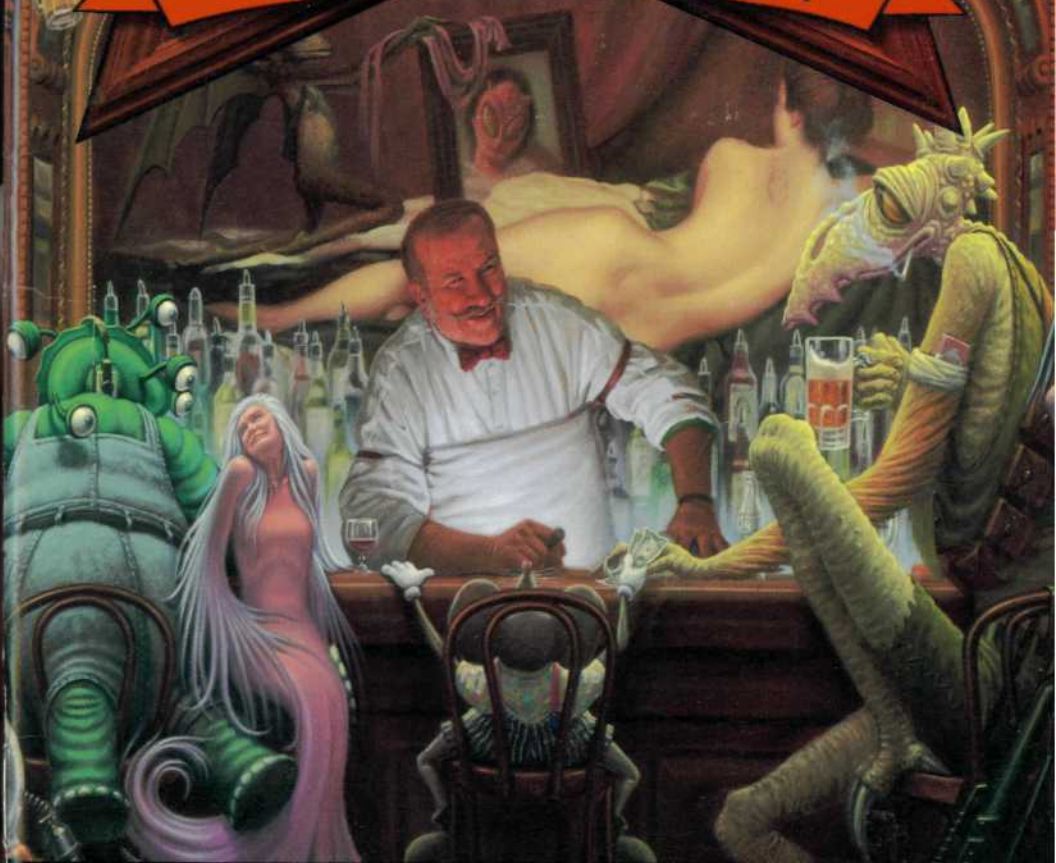


Callahan's

CROSSTIME SALOON



Adventurer's Survival Guide

by Peggy Oriani

\$ 14.95 Value



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The author would like to thank Duane Beck, Rosie Freeman, Vince Lupo and Jim Montanus, at Legend Entertainment and Josh Mandel, the Callaban's Crosstime Saloon game designer, for their help in compiling the information presented here. Last but certainly not least, the author thanks Spider Robinson for his thoughtful words.

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Backward

by Spider Robinson

I'm not much of a cyberguy. A website is maintained for me, but my own steam-powered Mac II can't surf. I'm vaguely aware that **alt.callahans** is in the top 2% of Usenet newsgroups, with over 60,000 members, and that there are innumerable other Callahanian websites, chatlines, channels and forums throughout cyberspace - none of which I've ever visited. But to me Callahan's Place has always been words on paper: nine books that have stayed in print for twenty-five years. (Tor Books will publish an omnibus of the first volumes in September of 1997.)

I also don't play computer games; I'd already maxed my personal addiction-quota by the time they came along. When Legend Entertainment bought the rights to Callahan's, I planned to spend the money and ignore the results.

My first clue that I was missing something came when Josh Mandel called up and fulfilled my heart's dearest dream.

See, what I really wanted to be when I grew up was a folksinger. I was on the verge when the industry collapsed in the early 70's. So when Josh asked me to cut four songs for the game with my favorite guitar player of all time on lead...well, there are no words.

But grateful as I was to Josh, secretly I still wasn't terribly interested in the game itself. I'd seen just enough computer games to know that my creation could not possibly be adapted to that format. Only a madman would try, and only a lucky genius could hope to pull it off...

Then last month Josh walked in my door with a laptop, said hello, and booted up this game. We broke twice to pee and make coffee, but both forgot to drink both cups. Fourteen hours later he closed up the laptop, shook my hand and drove back to Seattle. I never got to ask him how many wives he has or children he's aware of or any of that social stuff; I barely had time to tell him that he is a madman and a lucky genius. But he already knew.

This is the best adaptation of a literary work I've seen since Phil Alden Robinson (no relation) turned my friend Bill Kinsella's *Shoeless Joe* into *Field of Dreams*. Somehow Josh captured not just the letter, but the zany spirit of my Callahan's Place - and then added value of his own, producing a genuine tilted picnic. Thank God it's not available for Mac! As it is, I'm going to be bugging the hell out of all my friends who have PCs.

So turn the page, and enter the labyrinthine byways of the twisted mind of Josh Mandel, the best collaborator I've never worked with.



The Callahan's Regulars:

Who they are and where they come from

Somewhere along Rt 25A in Suffolk County, Long Island is Callahan's Place. Built by Mike Callahan himself, the unassuming building is always unlocked (the front door anyway) and the bar is always open when the first patron arrives. Callahan's boasts a genuine sawdust floor, sturdy wooden furniture, an unusually-shaped fireplace and a long mahogany bar. The customers tend to be a fascinating group of regulars that includes regular folks as well as aliens, time travelers and other oddities of nature. Sometimes the regular folks are the most interesting of all. Here, the group tends to throw glassware in the fireplace as a unique form of applause. At Callahans, reality is a little bit better and a little bit brighter, and people find they can do things they never imagined they could do. Who are these people? The list below describes characters created by Spider Robinson who are featured in his books as well as this game. In the game, you'll find some more who are purely our own inventions and ones we hope will blend seamlessly with the originals.



Mike Callahan

Looking for all the world like the quintessential Irish barkeep, Mike is actually a time traveler sent from a remote world in the distant future known as Harmony. It seems the late 20th century will be a particularly critical time in mankind's evolution and Mike, along with many of his countrymen have been stationed throughout the time space continuum to help humanity achieve Harmony's utopian ideal. But, Callahan's Place, whether by virtue of Mike's presence or its particular spot on the planet, seems to be a magnet for million-to-one-chances-of-happening-events and the talented, gifted, and downright unusual beings who can help.



