

This walkthrough is for Mike waiting for Al

TURN ON RADIO

LISTEN TO RADIO

OPEN COMPUTER

TURN IT ON SKYPE AL

(If the Net is down then just wait for Al)

(If the Net is up then game will tell Al you're waiting for him)

WAIT FIVE TIMES (Al will knock on the door)

OPEN DOOR

TAKE SACK

OPEN IT

WEAR IT

TAKE FLAMETHROWER

WEAR FLAMETHROWER

TURN OFF COMPUTER

CLOSE IT

TAKE ALL FROM TABLE

PUT ALL IN SACK

UNLOCK DOOR

**OPEN DOOR OUT
SHOOT GANG
TAKE BOX
WEAR BOX
TURN ON BOX
EXTEND ANTENNA
TURN DIAL
POINT BOX WEST
FOLLOW SIGNAL
SHOOT GANG
POINT BOX WEST
FOLLOW SIGNAL
SHOOT GANG
POINT BOX WEST
FOLLOW SIGNAL
SHOOT GANG
POINT BOX WEST
FOLLOW SIGNAL
SAVE
SHOOT GANG
POINT BOX NORTH
FOLLOW SIGNAL
PRESS BUTTON**

**TAKE COMPUTER
PUT COMPUTER ON BOARD
OPEN COMPUTER
TURN COMPUTER ON
PLUG WIFI INTO BOARD
TURN ON WIFI
PULL LEVER
TURN SQUARE KNOB
PRESS CROSS BUTTON LEFT
PRESS CROSS BUTTON RIGHT
TURN ROUND KNOB
PRESS CROSS BUTTON DOWN
PRESS CROSS BUTTON UP
CHECK SIGNAL**

Z

Z

Z

OUT

**ENTER SAUCER
LIE ON COUCH
FASTEN STRAPS**

Z

Z

Z

Z

Z

UNFASTEN STRAPS

EXIT

EXIT

AL, X ESCORTS

AL, X WALKWAYS

AL, FOLLOW ESCORTS

SIT ON CHAIR

Z

SLEEP

X BUTTON

PUSH BUTTON

AL, FOLLOW ESCORTS

LIE ON COUCH

STRAP IN

Z

Z

Z

UNSTRAP

EXIT

EXIT

Z

AL, TAKE PLANT

AL, POINT PLANT AT ANIMAL

SAVE (because you could get killed)

AL, SQUEEZE SAC

SIT ON SEATS

Z

Z

Z

FOLLOW PHOEBE

AL, STAND ON DISK

FEEL WALL

AL, READ NOTE

AL, X FLOOR

AL, X SEGMENTS

**now there are 2 possibilities to the puzzle
Phoebe or Gina**

if the puzzle is Phoebe then:

STAND ON P

STAND ON H

STAND ON O

STAND ON E
STAND ON B
STAND ON E

else if the puzzle is Gina then

STAND ON G

STAND ON I

STAND ON N

STAND ON A

AL, READ SIGN

AL, X SUIT PANEL

**AL, X EXPLOSIVES PANEL (Don't push it
or you will get killed).**

AL, PUSH SUIT PANEL

There are 2 suit possibilites blue and red

SAVE

WEAR BLUE SUIT OR RED SUIt

(depending on which is the safe suit)

AL, PUSH BUTTON

AL, GO WEST

AL, SEARCH FLOOR

AL, X CYLINDER AL, DROP TUBE

FEEL NORTH DOOR

FEEL SOUTH DOOR

FEEL WEST DOOR

AL, PUSH NORTH COLD

G

AL, PUSH NORTH WARM

G

AL, OPEN NORTH DOOR

AL, GO NORTH

AL, X BOX

AL, SLIDE CATCH LEFT

AL, SLIDE CATCH RIGHT

AL, SLIDE CATCH DOWN

AL, OPEN BOX

AL, PLUG GUN INTO SOCKET

Z

Z

SAVE (because player could get killed)

Z

AL, GO SOUTH

FEEL WEST PANEL

AL, PUSH WEST COLD
AL, PUSH WEST COLD
AL, PUSH WEST WARM
AL, PUSH WEST WARM
AL, OPEN WEST DOOR
AL, GO WEST
AL, SHOOT CREATURES
X CHAIR
X DESK
SIT ON CHAIR
EXIT
FOLLOW GINA
FEEL SILK
FEEL FUR
FEEL SATIN
X LIGHT
FEEL CHAIR
SIT ON CHAIR
EXIT
SMELL GINA
EAT FOOD
DRINK NECTAR
UNDRESS

**MAKE LOVE TO GINA
X WATCH
SMELL
CHANGE BODY
YES
SIT ON CHAIR
X CONTROLS
X TULIP
X ROSE
X DAFFODIL
PUSH TULIP RIGHT
PUSH ROSE LEFT
PUSH DAFFODIL FORWARD
CHANGE BODY
WAKE AL
GINA, MONITOR SCREENS
SIT ON CHAIR
PUSH DAISY
EXIT
AL, GO EAST
AL, GO NORTH
AL, PLUG GUN INTO SOCKET
Z**

Z

SAVE (because like above you could get killed)

Z

AL, LOOK UNDER BOX

AL, TAKE CHARGES

AL, GO SOUTH

AL, GO EAST

AL, PUSH EXPLOSIVES PANEL (It's now OK)

