

PALACE IN THUNDERLAND

Company: Micro Lab

Suggested Retail: \$24.95

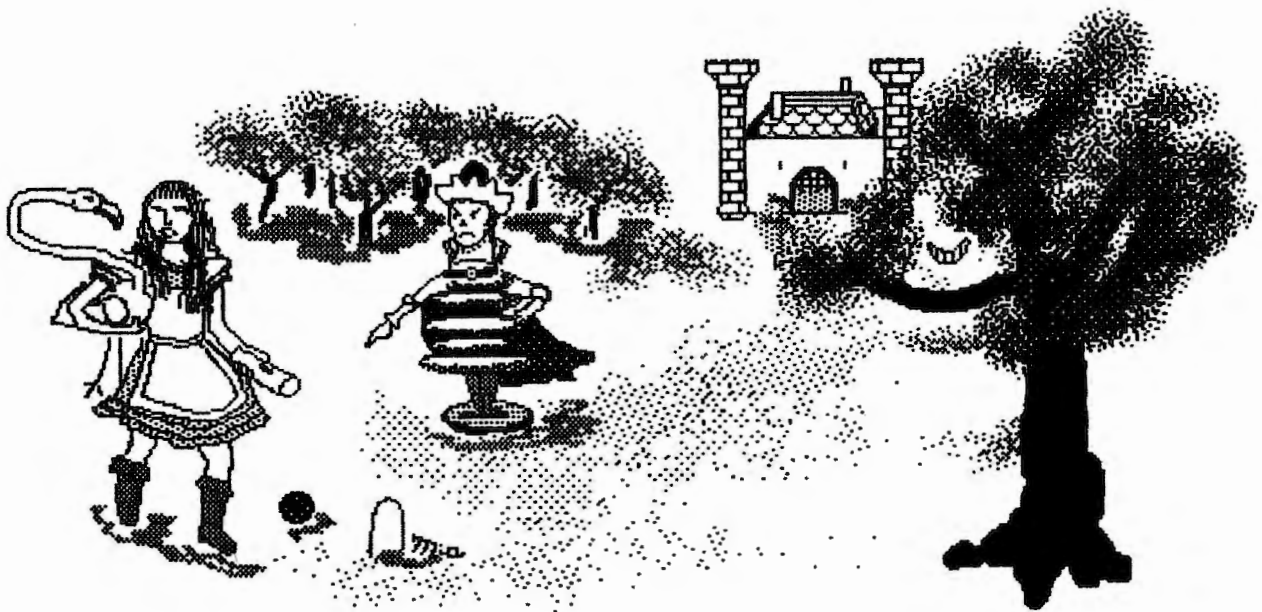
Type: All-text adventure.

Description:

