

ACCOLADE

*Les
Manley
in:* **Search for The King™**

CLUE BOOK

Written by: Rick Barba

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If you have a modem, you can call and log-on to Accolade's Bulletin Board for instant hints and other information. You can also leave questions about any Accolade game; they'll be answered by Accolade's technical support representatives. The number is 408-296-8800. Our settings are 300, 1200, 2400 Baud; 8 Data, no Parity; 1 Stop Bit.

INTRODUCTION: *How to Use This Clue Book*

Part One is for you Kingseekers who aren't ready to wimp out yet, who want to be gently nudged in the right direction. It focuses on the most perplexing puzzles that the average player will encounter in *Search for The King*, then offers aid in the form of a series of clues.

These clues don't necessarily give you everything — for example, you may get help with one puzzle in a particular area, yet miss important objects needed to solve another, later puzzle. But Part One does offer a way to complete the game without having to completely prostrate yourself before the Answer Man.

Part Two is for you lower forms of creation who need the straight solutions to all of the puzzles in Les Manley's Big Adventure. This section takes your hand and walks you through the entire game, screen-by-screen. It tells you everything you need to do, when you need to do it, how to do it, then tucks you in bed and kisses you goodnight. It's an amazing little section. Before it joined us here at Accolade, it was a chapter of *War and Peace*.

Part Three gives you a list of (1) all the things you need to do to achieve a perfect score of 500, (2) where you need to do them, and (3) how to do them. (NOTE: It is possible to complete the game without scoring 500, so this part is for all you pinched-face perfectionists out there.)

Part Four gives you maps of the game, and some blank pages for note-taking.

PART ONE: Clues

This section lists the thorniest problems Les will face in *Search for The King*, then offers a series of clues. These clues are numbered in a column, and each successive clue reveals a little bit more — descending from mild, subtle hints to screaming red signal flares.

Here's how it works:

The clues are hidden under the weird red stuff on the page. Just place the enclosed "Get a Clue" window viewer over the stated problem, then slide it slowly down over the red area. The first clue will appear. Don't ask us how. It's *magic*.

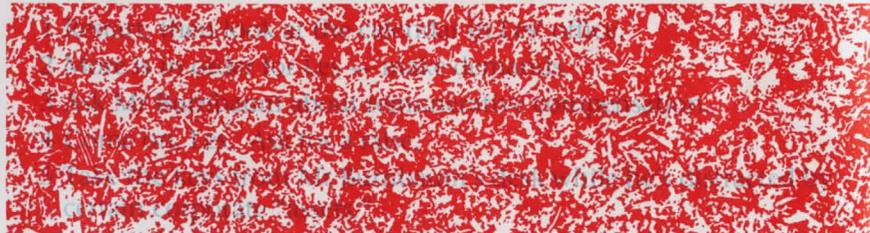
Read clues one at a time, in sequential order from top to bottom. And remember: The fewer clues you read, the more Manley you are.

New York City

Problem: The door to the equipment room outside Les' office is locked. How do I get in?



Problem: Everytime I try to leave Mr Burnbaum's office with the master key, I fall to a grisly shrieking death. How can I avoid this?



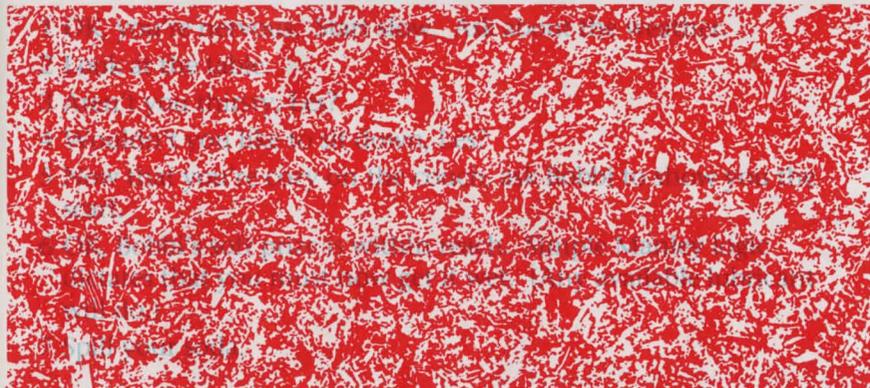
Problem: There appears to be something like anti-tank fortifications between Les and the counter in the Bus Depot.



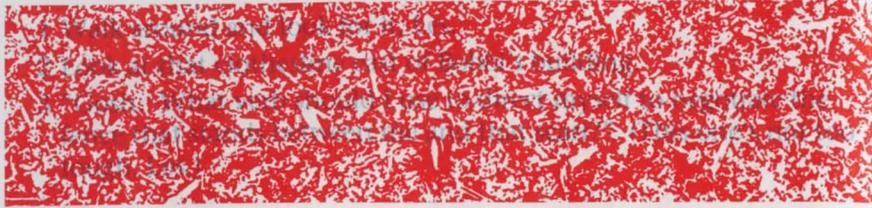
Problem: I can't get past the shrew in the apartment building on the NY Street. Is Les just too virile and intimidating?



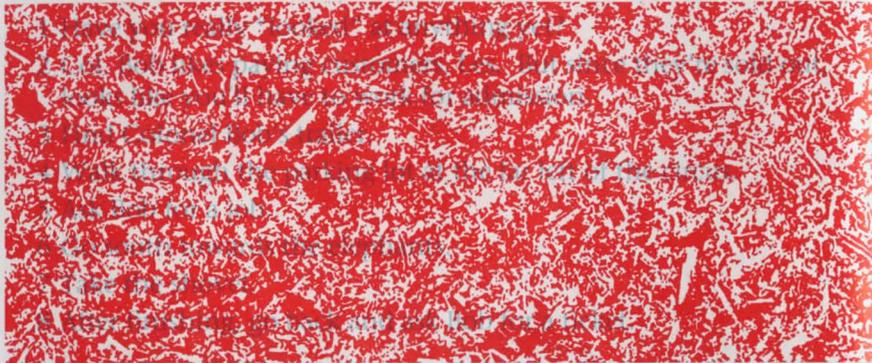
Problem: I think I need to get my hands on Bobbi's soft prize. But I'm not getting anywhere.



Problem: Hey! Where the heck did the scarf go?



Problem: Gee, what a great circus. It's really fun and entertaining to walk around and be ignored.



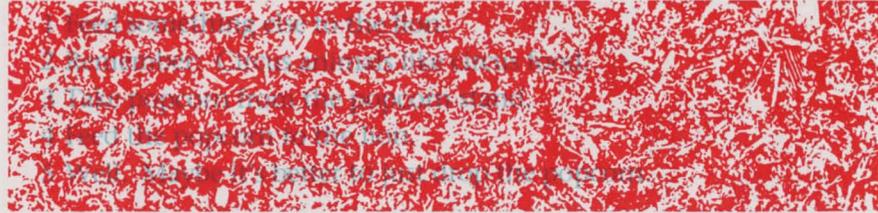
Problem: OK, maybe it is the best job I've ever had — fresh air, good exercise, plus all I can eat. But I need to find The King! How do I get away from these elephants?



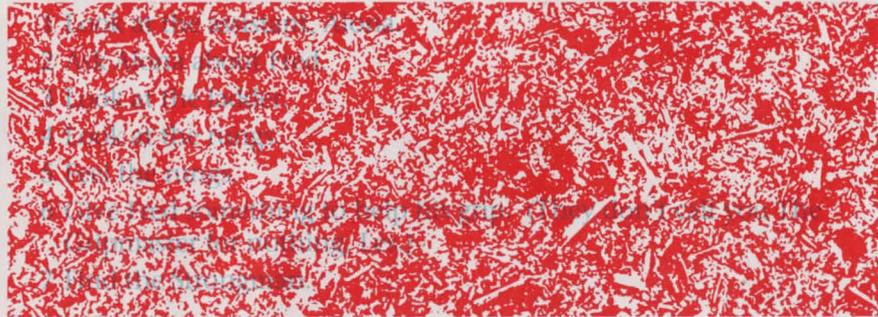
Problem: I earned my ticket. Now what?



Problem: As I write this, various hunks of my body are slowly dissolving in pepsin and other digestive acids commonly found in a lion's stomach. I guess I've had better afternoons. Is there some way I can avoid being ripped into sirloin?



