

**All-New Format!**

# SPACE QUEST™ 2

*Vohaul's Revenge*

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY





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## SPACE QUEST<sup>TM</sup> 2

*Vohaul's Revenge*

## HINT BOOK



## Hint Book

### Introduction

I welcome you to **Space Quest II: Vohaul's Revenge!**

**Space Quest II** is the continuing story of a brave janitor, Roger Wilco, who hails from the planet Xenon. Unlike most janitors who are, to the most extent, satisfied with their jobs, our particular janitor aspires to be a real space hero. Most often he bumbles into nasty situations, but his superb wit and daring courage will always see him through...to the detriment of space villains!

It is not necessary to have solved **Space Quest I** to be able to play or enjoy **Space Quest II**. You will journey along with Roger Wilco and help him outwit space thugs, cross dangerous terrain, and most of all, destroy the evil Vohaul who would wreak destruction on the peaceful planet, Xenon.

To play an adventure game is to enter a world of fantasy where *you* are the main character. You will be Roger Wilco. You will guide him. You will think for him. Unfortunately if you are not careful, you will die with him. As Roger Wilco, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

### How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply draw a single line across the first box with your marker. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. *Only* if you're *really* stumped should you go for the answer.

### How NOT to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding little green men, don't necessarily assume that little green men even exist in this game!

### If you've finished Space Quest II

If you've "won" the game and your score was not the maximum (250), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things different than you did before.



I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 250. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games:

For family enjoyment: **Space Quest I and II; King's Quest I, II and III; and The Black Cauldron.** Coming soon will be **King's Quest IV.**

For adult entertainment: The hilarious **Leisure Suit Larry in the Land of the Lounge Lizards** and **Police Quest.**

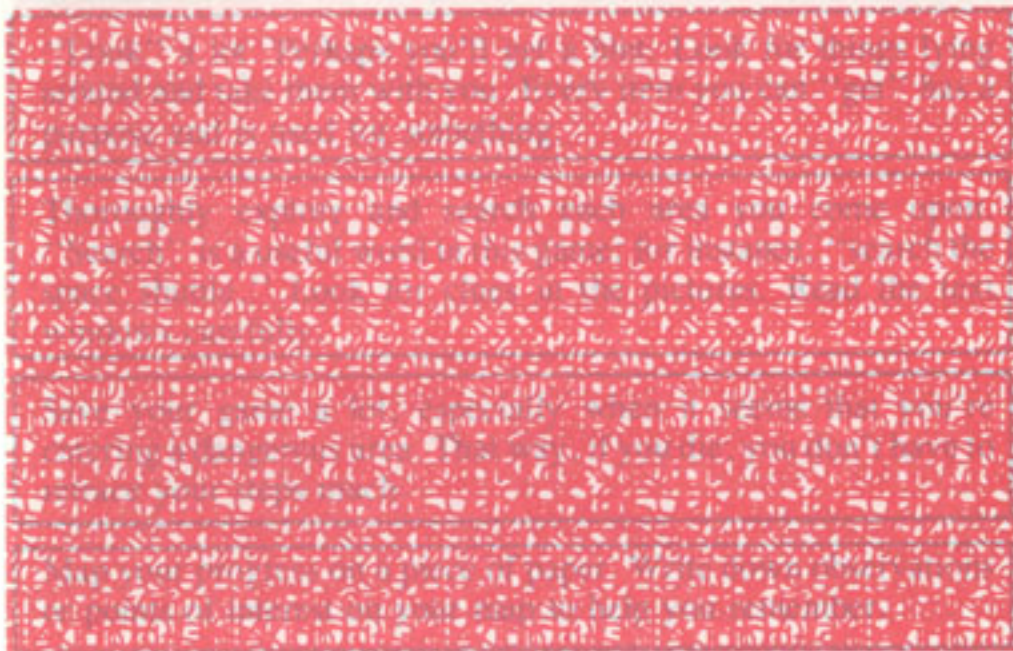
Fun for younger children: **Mixed-up Mother Goose** and **Donald Duck's Playground.**

Good luck on your adventure, and I sincerely hope you enjoy **Space Quest II.**

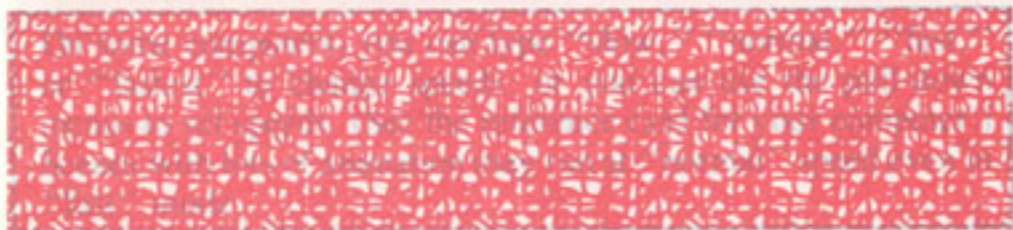
Roberta Williams

## General Questions

All I do is wander around! There must be more to an adventure game than this?!



This game is too fast! This game is too slow!



How do I "see" the items I'm carrying?





I've included a section toward the end of this book called "To the End of the Climb." It's not read this section unless you feel you've tried everything and cannot seem to make the maximum score of 250. This section will tell you what areas you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do not read this section lightly. To read it, you could end the game for now.

If you have enjoyed this year, I'm sure that you will like our other animated adventure games.

For family enjoyment: *Search for the Golden Quest I, II, and III* and *The Magic Quest*. Coming soon will be *King's Quest IV*.

For adult entertainment: *The Mysterious Labyrinth* and *Quest for the Lost of the Labyrinth* and *The Quest*.

Try for yourself and see if you like. *Search for the Golden Quest I, II, and III* and *The Magic Quest*.

Good luck on your adventure, and I sincerely hope you enjoy *Quest for the*.

Quest for the

## General Tips

All life is made of matter. There must be more to an adventure game than this!

"Look" a lot. Perhaps you'll get a hint. Look for things lying around and take them with you. Every item you can "get" has a purpose and is used for something.

Thoroughly explore and search each area you come upon. "Search" is a useful word in this game; for instance, "search the space shuttle." Look for clues in the pictures. Read the text windows carefully.

Save your game a lot, especially when it seems that you're entering a dangerous area. That way, if you die, you don't have to retrace your steps much.

Map your progress on a piece of paper. Write down observations or points of interest on your map to help you remember.

On some computers, you can type "slow," "normal," "fast," or "fastest" to change speeds, or you can use the pull-down menus to set speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

Just type "look" and the name of the item. Or, you can use the pull-down menus to look at an object.

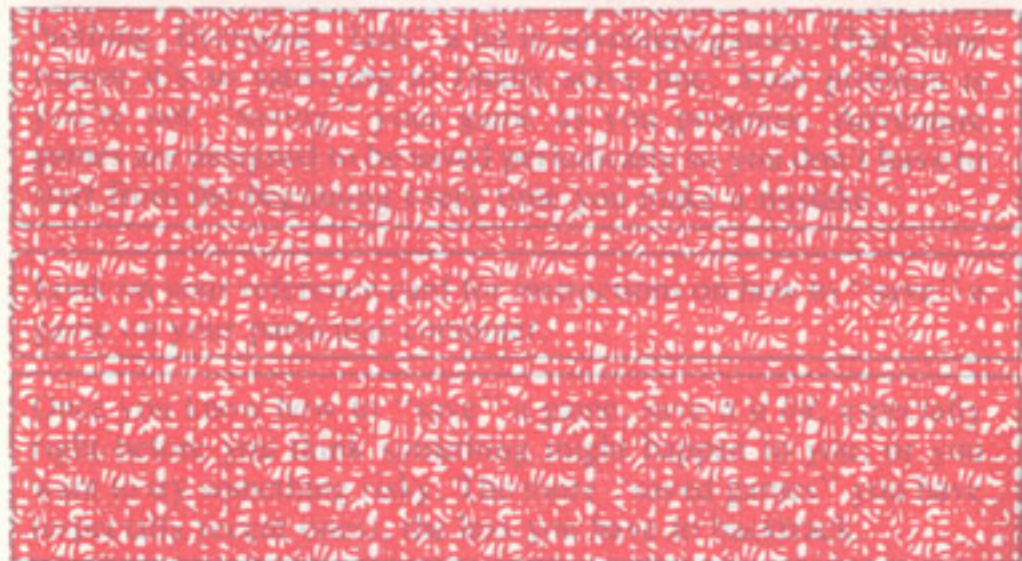
Just type "look" and the name of the item. Or, you can use the pull-down menus to look at an object.



How do I "drop" items?



