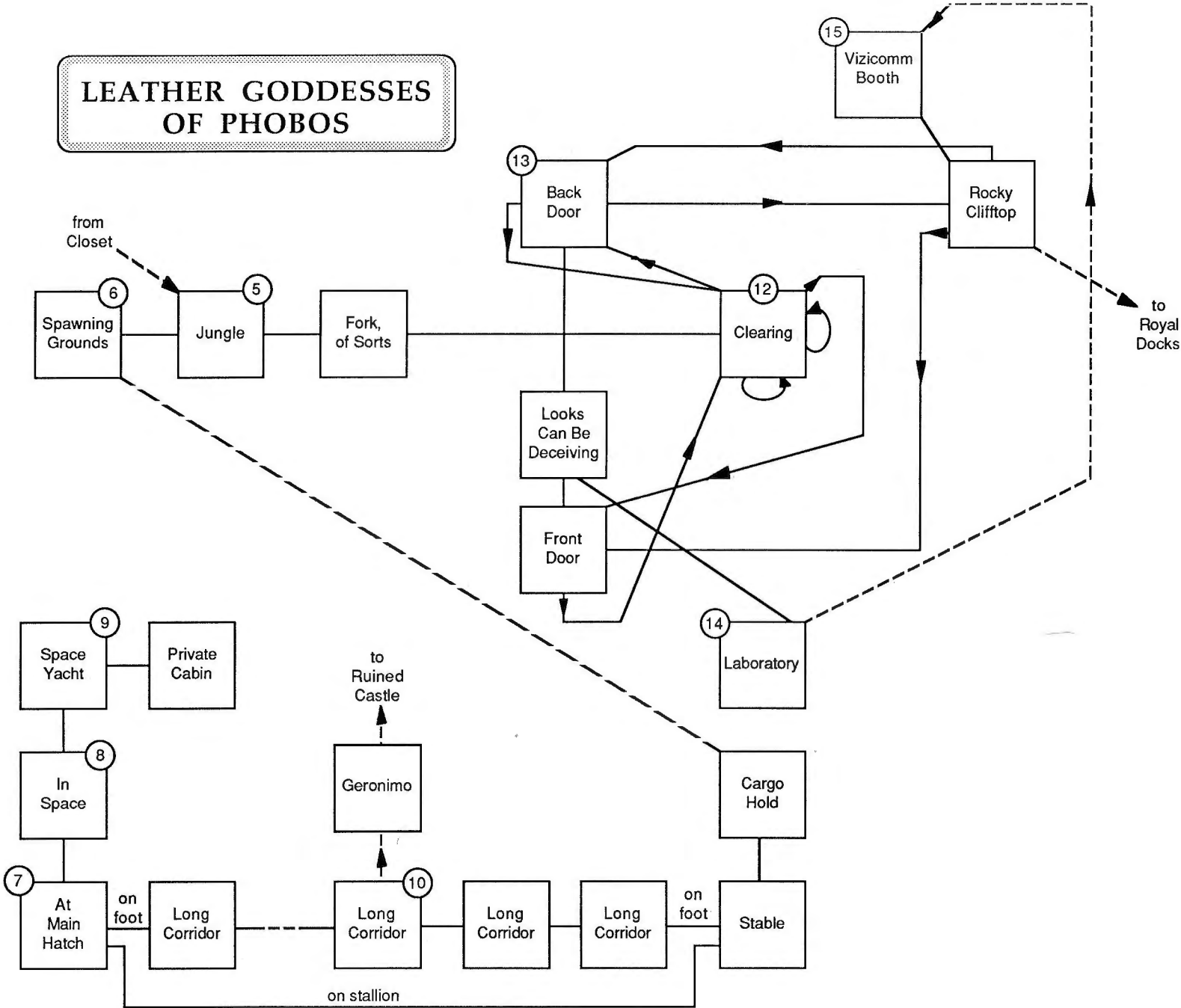
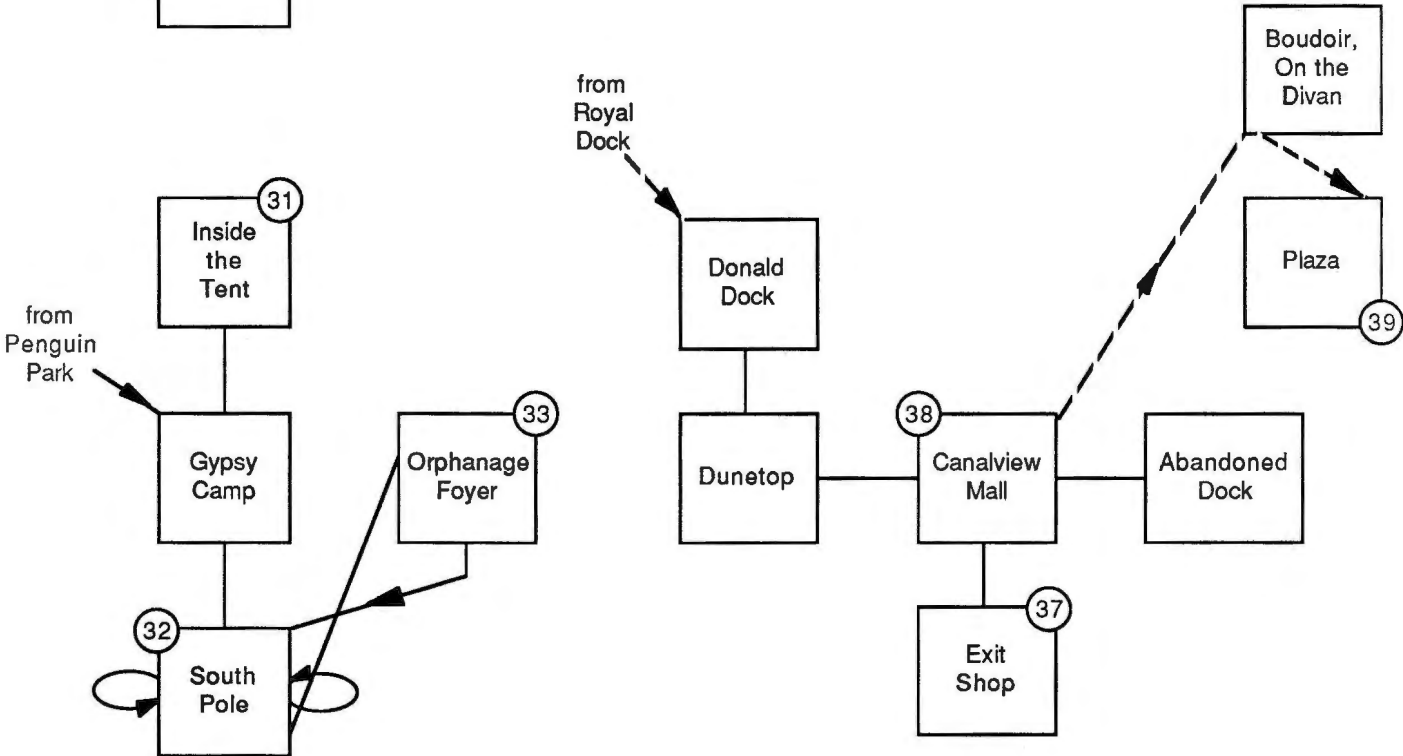
