

*Broken Timber/Brass Lantern
Press*

1625 W. 39th Ave.
Kansas City, KS 66103

AS YA DECIPHER A HINT, KOPY IT ON A PEECE OF PAPER. DA HINT JIST
BELOW IT IN MINY KAGES WILL REEFER BACK TA DA WON ABOVE. IT WILL BE YOUSEFUL
TA MOVE JIST WOUT THE HECK I'M TALKING ABOUT AND DAT MAY BE KINDA TUFF IF YA
DON'T NOKE WALT : JIST GOT THERU SAYING.

NOW, WATE JIST A MINIT, REEFERIN' : I AM TALKING ABOUT HINT #19
REEFERIN' BACK TA HINT #18 : I AM TALKIN' ABOUT DA FORTH L-I-N-E OF #18
REEFERIN' BACK TA DA T-H-U-R-D LINE OF #19 !!

JEEZ, SUM REEFUL AR JIST PLANE STOODID : INNYWUN WHICH CAINT
JANNERSTAN DEESE INSTRUKSHUNS PROBLY N-E-E-D-Z HELP. PSYCHIATRIK HELP, I MEEN,
HEE HEE.

JIM, MY BRUTHER, GENERALLEE RITES DEESE INTRODUCTSHUNS. BUT AS I JIS
GETTED OUT OF THE INSTITUSHUN ANY NEEDED A JOB, HE LET ME DO IT. HE SAYS
IF I DO REEL GUD, I KIN RITE DEM ALL DA TIEM. MEET, HUH ?

(WHADDYA THIUNK, JIMBO ? PURTY GUD, HUH ?)

(A short pause ensues while Jim reads the introduction.)

Uh, real nice, Jeff. Now, why don't you go on back to your room and
see if you can't make up your bed, just like they taught you in the
hospital? Okay?..... Go on, that's a good boy, DERRI! Come help Jeff back
to his cell.. I mean room!

(Jeff is led down the hall and disappears into a room with a barred door.)

Ohmigod (says Jim). We're three weeks late for publication as it is
and no time left to do a rewrite. What will the customers think? Well, it's
too late now! We'll just have to go with what we've got. (Sigh.)

COPY BOY! Take this to the computer room and tell 'em to run it AS
IS. I'm off to the CROWTHER and WOODS MEMORIAL SHRINE to pray. (Why they
ever let him out, I'll never know. Ohmigod, I'm ruined.....)

1. CAN'T GET THE CANARY?
5 10 120 13 14 55 68 .
2. CAN'T GET THE TREASURES UP THE STAIRS?
33 17 6 116 .
53 44 , 2 36 22 142 .
3. LITTLE DWARVES A PROBLEM?
47 31 49 14 45 .
38 14 45 16 31 .
65 : 38 45 .
4. CAN'T GET PAST THE SNAKE?
2 3 15 34 17 58 .
4 46 .
4 14 69 .
5. WHO IS WAVING AT ME?
2 3 44 15 17 122 12 .
6. WHAT DO I DO WITH THE BLACK ROD?
35 5 15 11 115 .
64 46 36 115 .
35 5 16 14 103 .
7. THE PIRATE STEALING YOUR TREASURES?
2 36 20 31 , 42 .
41 70 31 15 14 11 19 90 .
2 32 20 43 92 .
8. TROLLBRIDGE COST TOO MUCH?
2 32 26 25 17 56 .
36 25 14 114 .
2 121 40 31 71 .
33 17 63 6 50 .
5 10 15 14 73 7 .
9. CAN'T GET THE KEY AND CHAIN FROM THE BEAR?
54 25 .
10. CAN'T KILL THE DRAGON?
2 3 15 34 17 58 .
122 113 14 ? , 91 .
11. TROLL STILL A PROBLEM ON THE RETURN TRIP?
33 14 8 .
4 14 8 16 14 72 .
12. CAN'T TAKE THE BEAR ACROSS THE BRIDGE?
41 10 124 !
2 135 . 4 25 .
13. CAN'T ENTER THE FLOWER ROOM?
4 19 15 95 , 39 106 .
33 17 6 50 16 109 .
104 , 2 36 20 5 .
14. CAN'T GET FLOWER EGG OUT OF FLOWER ROOM USING A MAGIC WORD?
4 5 15 14 95 9 40 5 41 .

