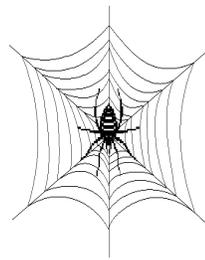


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THE HUGO TRILOGY

**Hint Booklet**

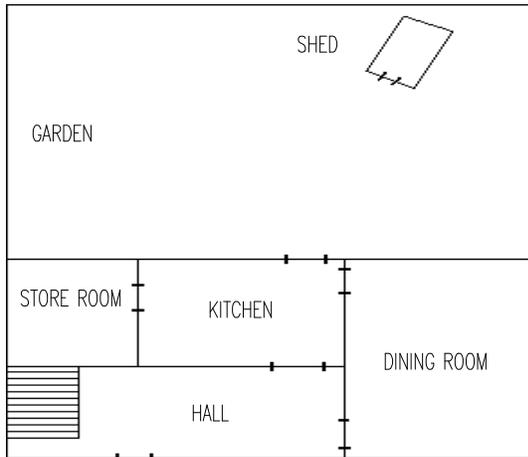


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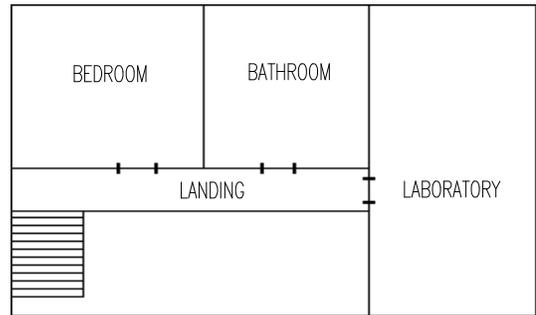
by DAVID P. GRAY  
*Creator of the Hugo Trilogy*

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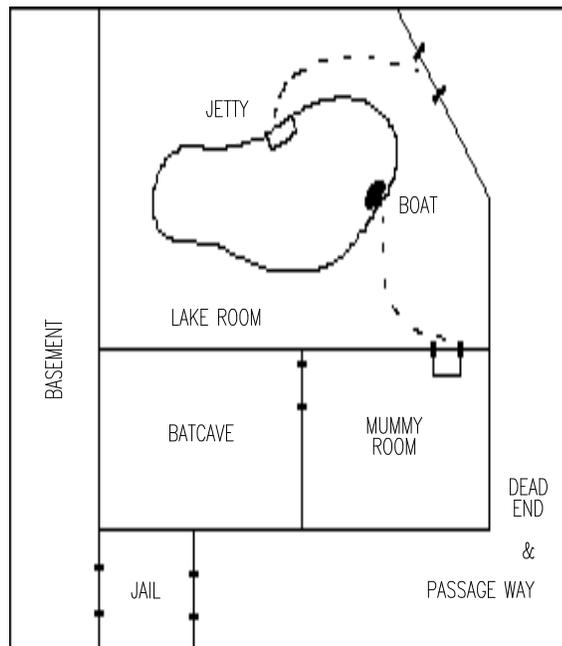
FIRST FLOOR



SECOND FLOOR



UNDERGROUND



## OUTSIDE HOUSE

You might want to concentrate on that pumpkin.

## HALL

There are two hidden objects in the cupboard under the stairs. You may want to save the game so far before you continue.

## BEDROOM

The item inside the closet is a mask, just stand there and say *open doors*.



## BATHROOM

Look everywhere. There is a significant piece of information somewhere in this room.

## LABORATORY

Look on the table, there is a *rubber bung* which you must have. The problem is how to get on the other side of the door to pick it up. The solution should become apparent if you follow the mad professor's directions. Trust me, Igor really has your best interests at heart.

## DINING ROOM

Somewhere in the house is an object with which you may disguise yourself. Once disguised, you may approach the butler and say yes to his offer (but don't eat it!)

## KITCHEN

Don't waste time on the broom, it's just a red-herring. We can't make life too simple for you, now can we? Basically there's nothing to interest you in the kitchen, it's simply a means to get to some other places.

## BACKYARD

The combination to the lock on the shed door is in the house upstairs.

## STORE ROOM

Take care of the dog with something obtained from the dining room. There is a slight trick to making use of this object in the room. Once you have taken care of the dog, you need to think about why the dog was there in the first place. By the way, did you look in the mouse hole?