Am I the only one who keeps "failing in my quest?" I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

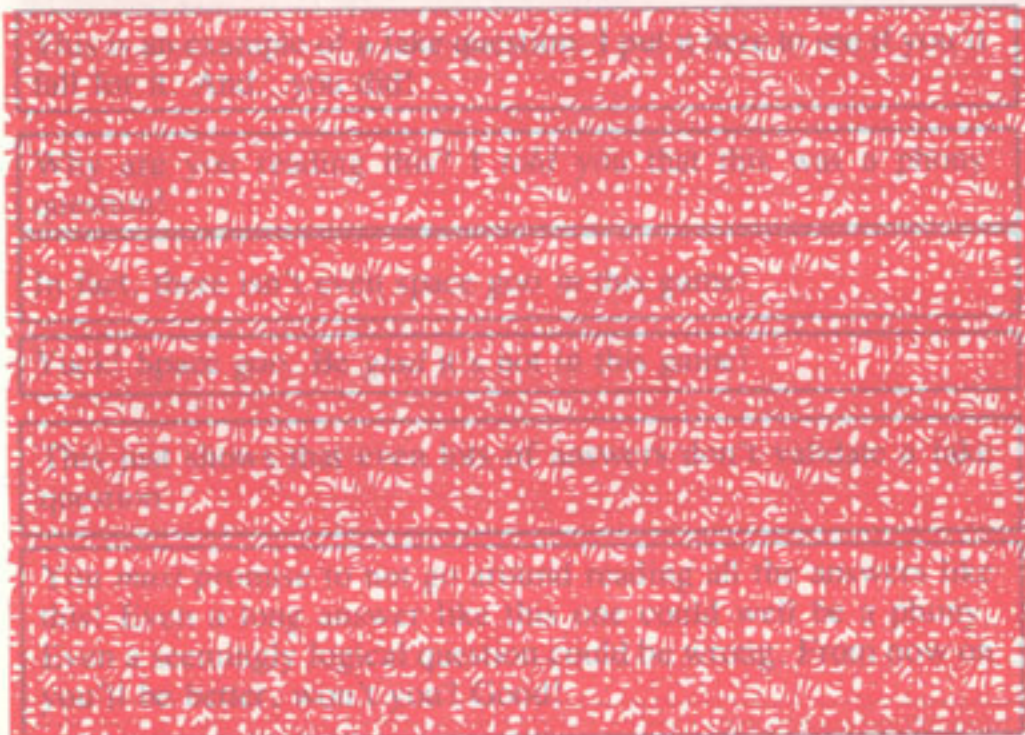


Where does your character put all that stuff he's carrying?

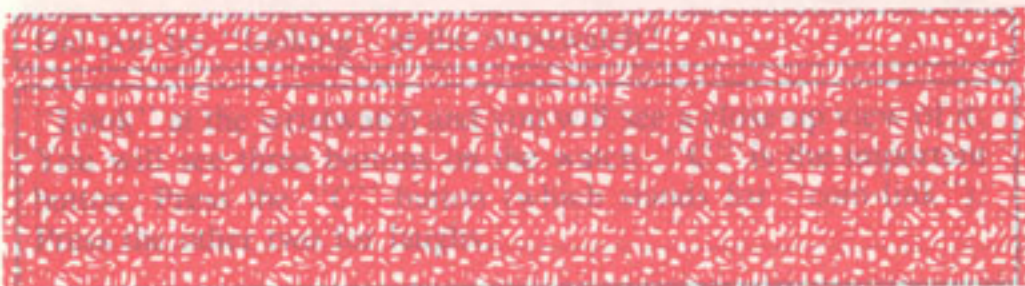


#### Aboard Xenon Orbital Station 4.

I found space goo on the walls! How do I clean it off?



The beeper on my wristwatch went off. What do I do with it?





How do I "lose" items?

You don't. You're going to need everything you find. However, in "using" some items you can thus consume or consolidate them.

Am I the only one who keeps "failing" in my quest? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Nothing. Everyone "fails" a lot in adventure games. That is one reason it's so satisfying to finally solve one. Your problem is you're not "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start from the beginning every time you make a mistake.

Look on your reference card for instructions on how to "save" a game on your particular computer.

Once you know how to "save" a game, save it *a lot*, especially right before you think something might happen to you, or you want to try something risky. The more "saved games" you have (especially recent ones), the less you have to backtrack.

Where does your character put his suit once he's changing?

Either the same place Superman puts his street clothes, or in extremely roomy pockets!

How do I clean up the wristwatch?

I found space goo on the wrist! How do I clean it off?

What? You found space goo on the wrist? That's not possible!

This is an example of a fake question. I put it here to see if you'd fall for it. And...you did!

Why are you reading this? I *told* you that this was a phony question!

In fact, there isn't even space goo in this game!

Yuck! Space goo. Be *glad* it's not in this game!

This just shows that even lots of answers don't validate a fake question.

You *must* promise to not go around reading all the answers like this! Even a long answer like this one could well be a phony. Even a seemingly logical question could be wrong. From now on you'll be better, won't you? Good!

The buttons on my wristwatch won't work! What do I do with it?

Did you try "looking" at the wristwatch?

"Look" at the wristwatch and you will see a close-up view of it. You will see three buttons on the watch. "C" is the important button. Press the "C" button (which stands for "com-link"). Press the other two for laughs.



Can I ever get my broom back once I lose it?

[illegible]

How do I get inside the orbital station? I can walk all around it, but I don't know how to get in.

[illegible]

I changed into the clothes that I found in the air lock chamber. Do I ever need the space suit again?

[illegible]

### What do I do with the lockers?

What did people initially do with broken "Eaton" guns?

I am not sure the broken guns would be sent back in the store.

Yes I think a John M. Co. Purcell and many others would be able to fix them.

## How do I solve the Cubix Rube Puzzle?

"Thanked. That one's tricky. I don't think I have the answer, but  
 yes. Let me ask Saint and Matt."  
 "Saint? I've got the answers for you. You don't need to solve the  
 puzzle. The solution also is related to the name 'Arcton'."

### Should I wear the athletic supporter?

The athletic supporter could be used as a sling. Hey, now there's a novel idea!



Can I ever get my broods back, even I like it?

Why would you want to? Sweeping is such tedious work.

You have better things to do than that!

No, you don't. It's not important.

How do I get inside the ceiling? I can't walk all around it, can I? Can I know how to get in the center of the red disk?

Never fear! Roberta's here! See that red disk on the ceiling...

Walk up the wall to the ceiling and then to the red disk. Walk to the center of the red disk and see what happens.

I changed into the clothes and I found in the air lock chamber. Can I ever find the space suit again?

Not as far as I know.

But seriously, no you don't. The clothes you're wearing are much more important.

Make sure you search the pockets of the clothes. You'll find something you need there: an order form for a free Labion Terror Beast Mating Whistle.

How do I do without lockers?

Not if I can help it, I'm not going to open them!

What do people normally do with lockers? Open them!

If you don't open the lockers you will be sorry later in the game.

You'll find a Cubix Rube Puzzle and your athletic supporter in the locker.

Hmmm! That one's tricky. I don't think I have that answer for you. Let me ask Scott and Mark.

Okay! I've got the answer for you! *You* don't need to solve the puzzle. Let someone else do it later in the game, instead.

Stop! I'm blushing!!

I *really* think that's a personal decision.

No, I'm just kidding. Actually, the athletic supporter has a better use than being worn by you. It's made of elastic and stretches, ya know.

The athletic supporter could be used as a sling. Hey, now there's a novel idea!



What do I do with the order form? Do I mail it somewhere?

Yes, you should mail it. But not here.

What do I do if I don't have a post office?

How do I use the dialect translator?

Make sure you use it right.

No problem. The translator will take care of it. It will be important when you meet

Do I do anything with the people in the transportation control room?

There is always a lot of people in the transportation control room.

You don't try getting in there and you won't be talking with the people.

I'm in the transportation control room. I see a transport tube above me. Problem is, I don't know how to get there.

How do I get to the transportation control room?

You can go to the transportation control room by the tube.

Is there any way to avoid the space thugs in the shuttle?

Not if you want to complete the mission.

## The Planet Labion

I crashed in a forest with two guards in a hovercraft. They're dead and I hear a beeping noise. What is that noise?

The beeping is coming from the crashed hovercraft.

It's coming from the crashed hovercraft. The beeping is dead.

Search the hovercraft. You will discover a button. Press the button and the beeping will stop. The beeping is a hearing device.

Do I do anything with the dead guards by the crashed hovercraft?

You see the hovercraft with one of them. No more than that.

Is anything there?

You will find one of the guards in a hovercraft in the forest.

How do I get past the man-eating flower?

What's the man-eating flower?

There is a man-eating flower in the forest. It's a man-eating flower.



Yes, you could say that. But not here.

You'll find a mailbox later in the game.

You can't use it right now.

Be patient. The time will come. It will be apparent when you need to use it.

They're awfully busy. I don't think they're interested in you.

You could try talking to them, but you won't be happy with the results.

Have you explored all corners of the room?

See the yellow and black striped pad on the floor? Go there.

Not if you want to complete the game!

The beeping is coming from the crashed hovercraft.

It would be wise to turn off the beeping sound.

Search the hovercraft. You will discover a button. Press the button and the beeping will stop. The beeping is a homing device.

Yes, you do something with one of them. No funny stuff, though.

Try searching them.

You will find that one of the guards has a keycard in his pocket. Take it.

What man-eating flower?

Is there a man-eating flower in this game? Gee, I must have missed it!



Oh, I got one! There is an amazing flower. You can actually  
take a picture!

I see three giant mushrooms! What do I do with them?

Yes, you can.

Now, over there! There are mushrooms, and mushrooms!

The mushrooms will bring you traps. Best to take them.

A guard in a hovercraft keeps shooting me! How can I avoid him?

He's not a guard, he's a guard.

He's not a guard, he's a guard.

He's not a guard, he's a guard.

He's not a guard, he's a guard. The guard who shot you and will  
be with you. He won't come back.

I got a text message about hearing a TWANG and a SHRIEK  
nearby. What is that?

There are two people who heard the sound of a TWANG.

It's very important that you find the source of that sound.

He's not a guard, he's a guard. The guard who shot you and will  
be with you. He won't come back.

He's not a guard, he's a guard.

He's not a guard, he's a guard. The guard who shot you and will  
be with you. He won't come back.

I see the mailbox! Now do I mail my order form?

Oh, you can't. You're using the old mailbox.

Now, you can't.