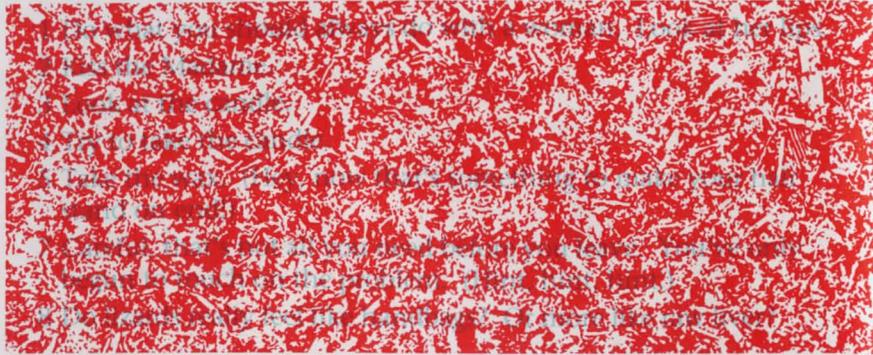
Problem: The daredevil, Fred von Leep, seems reluctant to do anything. What's the delay?



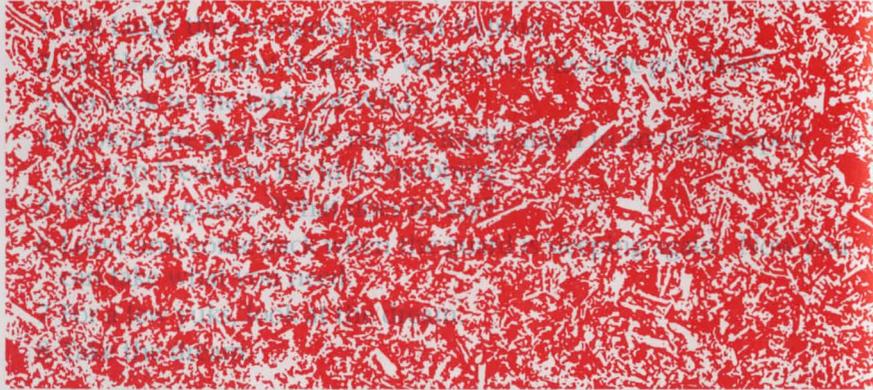
Problem: The Strongman is suffering from terminal squat. How can I motivate him off his haunches?



Problem: Madame Zarmooska is certainly an appealing woman. What do I do in her wagon?



Problem: I'd really like to take Helmut Bean with me. It might be comforting to have another tiny, amusing little guy in my pocket. But how do I get him to join the search?

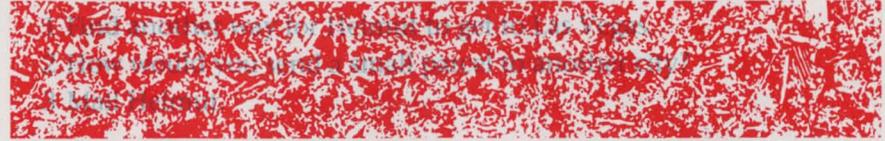


Problem: I think I have everything I need from Col. Bob's Traveling Circus and New York. What now?

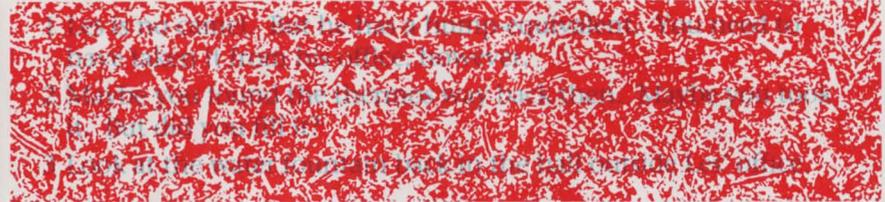


Las Vegas

Problem: Helmut keeps burning up during re-entry to Las Vegas. He looks like a charbroiled hot dog. Can this be avoided?



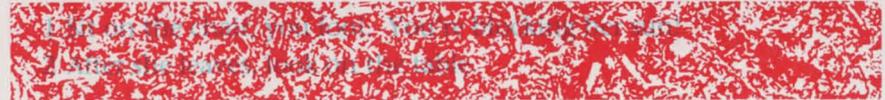
Problem: The desert is such an interesting place. I've met some really fascinating scorpions out here. But I think I'm lost. How do I get out?



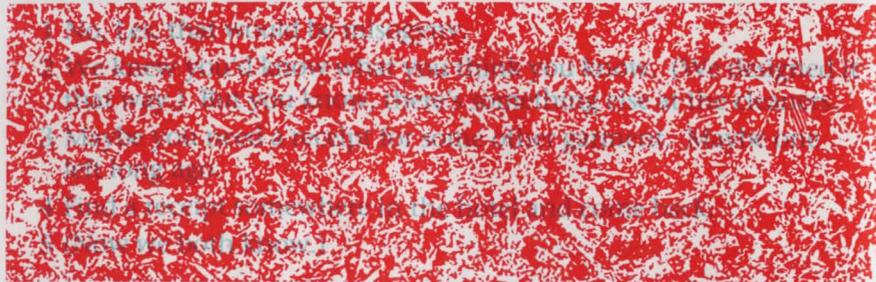
Problem: Poolside is really fun. Women are paying more attention to me than usual. Of course, I *am* a severed head. Is there some way I can keep Vito from decapitating me?



Problem: OK, Vito and Mr Fabulous are occupied. But now I can't get Lyla Libido to talk to me.



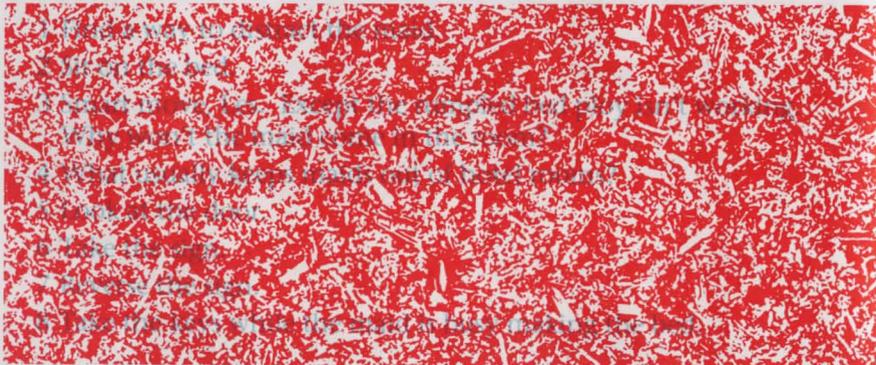
Problem: I know that I'm supposed to give Susie the sweat-stained scarf to be cleaned, but she insists that it's already clean enough. Should I hit her?



Problem: I've tried everything with this desk clerk, but I still can't get a room at the hotel. Should I leave?



Problem: That skeleton key on the maid's cart could be useful, but, oddly enough, she won't let me take it.



Problem: That key worked wonders. But now that I'm in Mr Fabulous' suite, what do I do?



Problem: I can't get Helmut back out of the drain. I could go sift through tons of sludge at the Las Vegas Municipal Waste Treatment Plant, which would be fun, but isn't there an easier way to retrieve the little guy?



Problem: I've had a great time here in Vegas. Now what?



The Kingdom

Problem: I tried yelling, hitting, and making scary monster noises, but I can't get the Kingdom gates to open. What can I do?



Problem: But where is Red's Bar?



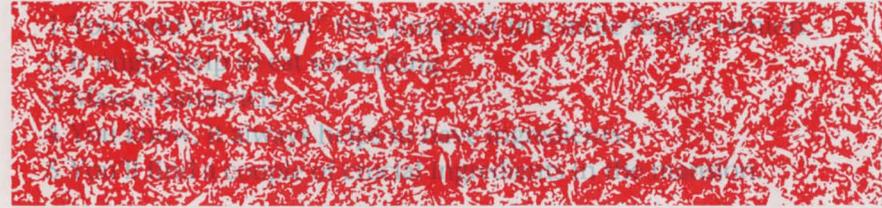
Problem: How do I get into Red's?



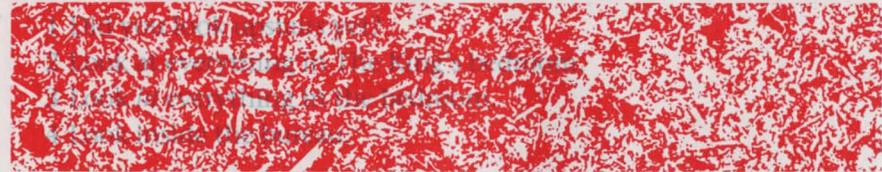
Problem: I got into Red's. How do I get off the stage?