## BASEMENT

The door is impassable (from this side, at least) and the rocks in the basement are significant.



## BATCAVE

There is an object in the house which will enable you to defeat the bat's sonar-like hearing.

## MUMMY ROOM

The mummy certainly has a good turn of speed and will always outrun you. However, he does seem to have problems negotiating those rocks.

## LAKE ROOM

Plug the hole in the boat with the object you picked up in the mad professor's laboratory. Cut the rope with the object you found in the hall. The boat is not steerable and the old man wants a word with you!

## DEAD END

The guard is very fond of gold.

## OUTSIDE HOUSE

The front door key is inside the pumpkin. For maximum points, get the pumpkin, break it open and then get the key. Now walk up to the door, unlock it, open it, and then walk inside.



## HALL

Get the candle from the table then go to the hole under the stairs and say *look*. Pick up the knife and the silver whistle found there. Don't be tempted to blow the whistle yet since this is a dog whistle and will summon a rather ferocious dog. The whistle has another use later. Ignore the mad professor on the landing for now.

## BEDROOM

Stand in front of the closet/wardrobe and say *open*, then step inside and say *get mask*. You'll be needing this mask in the dining room. You have the option of wearing the mask now or later. Did you look through the window?

## BATHROOM

Say *look in mirror*. The combination to a lock is written on it.

## LABORATORY

Step into the mad professor's box as directed, be sure to step right to the back of the box so the door closes behind you. After your first transformation step out of the box and go over to the table on the left. Now that you have shrunk, you will be able to squeeze through the gap between the wall and the door to the professor's box. Now you can get close enough to the *rubber bung* on the table and take it.

Get back into the box and tell Igor to press the button. After each transformation tell Igor to press the button until he gets fed up. At this point you are back to normal and free to continue your search for Penelope.

## DINING ROOM

Wear the mask obtained from the bedroom upstairs before confronting the butler. In this way you fit right in with the ugly looking monsters and the butler is tricked into handing over a juicy looking chop. No matter how hungry you may feel, save this for later.

## KITCHEN

Don't waste time on the broom, it's just a red-herring. Basically there's nothing to interest you in the kitchen, but you will need to type something in here (see store room).

## BACKYARD

The combination to the lock is 333, found daubed on the mirror in the bathroom. Remember to have the candle with you when you go into the shed. There is an oilcan in there and you may have to move around a little to get close enough to pick it up.

## STORE ROOM

You need the chop from the dining room and the oilcan from the shed before entering the store room. To deal with the guard dog, type *throw chop* (WITHOUT hitting *ENTER*) while still in the kitchen. Immediately after entering the store room hit *ENTER* to throw the chop. The dog will chase the juicy chop and forget all about you (unless you leave the room and re-enter).



Having taken care of the dog, either lift, move or look under the rug. You will need to stand over to the right hand edge of the rug. A trapdoor is revealed! You will need to oil the bolt, undo the bolt and then open the trapdoor. This will automatically take you to the basement underneath the store room.

## BASEMENT

There are two boulders just to the left of the prison door. The exit to the next room is between these two rocks. Approach the left hand boulder and then move to the right so that you disappear behind the right most rock. Keep moving right until you appear in the next room, the batcave.

## BATCAVE

Before entering, make sure you have the whistle, found in the cupboard under the stairs (in the hall) and type *blow whistle* (WITHOUT pressing *ENTER*) before entering the batcave. Immediately after entering the batcave, hit *ENTER* to blow the whistle.



This has the effect of confusing the bat-attack, allowing you to reach the cave's exit. But be warned you should still try to keep from inadvertently wandering too close to a bat since they are still deadly.

## MUMMY ROOM

The solution to this puzzle may take some practice! One way to evade the mummy is as follows, remembering speed is of the essence here.

There are two small rocks to the left of this cave. As soon as you enter the cave, take up a position to the rear and to the left of the right-hand rock so that the mummy comes around behind the rock to get you. When the mummy is about halfway along the back of the rock, run back toward the front of the rock. The idea is to trap the mummy behind the left corner of the rock.

Having trapped the mummy you are free to pick up the gold and head for the next room via his open tomb.

