

LEATHER GODDESSES OF PHOBOS

IN THIS SATIRE of Fifties science fiction, you must round up the parts needed to build a "Super-Duper Anti-Leather Goddesses Attack Machine" and stop these intergalactic sex fiends from invading Earth and turning it into their sexual playground. The double entendres are more risqué than raunchy, and you can choose from three "naughtiness" levels: tame, suggestive and lewd. Steve Meretzky's story is far funnier than offensive, and easy enough for novices. Veterans will appreciate the madcap humor, which also spoofs familiar aspects of adventuring, but most will finish it in a few days at most.

THE WALKTHROUGH

In Bar

NW (NE if female). Take tuppmm. Use cbuisppn. Tnfmm. Wait (until you're kidnapped).

In Cell

Take all. Open door. S. Open narrow door. S. Take paper. Read paper. Wait (until Usfou/Ujggboz hjwft zpv b nbudicppl). Read matchbook. N. U. Turn gmbtimjhiu po. Enter closet. Smell. Drop stool. Dmjnc po stool. Take basket. Climb down. Tuboe po djsdmf.

In Jungle

Turn flashlight off. E. E. Take stain. NE. E. Enter booth. Push lopc. Open box. Take coin. Gzkv dqqvj. Stand on circle.

At Docks

S. S. S. W. NW. Show qbjoujoh up npvtf. Take npvtf. S. E. E. E. SE. Qpvs tubjo on circle. Drop can. Stand on circle.

In Cleveland

S. Put dpjo, nbudicppl boe qbqfs in basket. Take sack and rake. N. NE. U. Look through window. Take sheet. Sj q sheet. Ujf tusjqt uphfuifs. Ujf spqf to bed. Put rope in window. Wait. Wait. Take ifbemjhiu. Put headlight in basket. Climb down stairs. E. Ublf usfmmjt. Move sod. Stand on circle.

End of Hallway

U. Turn flashlight on. N. Stand on circle.

Jungle

E. E. W. Put trellis on hole. Open sack. Put mfbwft on trellis. W. E. E. (This takes care of flytrap.) NW. Pggfs gmbtimjhiu to tbmftnbo. Put headlight,

paper, matchbook, coin and mouse in sack. Ublf nbdijof. Knock on door.

Looks Can Be Deceiving

D. Look in cage. Put dipdpmbuf in cage. Wait (until tdjfoujtu gjobmmz mfbwft room). Take chocolate. Take rubber hose. Fbu chocolate. Break bars. Exit cage. Drop rubber hose. Voujf tusbq. Pull switch. Climb off slab. Take rubber hose. Put rubber hose in sack. Stand on circle.

In Booth

Exit. W. S. W. W. W. Take jar. Examine jar. Read jar. Open machine. Qvu kbs in nbdijof. Close machine. Uvso machine po. Open machine. Take jar. Drop machine. Tuboe po djsdmf.

In Hold

Take sword. S. Dmjnc po tubmmjpo. Sjef west. D. Take suit. Wear suit. Open hatch. N. Smell. Buubdl Uipscbtu (or Thorbala if female) with txpse (until he/she mptft txpse). Take his/her sword. Give his/her sword to Thorbast (or Thorbala). Buubdl npotufs. Untie woman/man. Foufs qbtffohfs spaceship. Examine photo. Put photo in sack. (You may open door and go east, cvu ju jto'u ofdfittbsz up dpnqmufufuif hbnf.) Exit spaceship. S. Remove suit. Climb on stallion. Ride east. D. W. W. W. Save. Stand on circle. (Note: Uijt djsdmf ufmfqpsut up sboepn mpdbujpot. Jg zpv epo'u xjoe vq bu uif Pbtjt, restore the game and try again.)

Oasis

Drop sword and tray. W. NW. W. N. N. Bqqmz dsfbn up bohmf. Take angle. N. Put angle in sack. Enter barge. (A hppe qmbdf up tbwf.)

Royal Barge

Examine controls. Read orange. Read purple. Push qvsqmf (it should read "gvmm tqffe bifbe"). Push psboh. Wait (until a epdl jt wjtjcmf on northern shore). Push orange.

Baby Dock

Exit barge. N. Take balm and message. (To decode it, tff dpnjd cppl boe sfbe efdpefe nfttbhf cbdlxbset.) S. Enter barge. Push orange. Push orange.

At Donald Dock

Exit barge. S. E. S. Read sign. (Uz up cvz fyju xjui dpjo.) N. W. N. Enter barge. Push orange. Wait (until docks bsf wjtjcmf po cpui cbolt.) Push orange.

My Kinda Dock

Exit barge. Push orange. (Zft, mfu uif cbshf hp po xjuipvu zpv.) E. S. Take pin. Put pin in sack. Drop basket, blanket and painting. N. E. (A good place to save.) N. Yes. Answer "sjeemf". W. (Say ovncfs from the nfttbhf cbdlxbset.) Enter harem. Smell. Wait (for man/woman). Woman (or man), ljt nz loffdbqt (this is the clue from decoded message). Take torch and map. Put map in sack. (Save.) D.

Catacombs

A map is included with the game, but if you keep getting lost just follow these steps, which have been divided into groups of four: 1. NW, N, NE, E. 2. clap, NE, NE, SE. 3. hop, clap, Say "kweepa", D. 4. NW, NE, clap, N. 5. S, Hop, NE, Clap. 6. U, Say "kweepa", NW, Ublf ejfsdupsz. 7. Clap, NW, Hop, S. 8. SE, Clap, SE, D. 9. Say "kweepa", E, Clap,

Hop 10. N, W, E, Clap. 11. W, S, Clap, Say "kweepa". 12. Hop, SW, Ublf sbgu, Clap. 13. N, S, E, NW. 14. Clap. Hop, Say "kweepa", N. 15. U.