I blow my Labion Terror Beast Mating Whistle but nothing  
happens.

You can't do that. You're using the old mailbox.

I found some spores on the ground. What do I do with them?

He's not a guard, he's a guard. The guard who shot you and will  
be with you. He won't come back.

He's not a guard, he's a guard. The guard who shot you and will  
be with you. He won't come back.



Ha! I got you! There is no man-eating flower. You got caught by a fake question!

Nothing.

Stay away from them. They are dangerous...and hungry!

The mushrooms are nothing but traps. Best to avoid them.

You need to be out of sight.

Hide behind something so he can't see you.

Hide behind a large tree trunk right away!

If you hide behind the tree trunk, the guard won't see you and will go away from here. He won't come back.

Have you thoroughly searched the surrounding area?

It is very important that you find the source of that shriek.

Go east from the place where you encountered the guard in the hovercraft. You will discover a little pink alien in dire trouble.

Help the little pink alien.

Untie the little pink alien from his trap. He will repay this kindness later.

Good guess! That's using the old noodle.

Need I say more.

You must not be in the right place. You don't meet Labion Terror Beasts around every corner, you know.

I think it would be wise to get one. Be careful not to open it.

When opened, the spores will cause paralysis upon beings who come in contact with them.



How do I keep the trees from grabbing me in the scary forest?

Are you sure you're playing Space Quest II and not King's Quest IV?

I think I see it! Here's some advice: avoid any grabbing trees in King's Quest IV.

Okay, I think by now you know that this is another photo mission.

Goodbye, John! I.

Help! The root monster keeps grabbing me!

You're going to have to slow down here, and I mean *real* slow.

Put yourself in "slow mode." You'll never make it through the root monster maze if you don't.

Not only put yourself in "slow mode," but also save your game *often*. You'll be making your way through the maze.

Put yourself in "slow mode," and save your game frequently as you go through the root maze. The object is to reach the berry bushes in the back of the picture.

I finally made it through the root monster maze but I can't go anywhere. I'm stuck!

Get the berry bushes in the back of the picture.

Can these trees hold back some insects which bite the hero?

The objective is to push the berries from the berries' standpoint, after that, you only want to go back the way you came, through the root monster maze.

I want to cross the swamp but a swamp monster keeps attacking me!

Yes, but you're the swamp monster.

Can the swamp monster be a swamp monster?

You're going to have to become disapproving to the swamp monster.

Did you forget to give the little pink alien nothing to eat, or what?

You know where berries and you picked up the root monster. With all the berries you've got.

The small and the back of the berries is a bad idea if you put the berries in the back of the root monster maze. You're not.

I accidentally found a deep part of the swamp. Is that significant?

Of course it is.

The deep part of the swamp is a deep part of the swamp, so it's important to know. It's important that you get to the bottom of the swamp.



Are you sure you're playing **Space Quest II** and not **King's Quest IV**?

I think I recall there being a scary forest with grabbing trees in **King's Quest IV**.

Okay. I think by now you know that this is another phony question.

Gotcha, didn't I!

You're going to have to slow down here, and I mean *real slow*.

Put yourself in "slow mode." You'll never make it through the root monster maze if you don't.

Not only put yourself in "slow mode" but also save your game frequently as you make your way through the maze.

Put yourself in "slow mode" and save your game frequently as you go through the root maze. The object is to reach the berry bushes in the back of the picture.

See the berry bushes in the back of the picture...

I suppose you could pick some berries while you are here.

The objective is to pick the berries from the bushes. Unfortunately, after that, your only choice is to go back the way you came - through the root monster maze.

You can't outrun the swamp monster.

You can't outsmart the swamp monster.

You're going to have to become disagreeable to the swamp monster.

Did you happen to observe the little pink alien rubbing berries on himself?

You know those berries that you picked by the root monster? Well, rub the berries on yourself.

The smell and the taste of the berries is so bad that if you rub the berries on yourself the swamp monster won't want you.

It sure is, honey!

The deep part leads down through an underwater tunnel to an underground cavern. It's important that you get to the underground cavern.



When I dive under the water at the deep part of the swamp, I can only swim down so far before I run out of air and die. What gives?

How do you usually do when you're down under water?  
I can't know when you run out of air and die.  
How can I know when I run out of air and die?

I see a glowing gem in the underground cavern! Should I get it?

How do you usually do when you see a glowing gem?  
I can't know when you see a glowing gem.

I'm at the edge of a deep fissure (crack in the ground). How can I cross it?

How do you usually do when you're at the edge of a deep fissure?  
I can't know when you're at the edge of a deep fissure.  
How can I know when you're at the edge of a deep fissure?

Should I hitch a ride with the little purple droid?

How do you usually do when you see a little purple droid?

How do you usually do when you're in the trees?

How can I avoid getting caught by the snares in the trees?

How do you usually do when you're in the trees?  
I can't know when you're in the trees.  
How can I know when you're in the trees?

Okay! I can get the hunter to walk over to me while I'm in the cage. Now what do I do?

How do you usually do when you're in the cage?  
I can't know when you're in the cage.  
How can I know when you're in the cage?

Help! I found myself locked in a cage and I can't get out!

How do you usually do when you're in the cage?  
I can't know when you're in the cage.  
How can I know when you're in the cage?



What do you usually do before diving down into water?

I don't know about you, but I usually hold my breath.

"Hold your breath" before diving under the water. Then swim *straight* there.

That's a darn good idea!

Yes. Remember that it's *glowing*.

Seeing things again?

You never learn, do you?

There is no little purple droid!

Now, don't read another phony question!

See that dead tree at the edge of the fissure...

Climb the tree and see what happens.

How can I avoid getting caught by the snares in the trees?

That's not the idea.

You are *supposed* to get caught by the snares.

The game cannot continue unless you are caught by the snares.

You need the hunter's help.

Get the hunter to come over to you while you are in the cage.

Call the hunter to you.

You will need to call the hunter *twice*. The first time he will not approach you. The second time he will.

You need to immobilize the hunter.

Remember the spore?

Throw the spore at the hunter. He will be paralyzed.



I found a cliff and can see the landing platform off in the distance. Problem is - a guard keeps shooting me in a hovercraft!

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I found a cliff and can see the landing platform off in the distance. Problem is - a guard keeps shooting me in a hovercraft!

Well, I've seemed to have explored everywhere. I don't know where to go now.

Well, I've seemed to have explored everywhere. I don't know where to go now.

Well, I've seemed to have explored everywhere. I don't know where to go now.

Help me! I'm hanging at the end of a rope! I see a fierce beast on one side of me and a ledge on the other. I don't know what to do!

Help me! I'm hanging at the end of a rope! I see a fierce beast on one side of me and a ledge on the other. I don't know what to do!

Help me! I'm hanging at the end of a rope! I see a fierce beast on one side of me and a ledge on the other. I don't know what to do!

Either I let go of the rope too soon and fall to my death, or the beast gets me! How do I get to that ledge?!

Either I let go of the rope too soon and fall to my death, or the beast gets me! How do I get to that ledge?!

Either I let go of the rope too soon and fall to my death, or the beast gets me! How do I get to that ledge?!

Either I let go of the rope too soon and fall to my death, or the beast gets me! How do I get to that ledge?!

I'm in a dark cave. I can't see anything. I need a light!

I'm in a dark cave. I can't see anything. I need a light!

I'm in a dark cave. I can't see anything. I need a light!

I'm in a dark cave. I can't see anything. I need a light!

I'm in a dark cave. I can't see anything. I need a light!



Paralyze the hunter while he is standing in front of you at the cage by throwing the spore at him. Then search his pockets and find a key. Unlock the cage. Hurry, though!

Don't linger here.

There's really nothing to do here, anyway.

The *real* answer is, though, that the guard in the hovercraft will only come and shoot you if you go up higher in the picture. As long as you stay down toward the bottom of the screen he will not show up.

Remember the fissure (large crack in the ground)...?

You can climb down into the fissure.

Tie the rope to the log that has fallen over the fissure. Climb down the rope. You should have gotten the rope from beside the cage.

Try swinging the rope.

You need to get to the safe ledge!

Save your game right before you swing the rope. Then watch the pattern of the swing and the beast's swipes to be able to determine the best time to let go of the rope.

Notice that the beast will swipe at you three times before he finally gets you.

Let go of the rope at the end of your swing after the beast has swiped at you one to three times.

You're right! You definitely need a source of light!

It would help to use something that is glowing.

You should have a glowing gem with you.

The glowing gem is found in the underground cavern below the deep part of the swamp. (See the question about the deep part of the swamp.)

If you have the glowing gem, say "use glowing gem." The gem is not glowing because you had put it in your pocket. When you take it out you can see where you're going.



How do I keep the sand worms from getting me?

Some little pink aliens keep slinging rocks at me and killing me!

How can I get past them?!

Some little pink aliens keep slinging rocks at me and killing me!

How can I get past them?!

How can I get past them?!

The little pink aliens told me they would show me the way out of their canyon; but I can't make them do it!

How can I get past them?!

I'm in another dark cave! How can I get through it?

How can I get through it?

I found myself in a wonderful underground cavern with lots of waterfalls! Do I do anything here?

How can I get through it?

I see some tunnels of water. Which way do I go?

How can I get through it?



You poor dear. I think you're confused with **Space Quest I**.

Now go back and look at the box. See, you're playing **Space Quest II**.

**Sand worms are in Space Quest I.** Got it!

And *you* just got suckered in by another fake question!

It's too late now. You can't get past them.

You should have done something earlier in the game. Remember the **TWANG** and the **SHRIEK**...?