33 17 6 30 16 108 .

16. LOST IN THE MAZE ALL ALIKE?

33 14 96 .

4 46 15 62 7 30 108 5 37 99 .

86 19 105 131 37 61 7 .

17. LOST IN THE MAZE ALL DIFFERENT?

32 7 65 49 62 98 7 .

5 10 100 30 125 .

134 13 14 22 37 32 146 9 37 36 14 128 21 .

97 127 141 51 139 125 75 .

18. CAN'T GET THE IRON DOOR OPEN?

5 12 84 . 137 5 .

19. CAN'T OPEN THE GIANT CLAMP?

5 10 74 .

35 46 16 5 .

5 10 37 14 52 .

35 14 61 16 5 .

20. GETTING KILLED IN THE COMPUTER ROOM? (MICROSOFT ADVENTURE ONLY)

136 14 76 .

21. CAN'T FIND THE PIRATE'S LAIR?

5 10 16 14 126 13 14 11 19 90 .

14 23 32 82 17 56 37 2 34 2 30 20 5 .

22. GOING NUTS AT WITT'S END?

53 133 137 83 .

23. BABY BEANSTALK GOT YOU BUFFALOED?

54 5 .

60 79 . 110 .

24. STILL ONE TREASURE SHORT?

14 23 59 10 17 56 .

25. CASE BREAKING WHEN YOU DROP IT?

4 5 138 14 81 .

4 81 39 4 132 .

26. STUCK IN THE GRANDMASTER'S GAME?

12 12 . 138 14 111

131 49 14 80

27. STILL STUCK?

2 28 27 24 .

2 3 13 34 17 58 .

2 130 27 24 .

(YOU NEED A WORD THAT THE COMPUTER KNOWS, BUT YOU HAVE NEVER HAD A REASON TO USE IT THROUGHOUT THE WHOLE GAME..... NO WONDER YER STUCK!!!)

28. HERE IS A GREAT BIG HINT.

94 117 1 .

1 14 12 .

1 12 .

4 55 66 29 14 79 .
39 18 00 98 57 13 7 .
1 12 .

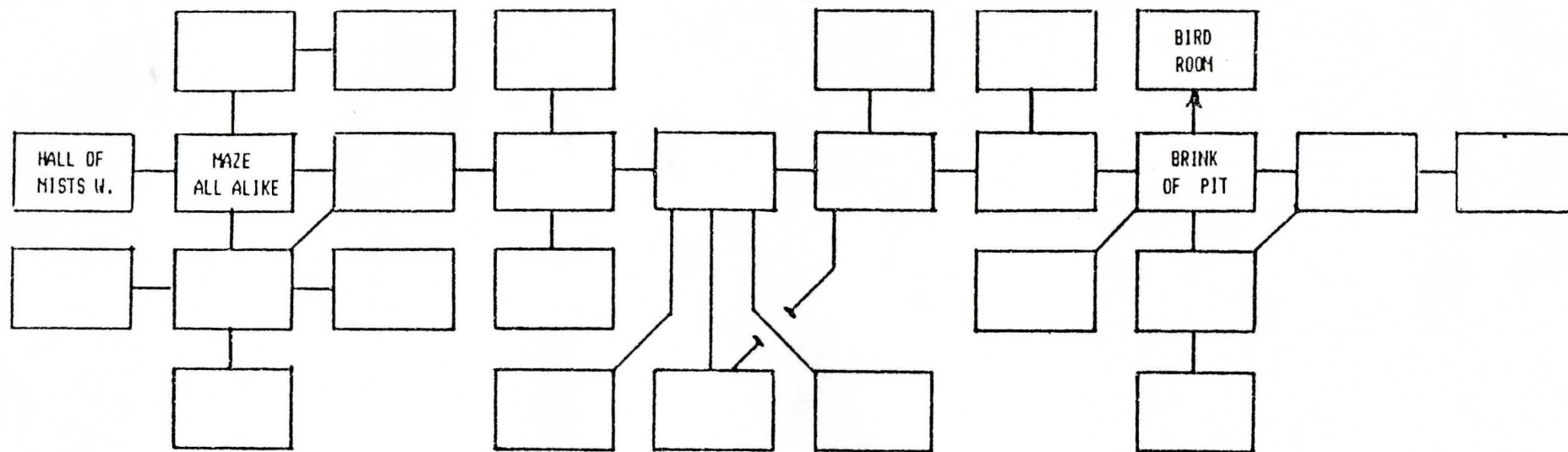
30. YE OLDE COMPLEAT LISTE OF YE MAGIK WORDES. (DO NOT OPEN 'TIL XMAS)
57
77
112
66, 116, 129, 48,
93