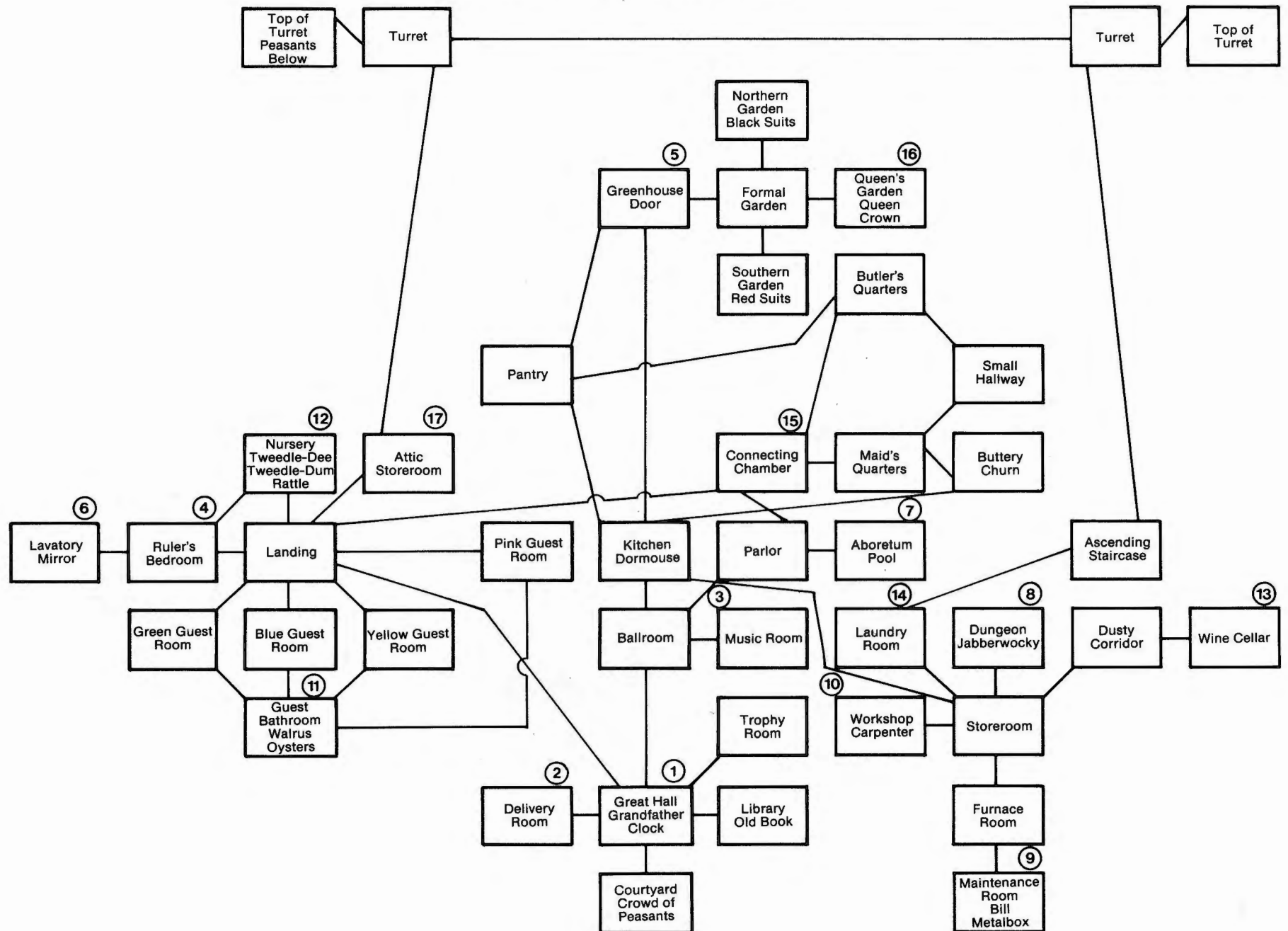
Palace in Thunderland, Micro Lab's second adventure, follows the successful *Madventure*. You must find eight treasures and resolve several puzzles. The story follows an *Alice in Wonderland* theme, very much tongue-in-cheek, with lots of humor. Who knows, you may become the King!

Playability:

An excellent game. Humor, a reasonable vocabulary and one puzzle in particular that has several viable alternatives, but only one answer that will permit a perfect game. Beginners can handle *Palace*, but even more experienced adventurers will take a good weekend to get through it.



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1. Open Clock. Drop Mouse (from Kitchen). Now the flashlight will provide fifteen turns, rather than six, before it runs down. Six won't do the job.
2. Get Package. Open Package later (with Shears). Get Ermine Robe.
3. Get Drumsticks. Wave Sword in each room, sometimes fun, sometimes clues. Try it here. Get Gold Record. Get Hairloom en route to Landing.
4. Turn Bed. Get Tag. Get Key. Drop Tag. Leave Package and Gold Record in Storeroom.
5. Unlock Door (with Key). Get Shears. Get Flashlight and Jugs on way back.
6. Open Vial. Rub Medicine. Look Mirror. Cut Hair (with Shears). Weave Hair. Get Hair Net. Leave Hairloom in Storeroom. Open Package now (with Shears). (The clue to the hair sequence comes from Waving Sword in Parlor.)
7. Penny appears only after the lights go out. (Flashlight On.) Be near here at twentieth move after Thunderstorm starts.
8. You can Kill Jabberwocky (With Sword), but then you've got a no-win game on your hands. Try "Catch Jabberwocky" (with Hairnet). Get and Wear Boots.
9. Wearing Boots and with Flashlight and Penny, Open Box. Insert Penny. Let there be light!
10. Give Jug (to Carpenter). Get Prybar. Carpenter will follow you.
11. Walrus and Carpenter, get it? Open Oyster (with Prybar). Get Pearl.
12. Drop Jabberwocky. Get Sceptre.
13. Move Rack. Get Chateau Lafcet. (Carpenter will swill that too if you are dumb enough to let him.) Say Inspector. Get Diamond. (Clue is in Pink Guest Room.)
14. Say Seebone. (Like Sword says.) Get Spikey Ball (Hedgehog).
15. Put Globe, Duster, Drumsticks and Prybar in Mingo Mender. Get Flamingo.
16. Say Revolt. Get Crown. Have fun with Drop Ball. Hit Ball (with Flamingo).
17. Drop balance of treasures in Storeroom. Wear Robe and Crown. Take Sceptre. Go to Top of Turret. Wave. Drop everything in Storeroom. Go down to Courtyard for finale.