*Make sure you have all you need for the next room since as far as I can tell, this is a point of no return.*

## LAKE ROOM

Go over to the boat. Cut the rope with the knife and plug the hole with the rubber bung. Get in the boat by saying *get in boat* and then say *push off* to get the boat to the other side. Arriving at the jetty, say *talk to man* and the answers to his questions are:

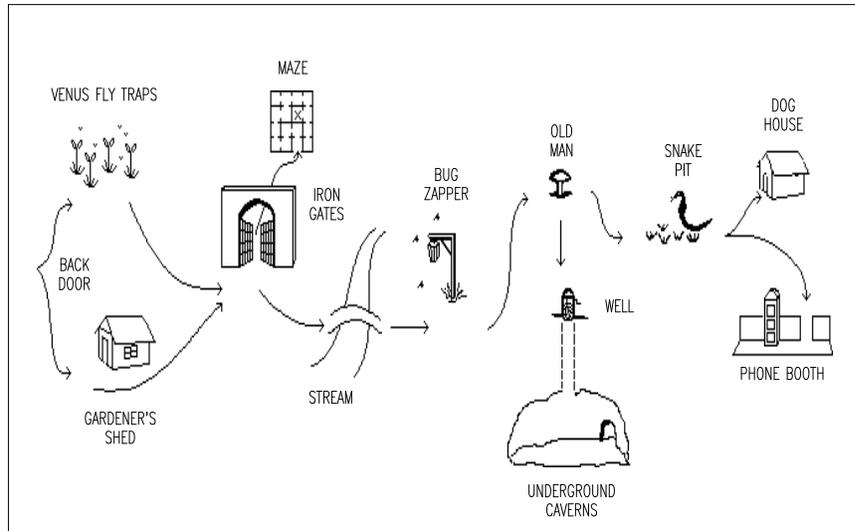
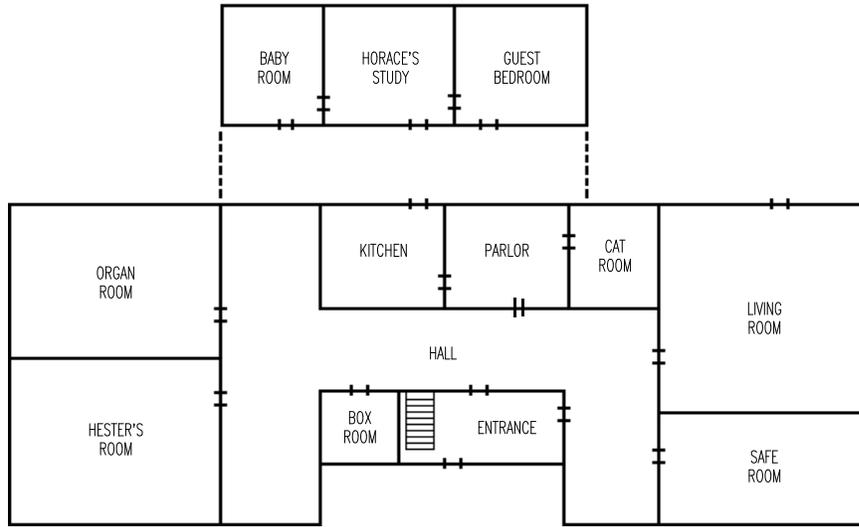
1. **Bilbo** (Bilbo Baggins)
2. **Narnia** (The enchanted land from the book "The Lion, the Witch and the Wardrobe")
3. **Bram Stoker**
4. **C** (the devastating cocktail from "The Hitch Hiker's Guide to the Galaxy")
5. **Man**
6. **Bullet** (goes with Trigger, right ?)
7. **Yes** (you knew that anyway, didn't you).



Having answered all the questions, say *get out of boat* and then proceed around the old man and follow the path to the arched exit.

## DEAD END

Offer the guard some gold. He will take a gold coin and step aside for you. Proceed to the jail where your sweetheart patiently awaits.



## HALL

Open the door to the far right at the top of the stairs.

## BEDROOM

Instruct Hugo to get the book from the bookcase and you will now become Penelope. Once you are Penelope, go and look through the keyhole to see what your mission will be, then do what Hugo did to proceed with the game.

## HORACE'S STUDY

There is a hidden object inside the desk, plus an item on the top of the desk which can be used here to get some bonus points and further the plot. Apart from the baby's room, the only exit is via the dumb waiter.