After hearing the **TWANG** and the **SHRIEK** earlier in the game you should have found a little pink alien caught in a snare. You should have untied him from the snare. If you had done that, then they would not kill you now.

Did you say "pretty please?"

No, I'm just kidding. That's not the answer. Remember, they told you to just say the word when you want to leave the canyon.

The little pink aliens told you to say the word when you want to leave the canyon. Well, type in "say the word."

Again, you need the glowing gem.

This time, though, you can't hold the glowing gem in your hand.

You must "hold the glowing gem in mouth" as you need your hands to crawl through this maze of tunnels. (Look at the map of the tunnel maze at the back of this book if you want help getting through the maze.)

No, not really.

Just enjoy the sights and then continue on to the east.

I would suggest saving your game and then experimenting to see which way to go.

However, if you want the answer then *don't* go down the left tunnel. That will lead you to a steep waterfall and death.

Take the right tunnel. That will send you through a whirlpool and ultimately out of the cave.



Okay, I made it to a clearing next to a pool of water. I see the landing platform nearby. Problem is - I'm stuck here! How do I get out?

**Abstract**

If you don't have the code, then you're an idiot!

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The spinning Terror Beast keeps killing me. How can I prevent this?

$\frac{1}{2} \log \frac{1}{2} = -0.5$      $\frac{1}{4} \log \frac{1}{4} = -0.5$      $\frac{1}{8} \log \frac{1}{8} = -0.5$      $\frac{1}{16} \log \frac{1}{16} = -0.5$      $\frac{1}{32} \log \frac{1}{32} = -0.5$      $\frac{1}{64} \log \frac{1}{64} = -0.5$      $\frac{1}{128} \log \frac{1}{128} = -0.5$      $\frac{1}{256} \log \frac{1}{256} = -0.5$      $\frac{1}{512} \log \frac{1}{512} = -0.5$      $\frac{1}{1024} \log \frac{1}{1024} = -0.5$      $\frac{1}{2048} \log \frac{1}{2048} = -0.5$      $\frac{1}{4096} \log \frac{1}{4096} = -0.5$      $\frac{1}{8192} \log \frac{1}{8192} = -0.5$      $\frac{1}{16384} \log \frac{1}{16384} = -0.5$      $\frac{1}{32768} \log \frac{1}{32768} = -0.5$      $\frac{1}{65536} \log \frac{1}{65536} = -0.5$      $\frac{1}{131072} \log \frac{1}{131072} = -0.5$      $\frac{1}{262144} \log \frac{1}{262144} = -0.5$      $\frac{1}{524288} \log \frac{1}{524288} = -0.5$      $\frac{1}{1048576} \log \frac{1}{1048576} = -0.5$      $\frac{1}{2097152} \log \frac{1}{2097152} = -0.5$      $\frac{1}{4194304} \log \frac{1}{4194304} = -0.5$      $\frac{1}{8388608} \log \frac{1}{8388608} = -0.5$      $\frac{1}{16777216} \log \frac{1}{16777216} = -0.5$      $\frac{1}{33554432} \log \frac{1}{33554432} = -0.5$      $\frac{1}{67108864} \log \frac{1}{67108864} = -0.5$      $\frac{1}{134217728} \log \frac{1}{134217728} = -0.5$      $\frac{1}{268435456} \log \frac{1}{268435456} = -0.5$      $\frac{1}{536870912} \log \frac{1}{536870912} = -0.5$      $\frac{1}{1073741824} \log \frac{1}{1073741824} = -0.5$      $\frac{1}{2147483648} \log \frac{1}{2147483648} = -0.5$      $\frac{1}{4294967296} \log \frac{1}{4294967296} = -0.5$      $\frac{1}{8589934592} \log \frac{1}{8589934592} = -0.5$      $\frac{1}{17179869184} \log \frac{1}{17179869184} = -0.5$      $\frac{1}{34359738368} \log \frac{1}{34359738368} = -0.5$      $\frac{1}{68719476736} \log \frac{1}{68719476736} = -0.5$      $\frac{1}{137438953472} \log \frac{1}{137438953472} = -0.5$      $\frac{1}{274877906944} \log \frac{1}{274877906944} = -0.5$      $\frac{1}{549755813888} \log \frac{1}{549755813888} = -0.5$      $\frac{1}{1099511627776} \log \frac{1}{1099511627776} = -0.5$      $\frac{1}{2199023255552} \log \frac{1}{2199023255552} = -0.5$      $\frac{1}{4398046511104} \log \frac{1}{4398046511104} = -0.5$      $\frac{1}{8796093022208} \log \frac{1}{8796093022208} = -0.5$      $\frac{1}{17592186044416} \log \frac{1}{17592186044416} = -0.5$      $\frac{1}{35184372088832} \log \frac{1}{35184372088832} = -0.5$      $\frac{1}{70368744177664} \log \frac{1}{70368744177664} = -0.5$      $\frac{1}{140737488355328} \log \frac{1}{140737488355328} = -0.5$      $\frac{1}{281474976710656} \log \frac{1}{281474976710656} = -0.5$      $\frac{1}{562949953421312} \log \frac{1}{562949953421312} = -0.5$      $\frac{1}{1125899906842624} \log \frac{1}{1125899906842624} = -0.5$      $\frac{1}{2251799813685248} \log \frac{1}{2251799813685248} = -0.5$      $\frac{1}{4503599627370496} \log \frac{1}{4503599627370496} = -0.5$      $\frac{1}{9007199254740992} \log \frac{1}{9007199254740992} = -0.5$      $\frac{1}{18014398509481984} \log \frac{1}{18014398509481984} = -0.5$      $\frac{1}{36028797018963968} \log \frac{1}{36028797018963968} = -0.5$      $\frac{1}{72057594037927936} \log \frac{1}{72057594037927936} = -0.5$      $\frac{1}{144115188075855872} \log \frac{1}{144115188075855872} = -0.5$      $\frac{1}{288230376151711744} \log \frac{1}{288230376151711744} = -0.5$      $\frac{1}{576460752303423488} \log \frac{1}{576460752303423488} = -0.5$      $\frac{1}{1152921504606846976} \log \frac{1}{1152921504606846976} = -0.5$      $\frac{1}{2305843009213693952} \log \frac{1}{2305843009213693952} = -0.5$      $\frac{1}{4611686018427387904} \log \frac{1}{4611686018427387904} = -0.5$      $\frac{1}{9223372036854775808} \log \frac{1}{9223372036854775808} = -0.5$      $\frac{1}{18446744073709551616} \log \frac{1}{18446744073709551616} = -0.5$      $\frac{1}{36893488147419103232} \log \frac{1}{36893488147419103232} = -0.5$      $\frac{1}{73786976294838206464} \log \frac{1}{73786976294838206464} = -0.5$      $\frac{1}{147573952589676412928} \log \frac{1}{147573952589676412928} = -0.5$      $\frac{1}{295147905179352825856} \log \frac{1}{295147905179352825856} = -0.5$      $\frac{1}{590295810358705651712} \log \frac{1}{590295810358705651712} = -0.5$      $\frac{1}{1180591620717411303424} \log \frac{1}{1180591620717411303424} = -0.5$      $\frac{1}{2361183241434822606848} \log \frac{1}{2361183241434822606848} = -0.5$      $\frac{1}{4722366482869645213696} \log \frac{1}{4722366482869645213696} = -0.5$      $\frac{1}{9444732965739290427392} \log \frac{1}{9444732965739290427392} = -0.5$      $\frac{1}{18889465931478580854784} \log \frac{1}{18889465931478580854784} = -0.5$      $\frac{1}{37778931862957161709568} \log \frac{1}{37778931862957161709568} = -0.5$      $\frac{1}{75557863725914323419136} \log \frac{1}{75557863725914323419136} = -0.5$      $\frac{1}{151115727451828646838272} \log \frac{1}{151115727451828646838272} = -0.5$      $\frac{1}{302231454903657293676544} \log \frac{1}{302231454903657293676544} = -0.5$      $\frac{1}{604462909807314587353088} \log \frac{1}{604462909807314587353088} = -0.5$      $\frac{1}{1208925819614629174706176} \log \frac{1}{12089258196146291$

Only when the political system was able to deal with the social and economic inequalities in the country, could the political system be improved. The system was to be there where there were no social inequalities, and when the social inequalities were not there, the political system was not there.

Source: <http://www.fishbase.org>, accessed 10/10/2011.

I'm at the bottom of the landing platform. There is an alien guard here. Can I do anything to get past the guard?

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 84

1. **Introduction**

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Somewhat more than 1000 years ago, the first people began to travel south through the opening in the barrier that the Tarrey Dunes made.

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1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

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There is a large number of small and very beautiful white flowers growing in the fields and in the garden, and the fragrance of the flowers is very pleasant. The flowers are very small and very beautiful, and the fragrance is very pleasant. The flowers are very small and very beautiful, and the fragrance is very pleasant.

I can't get in the elevator at the bottom of the landing platform!

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

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The highest score in the field on the basis of an average of 1000 votes was 1000, which was the score of the 1000th vote.

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**How do I keep from falling off the edge of the landing platform?**

**EMERSON**



I hope you have the whistle.

If you don't have the whistle then you're out of luck.

You should have gotten the whistle at the mailbox by mailing the order form you found in your pocket.

Try running away or give him a present.

Go into the pool of water and run to the west (change pictures). The Terror Beast will not follow you. He will not be there when you return. (However, this is the easy way out and will not yield many points.)

Throw the cubix rube puzzle to the Labion Terror Beast.

Try shooting him.

With what, you wonder?

