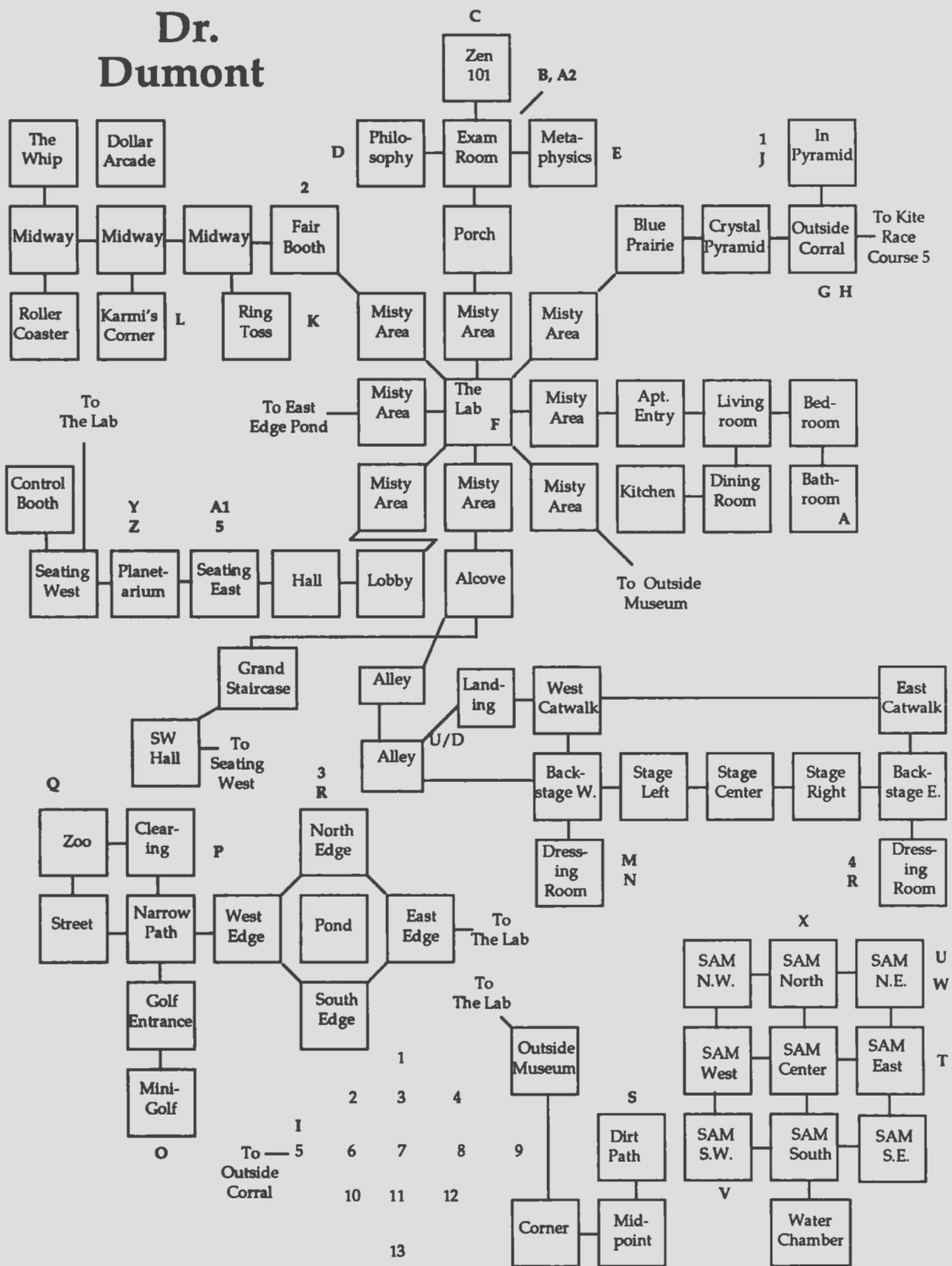
Show ejqmpnb to man. S. SW. E. Sit in seat. [Note: this triggers the endgame.] (Some of the remaining moves may have to be repeated if they don't work, since your character is disoriented at this point and not all commands will register.) N. N. E. E. E. E. (Bedroom) Enter bed. Drink milk. Sleep (you must have the cfbs, nvh, qjmmmpx, dmpdl and cmbolfu).

### Map Key: Dr. Dumont

A: Jeans  
B: Card  
C: Mat  
D: Handbook  
E: Float robe  
F: Wires  
G: Clue from handbook  
H: Kite  
I: Psychedelic glasses  
J: Teddy bear  
K: Mug  
L: Frozen milk cubes  
M: Brush  
N: Pillow  
O: Golf club  
P: Piñata  
Q: Feathers  
R: Clock  
S: Faucet  
T: Generator  
U: Slab  
V: Glowing rock  
W: Codeword  
X: Laser  
Y: Projector  
Z: Blanket  
A1: Jar  
A2: Diploma  
1: Triangular  
2: Diamond  
3: Square  
4: Rectangular  
5: Circular



**Dr.  
Dumont**



# 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

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)