## BABY ROOM

Get the balloon. It's a red-herring but it's good for a laugh.

## KITCHEN

Get the hidden object in the cupboard (the closed door will open later).



## BACK DOOR

Go right for one exit, any other way for the other exit.

## SHED

Just go in the shed.

## INSIDE SHED

The object you found in the kitchen will provide a way to get rid of the pesky gardener, but only if you do the right action with it now. Once alone, you are free to experiment with the colored buttons. Don't expect to see results inside the shed for anything but the red button.

## VENUS FLY TRAPS

The trick here is to find a safe path through the venus fly traps. To start you off, from your initial entrance position, hit the down arrow and immediately after, hit the right arrow. If you do those two quick enough you will get past the first plant, the rest is up to you.

## GATES

The gates and lights are remotely controlled from the shed. You will have to go back to the shed and press the right buttons.

## MAZE

The maze is straightforward if you write down your explorations on an 8 by 8 grid of graph paper. You can always get back the way you came by going in the opposite direction, unlike some adventure mazes which *cheat*.

## BRIDGE

You may have noticed that you drop your matches whenever you bump into the sides of the bridge. There is a way to get across without bumping into the sides. It's pure dexterity but there is a *trick* which gets you almost to the other side without trying! By the way, you might want to *look* around.

**KILLER BEES**

The strange lantern-like object is a bug zapper. It is remotely controlled. I wonder from where? If you managed to switch it on, I would not be surprised if those nasty bees were attracted to it.

**OLD MAN**

Remember him from *HUGO'S HOUSE OF HORRORS* .... well he's only here for amusement.

**SNAKE PIT**

You cannot avoid being bitten by the snake (at least I can't, anyway) there is, however, a serum somewhere which you can drink any time before or after to cure the bite.

**DOG HOUSE**

Noticed those sticks on the ground. There's something in the dog house for you, I guess the dog put whatever it is there by mistake.

**PHONE BOX**

You need to dial a number after your conversation with Officer Higgins. If you played *HUGO'S HOUSE OF HORRORS*, you will have no trouble thinking of the number, if you haven't then cross the street.

**STREET**

The name of the street is *Rome Street*. It's true enough, all roads lead to Rome <gag> Don't forget to read the graffiti.

**RETUPMOC**

If this screen seems too bizarre, don't worry. Any similarity to anything you may have seen on PBS is purely coincidental! You will need the weapon you found in the maze to rescue the gentleman. He will be grateful enough to offer you a gift which you definitely need to finish the game.

**WISHING WELL**

Well now, it appears there is a handy dandy rope just waiting for you to climb down. Don't be afraid, you can climb up again, too.

**ROCKFALL**

By the size of that rockfall, it looks like nothing short of dynamite would shift it. If you don't have any dynamite visit the dog house, if you do, I sure hope you have some dry matches to light it .... now would be a good time to save the game (before lighting the fuse).

**THREEWAY**

Take your pick.

**LAMP CAVE**

Get the lamp and proceed.

**CHASM**

It is true you can just walk around the chasm to get to the moldy banana. In practise, it's not very easy. Suffice it to say, there is a secret ledge hidden behind the rocks at the bottom of the screen and there are rocks either side of it which can block your path if you're too far from the chasm edge when you try to get on the ledge. This could take some experimentation.

## **PASSAGE**

Just an ordinary passage.

## **LADDER CAVE**

Now's the time to rub the lamp. Please have your moldy banana at the ready.

## **SAFE ROOM**

You can score bonus points by looking in the mousehole. You won't open the safe unless you have what the gentleman gave you.

## **LIVING ROOM**

Nothing will happen here until Officer Higgins arrives. I have it on very good authority that he will not arrive until you have found all the clues about the murderer in the house.

## **PARLOR**

Notice how the maid reacts to the bell when you ring it. Did you try ringing it in the cat room ... now, if you could arrange for the bell to ring **WHILE YOU WERE IN THE PARLOR** you would definitely be onto something.

## **CAT ROOM**

See the note above for the parlor. You have to work pretty hard to get the cat's attention, believe me.

## **KITCHEN (*entering from Parlor*)**

Second time around to see what's cooking. Nothing special to do here. Just visit the cook and leave the way you came in.