Al Phee

This obnoxious traveling salesman employs annoying high pressure sales tactics on unsuspecting beings throughout space. The fact that he is an expert hypnotist is a plus in his business. Outlandishly dressed in (among other items) a pajama top, lederhosen, a propeller beanie and curly-toed shoes with bells, Al Phee cuts an unforgettable profile, although his attire does nothing for his chubby physique. A good soul at

heart, Al Phee tries the patience of everyone he meets by pushing every pun, con and stunt to the absolute limit. He was once arrested by Josie for trying to sell fake "alien jewels."



Doc Webster

This enormous man is a distinguished surgeon, but is revered at Callahan's as a champion storyteller, punster and humorist. He is the acknowledged master of the bar's organized pun and tall tales competitions and several times has won the title of Dart Champion of the Universe.

A sophisticated man of many talents, Doc also calls square dances and has been known to prescribe visits to Callahan's Place for his patients who have maladies of the spirit rather than the body. He is Callahan's most proficient drinker and consumes quarts of brew nightly with no apparent effect.



Fast Eddie Costigan

This Brooklyn native has been a buddy of Mike's since before the bar was open. He is the bar's tireless piano player and loves blues and ragtime music. Fast Eddie is fiercely devoted to Mike and when necessary, employs his high speed punch and ever-present blackjack to deter troublemakers.



Jake Stonebender

To help Jake recover from the loss of his wife and baby daughter in a tragic car accident, Doc Webster recommended visits to Callahan's as therapy for his distraught patient. The narrator of all the Callahan's novels, (and according to Spider Robinson, the co-writer), Jake is a

sensitive and caring man, always ready to help a friend. He is a brilliant folksinger who regards his guitar, Lady MacBeth, as family, and who fills the house in his weekly jam sessions on Fireside Fill-More Nights.



Josie Bauer

Police work is in Josie's blood. In Josie's youth, the Bauer home hosted a constant stream of odd visitors and Josie eventually determined that the family residence was actually a way station for the Time Police. Now, a Time Cop herself, she is posted at Callahan's which is officially

recognized as a "significant" location. A huge fan of Punday Night and Tall Tales Night, beautiful Josie can usually be found socializing with the winners.



Mickey Finn

Now married to Mike Callahan's daughter Mary, this alien originally landed on Earth prepared to carry out his orders to destroy the planet. Although his reprogramming was one of Mike's triumphs, the only humans Mickey actually likes are his friends at Callahan's.



Noah Gonzalez

Noah Gonzalez is semi-retired from the Suffolk County Bomb Squad and is a closet science fiction fan. His years of active duty have left him with a pronounced limp from a severe leg injury, but this hasn't prevented a nightly stop at Callahan's. It's funny how often the Callahan's crew

calls upon Noah's technical expertise, but this is indeed an unusual group. Noah juggles to keep in shape.



Pyotr

A well mannered vampire, Pyotr functions as the bar's designated driver. This native of Romania immigrated to America as an adult and soon acquired what appeared to be the ideal job in a blood bank. Unfortunately, however, since most of the donors were alcoholics and or addicts,

Pyotr quickly developed addictions to both. Mike Callahan helped him overcome his drug problem, but Pyotr now maintains his alcohol addiction by "eliminating" the alcohol from those Callahan's patrons he drives home. His hang-over cure is widely applauded.



Ralph von Wau Wau

As a puppy, Ralph was acquired by a cruel scientist who hoped to give the dog the ability to mimic human speech. The scientist had no idea that this distinctive German Shepherd possessed the brain power of a human with above-average intelligence, and was surprised to

learn of Ralph's conversational abilities. Ralph eventually escaped from his captor, and desiring more from life than a Frisbee game, taught himself to type. Although he became a successful science fiction writer, he could not reap the benefits as he could not open a bank account or cash his checks. His life took a new turn when he teamed up with a mute bum and together they began roaming bars with a talking dog scam. Their secret was discovered in Callahan's and the rest is history. Today, Ralph hosts a successful radio talk show.

Hints and Tips

Congratulations on resisting the urge to flip directly to the Game Walkthrough! You won't find a hint for every puzzle in this game, but here are some tips that might help.

Universal Hints for Riddle Night

At the beginning of the game and in "The Lovesick Vampire" story, you will find yourself in either Callahan's Place or Casimir's on Riddle Night. Although the rules will be explained in the course of game play, you might want to check out these hints.

What's on the chalkboard	Corresponding Answer	What's on the chalkboard	Corresponding Answer
additionally	and	green	young
ancient game	chess	grind teeth	gnash
arguably superior computer	mac	guided	led
aromatic organic compound	ester	irritate	grate
bid	offer	lean	lank
bootlegging device	stills	leg joint	knee
boullion	broth	legal code	law
broth	soup	legend	myth
Chicago trains	els	lifeless	dead
chime	bell	linked steel	chain
correct	right	manta	ray
cost	price	massive weight	ton
cranky	cross	member of British nobility	earl
drawing fluid	ink	minerals containing metal	ores
exist	be	moisturizing plant	aloe
face that launched ships	Helen	moss	pete
famous Marx	Karl	occupied to capacity	full
fasten with sliding fastener	zip	one	a
fibrous cellulose material	wood	otherwise	else
five-dollar bill (colloquial)	fin	penny	cent
fluffiness	cush	permeable	porous
four-sharp Major key	E	portion	part
funeral transport	hearse	propel with paddle	row
grain	grist	rapid	fleet
		scorch	char

What's on the chalkboard	Corresponding Answer	What's on the chalkboard	Corresponding Answer
shiv	dirk	vocal inflections	tones
slender projectiles	arrows	wealthy	rich
snug	cozy	white with age	hoary
spoiled	off	wildcat	lynx
thump	thud	wind shelter	lee
touched in the head	fey	woman	female
urinated	peed	yard	lawn
vagabond	tramp	younger	junior

Josie's Sweet Addiction

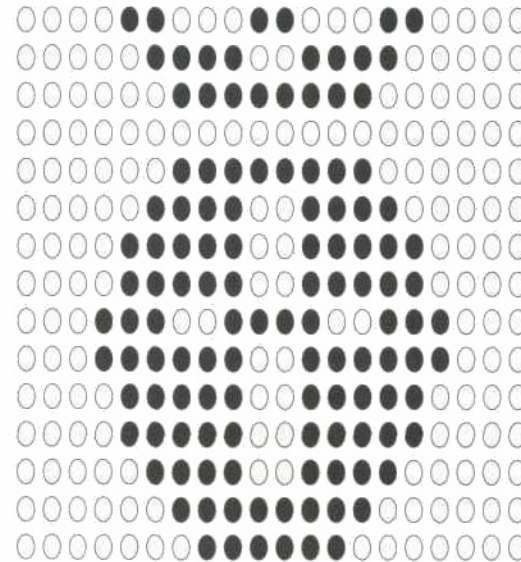
Josie knows her chocolate and since she is a Time Cop, she knows that we are about to lose the most extravagantly dark, rich, luscious chocolate the world has to offer. The Faxon Casteroga folks are bent on clear-cutting the natural habitat of this unique cacao tree, but maybe we can prove that these trees are worth preserving. Making chocolate can't be that hard – you need cacao beans, a little sugar, some water and a source of heat. I'm sure an ancient Brazilian tribe could have come up with some ingenious manufacturing methods!