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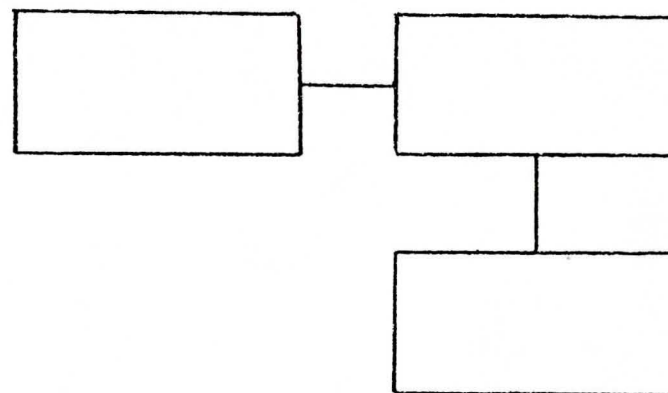
ADVENTURE WORD LIST

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1. BLOW	2. YOU	3. ARE	4. DROP
5. IT	6. MAGIC	7. ROOM	8. BEAR
9. AND	10. IS	11. MAZE	12. MIRROR
13. OF	14. THE	15. IN	16. AT
17. A	18. GO	19. ALL	20. FIND
21. MACHINE	22. FASTEST	23. PIRATE	24. DYNAMITE
25. HIM	26. GIVE	27. SOME	28. NEED
29. BY	30. TO	31. THEM	32. MUST
33. USE	34. FOR	35. WAVE	36. WILL
37. FROM	38. THROW	39. THEN	40. GET
41. HE	42. LATER	43. HIS	44. LOOKING
45. AXE	46. SOMETHING	47. KILL	48. FOOD
49. WITH	50. WORD	51. NEVER	52. OCEAN
53. KEEP	54. FEED	55. BLACK	56. TREASURE
57. KYZZY	58. SURPRISE	59. CHEST	60. PLANTS EAT
61. TRIDENT	62. EACH	63. FOUR-PART	64. EVENTUALLY
65. TYPE	66. FEE	67. END	68. ROD
69. CANARY	70. HAS HIDDEN	71. SACK	72. TROLLBRIDGE
73. GIANT	74. AN OYSTER	75. NUTHIN'	76. MERCHANDISE
77. PLUGH	78. DWARVES	79. WATER	80. OYSTER
81. PILLOW	82. STEAL	83. ONLY	84. RUSTED SHUT
85. CONNECTS	86. N,E,U,D.	87. WAY	88. EXPLORE
89. ASKED	90. ALIKE	91. SAY YEE	92. HIDING PLACE
93. LWPI	94. THAR	95. ALCOVE	96. MAP PROVIDED
97. DON'T	98. OTHER	99. OTHERS	100. FRUSTRATING
101. EXITS	102. HUGE	103. FISSURE	104. KEEP LOOKING
105. POSSIBLE	106. ENTER	107. OIL	108. DISTINGUISH
109. Y-2	110. BILLY	111. WALL	112. PLOVER
113. ASKED	114. EGGS	115. HAPPEN	116. WORD
117. SHE	118. FIE	119. ROOM	120. AFFRAID
121. CAN	122. WHEN	123. MAP	124. TOO HEAVY
125. YA	126. END	127. SAY	128. UNDOING
129. FOE	130. HAVE	131. MESS	132. U43E
133. GOING	134. HERE	135. CAN'T	136. HANDS OFF
137. EAST	138. ON	139. GAVE	140. S,E,S.
141. I	142. ONE		



MAZE ALL ALIKE



THE GRANDMASTER GAME

THE ORIGINAL ADVENTURE