## **HALL OUTSIDE BOX ROOM**

You cannot get into this room until you have spoken to Officer Higgins (remember you called him from the phone box). You will not see Officer Higgins until you have discovered all the clues in the house.

## **BOX ROOM**

Feeling back to your old self .... good, now how about that big gap under the door which you noticed when you looked at it.

## **ORGAN ROOM**

Talk to cousin Harry for your clue and proceed.

## **HESTER'S ROOM**

I definitely recommend answering *yes* to Great Aunt Hester's offer of a drink (she will only offer once, so make sure you say *yes* the first time). While she is busy fixing your drink, you will have just enough time to read your clue.

**HALL**

Follow Penelope to the guest bedroom, stand outside and say *open door*.

**BEDROOM**

Go over to the bookcase and say *get book*. When Hugo disappears, you will now control Penelope until further notice. When you awake, go over to the keyhole on the left and say *look through keyhole*, then go over to the bookcase where Hugo disappeared and say *get book*.

**HORACE'S STUDY**

Talk to the bird. Pick up the telephone. Look in the desk drawer to find the matches. Get in the dumb waiter to descend to the kitchen.

**BABY ROOM**

Get (or pop) the balloon for a joke red-herring.

**KITCHEN**

Open the cupboard under window to find garlic .... don't eat the garlic yet.

**BACK DOOR**

Go right for the venus fly traps and any other direction for the shed.

**SHED**

Just go in the shed.

**INSIDE SHED**

Eat the garlic to get rid of the gardener.

- The red button controls the light in the shed.
- The yellow button controls the lights above the iron gates outside.
- The green button switches the bug zapper on and off.
- The blue button opens and closes the iron gates.

You will need to visit the gates and the killer bees before the yellow and blue buttons have any effect. (The reason is as follows .... since you do not know the initial state of those switches, you don't know whether you are turning the bug zapper on or off until you have seen it. Similarly, you don't know whether the gates are open or shut until you have seen them. I claim that both the gates and the bug zapper are in random states until you see them and no matter how many times you press the switches they just happen to end up in "non-useful" states through bad luck).

**VENUS FLY TRAPS**

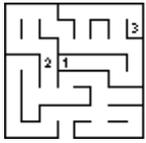
Try to keep Penelope's feet away from the bottom of the plants. As soon as you make progress, save the game. Pick up the magnifying glass and exit to the right.

**GATES**

See the notes for inside shed.

**MAZE**

Here is a map of the maze, showing the three objects to be found. By the way, the simple strategy to get you in and out of any *real* maze that doesn't *cheat* is as follows:



- 1: Serum
- 2: Gun
- 3: Bell

Choose either your right or left hand. Start walking with your chosen hand touching the walls of the maze. Eventually, no matter where you start from, you will find the exit to the maze. If you start from the entrance, at some point you will also pass the center, wherever that is deemed to be. Of course some mazes, especially those in adventure games, are specially constructed to defy this rule since otherwise the maze becomes trivial to solve. Exiting a room the way you came in doesn't always get you back to where you came from! The way to negotiate those mazes is to stock up on as many objects

as you can and drop them as you progress. This enables you to tell the rooms apart and so you can plot out the maze on paper. Then there are mazes that change on you as you walk around, that kind are better left alone.

## BRIDGE

To cross the bridge without bumping into the sides and dropping the matches proceed as follows .... there are three clumps of grass behind the path, move Penelope over to the middle clump as close as you can get to it. Now move Penelope directly to the right toward the bridge. If you lined up correctly on the clump of grass, Penelope should get most of the way over the bridge without hitting the sides. The last little bit you will have to negotiate on your own by going diagonally down and to the right, flicking between the right arrow and down arrow keys appropriately. Remember to *look* and then *pick up* some catnip for later. You can drop the matches on the other side of the bridge if you need to go back for any reason.

## KILLER BEES

See the notes for inside shed.

## OLD MAN

He's only here for amusement.

## SNAKE PIT

Drink the serum in the bottle found in the maze. You can drink it before or after you are bitten.

## DOG HOUSE

Pick up a stick from the little pile outside the dog house. Throw the stick (say *throw stick*) and the dog will chase after it leaving the dog house for you to inspect. Look inside the dog house to find the stick of dynamite.