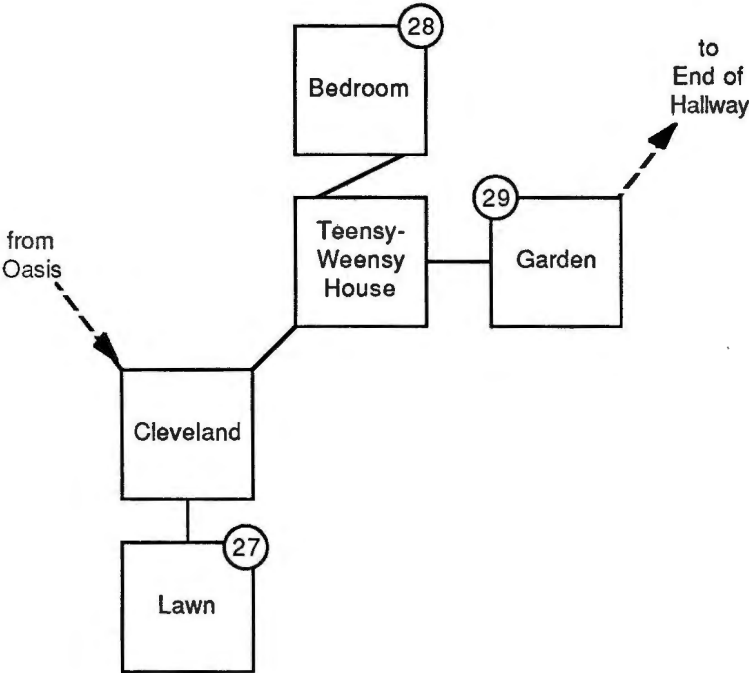