- How do you get an officious office person to move? Try a coffee pot problem – get's 'em every time!
- OK you have plane tickets, now what to do??? You can't get out of the US without proper documentation, but you know New York...anything's available on the street.
- You can tell Guzman is just *not* going to cooperate. But in the meantime, the plane is getting so hot and stuffy that maybe you can ask him for some additional ventilation.
- Cool! He's out of the way, but something tells me he's not far enough out of the way. Are those fingers I see clinging to the open hatch of the plane? Better check the tool box for a handy object to get rid of him for good.
- The jungle is so confusing. You better take a look at a map before you get too lost.
- Here we are at the Temple. The door just won't open, and there doesn't seem to be any way in. Why don't you back up a little to get a better look at the place?
- The door is open but what now? Select your difficulty level of Easy, Medium or Hard. If you are stumped, repeatedly press the hint button and the stones will pop into place. If you have a little more backbone, we can tell you this:

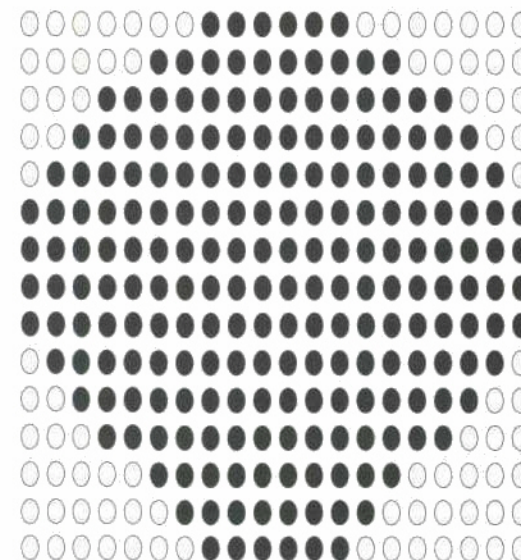
- the easy level mosaic depicts a primitive native person
- the medium level mosaic depicts a yin/yang symbol
- the hard mosaic depicts a leaf

- Still terrified you'll make a mistake? We aren't going to just hand you the answers, but here is a grid to let you know where the blank spaces are. The blanks are shown as empty circles, while all spaces filled by a stone, whether it be black, green or gold are shown as black circles.

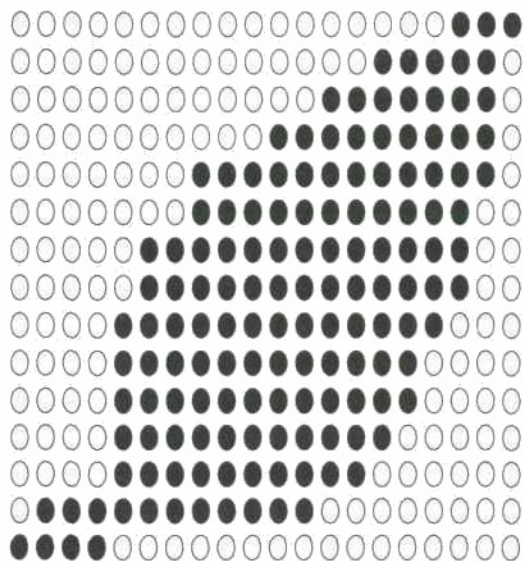
Easy Level Mosaic



Medium Level Mosaic



Hard Level Mosaic



- A gorgeous Indian carving stares at you with sightless eyes. Do you have something in your inventory that would add a touch of realism to the artwork?
- The ancient tribe may not have had electricity, but they sure knew their desserts! Since you don't want to spend your day cracking open individual cacao beans, you need to find a way to grind them up. Something in this temple must be mechanized in some way...
- Sure, I know you want to scoop the chocolate up with your hands, but we need to be a bit more civilized. Chocolate is usually molded into a shape, do you have something you could use?

Adventures of a Lovesick Vampire

Pyotr is despondent. You can help him reunite with his long lost love, but she just doesn't seem like her old self...*Everyone* seems to be under a curse in Transylvania, but maybe Sasha's is a little more dreadful than most. As with most things, the key to success is a kiss. But it has to be a hot one!

- Can't find the license plate on the moving van? Well, you know it has to be in the back. It's not UNDER the bumper sticker (you don't want to try peeling that thing off again do you?) so you need to investigate the rear of the van thoroughly.
- Coffee used to be so simple. Do you long for the old days when cream or sugar were the only options? You better check out ALL the coffee that's available...Oh and by the way, to make Molten Lava Java, maybe you need beans with that *hot* Latin flavor.
- Mako root, let's see...those Eastern Europeans are naturalists at heart...is it a flavoring, like, you know, juniper berries or whatever else goes into gin?
- Can't get to Sasha's? If your driver doesn't give you Sasha's address as an option, your work isn't finished in town. You did visit the Gypsy woman didn't you? She's a little eccentric, but she *does* keep good records, maybe you need to get a look at them.
- If you're baffled by the riddles, visit Wereworth's and repeatedly look at the model kits. If you had only pulled more all-nighters watching old movies, you wouldn't have to do this!
- Ohmigod, here we have the dramatic conclusion and there is a fight at the dinner table. What to do? Ask any mother of a two-year old, and she'll tell you to check the floor!
- You wanted a happy ending? You know how things go...sometimes when people say they need space, they really mean it.

How to be a Real Man: Squish's Dilemma

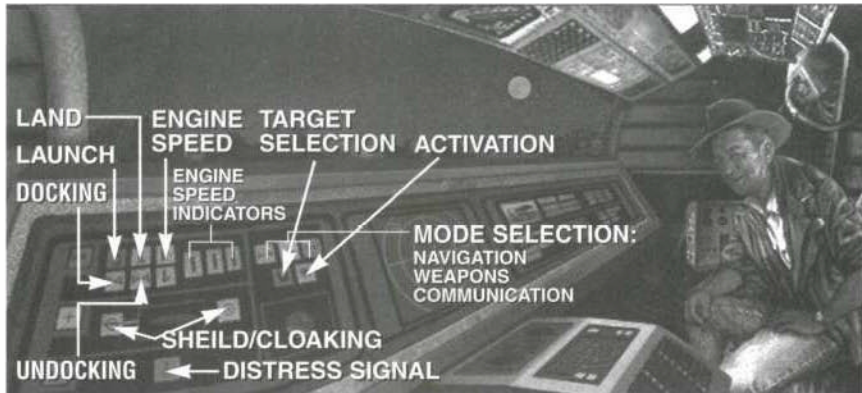
Squish is a loyal guy through and through, but I guess the key is, he's a guy. And guys, well, want to be GUYS. Looks like you have some high tech maneuvering to do to restore the equilibrium around here...I'd have to say this may be a good time to take out a piece of paper and a pencil and start drawing some floorplans.