## PHONE BOX

After calling the police and speaking to Officer Higgins, dial 333 (a secret number used in *HUGO'S HOUSE OF HORRORS*). You may also dial 1-(800)-333-HUGO, the number scribbled on the street wall. Make sure you have the gun found in the maze before you proceed.

## STREET

The name of the street is *Rome Street*.

## RETUPMOC

Shoot the monster with the gun. If you don't move out of the phone box, you will have longer to do it. The kind gentleman will come to you and give you his special screwdriver. You will need this to open the safe later.

## WISHING WELL

Say *climb down well*.

**ROCKFALL**

Drop the dynamite near the rockfall (if you are not close enough, you will be told). Save the game and then light the fuse with your (dry) matches. Now comes the hard part .... move over to the rope and type *climb rope* as you're moving. When you get close to the rope, hit *ENTER*. If you are quick enough you'll climb to safety before the explosion and then be free to climb back down and proceed. If you're not quick enough, well, luckily you saved the game.

**THREEWAY**

Take your pick.

**LAMP CAVE**

Get the oil lamp. You can rub the lamp later.

**CHASM**

The technique is to get on the very thin ledge right at the bottom of the chasm, hidden behind the rocks at the bottom of the screen. Go to the back of the screen and approach the chasm as close as you can without falling in. Now proceed directly down as far as you can go. If you are successful, you will be on the ledge extremely close to the chasm's left edge and you can now proceed directly right until you hit a rock jutting out on the right hand side. Do not try to move up or down while proceeding along the ledge. When you hit the rock, proceed directly up and get the banana.

Getting back is almost as difficult, so go to the far wall near the chasm and proceed directly down as before. You do not need to be as close to the chasm as before. Proceed directly left once you are on the ledge until you hit the rock on the left. Now proceed directly up and you have done it.

**PASSAGE**

Just an ordinary passage.

**LADDER CAVE**

Rub the magic lamp to make the genie appear. Talk to the genie who will offer his help for a moldy banana which you obtained from the chasm cave. Give the banana to the genie who will open the trapdoor at the top of the ladder for you. Go up the ladder.

**SAFE ROOM**

Look in the mousehole for a bonus point. Open the safe with the special screwdriver you obtained from Retupmoc (say *open safe with screwdriver*) then read the Will found inside.

**LIVING ROOM**

Only after you have found all the mystery clues will anything exciting happen in here. You will know when all the clues have been found when you see Officer Higgins go into the living room. The clues are :-

1. Read the Will from the safe.
2. Look at the photo album from the cupboard in the parlor.
3. Talk to the cook.
4. Talk to cousin Harry.
5. Read Great Aunt Hester's letter.

Officer Higgins will ask you *whodunit* and there are two possible replies, either *Harry* or *nobody*. You see, what Penelope saw was really Harry and Great Uncle Horace acting out a play, so nobody really killed him!

**PARLOR**

See the notes for the cat room.

**CAT ROOM**

Rub the bell with the catnip. Give the catnip-smothered bell to the cat. Immediately head back to the parlor. While there, the cat will play with the bell which will ring. The maid, believing Great Uncle Horace is calling her, will go into the cat room. When she leaves you are free to open or look inside the cupboard (you will have to be quick). Look at the photo album. Remember to go back and pick up the bell again or you won't get maximum points.

**KITCHEN** (*entering from Parlor*)

Second time around to see what's cooking. Nothing special to do here. Just visit the cook and leave the way you came in.

**HALL OUTSIDE BOX ROOM**

You cannot get into this room until you have spoken with Officer Higgins (remember you called him from the phone box). You will not see Officer Higgins until you have discovered all the clues in the house.

**BOX ROOM**

Get the paper and pencil. Read the paper for a bonus point. Slide the paper under the door. Push the key out with the pencil. Viola!

**ORGAN ROOM**

Talk to cousin Harry for your clue and proceed.

**HESTER'S ROOM**

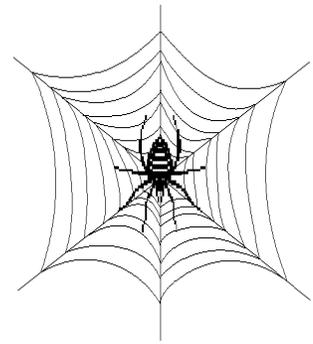
Answer *yes* when Great Aunt Hester offers you a drink when you first arrive at her table. While she is fixing your drink say *read letter* to get your clue.