LEATHER GODDESSES OF PHOBOS



LEATHER GODDESSES OF PHOBOS



Leather Goddesses Of Phobos

1. Get the stool. Urinate.
2. Get all.
3. Get the crumpled paper. (Contained within the "hidden word" puzzle found on the paper are 8 key words for building an Anti-Leather Goddesses of Phobos machine, and an important message about Venus flytraps)
4. Turn on the flashlight. Stand on trent (or Tiffany). (For simplicity, we shall hereafter refer to your companion as Trent). Enter the circle.
5. Hiss.
6. Get the jar. Put all in the basket but the stool. Enter the circle.
7. Get the suit. Wear the suit. Open the hatch.
8. Hit thorbast with the sword. (Repeat this until you knock the sword out of his hand). Get his sword. Give his sword to thorbast. Hit the monster with the sword. Untie the woman.
9. Get the photo. Open the door.
10. Enter the circle. (This is the last time this clue will appear. Hereafter you will have to figure this one out on your own).
11. Show the painting to the mouse. Get the mouse.
12. Get the stain.
13. Give the flashlight to the salesman. Get the machine. Knock on the door.
14. Give chocolate to the male (or female, depending on how you identified yourself at the beginning of the game) gorilla. Wait (until you are inside the gorilla). Touch the male (or female) gorilla. Get the hose. Eat the chocolate. Pull the bars. Exit the cage. Untie myself. Untie trent. Drop the hose. Pull the switch. Stand up. Get the hose.

15. Pull the knob. Open the box. Get the coin.

16. Enter the barge. Press the purple button. Press the orange button. Wait (until a dock is visible on the northern shore). Press the orange button.

17. Drop the sword. Put all in the basket. Get the message and the lip balm. (The message is coded with a sliding (shifted by 3 letters) alphabet. After decoding it, read it backwards and take note of the four digit wife number, say XXXX).

18. Enter the barge. Press the orange button. Wait. Press the orange button. Wait (until you wind up at My Kinda Dock).

19. Yes. Say "riddle".

20. XXXX (i.e., the 4 digit number (read backwards) in the coded message).

21. Ask wife to kiss my kneecaps. Get the torch and the map. Drop the stool and the message.

22. (The Catacombs - The following sequence of commands is offered as a means of getting through both lower levels of the catacombs. For further explanation, consult page 7 of the 3-D comic and catacombs maps that came with the game). Say "kweepa". hop, clap, nw, n, ne, e, clap, ne, hop, ne, say "kweepa", clap, se, d (to very lower level), nw, hop, clap, ne, n, say "kweepa", s, clap, hop, ne, u (to lower level), nw (Forgotten Storehouse), clap, get phone book, say "kweepa", hop, nw, clap, s, se, se, d (to very lower level), clap, hop, say "kweepa", ne, w, clap, e, hop, w, s, clap, say "kweepa", sw (Burial Chamber), get raft, hop, clap, n, s, e, nw, clap, say "kweepa", hop, n (Ladder Room).

23. Get clothes pin.

24. Drop the torch and the map.

25. Enter the barge. Press the orange button (twice). Wait (until the barge comes to a stop at Wattz-Upp Dock). Press the orange button (after you exit the barge).

26. Put the stain on the circle. Drop the stain.

27. Get the sack. Open the sack. Empty the sack. Put all in the sack.

28. Get the sheet. Tear the sheet. Tie the strips together. Tie the rope to the bed. Throw the rope out the window. 190 (or any larger number). Wait (until the ceiling collapses and Trent reappears). Get the headlight. Climb down the stairs.

29. Move the sod.

30. Give the coin to the penguin.

31. Empty the basket into the sack. Get the baby. Put the baby in the basket. Put the blanket on the baby.

32. Put the basket on the stoop. Wait (until the woman opens the door and takes the basket inside). Open the door.

33. Get the cotton balls.

34. Put the balm on your lips. Put the clothes pin on your nose. Drop all. Cover your ears with your hands. Close your eyes. Kiss the frog. Get the blender. Take off the lip balm. Take the pin off your nose. Drop the pin and the balm. Show the painting to the mouse. Get the mouse. Get all but the pin and the balm.

35. Open the compartment. Put the jar in the compartment. Close the compartment. Tum on the compartment. Open the compartment. Get the jar. Rub the cream on the daughter. Get the angle.

36. Put the raft in the water. Enter the raft. Wait (until a dock is close enough to grab on the southern shore). Grab the dock.

37. Give the coin to the proprietor. Search the dust (until you find a tube-shaped object).

38. Open the tube. Drop the circle on the ground.

39. Give the blender to trent. Give the rubber hose to trent. Give the cotton balls to trent. Give the angle to trent. Give the headlight to trent. Give the mouse to trent. Give the photo to trent. Give the phone book to trent.