First of all, stay hidden behind the bushes. If he sees you he will shoot you.

Second, there is a little rock that you should have gotten as you went through the opening in the boulder that the Terror Beast made.

Third, I hope you have the athletic supporter.

Fourth, be sneaky and hide often.

Fifth, "Sling the rock at the guard" with the athletic supporter. You will kill the guard that way.

Also, if your timing is good and you're quick, while he is going to the left you can walk right up under the platform and he will not see you. You can then divert his attention by throwing the little rock or calling to him.

Oh dear! I *do* hope you have the keycard.

If you don't have the keycard then *tough luck*.

The keycard is to be found on the body of one of the alien guards that crashed with you in the hovercraft. "Search" his body for it.

You must insert the keycard into the slot next to the elevator door.

Slow down.



I can't get in the shuttle!

Now that I'm in the shuttle, how do I fly it?

Can I avoid getting nabbed by Sludge Vohaul when I'm flying the shuttle?

## Sludge Vohaul's Asteroid Fortress

Help! I keep falling off the edge of the elevated walkways!

I'm in a hallway caught between two barriers and a trap door is opening under me! There is a pool of sulphuric acid under the trap door! Help!

How do I keep the floor waxer from running me down?



Put yourself in "slow mode."

Go around to the back of the shuttle.

Go to the back of the shuttle. Get real close to it. Say "open the door." Enter the shuttle.

First, "look" at the shuttle. You'll get some clues there.

"Look" at the console of the shuttle. You'll learn that there is a power button, an altitude dial, and an ascent thruster button.

First, press the power button. Next, turn the altitude dial and then press the ascent thruster button. Use the up and down arrows on your keyboard (or joystick) to control the up or down movement of the shuttle. Hint - the "up" arrow will actually take you "down," and the "down" arrow will really take you "up."

No, you can't.

You wouldn't want to anyway, because that is part of the game.

Going slower would help.

Put yourself in "slow mode" when you are in places such as this. It is much easier to guide yourself when you are going more slowly.

Maybe you should search other areas of the fortress first.

I'm afraid if you do not have the plunger you're out of luck.

You need to find the plunger. The plunger is on level three.

Once you have the plunger, you need to stick it on the wall of the barrier. Say, "stick plunger on wall." You will hold on to the plunger as the trap door opens.

The only thing you can do is to quickly go the other way.

Go to the nearest elevator and enter it. The floor waxer will go on by.



A black and white polka-dot robot is after me! Help!!

I don't know what to do! I don't know what to do! I don't know what to do!

I don't know what to do! I don't know what to do! I don't know what to do!

I don't know what to do! I don't know what to do! I don't know what to do!

I don't know what to do! I don't know what to do! I don't know what to do!

I'm in a hallway on level three but I don't know what to do here?

I'm in a hallway on level three

I'm in a hallway on level three but I don't know what to do here?

I'm in a hallway on level three but I don't know what to do here?

I'm in a hallway on level four but I don't know what to do here, either?

I'm in a hallway on level four but I don't know what to do here, either?

I'm in a hallway on level four but I don't know what to do here, either?

I'm in a hallway on level four but I don't know what to do here, either?

I'm in a bathroom on level four. Am I supposed to do something in here?

I'm in a bathroom on level four. Am I supposed to do something in here?

I'm in a bathroom on level four. Am I supposed to do something in here?

I'm in a bathroom on level four. Am I supposed to do something in here?

What am I supposed to do on level five?

What am I supposed to do on level five?

What am I supposed to do on level five?

What am I supposed to do on level five?

What am I supposed to do on level five?

A spiny alien kissed me! Is that okay?

A spiny alien kissed me! Is that okay?



A black and white polka-dot robot is after me! Help!!

I don't know about a black and white polka-dot robot. How about a purple and green striped one?

No wait! How about an orange, blue, and pink plaid one?

No! Even better!! How about a mauve, lemon-yellow, chartreuse, and hot pink paisley one?!!

I hope you realize that this is a fake question.

I'm in a hallway on level four but I don't know what to do here?

You're looking for a closet.

You will see a door in the wall of the hallway. There will be a button next to the door.

Press the button next to the door. The door will open. Enter it. You will see that it is a closet. "Look" in the closet. You will discover a plunger. Get it.

I'm in a hallway on level four but I don't know what to do here, either?

You're looking for a closet *and* a bathroom on this level.

You will see a couple of doors with white figures on them. Those are the bathroom doors. Push the button next to the doors to open them.

There will be another door by itself with a button next to it. Push the button to open the door. It is a closet. "Look" in the closet and discover a glass cutter. Get it.

What do people normally do in bathrooms?!

Oh, excuse me. I thought you meant something else. (Embarrassed.)

"Look" in the empty stall. There is toilet paper there. Get it.

What do I need to do on level four?

You are looking for another closet on this level.

Look for a door in the wall of the hallway. There will be a button next to the door.

Open the closet door by pressing the button. Enter the closet and say "look in the closet." You will find a waste basket and dirty overalls. Get the basket and the overalls. A lighter will fall out of the overalls. Get the lighter.

A spiny alien kissed me! Is that okay?

Do you normally go around kissing spiny aliens? I'm really worried about you!



I encounter a room of nasty red robots! How do I get past them?

Okay, I covered levels three, four, and five. Now where do I go?

I'm in a glass jar! Get me out of here!

What do I do with the big pink blob?

Sludge Vohaul miniaturized me! Can he get away with this?!

Whew! I'm out of the glass jar. Where do I go from here.

Sludge Vohaul miniaturized me! Can he get away with this?!

Sludge Vohaul miniaturized me! Can he get away with this?!

Sludge Vohaul miniaturized me! Can he get away with this?!

Sludge Vohaul miniaturized me! Can he get away with this?!

I'm in a glass jar! Get me out of here!

I'm in a glass jar! Get me out of here!

Whew! I'm out of the glass jar. Where do I go from here.

Whew! I'm out of the glass jar. Where do I go from here.



I *really* don't think that letting spiny aliens kiss you is a good idea!

Do you recall the movie "Alien."

You know what happened to people in that movie, don't you? Well, it's too gruesome to talk about. Suffice it to say, it's *not* a good idea to let the spiny alien kiss you.

Back to level one.

Back to level one and to deal with the barrier and the trap door.

Here a blob. There a blob. Everywhere a blob, blob.

Are you seeing things again?

I don't think that there's a blob in this game. How about a thing?

Yep, that's right! This is another phony question.

You cannot explore the hallway further until you get rid of the red robots (Wallbots).

"Look" at the ceiling.

Hint - you use the waste basket, the toilet paper and the lighter.

In the middle room between the two red robots drop the waste basket and put paper in basket and then light the paper with the lighter. Watch and see what happens!

He can and he does!

Unfortunately, there's nothing you can do about it.

It's part of the game.

Do you have the glass cutter?

If you don't, so sorry.

The glass cutter is in the closet on level four.

Use the glass cutter to get out of the jar.

"Look" around. What do you see?



Now I'm inside Sludge Vohaul's life support machine. What am I supposed to do in here?

Sludge Vohaul

Now I'm inside Sludge Vohaul's life support machine. What am I supposed to do in here?

Sludge Vohaul

Sludge Vohaul

Sludge Vohaul

Sludge Vohaul pushed a button before he died. What was that?

Sludge Vohaul

Sludge Vohaul

I want to be my normal size again! Help!

Sludge Vohaul

Sludge Vohaul

Now that I'm my normal size again, what do I do with the dead Sludge Vohaul?

Sludge Vohaul

Sludge Vohaul

Sludge Vohaul

All right, I aborted the clone launch. Now where do I go?

Sludge Vohaul

I'm in the clear tubular passage. As I walk along it, cracks appear and I die from lack of oxygen. How can I avoid this?

Sludge Vohaul

Sludge Vohaul



You are on top of the machine that is Sludge Vohaul's life support system. There are vents nearby.

Enter the vents.

Look very carefully at all the mechanisms here.

Do you see something behind the pumping respirator?

There is a red button behind the pumping respirator. Push it. That will stop the machine and kill Sludge Vohaul.

When Vohaul did that he started a timer which, when the timer runs out, will launch the clone door-to-door life insurance salesman to infest Xenon. The timer is only about 7 minutes, so you had better hurry to stop it!

Vohaul also started, at the same time, a timer which, when it runs out, will cause the asteroid you are currently on to burn up in the planet Labion's atmosphere. This timer is longer, though. It is about 40 minutes long. Basically, you should target to be off the asteroid within 40 minutes or you'll obviously die.

From the glass jar, walk to the left to the next picture. There you will see a computer screen and a keyboard. "Look" around.

You will see an off and on switch next to the computer keyboard. Lower the switch to "on." That action will turn on the reducing or enlarging mechanism. Obviously choose "enlarge." Then go back to the glass jar to become re-enlarged.

Well, the first thing you should do is "search" his body.

In searching his body you will discover the letters SHSR written in pen on his hand.

Notice that one of the computer screens is blinking. "Look" at it.

Type SHSR into the computer keyboard. That will stop the launch of the clone door-to-door life insurance salesman infestation of Xenon (if you did it before the timer was up, anyway).

See the stairs going up to the right...

When you first enter the clear tubular passage, "look" around.

When you "look" you will notice a red box. "Look" at the box.



Oh no! I'm running out of air in the escape pod!

I see the escape pods but a long biped robot protects them. How can I get rid of the robot?

Well, you can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away.

Well, you can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away.

Biped robot keeps killing me before I can enter escape pod.

Well, you can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away.

Okay, I'm in the escape pod. Now what?

Well, you can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away.