## CRASH SITE

Make sure you investigate the plane and collect any items you may find. There is nothing immediate that you should do with any of the objects (do not eat the sandwich). If you need help identifying the objects say *look*.

## SPIDER'S WEB

Your mission is set . . . you need to search for the Secret Pool located behind a waterfall which contains magical water which will revive Penelope.



## BRIDGE

The first puzzle is how to get across the bridge without it collapsing under your weight. There are some vines hanging down which might just do the trick. You need to figure out a way to use them for bridge support.

## CLIFF TOP

Collect and read the object found here. It will point you towards another object which should prove extremely useful. The other object is not nearby so keep going but remember to be on the look out for the "mighty boulder".

## STREAM CROSSING

Well you already used the vines to good effect to cross the rope bridge, maybe they will work for you again? This screen deserves some careful exploration!

## ELEPHANT PATH

You will not get any response until you visit the village and obtain something from the natives by the camp fire together with a furry object from the Witch Doctors hut. These two objects must be used together. It would be a good idea to save your game and then experiment with these two objects first on their own and then together. Notice the effect they have on the elephant and think about what you might be trying to achieve.

## VILLAGE LONG SHOT

There is nothing of any interest in this screen (unless you like moldy meat).

## CAMP SCENE

If you went inside the plane then you have something which the natives would find interesting enough to give you a present in return. There is one screen fairly close where you can use this item (not the Witch Doctors hut). There is a clue behind the huts to help you with the Witch Doctor.

## OUTSIDE WITCH DOCTORS HUT

Make sure you have all the objects from the plane before you visit him.

## INSIDE WITCH DOCTORS HUT

If you have the objects from the plane then you have what you need to defeat the evil Witch Doctor. If you looked behind the huts in the camp fire scene you would have read a notice which had a very big clue in it. Are you good with your hands? There are two things in succession which you must do to get him out of the way.

Once he is rolling about on the floor you can easily open the cage door. Now comes the tricky part. You have to catch that pesky mouse in the little cage. If you walk about a little you should be able to deduce the motion of the mouse. He will not come out of his hole if you are in the wrong place. Once he does come out, he may go in the little cage but as soon as you go near him he will

run back into his hole. There is a way to keep him in the cage long enough to trap him.

Don't forget to pick up the other useful object in here. It's use is not readily apparent, but it can be used in conjunction with other objects.

**TURN AROUND PATH**

Assuming you found the object behind the boulder, you need to rub it. What you see is an indication of the next puzzle to solve together with a big clue on how to go about it. It doesn't matter if you solve some puzzles out of sequence but to achieve all the points you need to solve the puzzle indicated.

**CAVE ENTRANCE**

There are a couple of things you could try here, such as exorcising the ghost or reading a spell or even trying to scare it. All of them require three separate objects found in other parts of the game. Only when you have all three objects will their use become apparent (I hope!).

**WATERFALL**

You are really close to the secret pool but to get to the other side is very difficult and requires solving many puzzles which will eventually have the effect of stopping the flow of water so you can cross. In case you are wondering, the water can be stopped by damming the stream much further upstream.

**BASE OF CLIFF PATH**

There is one object to be collected here. It will be used with two more objects at the cave entrance.

**SECRET GARDEN**

Well, here you are at last! Do not tarry too long since the water may start to flow again at any moment. I really hope you brought something to fill with water after all your troubles!

Don't bother picking any flowers and once you get back over the waterfall be sure not to drop your precious flask!

**OLD MAN'S CAVE**

So you meet your nemesis once more! You guys must feel like old friends by now. The old man will insist on playing his game fairly so you had better make sure you answer correctly. Of course it is all a ploy to make sure you have the magic water before you can proceed back to Penelope.

**CRASH SITE**

Go up to the plane and type *get in plane*. Once inside the plane type *look* and all the objects will be identified. Get the objects by typing *get cubes*, *get sandwich* etc. Do not try to use any of the objects yet, you will be needing them later.

Type *get out* or *exit plane* to get back out of the plane. You can look at the objects which you obtained. This may give you clues as to how they will come in handy later. There is no exit to the right of the plane.

**SPIDER'S WEB**

There is nothing to do here until you return with the magic water. When you have the water say *give water to Penelope* and this will trigger the closing scene of the game and we hope you enjoyed it!