- Well, we have Squish's keyring, but it doesn't seem to work on any of the cars. Squish probably can't drive anyway. Why don't you just "use" it?
- Here we are in the Shuttle. You know the first rule of adventure gaming - this is your opportunity to make a thorough search and take anything

and everything you can find. Even when you find something like say...a space suit...it has pockets you know.

- And when you find something, you might need more of it. Better check out the Somethingorother and see what it can do.

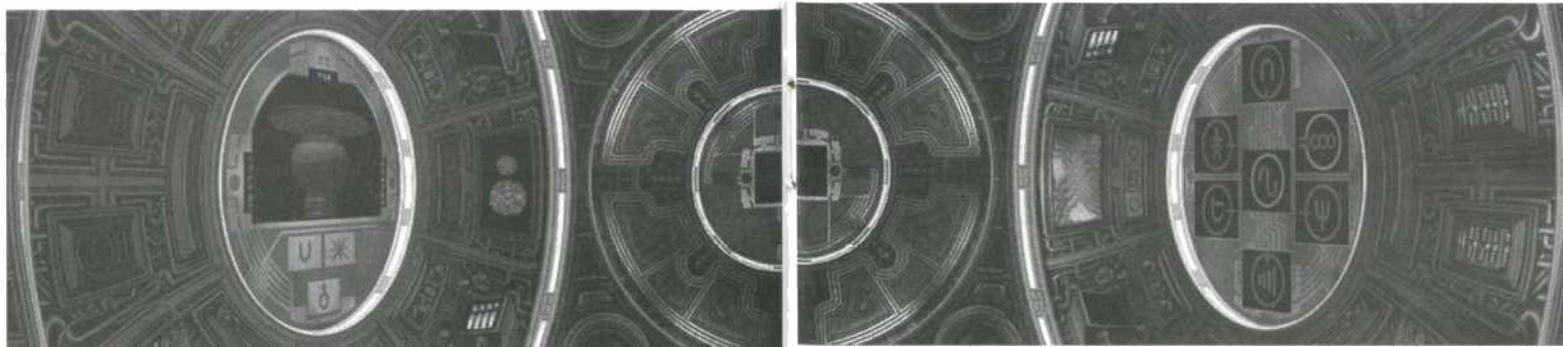
Shuttle Control



- You didn't think you were just going to walk casually into the satellite did you? Why, you need to be Decontaminated, but to survive it you need to be dressed properly.
- THE SPACE SUIT HAS FOUR ARMS –THAT MEANS FOUR HANDS, GET IT?

- The Robot stores a digitized image of all approved visitors. Maybe you need to look like someone a little more familiar to our electronic friend.
- The problem with contact lenses is that sometimes they are difficult to see through. You better put them on after you've done all the tricky stuff.
- Here you are, faced with lots and lots of buttons, screens and heaven knows what. Here's the first hint: the banks of controls are divided into three parts starting from the left: Communications, Systems, and Security.
- Here's the second hint: these guys are aliens – red means you can perform an action, blue/gray means control is disabled, green means you cannot perform action.
- To the far right, you will see a large oval with small ovals and symbols within it. Each of these small ovals represents a hatch. When the small ovals are displayed in red, the status of the hatch can be changed.
- This is for the truly desperate. Within the small ovals, three symbols are possible. The small square indicates that the door is locked. The symbol with two parallel lines indicates the door is open, and the straight line indicates that the door is closed AND unlocked.
- For the unbelievably desperate...slightly to the left of the large oval is a vertical bank of three buttons. The top button with the diamond symbol controls doors opening and closing. The middle whatever-that-is button controls doors pressurization and depressurization. The bottom button with the circular symbol controls doors locking and unlocking. Your mission is to have all doors unlocked.

Satellite Bridge Control



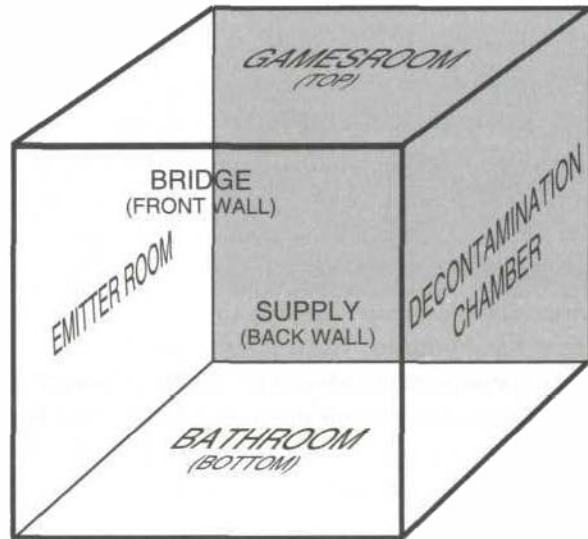
Communications

Systems

Security

- Being weightless makes things interesting. You can't just walk up to a hatch and open it, but you can bounce off things, if you get close enough.
- Supply Room: Doesn't seem to be anything wrong here, but what are those green rectangular things?
- Emitter Room: If the force field keeps pushing you out, maybe you didn't investigate the controls on the Bridge thoroughly enough.
- The robot is a problem, but remember that his first obligation is repair work, not defense.

Satellite Lobby

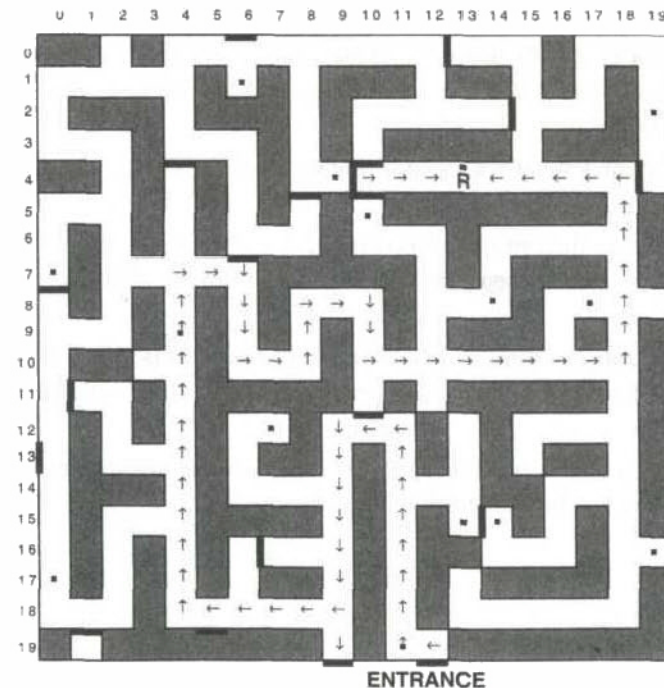


Ralph's Rescue

Ralph von Wau Wau is probably the most unusual German Shepherd ever, and he's the most useful friend Joe has ever had. It seems that a talking dog is of interest to more people than simply those who can't speak for themselves. Ralph has been kidnapped by Government agents and right now he is being held in a secret compound in the Catskill Mountains. This adventure takes a lot of twists and turns, I hope you have a good sense of direction!