Oh no! I'm running out of air in the escape pod!

You only have a couple of minutes to use the pod and get out of the pod before it runs out of air.

Well, you can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away. You can't kill it. You can't even hurt it. You can only make it go away.



The red box is an oxygen mask receptacle. "Open" the box. Get the oxygen mask and wear it right away.

Quickly do the following. "Push button" and return to hallway. Go through three rooms while biped robot follows. When you go through circular door turn back through and return to hallway through doors and robot will have lost interest and returned to pod room.

Go to the escape pods. The two-legged robot will begin to follow you. Go the other way and keep going that direction without stopping. The robot will follow you. You will outdistance the robot and arrive back at the escape pods before it does.

When arriving back at pod room quickly press the button and enter the escape pod. Once you enter the pod, you are safe from the robot.

Now "look" in the pod and see what you see.

You will see a panel in the escape pod when you "look" at the pod. "Looking" at the panel will reveal a launch button. Press the button and you will take off.

You only have a couple of minutes before the pod runs out of air. The oxygen mask will not help.

Just say "look pod" again. Now a sleep chamber will be revealed to you. Go over to the sleep chamber and say "open the chamber." The sleep chamber will open and you can enter it. That action will put you in a deep sleep and you will end the game with hopes that someone will pick you up. But, you saved Xenon from the clone door-to-door life insurance salesmen infestation. Congratulations!



## After the End of the Game

**CAUTION:** Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

press the "T" button or the "H" button on your secret wall to

get the keycard from the body of the guard in the crashed hovercraft?

accidentally kick the spin on the ground and go into paralysis? (It's not death.)

accidentally go down the wrong water tunnel and go over the steep waterfall? (This is death.)

finish the cubic cube puzzle at the Labord Terror Boat instead of making away from it?

find the letter back by the opening in the rubble that the Terror Boat made?

hide behind the right front column of the landing platform and throw the little rock for cut to the guard to attract his attention? (Instead of killing him with the little rock and athletic supporter.)

sneak into the open elevator when the guard came down it and the landing platform to see who was there and his back was turned?

use the keycard to get into the elevator on the landing platform? (Did you take it back?)

use the letter in the rubble to get the letter back?

read a full?

Points

How and Where Earned

Number of Points

## Xenon Orbital Station 4

press the "T" button or the "H" button

pressing the unlock release

pressing the lock

pressing the athletic supporter

pressing the cubic cube puzzle

pressing the letter back in rubble



CAUTION: Do not read the article until you have actually solved the game and your very own debugging. The game will not be the same for you if you have not completed it on your own.

press the "T" button or the "H" button on your wrist watch?

get the keycard from the body of the guard in the crashed hovercraft?

accidentally kick the spore on the ground and go into paralysis? (It's not death.)

accidentally go down the wrong water tunnel and go over the steep waterfall? (This *is* death.)

throw the cubix rube puzzle at the Labion Terror Beast instead of running away from it?

find the little rock by the opening in the boulder that the Terror Beast made?

hide behind the right front column of the landing platform and throw the little rock (or call to the guard) to attract his attention? (Instead of killing him with the little rock and athletic supporter.)

sneak into the open elevator when the guard came down it (on the landing platform) to see who was there and his back was turned?

use the keycard to get into the elevator on the landing platform? Did you take it back?

use the toilet in the bathroom?

read walls?

|  |   |
|--|---|
| Pressing the "C" button on wrist watch ..... | 1 |
| Entering the airlock chamber .....           | 1 |
| Wearing the clothes .....                    | 1 |
| Obtaining the athletic supporter .....       | 1 |
| Obtaining the cubix rube puzzle .....        | 1 |
| Nabbed and kidnapped in shuttle .....        | 5 |



## The Planet Labion

|  |     |
|--|-----|
| Turning off the alarm system in the crashed rocket lab | 1   |
| Overcoming the key and beam lock of guard              | 2   |
| Releasing from guard in hovercraft                     | 3   |
| Unraveling the little black alien                      | 4   |
| Obtaining the spare                                    | 5   |
| Mending the spider robot                               | 6   |
| Obtaining the vehicle                                  | 7   |
| Shaking it through ever rotating maze and track        | 8   |
| Obtaining the fortress                                 | 9   |
| Rubbing the berries on wall                            | 10  |
| Reaching mouth of deep part of swamp                   | 11  |
| Disappearing underground cavern under swamp            | 12  |
| Obtaining the glowing globe                            | 13  |
| Reaching breath again to get back to swamp             | 14  |
| Eliminating dead tree by resource                      | 15  |
| Throwing the spare at the hunter                       | 16  |
| Obtaining key from the hunter                          | 17  |
| Obtaining the rope                                     | 18  |
| Using rope to free across rivers                       | 19  |
| Swimming on rope                                       | 20  |
| Reaching to safe ledge                                 | 21  |
| Using glowing gem in first cave                        | 22  |
| Releasing glowing gem after dropping it                | 23  |
| Freeing the bird                                       | 24  |
| Navigating the tunnel maze                             | 25  |
| Reaching through the whirlpool                         | 26  |
| Releasing the whistle for the Terror Bird              | 27  |
| Reaching the birds nest in cave in the Terror Bird     | 28  |
| Shooting the little rock                               | 29  |
| Reaching the rock at the guard on the landing pad      | 30  |
| Obtaining the key to landing platform                  | 31  |
| Reaching the plane                                     | 32  |
|  | 100 |

## Sludge Vohaul's Asteroid Fortress

|   |    |
|---|----|
| Obtaining the plunger                             | 1  |
| Using the plunger at trap door                    | 10 |
| Surviving the acid pool                           | 11 |
| Obtaining the glass canister                      | 12 |
| Obtaining the roller paper                        | 13 |
| Obtaining the lighter                             | 14 |
| Putting the roller paper in the waste basket      | 15 |
| Obtaining the waste basket                        | 16 |
| Reaching the waste basket                         | 17 |
| Shooting out the red robot in arena               | 18 |
| Reaching the clone switch                         | 19 |
| Clearing a hole in the glass jar                  | 20 |
| Shutting off Vohaul's fire support system         | 21 |
| Obtaining the sign block                          | 22 |
| Reaching the two-legged robot and entering a cave | 23 |
| Reaching the clone chamber                        | 24 |

Final score



|   |    |
|---|----|
| Turning off the homing device in the crashed hovercraft . . . . . | 1  |
| Obtaining the keycard from body of guard . . . . .                | 3  |
| Hiding from guard in hovercraft . . . . .                         | 5  |
| Untying the little pink alien . . . . .                           | 5  |
| Obtaining the spore . . . . .                                     | 4  |
| Mailing the order form . . . . .                                  | 2  |
| Obtaining the whistle . . . . .                                   | 2  |
| Making it through root monster maze and back . . . . .            | 4  |
| Obtaining the berries . . . . .                                   | 4  |
| Rubbing the berries on self . . . . .                             | 3  |
| Holding breath at deep part of swamp . . . . .                    | 2  |
| Discovering underground cavern under swamp . . . . .              | 2  |
| Obtaining the glowing gem . . . . .                               | 3  |
| Holding breath again to get back to swamp . . . . .               | 2  |
| Climbing dead tree by fissure . . . . .                           | 4  |
| Throwing the spore at the hunter . . . . .                        | 5  |
| Obtaining key from the hunter . . . . .                           | 2  |
| Obtaining the rope . . . . .                                      | 2  |
| Tying rope to tree across fissure . . . . .                       | 2  |
| Swinging on rope . . . . .  | 2  |
| Jumping to safe ledge . . . . .                                   | 5  |
| Using glowing gem in first cave . . . . .                         | 2  |
| Retrieving glowing gem after dropping it . . . . .                | 1  |
| For "saying the word" . . . . .                                   | 2  |
| Navigating the tunnel maze . . . . .                              | 20 |
| Exiting through the whirlpool . . . . .                           | 5  |
| Blowing the whistle for the Terror Beast . . . . .                | 5  |
| Throwing the cubix rube puzzle at the Terror Beast . . . . .      | 10 |
| Obtaining the little rock . . . . .                               | 2  |
| Slinging the rock at the guard on the landing platform . . . . .  | 20 |
| Opening elevator at landing platform . . . . .                    | 5  |
| Leaving the planet . . . . .                                      | 20 |

|  |    |
|--|----|
| Obtaining the plunger . . . . .                                | 1  |
| Using the plunger at trap door . . . . .                       | 10 |
| Surviving the acid pool . . . . .                              | 10 |
| Obtaining the glass cutter . . . . .                           | 1  |
| Obtaining the toilet paper . . . . .                           | 1  |
| Obtaining the lighter . . . . .                                | 1  |
| Putting the toilet paper in the waste basket . . . . .         | 1  |
| Obtaining the waste basket . . . . .                           | 1  |
| Dropping the waste basket . . . . .                            | 1  |
| Shorting out the red robots (wallbots) . . . . .               | 10 |
| Aborting the clone launch . . . . .                            | 10 |
| Cutting a hole in the glass jar . . . . .                      | 5  |
| Shutting off Vohaul's life support system . . . . .            | 10 |
| Obtaining oxygen mask . . . . .                                | 2  |
| Beating the two-legged robot and entering escape pod . . . . . | 10 |
| Climbing into sleep chamber . . . . .                          | 10 |

250

(maximum score)