Problem: Geez, I boogied, I got down, I got my mojo going, but I still lost the contest. How can I do better?



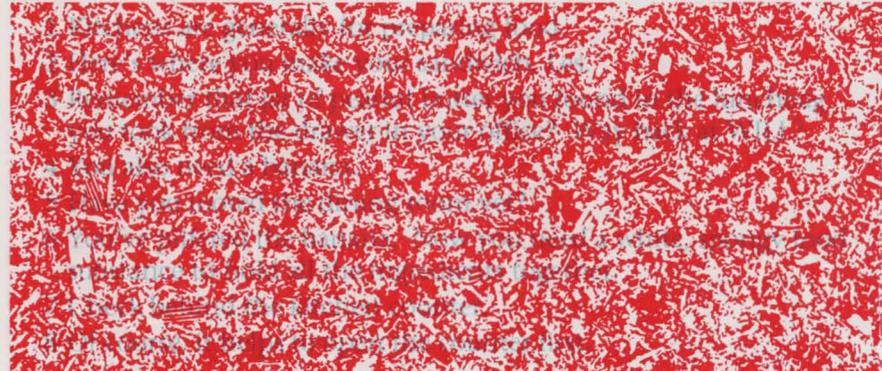
Problem: I enjoyed my tour of the dining room, but I can't get into the kitchen from here.



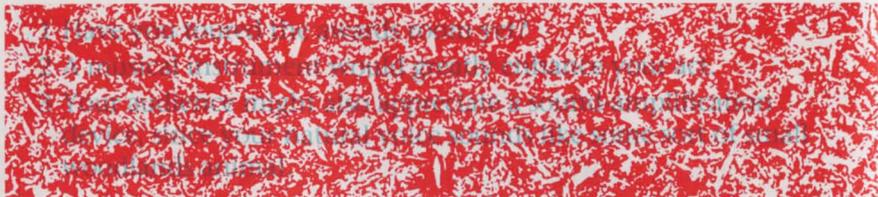
Problem: I've always been pretty good at gripping and sliding down a slick pole. But now that I'm in the kitchen, how do I stop spinning?



Problem: What an impressive kitchen. I've explored it and found some really interesting stains. But what else can I do in here?



Problem: Now that I cut a more Kingly figure, how do I get back into Red's?



Problem: Despite ugly threats, the guitar still won't let me take it. Can I start sobbing now?



Problem: Hey! I have everything I need, but I'm still not getting into Red's.



Problem: I returned to Red's Bar, danced again, got trampled, and died. Is this the end?



PART TWO: Answers

So you resorted to this. The Answers. Geez, you might as well just lay down and die.

Actually, we're just teasing. We know how challenging *Search for The King* is. In fact, anybody who completed this adventure without help should be crowned the new King of Entertainment. Really, it's OK to use this section. Don't feel like you're any Les Manley because of it.

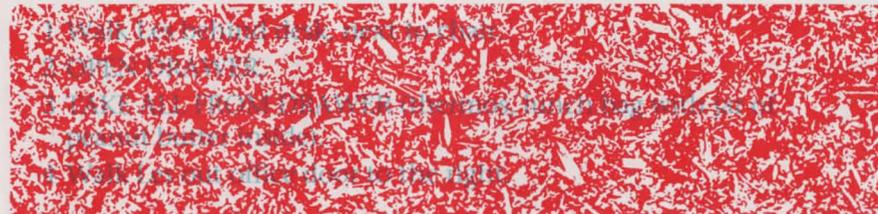
Just don't tell anybody about it.

IMPORTANT NOTE: The adventure is charted here in the most efficient "chronological" order. In order to win the game, Les will often have to enter/leave a particular screen more than once — so you will find several of the screens listed below more than once.

Thus, if you want the "solution" to a particular room, be sure to check Part Two thoroughly for *all* references to that room.

For example: In order to do everything you need to do in WILL offices, you'll need to be in — or at least pass through — both Hall A and Hall B at least three times.

"Hole-In-The-Wall"



“Hall A”



“Hall B”



“Boss’ Office”



“Hall B”



“Hall A”



“Equipment Room”



“Hall A”



“Hall B”



“WILL Lobby”



“NY Bus Stop”



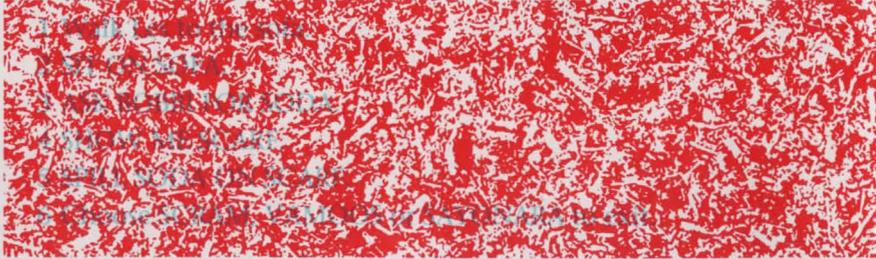
“Outside Terminal”



"NY Street"



"Parlor"



"NY Street"



"Empty Lot"



"NY Street" & "Outside Terminal" & "NY Bus Stop"



"Edge of Town"



"Circus Map"



"Trailer"



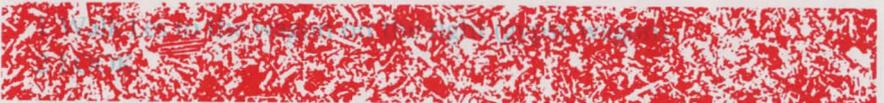
"Elephant Area"



"Trailer"



"Circus Map"



"Gypsy Wagon"



"Madame Zarmooska"



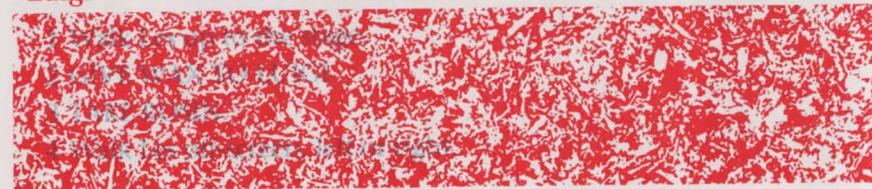
"Gypsy Wagon"



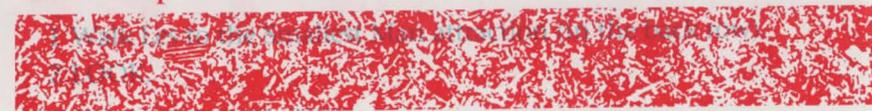
"Circus Map"



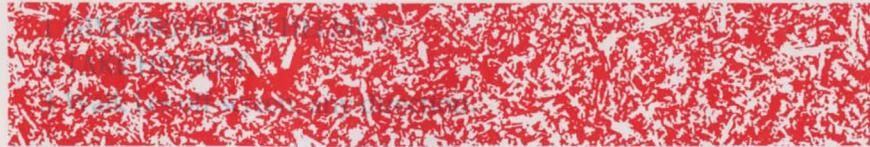
"Luigi"



"Circus Map"



"Helmut"



"Circus Map"



"Big Top"



"Lions"



"Trapeze Artist"



"Lions"



"Circus Map"



"Edge of Town"



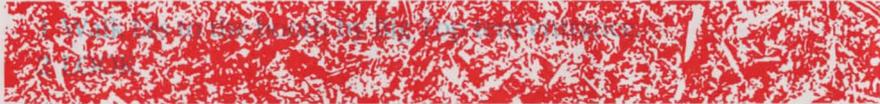
"NY Bus Stop"



"Edge of Town"



"Circus Map"



"Big Top"



"Room for Expansion"



"Viva Lost Manley" (Desert)



"Viva Les Manley"



"Ramp"



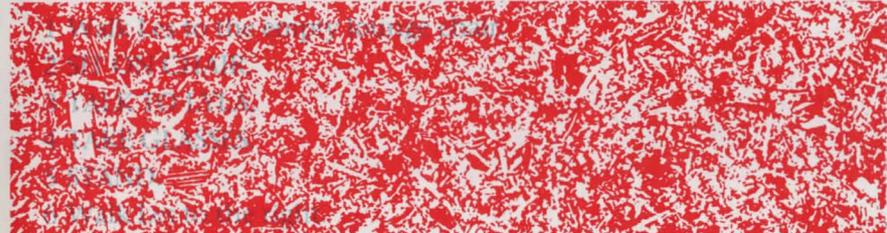
"Lobby"



"Pool Cabana"



"Poolside"