- The guard is occupied and you have a chance to investigate the security system. You better investigate the contents of your knapsack for useful items.
- If you've played any adventure games at all and you see a control panel, you know you better fool with it. Maybe even take it apart.
- How many of these innards can be flipped, rotated or switched?
- A winch that turns looks like it should be useful, but its impossible to attach anything to the nearby clamps. Have you taken a good look at the entire scaffolding? Maybe there is something else you can use.
- You've entered the blackness inside the vent system but if you've read any good spy novels, you know there are ways to improve your night vision.
- Here's a clue to pay attention to: the vent system is big; I mean huge! You can spend days in here! You better figure out how to make progress efficiently.
- Hearing is very important and those fans certainly are noisy.
- Dogs, in fact, can hear much better than humans.
- There's not much to see in here, so when you come to a grate, you better take a look.

Diagram of Vent Maze



Arrows indicate your direction, the heavy lines indicate fan locations, the squares indicate grate locations, and the R indicates Ralph's location.

- If you've found Ralph, you still can't attempt a rescue with all those people in the room. You need to get them to leave, but it's so noisy with the fans going, that it's hard to think.
- The uniform will be handy, but you better check the pockets for items that may be useful immediately.
- You need to check all the doors but sometimes they can be very difficult to see.
- A password he wants???? I hope you make it a habit to read other people's memos.

The Man who Heard too Much: Al Phee Becomes a Mind-reader

Poor man, he thought that reading people's minds would be the salesman's best offense, but who knew that the noise would be quite so loud? Al Phee needs help and fast. You better take a trip to the future and get a hold of that antidote. And remember, when in Rome...

- What does CIVIC MILL MILD DILL MIX have to do with time travel? OK, remember in 8th grade when you told your teacher you would never ever need to know Roman numerals? Guess what, you were wrong. Oh and don't forget, 0 is another way to indicate an empty space. If you're still stumped, look at the upside down numbers at the bottom of this page.
- A good receptionist can really make life easier. Talk to her and you'll find out exactly what you need to do to join the Organization. Don't forget to read the bulletin board.
- A disguise? Sometimes what we need is already in plain sight. Just use your eyes!
- What's the best way to disrupt the lunch crowd at a restaurant? Well, the food can't get any worse, so maybe you need to start thinking about some pyrotechnics.
- Ratzass needs a kidney, Homme Cookin' probably has lots of those, but none of them are Ratzass's. Maybe another place has a refrigerator you can raid.
- Cecil is apparently a rotten housekeeper. To clean the Biochamber control panel, you'll need to investigate the Experiments.

The Fate of the Universe

Now your fate, as well as that of the rest of the world, is in the hands of the gods. Let's hope that Parabolous guy is really on your side.

- Are you just going to knock on doors forever? There must be a clue here somewhere, but the only features that seem the least bit unusual are the names of the doors.
- Eenie, meenie, miney, moe; catch a tiger by the toe.
- The board members must be interested in some of your Earthly possessions.
- Although the hearing was over in a hurry, maybe you still have a chance. The help you need might still be in the courtroom.
- Some people just don't know how to get rid of their tension! Have you noticed how some people press down with a pen so hard that it leaves an indentation on the other pages of the pad?
- It's incredible, so many things are available online these days - things like billpaying, shopping, even stock trading. Why, you can buy and sell just about anything from the comfort of your own computer!
- You may not be in Kansas anymore, but Glinda is still the good witch.

000'I = W,005 = D'00I = C,05 = T'0I = X,5, = A',I = I

Game Walkthrough

This walkthrough is designed to be an efficient rather than comprehensive path through the game. To make sure you get your full dose of fun and humor, don't forget to check out the last section of this book, "Fun Things to Try."

Callahan's Crosstime Saloon is divided into five individual segments plus the concluding story. Each segment will begin and end with you in the bar talking with the patrons. The game segments do not have to be played in the order listed here, although the Al Phee and Ralph stories must be the last two played.

As you play the game, when a gold check mark appears, the game is waiting for you to click the mouse or press a key for the dialog to continue. For purposes of this walkthrough, we assume that you will simply click through the dialogs as you come to them. In cases where a specific response is necessary, you will find it listed here.

In the Bar

Choose "No."

Choose "Tell us."

Talk to Doc.

Choose "I think I've got a riddle answer for you."

Riddle Answers

Crosby Stills Nash & Young

Fleetwood Mac

Supertramp

Aerosmith

Grateful Dead

Rolling Stones

Led Zeppelin

Righteous Brothers

Partridge Family

The Doors

(hit Enter)

Josie's Sweet Addiction

Talking to Josie

Turn right and talk to Josie.

Click through the dialog, choose "You're talking about beans."

Choose "If I tell you which one I really prefer, one of you is going to be pissed."

Choose "Sure, why not? Maybe we'll go down in history."

Choose "Ready when you are, JB."

Point cursor at the door in front of you and click when it becomes an arrow.

In Manhattan

Turn right until you see building 425, behind the Meter Maid.

Find the office building door and click "Open."

The Faxon Casteroga Headquarters

There is a file cabinet to the left of the seated man. On top of the file cabinet is a box labeled "Applications."

Take the applications.

Click once on the pencil in your inventory then once on the application in your inventory.

Enter the Human Resources Department door in front of you.

Turn left until the double doors are in view.

Take the bamboo pole from the potted plant.

Click once on the bamboo pole then once on the air vent above the workers.

Talk to Sigmund.

Take the coffee pot.

Click once on the coffee pot then once on the potted plant.

Click once on the coffee pot then once on the burner.

Turn on the burner switches.

Press W (wait), Enter, Enter.

Press W, Enter, Enter.

Turn left until you can see the whole bulletin board.

Take the plane tickets (bottom left of center on the bulletin board).

Turn left until you see the elevators.

Move the cursor to any elevator and select Enter.

On the Street in Manhattan

Turn to the right until you see the Souvenir store.

Talk to the Shopkeeper.

Choose "I can't help thinking about how cool it might be to own some sort of fake ID, you know...just for fun."

Choose "A passport."

Turn left until the limousine is in view.

Talk to the driver.

Choose "I'm staying at the Leigson Arms. Are you the airport limo?"

Choose "Yes"

Choose "Of course."

Choose "Right here"

Choose "Yep, right here."