AL, TAKE BLOCKS

AL, DROP BLOCKS

AL, PLACE CHARGES

GINA, TIE FUSES(IF CREATURES APPEAR)

AL, SHOOT CREATURES

AL, ENTER DISK

AL, SHOOT CREATURES

AL, SHOOT CREATURES

AL, SHOOT CREATURES

SAVE (because like above you could get killed)

AL, SHOOT CREATURES

AL, OPEN CAR
AL, SHOOT CREATURES
AL, OPEN CAR
AL, ENTER CAR
AL, CLOSE CAR
AL, FLY CAR
AL, OPEN CAR
AL, EXIT
Z
AL, ENTER SAUCER
FOLLOW IFWAH
ASK IFWAH ABOUT GINA
BREED
REST
TALK TO GINA
SAVE
FOLLOW RED WALKWAY
G
GINA, SHOOT WOMEN
FOLLOW AL
AL, OPEN DOOR
X SAUCER
AL, OPEN SAUCER SAVE HERE.

AL, ENTER SAUCER

**(a large amount of text is output here
describing a space battle)**

SEARCH GROVE

**X DROPPINGS (SACK IS
AUTOMATICALLY WORN BY PLAYER)**

ASK AL ABOUT OBJECT

ASK GINA ABOUT OBJECT

ASK PHOEBE ABOUT OBJECT

ASK GINA FOR CUBE

ASK PHOEBE FOR PARCHMENT

ASK AL FOR GAUGE

**UNROLL PARCHMENT (can not be done
by the NPC or his party)**

PUT ALL IN SACK

AL, GO EAST

TAKE DROPPINGS

SCATTER DROPPINGS

PICK FLOWERS

TAKE RABBIT

AL, GO EAST

**LISTEN TO VOICE
OPEN SACK
TAKE CUBE
GIVE CUBE TO AL
AL, TURN CUBE
AL, POINT CUBE AT SUN
AL, GO EAST
AL, POINT CUBE AT TREE
ASK AL FOR CUBE
PUT CUBE IN SACK
CLOSE SACK
AL, GO EAST
AL, GO NORTH
GATHER MOSS
DRINK WATER
AL, GO SOUTH
SLEEP
AL, GO SOUTH
X FRUIT
SMELL FRUIT
AL, X BIRDS
AL, GO SOUTH
PICK MUSHROOMS**

SAVE (Because mushrooms could be poisonous)

EAT MUSHROOMS

PICK MUSHROOMS

CLOSE SACK

AL, GO NORTH

GIVE MUSHROOMS TO AL

AL, FEED BIRDS

LISTEN TO BIRDS

OPEN SACK (the birds unroll the scroll)

AL, GO SOUTH

PICK MUSHROOMS

PUT MUSHROOMS IN SACK

AL, GO NORTH

TAKE SCROLL

GIVE SCROLL TO PHOEBE OR GINA

GINA READ SCROLL or PHOEBE READ

SCROLL

AL, GO NORTH

AL, GO EAST

AL, SEARCH GROUND

AL, SEARCH GROUND

AL, SEARCH GROUND

AL, X BOARD
AL, X H CHIP
AL, X S CHIP
AL, DIG IN GROUND
AL, X M CHIP
AL, PUT CHIPS IN BOARD
AL, GO EAST
AL, TAKE SHOVEL
AL, DIG IN SAND
AL, DIG IN SAND
AL, TAKE BOX
AL, DROP BOX
AL, OPEN BOX
TAKE CUBE
GIVE CUBE TO AL
AL, TURN CUBE
AL, POINT CUBE AT SUN
AL, INSERT CUBE IN SQUARE HOLE
TAKE GAUGE
GIVE GAUGE TO AL
AL, TURN BOARD
AL, PUT BOARD IN BOX
AL, SCREW GAUGE INTO ROUND HOLE

AL, CLOSE BOX

ASK AL FOR BOX

PUT BOX IN SACK

AL, GO EAST

**SAVE (quicksand is nasty when going north
soometimes)**

AL, GO NORTH

DRINK WATER

REST

AL, GO WEST

AL, GO WEST

AL, STEP ON FIRST BLOCK

AL, STEP ON LEFT BLOCK

AL, STEP ON RIGHT BLOCK

AL, STEP ON FORWARD BLOCK

AL, STEP ON LEFT BLOCK

AL, STEP ON RIGHT BLOCK

AL, STEP ON FORWARD BLOCK

AL, GO SOUTH

AL, X CINDERS

AL, GO SOUTH

TAKE MUSHROOMS

TAKE SCROLL

GIVE MUSHROOMS TO AL

GIVE SCROLL TO AL

AL, SHOW MUSHROOMS TO BIRDS

AL, SHOW SCROLL TO BIRDS

CLIMB ON WINGED BRIDGE

Z

Z

SAVE (Because you could get killed)

Z

GIVE BOX TO AL

AL, DROP BOX

AL, OPEN BOX

AL, READ GAUGE

AL, PULL LEVER

AL, FLIP H SWITCH

AL, FLIP M SWITCH

AL, FLIP S SWITCH

AL, TURN WHEEL

TAKE SKIRT

TAKE STEEL BOX

TURN WHEEL

ASK PHOEBE ABOUT AL

Z

**Z
DOWN
ENTER CITY
AL, GO WEST
SIT ON SEATS
GIVE SKIRT TO SCIENTIST
WAIT
X TICKETS
WISH FOR HEARING
EXIT
NORTH
IN**