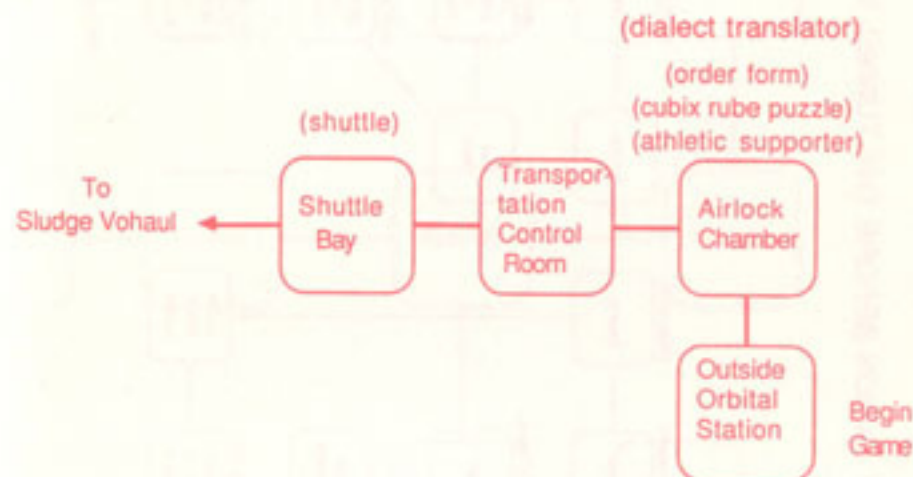
# Objects

## Location of All Objects Where Found

# Where Used

|                    |                        |                           |
|--------------------|------------------------|---------------------------|
| Duct in trashcan   | Backs of clothes       | With suit, glass          |
| Athletic supporter | Locker in airlock      | Guard at platform         |
| Cubix rube puzzle  | Locker in airlock      | Throw at Geron Bozo       |
| Order form         | Backs of clothes       | Mail at mailbox           |
| Keycard            | Under guard's foot     | Platform                  |
| Scare              | On ground by mailbox   | Throw at mailer           |
| Tether hose        | At mailbox             | At clearing by pond       |
| Whistle            |                        |                           |
| Ballast            | Backs of suit, mailbox | Roll in suit at swamp     |
| Clipping glass     | Underwater cavern      | In two dark caves         |
| Key                | By hunter and cave     | Tie to roller log         |
| Little rock        | For hunter's key       | For roller cage           |
| Primer             | Locker on level 3      | Guard at platform         |
| Glass jar          | Closet on level 4      | Barrier and mail door     |
| Roller paper       | Bathroom on level 4    | Clipping glass jar        |
| Waste bucket       | Closet on level 5      | Darning or roller basket  |
| Lighter            | Closet on level 5      | For roller paper          |
| Oxygen mask        | Chair tube messian     | in it                     |
|                    |                        | Light roller paper basket |
|                    |                        | Chair tube machine        |

## XENON ORBITAL STATION 4





|                    |                        |                              |
|--------------------|------------------------|------------------------------|
| Dialect translator | Pocket of clothes      | With pink aliens             |
| Athletic supporter | Locker in airlock      | Guard at<br>l/platform       |
| Cubix rube puzzle  | Locker in airlock      | Throw at Terror<br>Beast     |
| Order form         | Pocket of clothes      | Mail at mailbox              |
| Keycard            | Dead guard/hovercraft  | Elevator/l/<br>platform      |
| Spore              | On ground by mailbox   | Throw at hunter              |
| Terror Beast       | At mailbox             | At clearing by<br>pool       |
| Whistle            |                        |                              |
| Berries            | Bushes by root monster | Rub on self at<br>swamp      |
| Glowing gem        | Underwater cavern      | In two dark caves            |
| Rope               | By hunter and cage     | Tie to fallen log            |
| Key                | The hunter's body      | To unlock cage               |
| Little rock        | Terror Beast's opening | Guard at l/<br>platform      |
| Plunger            | Closet on level 3      | Barrier and trap<br>door     |
| Glass cutter       | Closet on level 4      | Cutting glass jar            |
| Toilet paper       | Bathroom on level 4    | Putting in waste<br>basket   |
| Waste basket       | Closet on level 5      | Put toilet paper<br>in it    |
| Lighter            | Closet on level 5      | Light toilet<br>paper/basket |
| Oxygen mask        | Clear tube passage     | Clear tube<br>passage        |