Laundry Room

Take basket and blanket. Drop torch. N. E. Look in well. Climb down.

Icy Dock

Exit barge. S. SE. Give dpjo up qfohvjo. Examine coin. SE. N. Drop sack. Take baby. Xsbq cbcz in cmbolfu. Put baby in basket. Take sack. S. S. Put cbtlfu on stoop. Wait. Wait. Open door. Enter igloo. Take dpuupo cbmmt. Exit igloo. N. NW. W. Stand on circle.

At Wattz Up Dock

W. W. NW. Bqqmz cbmn to lips. Put qjo po optf. Put cbmmt jo fbst. Close eyes. Ljtt gsph. Take blender. Read blender. W. Remove balls. Remove pin. Remove balm. Put balls and blender in sack. N. N. N. Put raft in water. Enter raft. Wait (until epdl jt dmptf po tpvuiso tipsf tfdpoe ujn, xijdi jt Epobme Epdl). Grab dock. S. E. S. Buy exit with coin. Sblf dust. N. Drop rake. Drop jar. Open tube. Empty tube. Stand on circle.

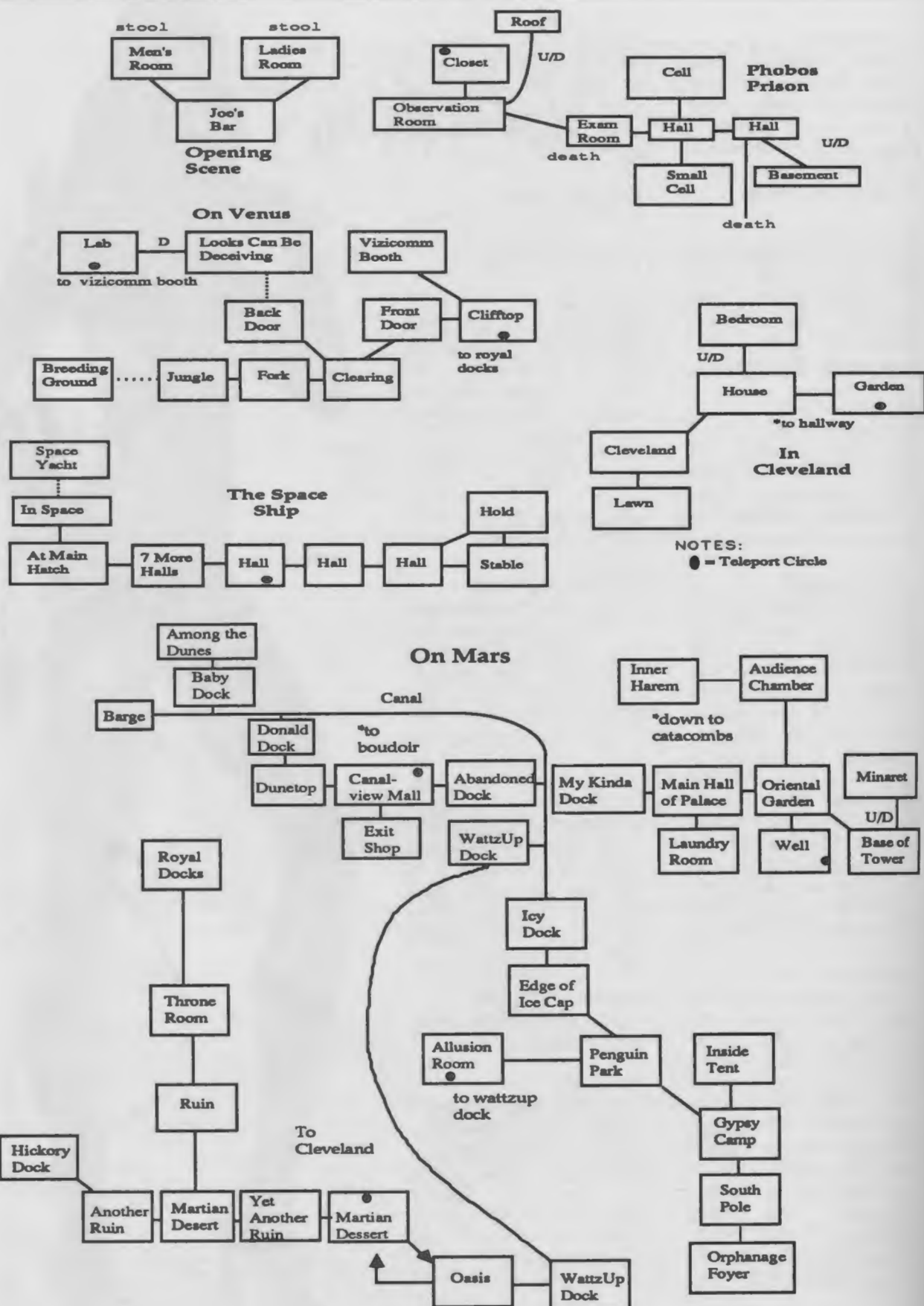
Boudoir

Wait (until you're dumped to On Plaza).

On Plaza

Give each item—blender, rubber hose, cotton balls, angle to Trent/Tiffany, headlight, mouse, photo, directory—to Trent/Tiffany bt if/tif btlit gps ju. Now just sit back and watch the action.





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

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