In the Airplane

Find the toolbox to the right of the pilot's chair.

Take the naval jelly.

Take the pipe wrench.

Turn right until you see the hatch.

Click once on the naval jelly and once on the handle nuts (to the right of the light bulb).

Click once on the pipe wrench and once on the handle nuts.

Turn left until you see the Guzman (the pilot).

Talk to Guzman.

Click on Call Button, choose "Push."

Choose "It's so stuffy back here. Can I open the door?"

Choose "Can you open it, then?"

Talk to Guzman.

Click on Call Button, choose "Push."

Choose, "Its too windy...would you close the door?"

Click on pipe wrench, click on "hit Guzman's hand."

Open the glove box to the right of the pilot's seat.

Take the blue box from the glove box.

Turn right and exit the airplane.

In the Brazilian Jungle

Open the blue box in your inventory.

Click once on the pushpin and once on the morphine (both in your inventory).

Click once on the pushpin and once on the bamboo pole (both in your inventory).

Click once on the blowgun in your inventory and once on Alaniz.

Take the map (the white piece of paper on the table). The nutcracker will come with it.

Look at map.

Turn right until the binoculars are in the bottom left corner of your screen.

At almost center screen, your mouse arrow changes to a forward arrow, click there.

Turn right until you see the thicket.

Take the thicket.

Go forward, down the path and then to the right to find the monkey.

To the left of the monkey is a parachute pack. Take it.

After the parachute pack is reeled in, take walkie talkie.

Turn left and find the "quite a tree." To the right of the tree is an area where your pointer turns into a forward arrow, click there.

Back at the Landing Strip

Turn right until the electric fan is right of center screen.

Click once on the walkie-talkie in inventory.

Choose "Tune," then type (on the keyboard) C5. Or click the switch on the bottom of the right panel of the instrument. Then click upper circular button until C appears in the window, then click the bottom circular button until 5 appears in the window. Finally click on the rectangular button.

Search the Jeep.

Turn left until you see the open hatch on the plane, click the forward arrow on the hatch opening.

Turn right until you see a knapsack.

Click once on the tire iron in inventory and once on the crate in front of you (to the right of the knapsack).

Take the coax cable from the crate.

Exit the airplane.

Getting to the Temple

Turn right and re-enter the forest.

Move the mouse below the bird and it will become a forward arrow, click there.

Turn right until the stone steps of the temple path are in front of you.

Move the cursor to the top of the screen and scroll up until you are about half way up the path.

Move the vines (they're in front of you).

Approach pedestal.

Check any difficulty level.

Solve the puzzle or repeatedly click the hint box at the bottom of the puzzle to place stones properly. When checkmark appears, click on it to return to main interface. For additional help, turn to page 12.

Enter temple doorway.

Turn right until you see the elaborate carving.

Put a gold stone from your inventory into each eye socket of the elaborate carving.

Click anywhere in the room beyond the open carving.

Inside the Temple

Turn right until you see the fire pit.

Take the bellows.

Click once on the bellows and once on the gauze (both in your inventory).

Remove the cauldron.

Turn to the right and exit the room.

Turn to the right until you see the fallen tree.

Click once on the jeep jack in your inventory and once on the tree.

Click once on the tire iron in your inventory and once in the jeep jack.

Take the branches from the raised tree.

There is now an opening where the branches were, click there.

By the Stone Well

Click once on the coax cable and once on the cauldron (both in your inventory).

Click once on the cauldron in your inventory and once on the stone well.

Turn left until you see the trees with the cacao pods on them.

Take the cacao pods.

Click once on the cacao beans and once on the cauldron (both in your inventory).

Empty the cauldron on the cacao

Turn left until you see the temple and the fallen tree.

Making Chocolate

Enter the temple.

Turn left until you see the open carving.

Enter the open carving.

Turn right until you see the fire pit.

Click on the branches in your inventory then click on the fire pit.

Click on the matches in your inventory then click on the branches.

Click on the bellows in your inventory then click on the fire.

Click on the cauldron in your inventory then click on the tripod.

Click on the cacao beans then click once on the nutcracker (both in your inventory).

Turn right until you see the archway.

Exit the room.

Turn around until you are facing the entrance to the firepit room.

Put the chocolate nibs in your inventory on the marble slabs.

Take both gold stones from both eye sockets.

Put the gold stones back in the eye sockets.

Take the chocolate nibs.

Put the sugar cane in the cauldron (both in your inventory).

Enter the open carving.

Turn right until you see the fire pit.

Put the cauldron on the tripod.

Click once on the cauldron (in inventory).

Click once on the medicine kit (in your inventory).

Turn right and exit the room.

Turn left and exit the temple.

Sigmund Becomes a Believer

Empty the medicine kit.

Click once on the chocolate bar in inventory then click on Sigmund Kiscolon.

Adventures of a Lovesick Vampire

In the Bar

Talk to Mike Callahan.

Choose, "So what now?"

Choose, "Such as..."

Choose, "You want me to go see if Pyotr's home?"

Choose, "Mike I'm at your disposal."

Exit the bar.

Pyotr's House in the US

Turn right, find the red pickup truck and drive it.

Take antenna from your truck.

Turn right, push in ramp at rear of van.

Look at bumper sticker.

Look at license plate at top of rear van opening.

Turn left until you can see the middle window to the left of Pyotr's front door.

Open window three times until it opens.

Snag phone with antenna.

Dial phone with the number on the bumper sticker: KL5-0931.

Complain about driver.

State license number: YEV1 117.

When the driver is called away, pull bolts from steamer trunk.

Open trunk and get in.

Close trunk.

In Transylvania

Move left and take headless box.

Take spirit slates.

Move right to the base of the stairway and take book of magic.

Move right again, open box, take palming coins.

Enter trap, go into town.

In the Town

Move left, enter Casimir's (you won't be able to get in yet).

Talk to bouncer.

Ask him about cover charge.

Ask him where you can get a curse.

Enter Starbucharest's.

Take chalk next to the cookie jar.

Write on spirit slates with chalk.

Choose, "Help, I Have No Head."

Take wolfbane blossom.

Exit to street.

Sit next to barrel.

Wear headless box.

Click on black screen, choose "Open."

Enter Wereworth's.

Move right, buy Wax Lips.

Buy tattoo of pentagram.

Buy tanna leaf tea.

Exit to street.

Wear tattoo.

Enter trap go to Gypsy's.

Talk to Gypsy.

Choose, "I'd like to get in to Casimir's, but they want me to have a curse mark."

Choose, "My curse fell down between the couch cushions."

Choose, "No, I don't think I got it here."

Choose, "I'm a werewolf."

Enter trap, go into town.

Enter Casimir's.

Take jukebox which is next to the fireplace.

Click on dumbwaiter, click on jukebox.

Return jukebox to jukebox stand.

Play jukebox; choose B-17.

The Coffee and the Kiss

Go to Starbucharest's.