The  
Sulpho Villain

Shuttle  
Log

Control  
Room

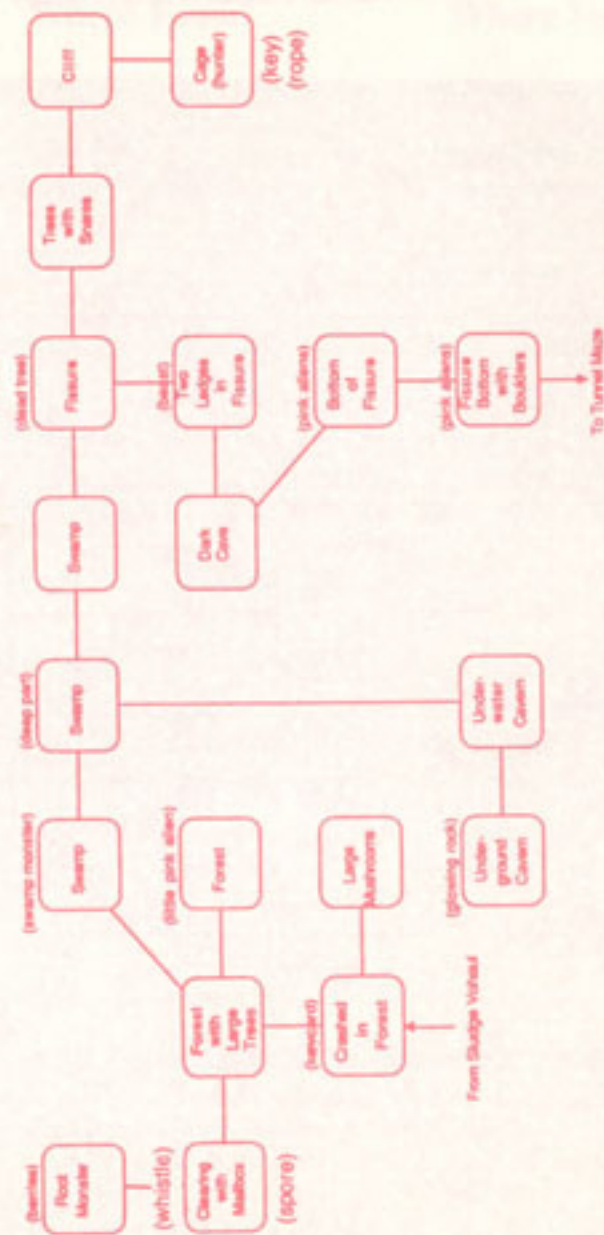
Alien  
Crew

Control  
Room

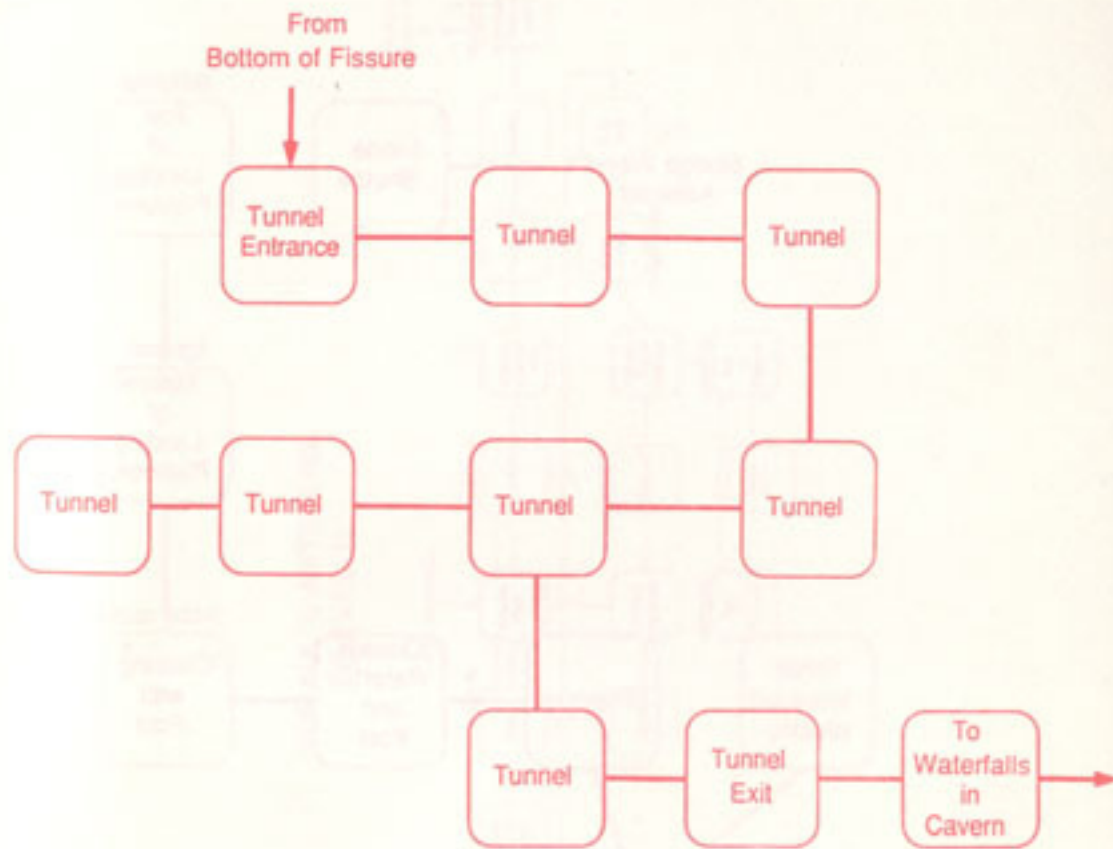
Traps  
Corp



## PLANET LABION BEFORE THE TUNNEL MAZE

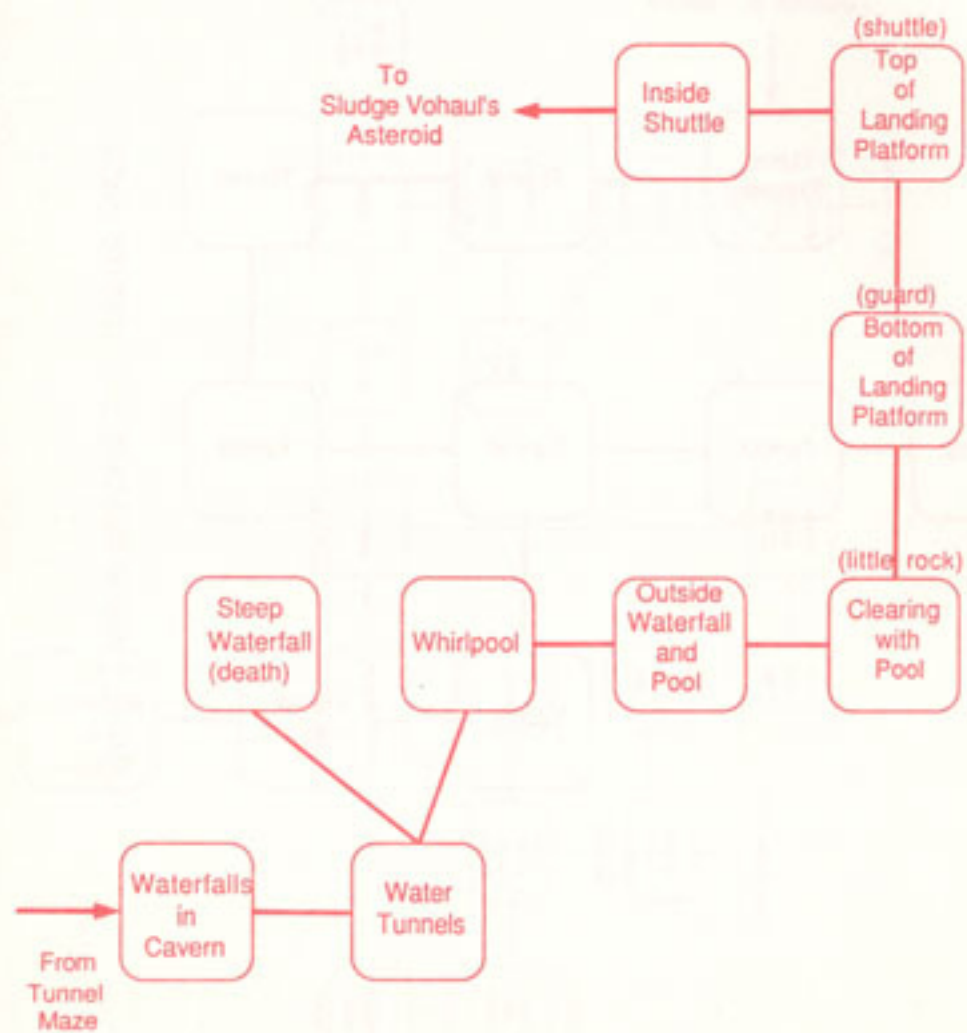


## TUNNEL MAZE OF PLANET LABION

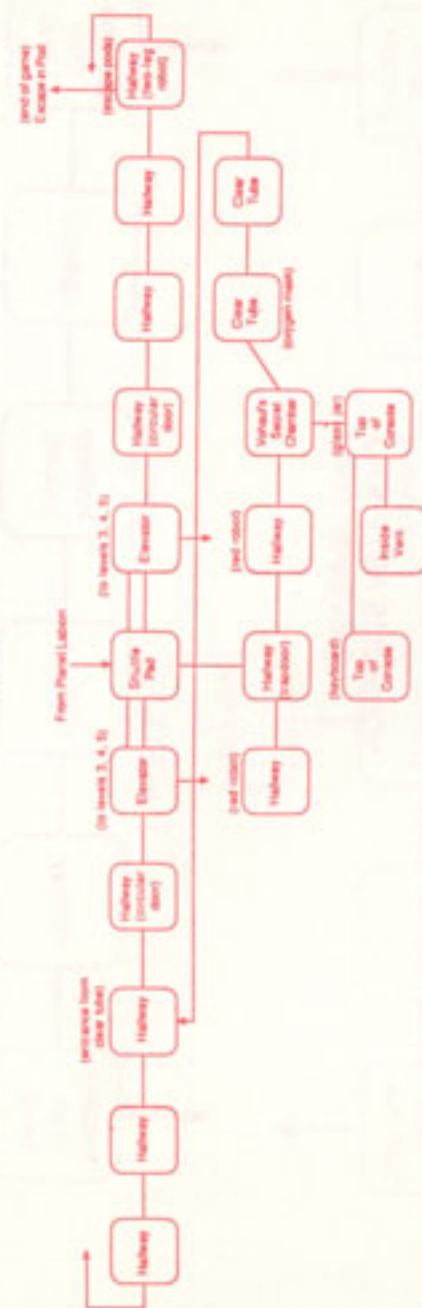




### PLANET LABION AFTER TUNNEL MAZE

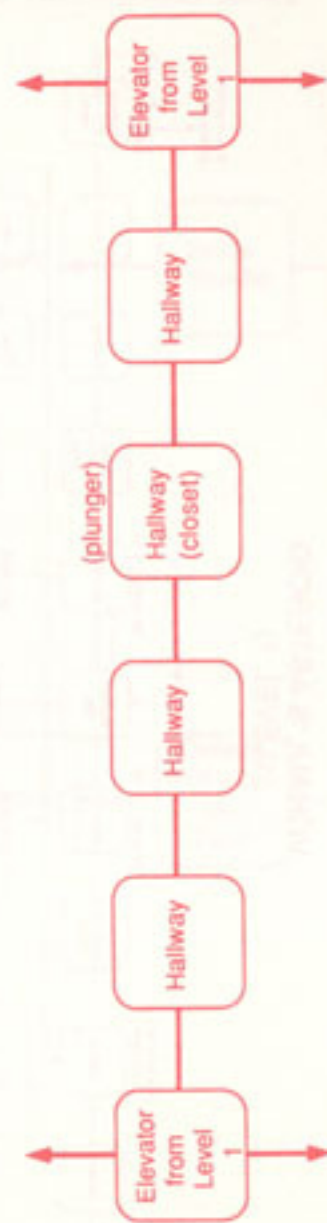


### VOHAUL'S ASTEROID (LEVEL 1)

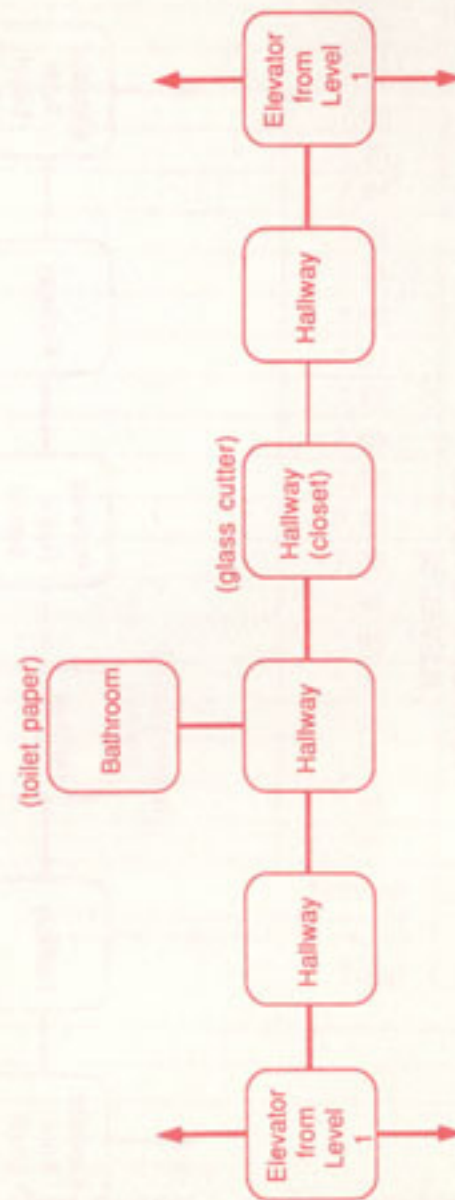




# VOHAUL'S ASTEROID (LEVEL 3)



# VOHAUL'S ASTEROID (LEVEL 4)





VOHAUL'S ASTEROID  
(LEVEL 5)



## HINT BOOK ORDER FORM

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| Space Quest II         | 7.95  |       |
| Space Quest III        | 7.95  |       |
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| Leisure Suit Larry II  | 7.95  |       |
| Leisure Suit Larry III | 7.95  |       |
| Police Quest I         | 7.95  |       |
| Police Quest II        | 7.95  |       |
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| Manhunter II           | 7.95  |       |
| Code Name: Iceman      | 7.95  |       |
| Gold Rush!             | 7.95  |       |
| Colonel's Bequest      | 7.95  |       |
| Hero's Quest           | 7.95  |       |
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| The Black Cauldron     | 7.95  |       |
|                        | 7.95  |       |

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*Place the red ADVENTURE WINDOW  
over the red patterned areas in your hint  
book to reveal the HIDDEN clues.*