**BRIDGE**

Say *tie vines to bridge*. This will support the bridge long enough for you to cross. However, the bridge will collapse when you reach the other side and you will not be able to return to Penelope this way.

**CLIFF TOP**

Pick up the scroll and read it. It refers to a crystal ball which you will find later behind the large boulder at the turn around path. The middle path leads to the stream crossing while the lower path leads to the base of the waterfall.

**STREAM CROSSING**

Do not try to cross on the stepping stones or the piranhas will get you! You need to say *swing across on vines*.

A book of spells is hidden behind the rushes on the right hand side of the stream. If you walk around that area it will appear automatically.

**ELEPHANT PATH**

The whole purpose of the elephant is to scare him off with the mouse (obtained from the Witch Doctor) so that he heads in the direction of the stream.

Firstly, shoot the elephant with the blowpipe containing the sleeping-potion dart by saying *shoot elephant*.

Secondly, as fast as you can *open cage* to let the mouse out before the elephant falls asleep. As we all know, elephants are extremely afraid of mice! By the way, this elephant must have escaped from a zoo since elephants are not indigenous to South American jungles!

**VILLAGE LONG SHOT**

There is nothing of any interest in this screen. The meat hanging up on the left hand side is more hyena ready for another boring lunch.

**CAMP SCENE**

Say *give cubes to native* and one of them will give you a blowpipe in return. You will be needing it when you visit the elephant. The natives are very grateful for your gift of seasoning cubes since it will make their boring meals of hyena a little more interesting.



By the way, look behind one of the huts to see a notice from the Witch Doctor. On it he mentions the subject of voodoo which is a clue to help you defeat him when he captures you.

There are no further scenes to the left of the camp, you exit to the village scene.

## OUTSIDE WITCH DOCTORS HUT

There is nothing to do here but make sure you have all the items from the plane before you go inside. There are no further scenes to the right of the hut and you exit to the village scene.



## INSIDE WITCH DOCTORS HUT

You need the clay, the pins and the half-eaten cheese sandwich from the plane.

Say *make effigy of Witch Doctor* or simply *make doll* or even *make voodoo*. Then say *stick pins in doll* or *stab doll* and the Witch Doctor will writhe about on the floor leaving you free to open the cage door and escape.

Go over to the little red cage and say *drop sandwich in cage* then move over to the right hand side of the screen. The mouse will eventually come out of the left hand mouse hole and enter the cage to eat the cheese in the sandwich. When it enters the cage the door will snap shut, trapping it there.

You cannot retrieve the sandwich since the mouse has eaten it, however you will not lose any points because of it. Finally pick up the cage with the mouse inside.

Don't forget to pick up the candlestick with the flickering flame near the center of the hut as you will definitely be needing this later.

## TURN AROUND PATH

Say *look behind rock*. Then get the crystal ball which was lost there by the old man in the cave. If you say *rub ball* you will be provided with a subtle clue to help you with the next puzzle you should encounter.

You do not get any points for rubbing the crystal ball so it is not necessary to do this to complete the game with maximum points.

## CAVE ENTRANCE

You need to exorcise the ghost with the bell, book and candle. The bell is found at the base of the cliff path to the left of the waterfall, the candle is found in the Witch Doctors hut and the book of spells is found near the rushes on the right of the stream crossing.

Get as far as you can inside the cave and say *exorcise ghost* or *read book* to get rid of the evil spirit. The ghost will disappear and you can enter the cave.

## WATERFALL

The only way across the stream is by causing the elephant to dam the stream at the stream crossing to the left of the village scene. See the description of the "stream crossing" for instructions on how to do this.

## BASE OF CLIFF PATH

Get the bell which will be one of the objects used to get rid of the spirit guarding the cave.

## SECRET GARDEN

Say *fill flask with water*. Note that you can fill the flask at other places where there is water but only the magic water from the secret pool will help Penelope.

## OLD MAN'S CAVE

You cannot get past the old man unless you are carrying the flask filled with magic water from the secret pool. Ordinary water will not do! Say *no, no* and *yes* to his prompts. Once you have answered all three questions correctly, you will proceed up some stone steps back to the right hand side of the bridge crossing the chasm. From there you can easily walk back to the spiders web to administer the remedy to Penelope.

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