“Poolside” & “Pool Cabana” & “Lobby” & “Cleaner”



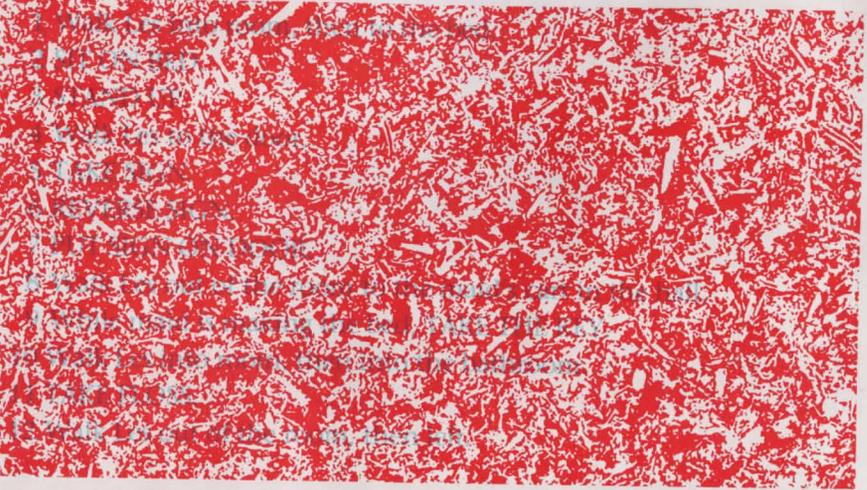
“Hall”



“Typical Floor”



“Typical Room”



“Typical Floor”



“Suite A”



“Suite B”



“Suite A”



“Hall”



“Cleaner”



“Susie”



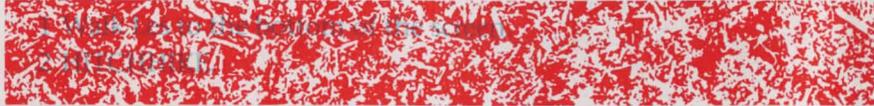
“Cleaner”



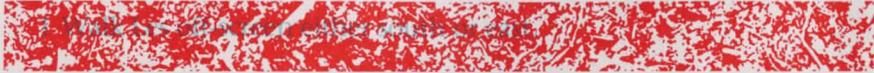
“Lobby”



“Viva Les Manley”



“Kingdom Gates”



“Kingdom Map”



“Red’s Bar”



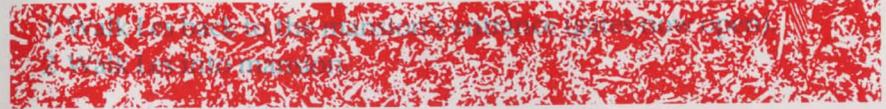
“Inside Red’s”



“Red’s Bar”



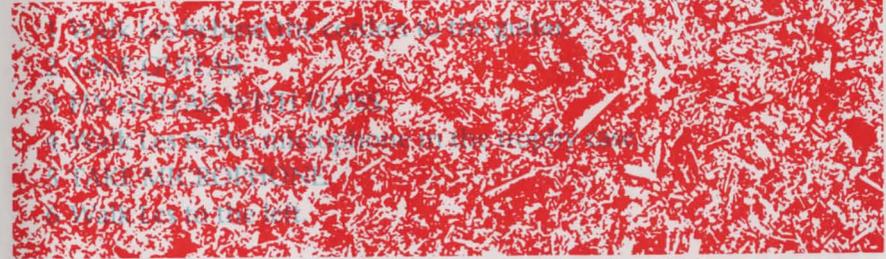
“Kingdom Map”



“Foyer”



“Awards Room”



“Foyer”



“Dining Room”



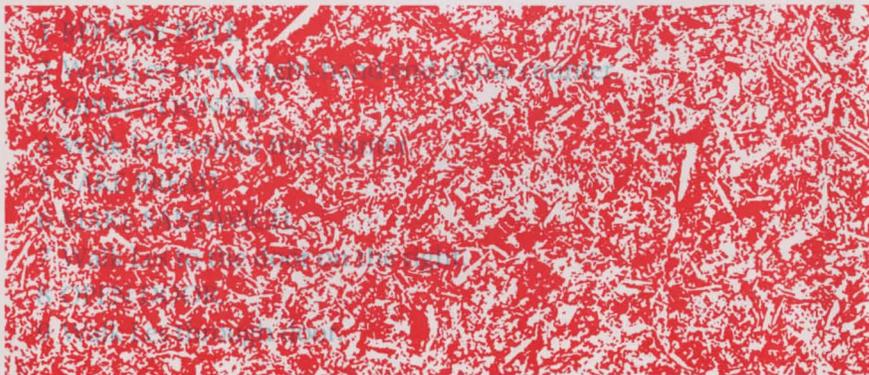
“Foyer”



“The King’s Bedroom”



“Kitchen”



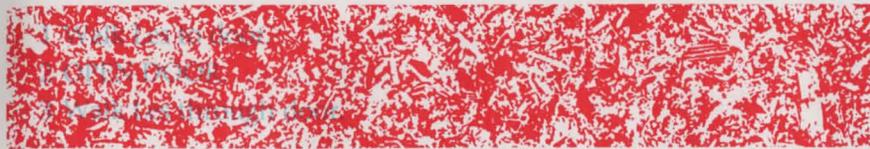
“Dining Room” and “Foyer”



“Kingdom Map”



“Red’s Bar”



“Inside Red’s”



GAME OVER.

PART THREE: How to Score Points

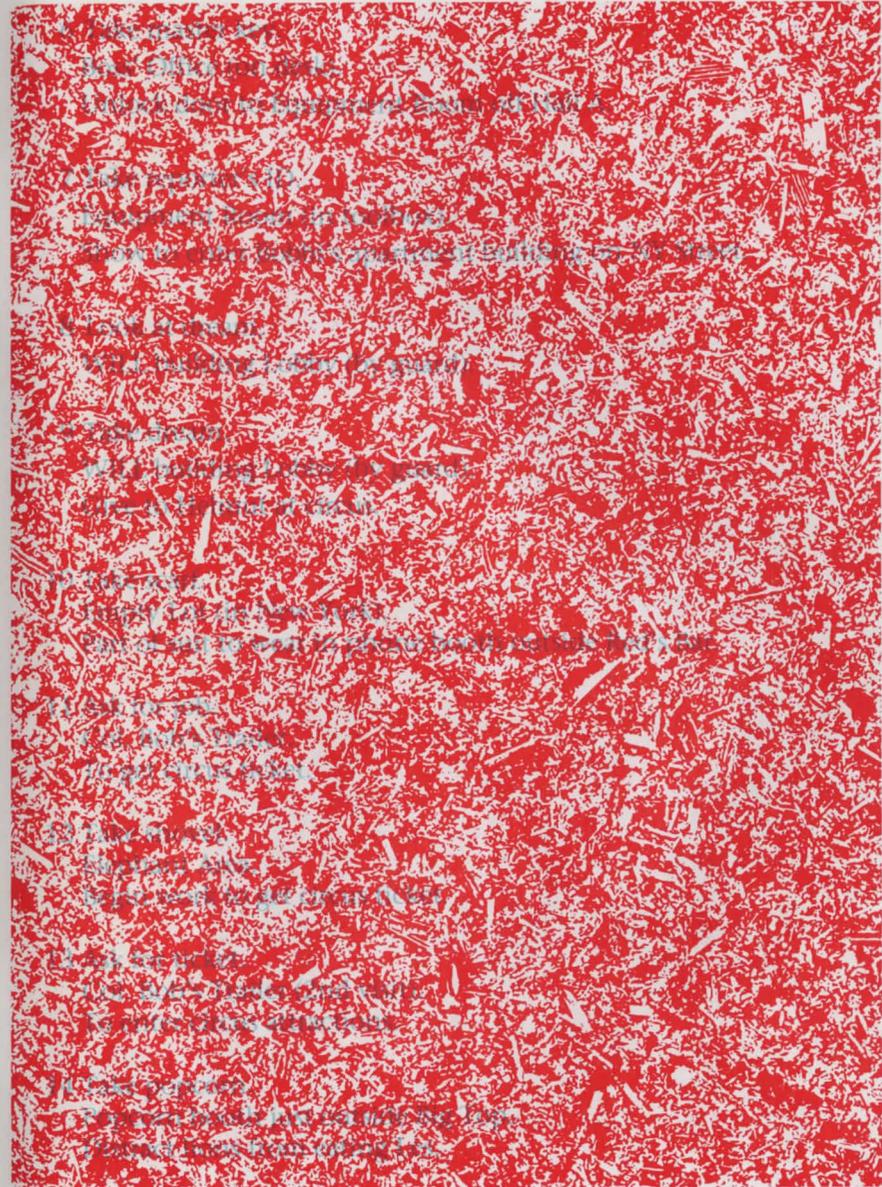
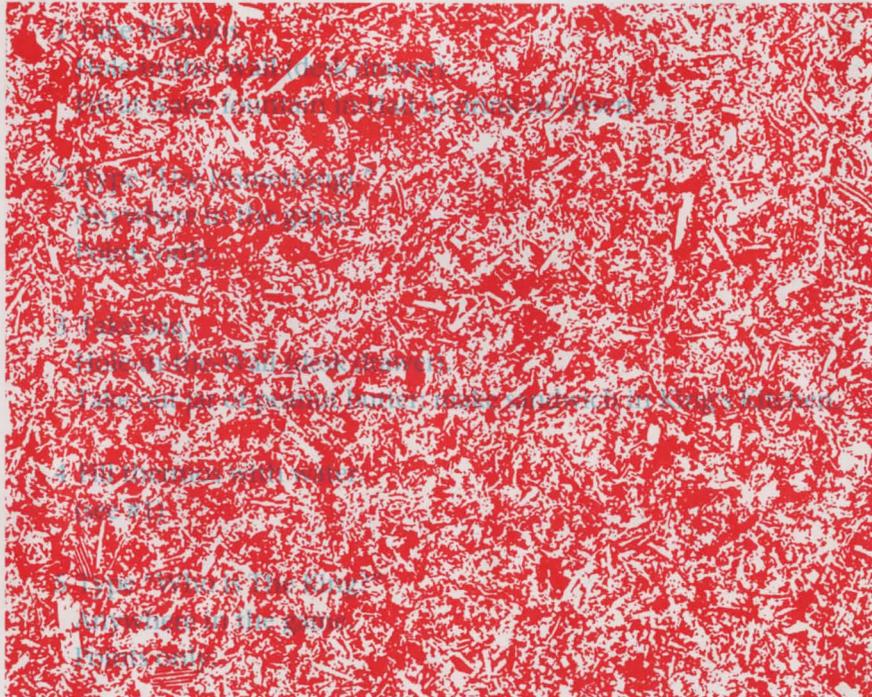
This section simply lists all 50 things you can do in *Search for The King* to earn points. Each step is worth 10 points, and each step only earns points once. Hence, advanced mathematics dictates that a perfect score equals 500 points.