Talk to quiet woman (Sasha).

Approach Gypsy wagon.

Talk to Gypsy.

Go to Starbucharest.

Turn right and look at second bin of coffee beans (Habanero beans).

Buy Molten Lava Mocha Java.

Click on wax lips, then on Mocha Java in inventory.

Wear wax lips.

Kiss Sasha.

Exit to street.

Go to Gypsy's wagon.

Give wax lips to Gypsy.

Look at ledger.

In Sasba's House

Enter trap, go to 1313 Resting Place.

Turn right, take hairbrush from bathroom vanity.

Exit to street.

Return to Casimir's

Enter trap, go into town.

Enter Casimir's.

Talk to the Fugato on the right.

Talk again and choose, "What Jake must do Fugato give Jake bottle?"

Read chalkboard.

Talk to Fugato, choose, "Me have riddle answer..."

Riddle Answers

Bela Lugosi

Lon Chaney Jr.

Boris Karloff

Christopher Lee

Charles Laughton

Elsa Lanchester

Peter Cushing

Peter Lorre

Vincent Price

Fay Wray

Brush the Werewolf

The mako root appears in your inventory.

Move left.

Click on werewolf, then on hairbrush in inventory.

Exit to street.

Return to Sasha's House

Enter trap and go to Sasha's.

When Sasha leaves, sit on couch.

Click on desk drawer and unlock desk drawer with key.

Take the vial of tears.

Lock desk drawer.

Exit Sasha's and take trap to Gypsy.

Return to the Gypsy Woman

Approach Gypsy wagon.

Open box of tanna tea.

Open tea bag, now in your inventory.

Give tanna tea to Gypsy.

Give tears to Gypsy.

Give mako root to Gypsy.

Drink antidote.

The Big Finish!

Enter trap and go to Sasha's.

Click on Sasha, choose "Offer blood."

Take steak bone from floor.

Give steak bone to Sasha.

How to be a Real Man: Squish's Dilemma

Note to player: This story requires you to operate several pieces of high tech equipment and navigate through an alien structure. For additional help, see pages 16 and 17.

In the Bar

Talk to Squish.

Ask him about his race.

Choose, "Why are you visiting Earth?"

Choose, "Yes."

Choose, "Nope, let's go for it NOW..."

Exit bar.

Enter and Explore the Shuttle

Use the Keyring.

Click on Platform that has just landed, choose "Get on."

Take pine-shaped Air freshener.

Move right, take Sushi tray.

Move right, open storage locker.

Take helmet, take EVA spacesuit.

Search EVA spacesuit.

Open storage cabinet.

Find the somethingorother above the trash bag.

Click on the somethingorother, click on the EVA gloves.

Operate the Shuttle

Locate small screen displaying view of Callahan's bar.

Click on the red button with the alien-inspired upward arrow.

Click on red button marked with a U-like symbol until you see a picture of the Satellite that looks like a child's jack.

Increase engine speed by holding down other red button with the alien-inspired upward arrow until the button with * symbol above satellite display turns red.

Click it.

After landing, click the docking button (symbol is two triangles together).

The Decontamination Chamber

Turn right, open hatch and enter Decontamination Chamber.

Wear EVA suit, helmet and both sets of gloves.

Enter corridor.

Remove EVA suit, helmet and gloves (all in your inventory).
Put suit, helmet and both sets of gloves on conveyor belt.
Push button underneath and to the left of red button to send clothing through chamber to Noah.
Move right, open hatch, enter Lobby.

Fooling the Robot

Put mouse cursor on right of screen and click right mouse button twice.
Push off the bumper.
Open the emergency Putty Tube.
Apply the emergency putty tube to me.
Wear Air Freshener.
Open contact lens case
Wear EVA suit and both pairs of gloves.
Wear fake palm leaf.
Open hatch in front of you marked with a symbol featuring 3 circles.
Wear contact lenses.
Talk to Noah and ask him to stand behind you.
Talk to Robot.

The Bridge

Enter Bridge.
Move left until you face the leftmost bank of controls. Look at the buttons below the large viewport screen.
Click on the viewport button marked with the U-like symbol.
Move to the right to the next bank of controls featuring a slowly turning satellite.
Turn off satellite rotation by clicking the top button.
Click the bottom button to turn off Emitter field.
Move to the right to the next bank of controls.
On the left there is a vertical bank of three buttons and on the right there is a large oval with smaller oval symbols within it. First, click on the red/blue oval with the three circle symbol.
Click on the bottom button within the vertical bank of buttons. It has a circle symbol on it. When clicked it will turn blue/gray.
To unlock the doors, click on remaining ovals to the right so that the square (lock) symbol becomes a straight line (unlock). Ignore the central oval.
Move right, open hatch and exit to Lobby.

The Supply Room

Move to the right until you are facing the Bridge hatch which features a symbol with 3 circles.
Click on left bumper, choose "Push off."
Click on left bumper, choose "Push off."

You are facing a hatch marked with an alien symbol resembling a t. Grab left bumper.
Open hatch and enter Supply Room.
Move so that you face the hole with the ladder. The green shapes around the hole are storage compartments.
Open compartment and take weapon or tool (torch).
Open another compartment and take magnetic boots.
Open another compartment and take weapon-like object (laser).
Open hatch and exit to Lobby.

Deactivating the Emitter

Move to the right until you are facing the open Supply Room hatch.
Push off right bumper.
You are facing a hatch marked with an alien symbol featuring a series of vertical lines. Open hatch and enter Emitter Room.
Give torch to Noah.
Move to the right until you are facing the open Emitter Room hatch.
Push off right bumper.
Open hatch and enter Bridge.
Restore satellite rotation by clicking top button (satellite display will reactivate).
Open hatch and exit to Lobby.
Move to the right until you are facing the Bridge hatch.
Push off left bumper.
Enter Emitter Room.
Shoot bulkhead with laser.

The Hasty Exit

Open hatch and exit to Lobby.
Open hatch with alien symbol resembling an upside down U and enter Decontamination Chamber.
Wear helmet.
Click on red button with U-like symbol to display Callahan's Place in screen.
Click on the left-most red button.
Hold down mouse button with the cursor on the other red button with the alien inspired upward arrow until engine speed reaches alien symbols resembling TTT.
Activate shields by clicking on buttons to either side of shuttle diagram.
Buttons will turn green and a red outline will surround shuttle display.
Click on red button with * symbol.

Ralph's Rescue

In the Bar

Talk to Joe.

Choose, "Calm down, Bud, what's the problem?"

Choose, "Who's they?"

Choose, "When did this happen?"

Choose, "Where exactly is she?"

Choose, "Guess I'm just a guy who can't say no."

Arriving at Mr. Whether

Exit Callahan's Place, find red pick-up truck and drive it.

Take knapsack.

Talk to Joe and ask about "that big old plan of his."

Turn right and enter guardhouse.