LEATHER GODDESSES OF PHOBOS

The place is Upper Sandusky, Ohio in 1936. You are a captive of the Leather Goddesses of Phobos. As an experimental subject, your painful death would help their effort to enslave humanity and turn the Earth into their private pleasure world. Your mission is to build a machine allowing you to escape from this imprisonment and save the Earth from this impending doom.

The game may be played on any of three levels depending on the type of language you desire in the responses. Choose your level by typing in: TAME, SUGGESTIVE (default level), or LEWD at the beginning of the game.

The following is a complete step-by-step solution for accomplishing this mission. Do not type the words in parentheses. They are there merely to aid in the understanding of the game and as indicators to assure that you are getting the proper response).

The game begins in Joe's Bar.

nw (or "ne", depending upon whether you are a male or female, respectively)

get the stool

urinate

se (or sw)

wait (7 hours and 8 minutes later you wind up in a cell)

(score = 8/311)

get all

look at the painting

open the door

s

open the narrow door

s (Trent ((or Tiffany)) is here. He ((or she)) will join you and remain with you for the rest of the game.

For simplicity, we shall hereafter refer to your companion as Trent.)

get the crumpled paper

read the crumpled paper (this is a "hidden word" puzzle -- contained within it are 8 words that represent the items you need to build a machine to free you from Phobos. These are: rubber hose, headlight, cotton balls, phonebook, photo, angle, mouse, and blender. When these words are removed from the puzzle, you will be left with the important message "hissing frightens flytraps")

read the rule book (it describes your plight)

n

u

n
 turn on the flashlight
 stand on trent (to reach the shelf and get everything on it)
 enter the circle (you wind up in the Jungle -- in front of you is a Venus flytrap)
 hiss
 (score = 24/311)
 w
 get the jar
 pull all in the basket but the stool
 enter the circle (you wind up in a Cargo Hold)
 get the sword
 s
 mount the horse
 w
 dismount the horse
 get the suit
 wear the suit
 open the hatch
 n (in space -- you encounter Thorbast, Chief Assassin for the Leather Goddesses of Phobos - he is
 struggling with a woman trying to force her in the hatch of the smaller spaceship).
 hit thorbast with the sword (repeat this until you knock the sword out of Thornbast's hand)
 get his sword
 give his sword to thorbast (this is a sign to Thorbast that you are the good guy and thus he has no
 chance of winning)
 (score = 31/311)
 hit the monster with the sword
 untie the woman
 n (the woman gives you a photo)
 (score = 56/311)
 look at the photo (it's Jean Harlow -- on the back is written: Elysia's Daddy, The Big House With All
 the Windows, Ganymede)
 open the door
 e (the two of you have a grand time in the private cabin after which you tiptoe out)
 s
 s
 mount the horse
 e
 look at the matchbook
 read the cover (these are the 8 items you found in the "hidden word" puzzle that are needed to build the
 Anti-Leather Goddesses of Phobos machine).
 dismount the horse
 w
 w
 w
 enter the circle (you wind up in midair high above a canal-studded desertscape)
 wait (you wind up at a ruin)
 w
 w
 nw
 show the painting to the mouse
 get the mouse
 (score = 73/311)

s
enter the circle (you wind up in a Basement)
u
u
n
enter the circle (you are back in the Jungle)
e
e
get the stain
nw (you are approached by a door-to-door salesman)
give the flashlight to the salesman (he gives you an odd machine -- not the Anti-Leather Goddesses of
Phobos machine)
(score = 80/311)
get the machine
knock on the door
d
give chocolate to the male (or female if you went "ne" from Joe's Bar) gorilla
wait
wait (you should now be inside the gorilla)
touch the female (or male) gorilla
get the hose
eat the chocolate
pull the bars
exit the cage
untie myself
untie trent
drop the hose
pull the switch (you're back in your own body)
(score = 119/311)
stand up
get the hose
enter the circle (you wind up in the Vizicomm booth)
pull the knob
open the box
get the coin
se
enter the circle (you wind up at the Royal Docks)
enter the barge
look at the controls
read the orange button
read the purple button
press the purple button
read the purple button
press the orange button
read the orange button
wait
wait
wait (a dock should now be visible on the northern shore)
press the orange button
exit the barge
n
drop the sword

put all in the basket (as much as will fit)

get the message

get the lip balm

read the message (it is coded with a sliding alphabet -- to decode it just write the alphabet next to itself shifted backwards by 3 letters, i.e., D becomes A, E becomes B, F becomes C, etc. Now read the message backwards. When you do this it will read: "Your mission is to contact wife number XXXX of the sultan and get the secret map. Identify yourself to her by asking her to kiss your kneecaps" -- Note that XXXX (a four digit number that changes each time you play the game) is the reverse of what you see in the message since you read it backwards to decode it).