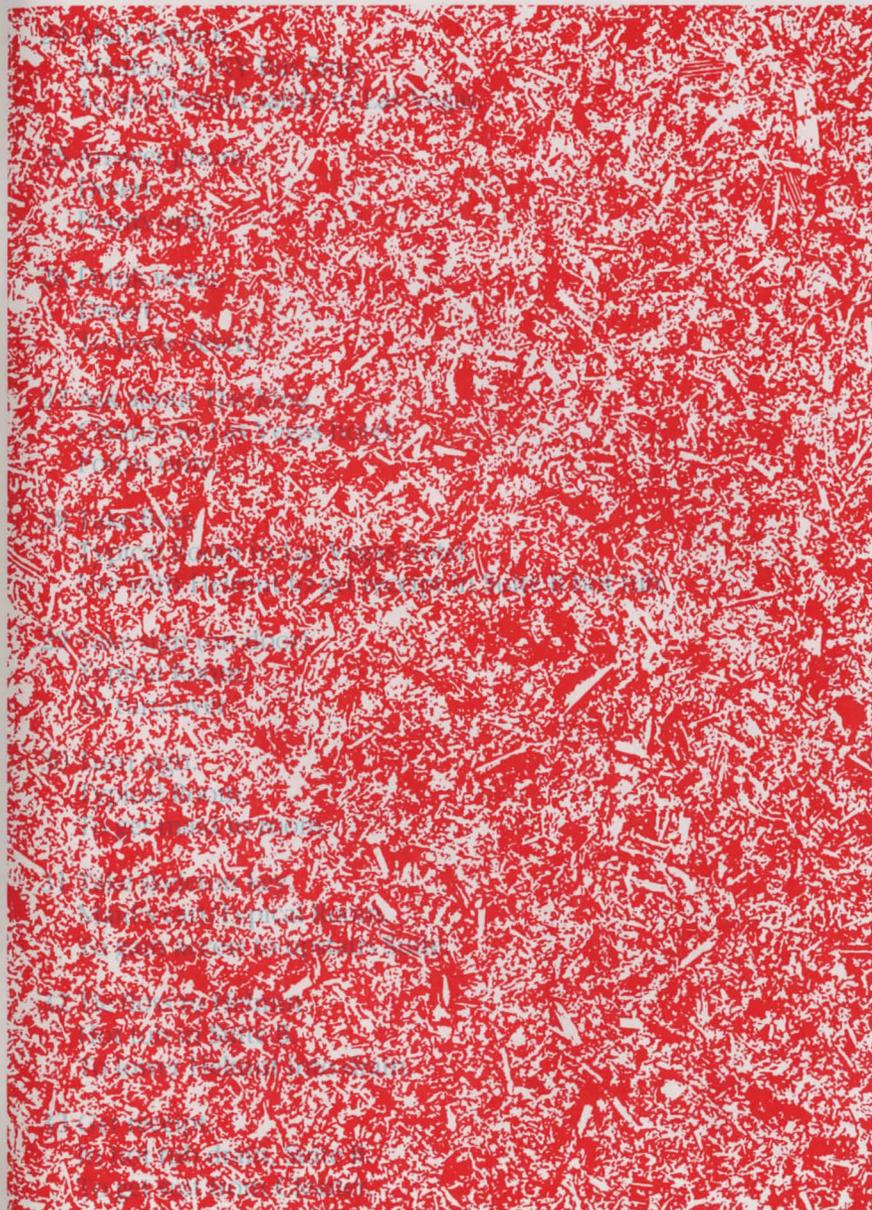
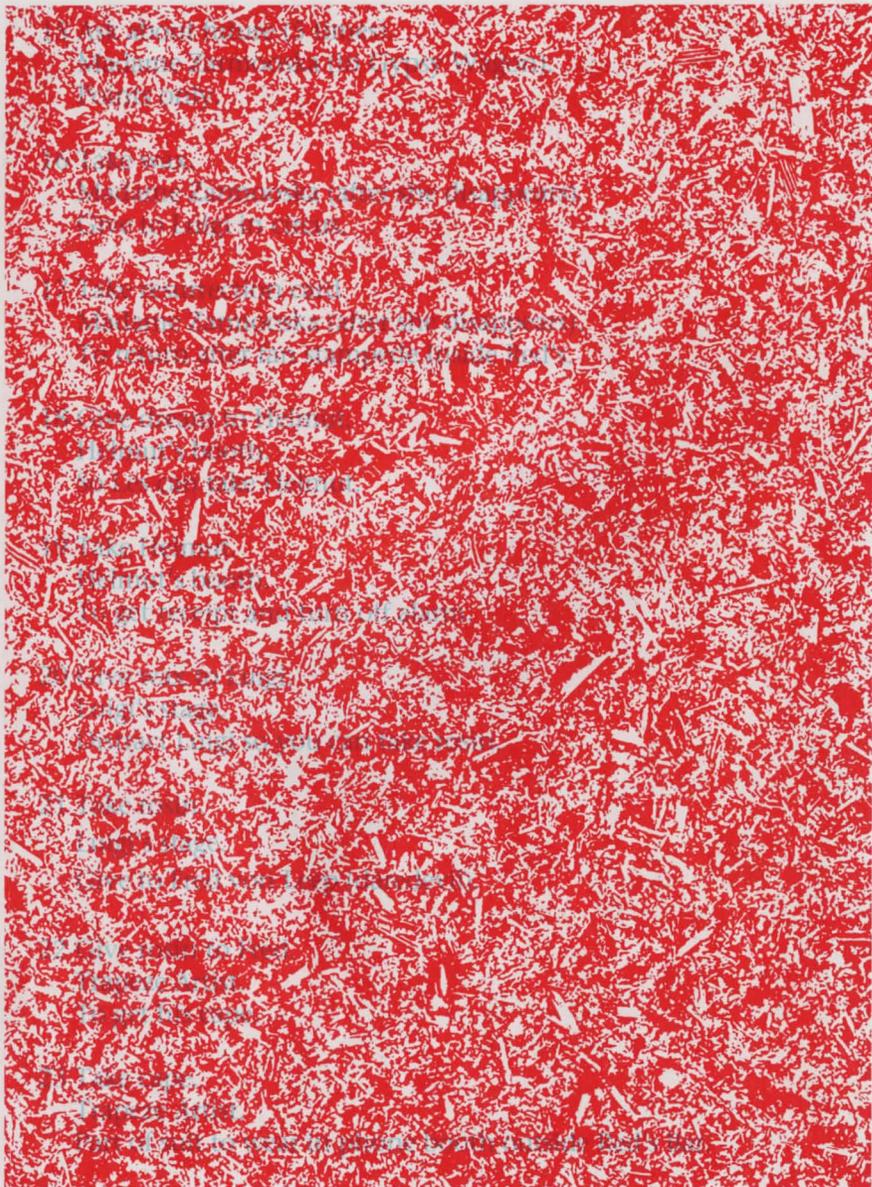
NOTE: We also tell you where and how to do all of the following things. The section lists each item in the following manner:

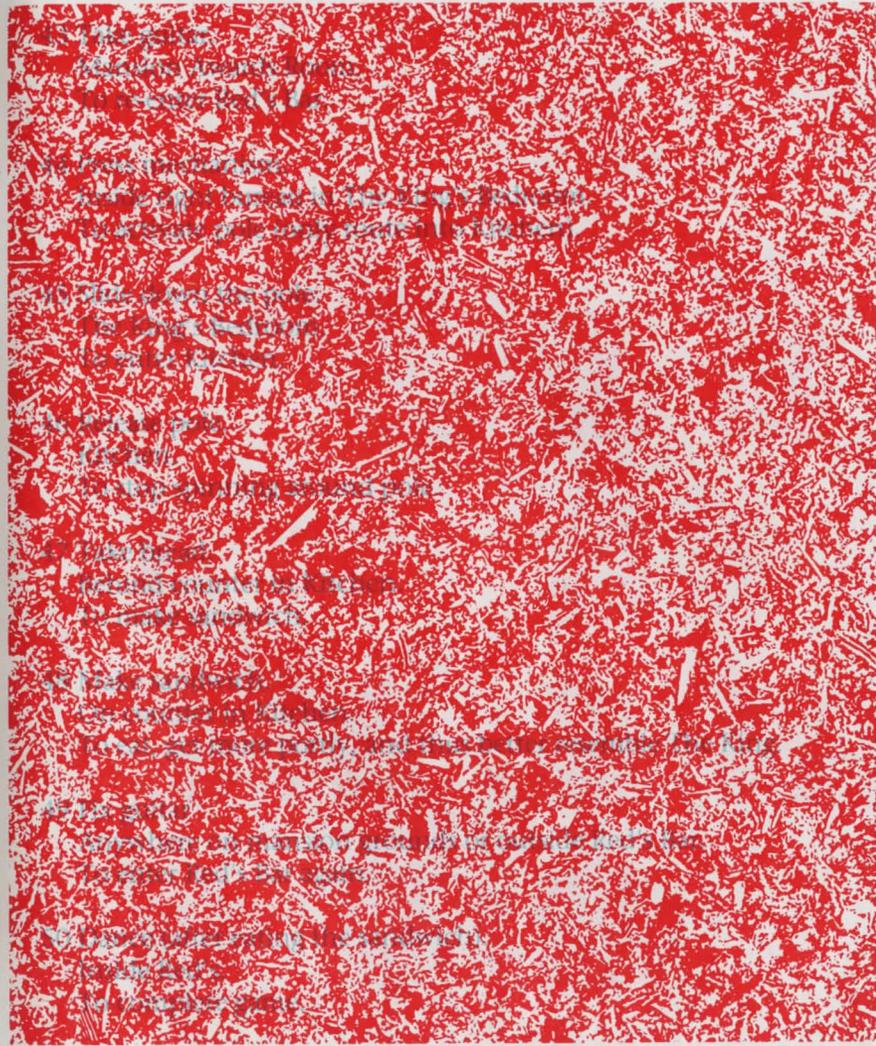
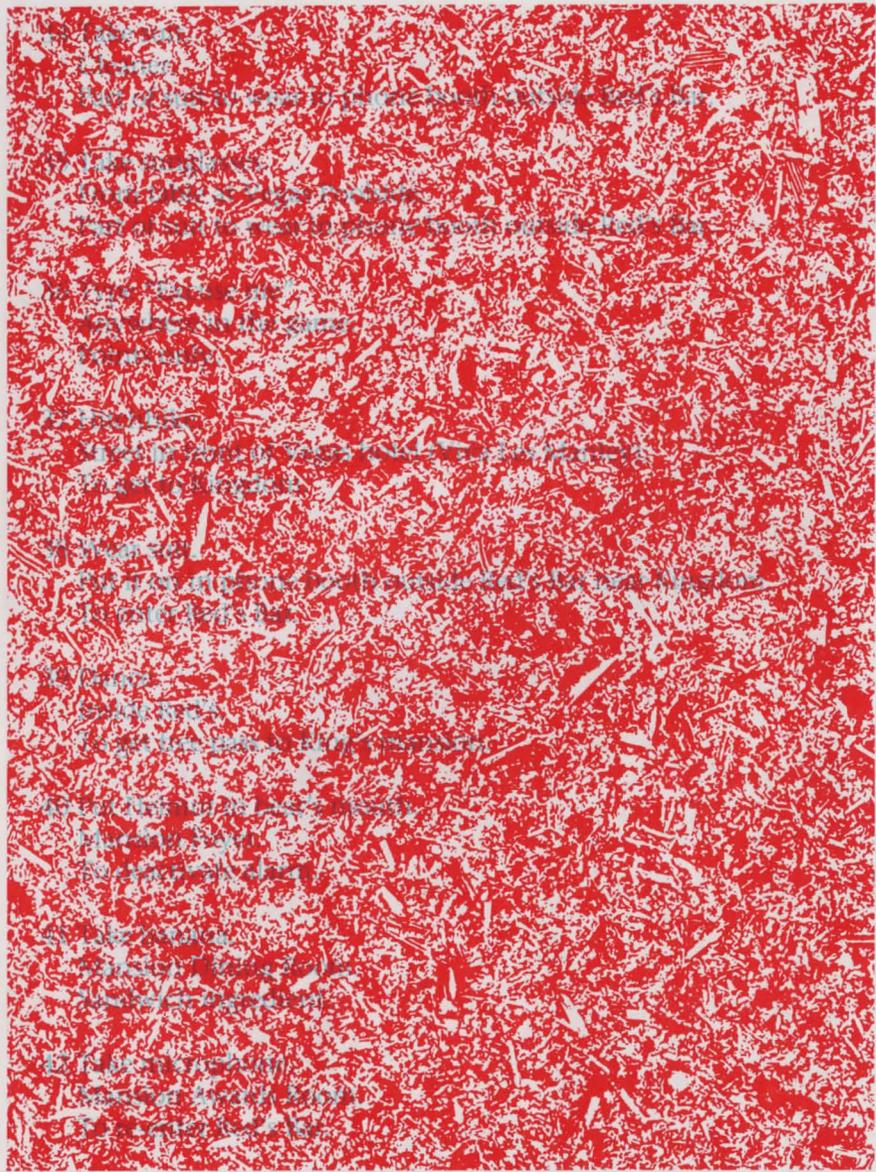
OBJECT/ACTION