s

enter the barge

press the orange button

wait

press the orange button

wait (you wind up at My Kinda Dock)

exit the barge

e

ne

yes

say "riddle"

(score = 132/311)

w

XXXX

w

wait

ask wife to kiss my kneecaps

get the torch and the map

drop the stool

drop the message

d

say "kweepa"

hop

clap

nw

n

ne

e

clap

ne

hop

ne

say "kweepa"

clap

se

d

nw

hop

clap

ne

n

say "kweepa"

s

clap
hop
ne
u
nw (in the Forgotten Storehouse)
clap
get the phone book
(score = 170/311)
say "kweepa"
hop
nw
clap
s
se
se
d
clap
hop
say "kweepa"
ne
w
clap
e
hop
w
s
clap
say "kweepa"
sw (in the Burial Chamber)
get the raft
(score = 180/311)
hop
clap
n
s
e
nw
clap
say "kweepa"
hop
n (in the Ladder Room)
u
get the clothes pin
n
e
se
u
enter the circle (you wind up in a Cramped Space)
d
drop the torch and the map
enter the circle (you wind up in the Main Hall of the Palace)
w

enter the barge
 press the orange button (twice)
 wait
 wait
 wait (the barge comes to a stop at Wattz-Upp-Dock)
 exit the barge
 press the orange button
 w
 put the stain on the circle
 drop the stain
 enter the circle (you wind up in Cleveland)
 s
 get the sack
 open the sack
 empty the sack
 put all in the sack (except the raft, of course)
 n
 ne
 u
 get the sheet
 tear the sheet
 tie the strips together
 tie the rope to the bed
 throw the rope out the window (Trent asks how many pounds you weigh?)
 190 (or any larger number)
 wait (repeat until the ceiling collapses and Trent reappears)
 (score = 216/311)
 get the headlight
 climb down the stairs
 e
 move the sod
 enter the circle (you wind up back in the End of the Hallway)
 n
 enter the circle (you wind up back in the Main Hall of the Palace)
 e
 d (at the Icy Dock, in the royal barge)
 exit the barge
 (score = 221/311)
 s
 se
 give the coin to the penguin (they take your 10 marsmid coin as a donation and return to you a 1 marsmid
 coin as change)
 se
 empty the basket into the sack (except for the mouse and the machine)
 n
 get the baby
 put the baby in the basket
 put the blanket on the baby
 s
 s
 put the basket on the stoop
 wait (repeat until the woman opens the door and takes the basket inside)

open the door
enter the igloo
get the cotton balls
(score = 240/311)
exit the igloo
n
nw
w
enter the circle (you wind up back at Wattz-Upp-Dock)
w
w
nw
put the balm on your lips
put the clothes pin on your nose
drop all
cover your ears with your hands
close your eyes
kiss the frog
(score = 259/311)
get the blender
read the blender
take off the lip balm
take the pin off your nose
drop the pin and the balm
show the painting to the mouse
get the mouse
get all but the pin and the balm
w
n
n (in the Throne Room)
open the compartment
put the jar in the compartment
close the compartment
turn on the machine
open the compartment
get the jar
rub the cream on daughter
(score = 282/311)
get the angle
n
put the raft in the water
enter the raft
wait (repeat 5 more times until a dock is close enough to grab on the southern shore)
grab the dock (believe it or not, it's Donald Dock)
s
e
s
give the coin to the proprietor
(score = 290/311)
search the dust (repeat until you find a tube-shaped object)
n
open the tube

drop the circle on the ground
enter the circle (you wind up in the Boudoir, on the divan)
wait (repeat until you are discovered by the Leather Goddesses of Phobos - the floor opens up and you
and Trent plunge down a long chute to the Plaza -- it's time to start building the Anti-Leather
Goddesses of Phobos Attack machine)
(score = 311/311)
give the blender to trent
give the rubber hose to trent
give the cotton balls to trent
give the angle to trent
give the headlight to trent
give the mouse to trent
give the photo to trent
give the phone book to trent (that's it ---- the machine is complete)

Congratulations! You have defeated the entire Main Attack Fleet of the Leather Goddesses of Phobos and saved the Earth from their threat. You have achieved the rank of Interplanetary Emperor.

As a part of the farce, Infocom has made the maximum number of achievable points (e.g., 311) different each time you play the game. All that counts, of course, is that you do everything right and achieve the maximum.