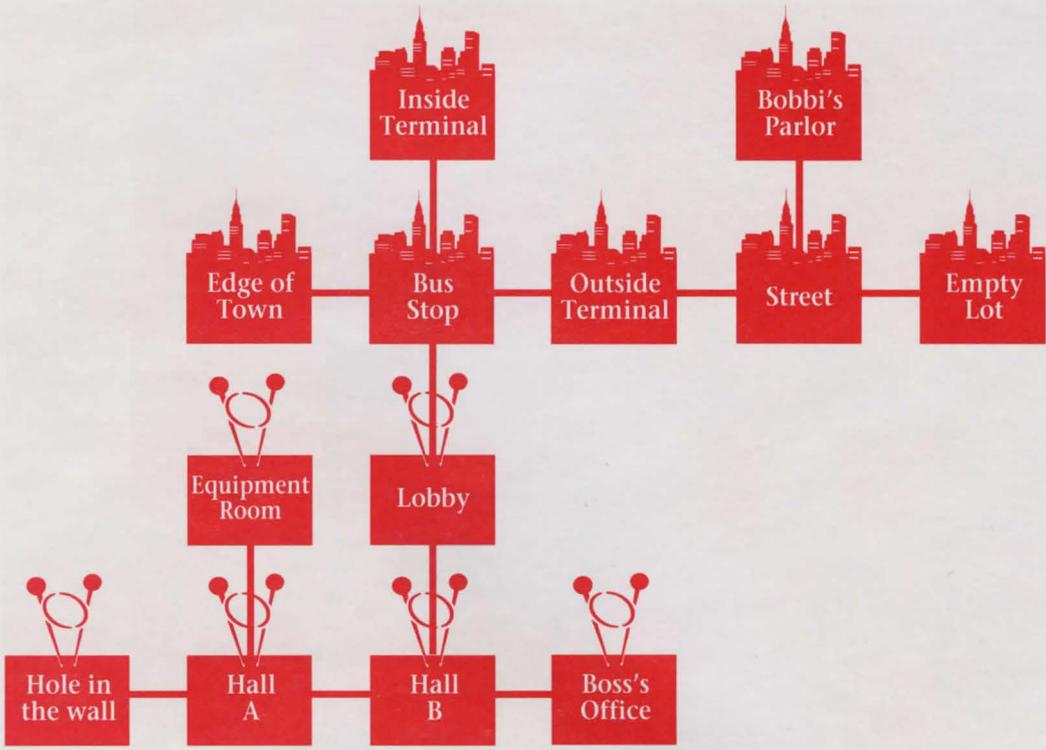
LOCATION

USAGE (if appropriate)

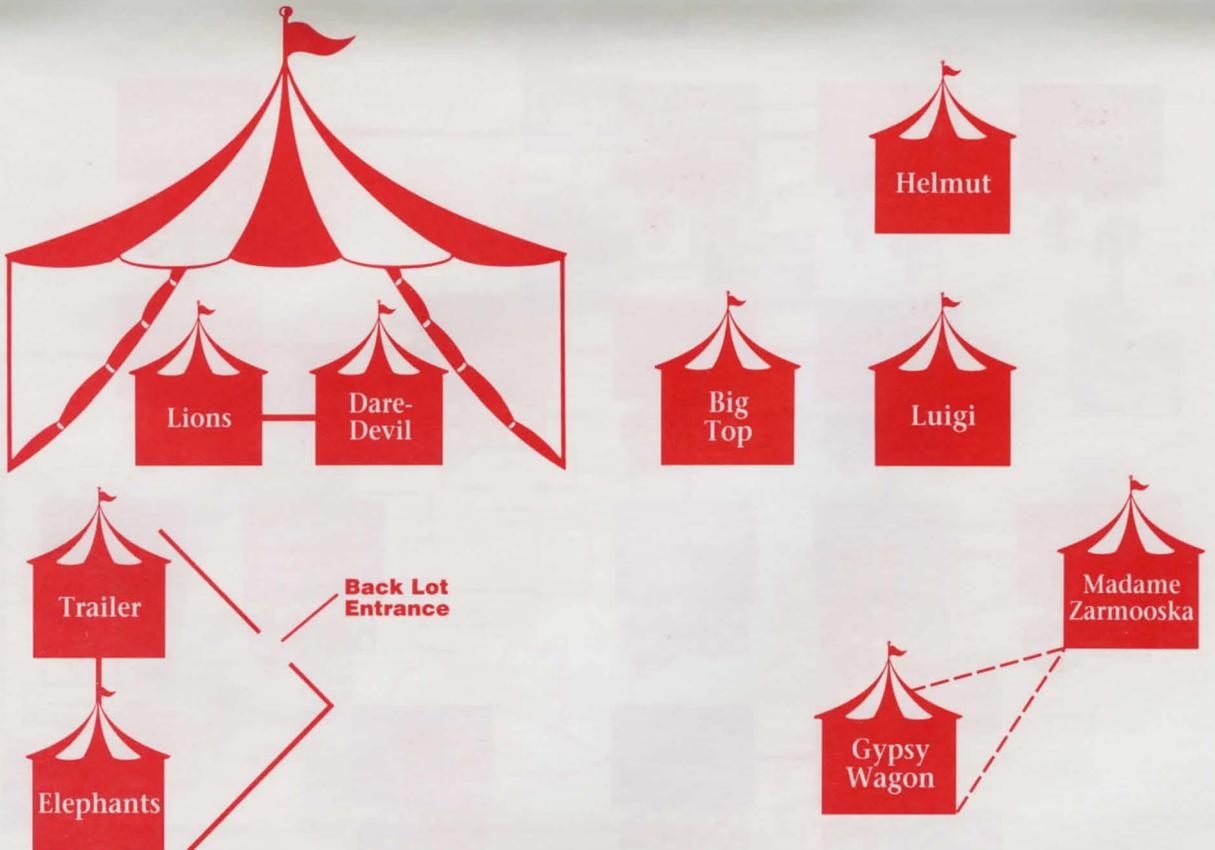




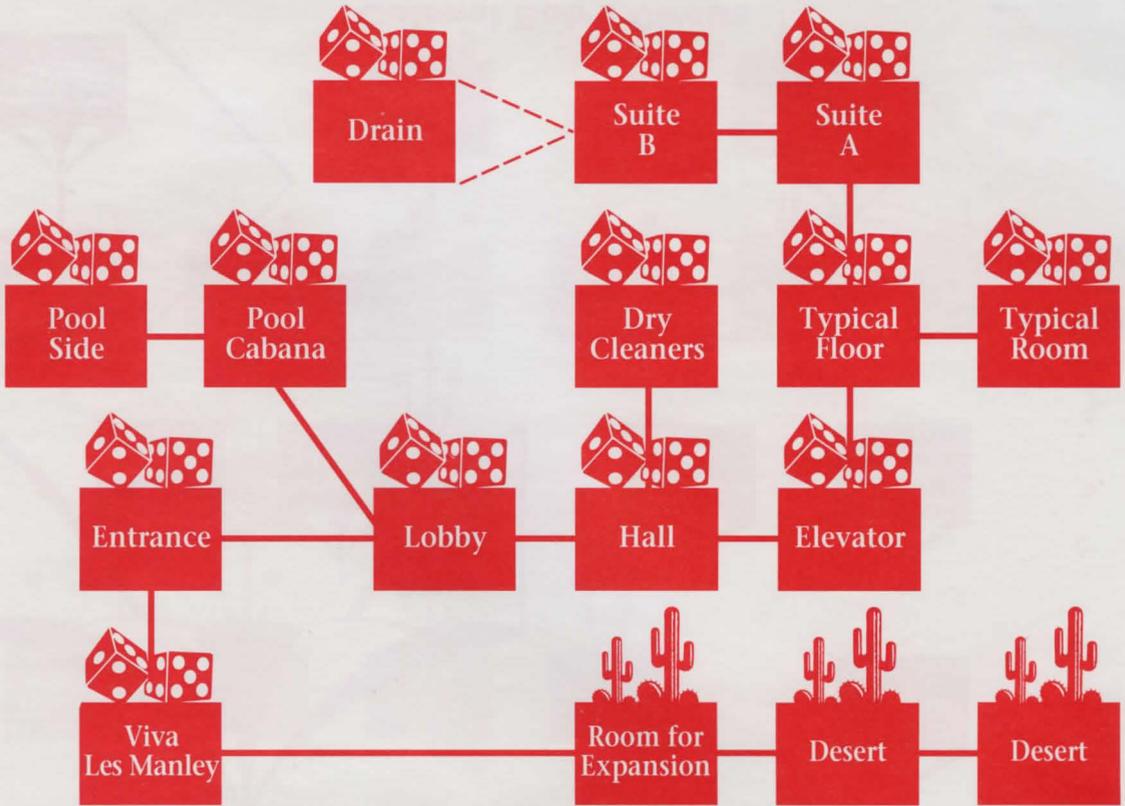




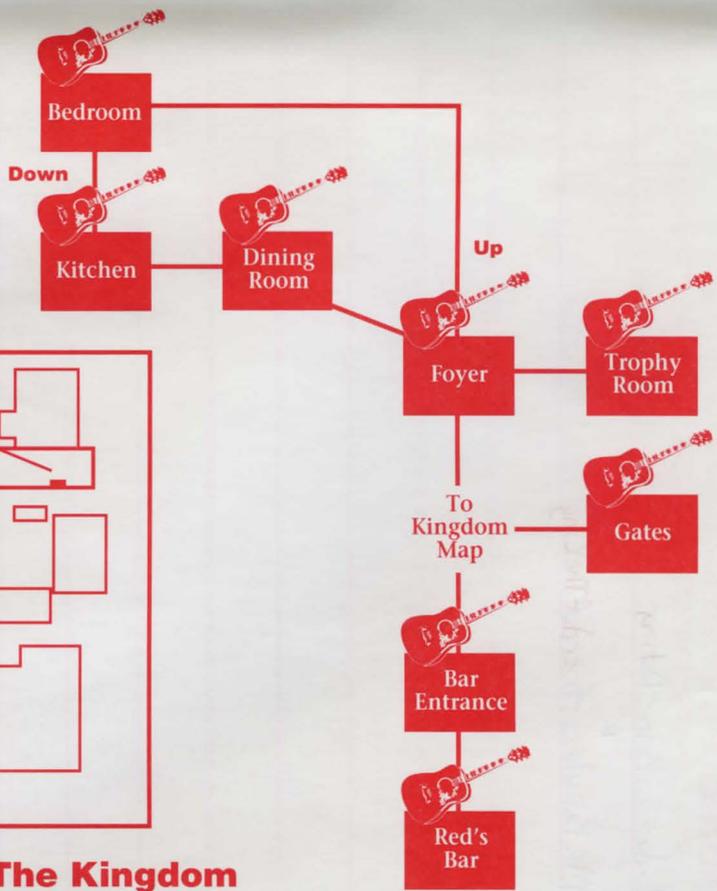
New York



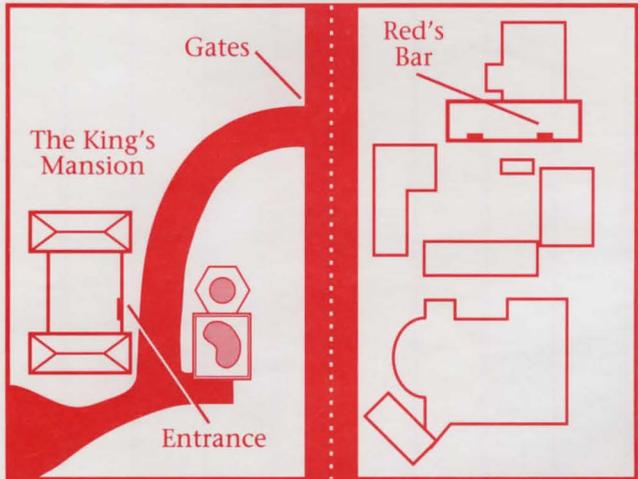
Colonel Bob's Circus



Las Vegas



The Kingdom Map

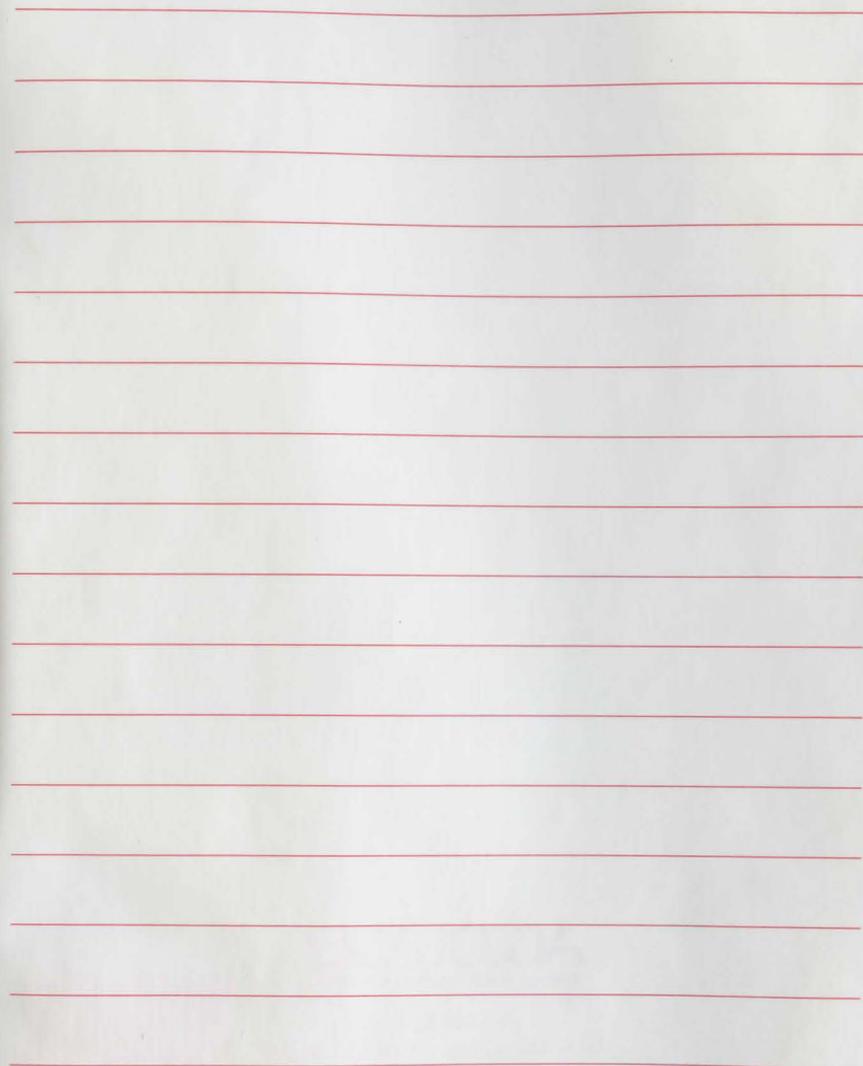
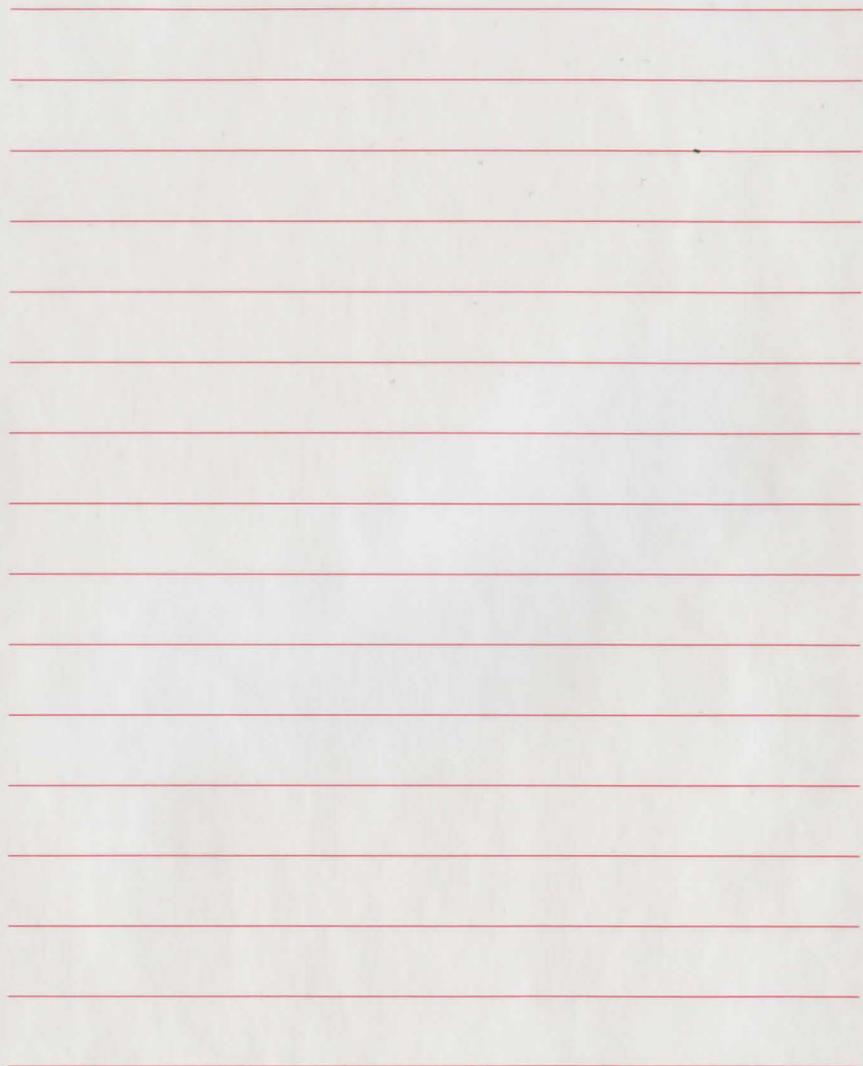


The Kingdom

NOTES:

[Faint, illegible handwriting on lined paper]

[Blank lined paper]



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