The Guardhouse

Open knapsack.

Click on pocket knife in inventory, then on control panel screws. Choose unscrew.

Remove control panel.

Switch green and red strips.

Rotate all three strips.

Flip all four toggle switches.

Replace control panel.

Replace screws.

Exit guardhouse.

Cut fence with wirecutters.

Entering the Compound

Enter compound through hole in fence.

Move left, take tarp.

Turn winch.

Attach tarp to clamps at the far end of the scaffold.

Turn winch.

Use suction cups on metal door.

Open vent with tire iron.

Enter vent.

Wear goggles

Navigating through the Vent System

Note to player: to aid navigation, blow whistle.

Turn right.

Go forward.

First Fan

Click on fan, select "Turn off."

Go left twice.

Go forward.

Turn right.

Go forward seven times.

Turn left.

Go forward.

Second Fan

Click on fan, select "Turn off."

Go forward.

Turn left.

Go forward seven times.

Third Fan

Click on fan, select, "Turn off."

Turn left twice.

Go forward.

Turn left.

Go forward four times.

Fourth Fan

Click on fan, select, "Turn off."

Go forward.

Turn right.

Go forward nine times.

Look in vent.

Go forward two times.

Turn right.

Go forward two times.

Fifth Fan

Click on fan, select "Turn off."

Turn right.

Go forward three times.

Turn left.

Go forward two times.

Turn left.

Go forward two times.

Turn right.

Go forward two times.

Turn right.

Go forward two times.

Turn left.

Go forward eight times.

Turn left.

Go forward six times.

Sixth Fan

Click on fan, select "Turn off."
Turn left.
Go forward five times.
Look at vent.
Back up once, wear goggles.
Go forward three times.

Seventh, Eighth and Ninth Fan

Turn off three fans.
Turn left two times.
Go forward.
Remove grille.

The Interrogation Room

Descend into Interrogation Room with grappling hook.
Search uniform hanging on the back of the door.
Take uniform and wear it.
Unlock desk with key.
Open drawer.
Open wallet.
Jigger door lock with license.
Open door.
Go right, find small dark door to the right of the entrance.
Sniff the door.
Go to the scaffold.
Talk to Tina, Choose, "Stay there."
Talk to Ralph, Choose, "Stay there."
Go to the wall phone and dial it.
Enter GMOUGN as password.
Enter MOON as password.

The Man who Heard too Much: Al Phee Becomes a Mind-reader

The Bar and the Rooftop

Talk to Al Phee.
Talk to Al Phee again. Choose, "Okay, I'll help you."
Click on Callahan then on morphine in inventory.
Talk to Callahan. Choose, "Can you make a Mickey Finn out of that morphine I gave you?"
Search Al Phee. The recipe and Al Phee's beanie will be transferred to your inventory.

Find ladder behind Biker Dude and go up to the roof.
Turn on the time sled.
Look at the recipe.
Sit on the time sled. (Note to player: For additional explanation for this puzzle, please turn to page 20.)
Click on small triangles above and below the numbers to enter the number 1001511000 in the alternate interface.
Click on handle.

Visit to the Underworld Center

Take rootbeer bottles.
Turn left until you see the Underworld Center, enter it.
Take sponsorship card from reception desk.
Take rubber band.
Talk to the receptionist. Choose, "What if I want to join the Organization?"
Choose, "What are the basic requirements?"
Choose, "What's the proper uniform?"
Choose, "Very interesting," then "I think I'd like to sign on."
Find bulletin board to the right of reception desk. Read the yellow note.
Push the revolving door and exit the Underworld Center.

Homme Cookin' and the Glazier

Turn right, harass the Maitre d' at Homme Cookin'.
Find the glazier to the right of the Maitre d'. Take the glasscutter from glazier's pants pocket.
Cut the bottles with the glasscutter.
Return the glasscutter to the glazier (he will give you a reward).

The Tattoo Parlor

Turn right and enter the Tattoo Parlor.
Talk to Herve. Choose, "I'd like to buy a tattoo."
Buy tattoo design.
Choose, "Do it to it."
Search wastecan and take tattoo needle. If its not transferred to your inventory, click on needle and choose, "Take."
Exit Tattoo Parlor.

Joining the Organization

Talk to the punk, choose "You got anything that would clear out a crowd?"
Turn right and face the ice cream wagon. Click on tattoo needle in inventory, then on freezer padlock.
Open freezer door.
When the ice cream vendor shows up, talk to him and he will give you a bludgsicle in exchange for a bite of chocolate.

Give the bludgsicle to the punk - he will give you a stink bomb.
Throw the stink bomb at the doors of Homme Cookin'.
Harass the Maitre d'.
Talk to the Old Lady in the park. Choose, "You're not in the Organization by any chance, are you?"
Ask her to sponsor you.
Click on the statue's sunglasses, choose "Take."
Pick up the tinting from the ground by the glazier.
Take the utility knife.
Cut the tinting with the utility knife.
Apply the tinting to the glasses.
Wear the rubber band.
Wear the sunglasses.
Return to the Underworld Center.
Talk to the receptionist - she will give you a Thug License.

Ratzass and the Kidney

Exit Underworld Center.
Talk to Ratzass.
Choose, "You know anything about a Dr. Dupliscidus?"
Choose, "Who is Dr. Dupliscidus and why are you saying these terrible things about me?"
Choose, "I'm glad I'm on his turf, I need to see him."
Choose, "Keep going."
Choose, "Your kidney."
Go to Homme Cookin'. Talk to the Maitre d'. Choose, "I'm a little afraid to say this, but I'm hungry."
Choose, "Make mine snake and kidney pie." (You will end up with 1 kidney in inventory.)
Go back to the Underworld Center.
Click on the refrigerator, choose "open." Click on kidney in refrigerator, select "take."
Push Lobby door, exit Underworld Center.
Give the kidney to Ratzass and receive the elevator code.

With Cecil in the Laboratory

Return to the Underworld Center.
Turn left to face the elevator. Find keypad and press it.
Talk to Cecil. Choose, "Pardon me, I'm looking for the Doctor."
Choose, "Thanks for all your help."
Take the lab wipe from under the experiment table behind Cecil.
Click on Al Phee's beanie in inventory, click on Cecil (hypnotize Cecil).

Click on the lab wipe in inventory then click on Experiment #1 to dip wipe in fluid.
Wipe towelette on the Biochamber control panel.
Access the control panel.
Press the Termination Sequence buttons in the following order: red, white, blue, yellow.
Talk to Doctor Dupliscidus, select any response.
Slide the blackboard near Experiment #3.

Extracting P3

Talk to Doctor Dupliscidus and choose "I'll make a deal with you."
Choose, "Sounds good, let's do it."
Show Doctor Dupliscidus the old photo in your inventory.
Click through remaining dialogue and events.
Look at bat.

The Fate of the Universe

In the Bar

Take green bottle.
Pour green bottle in crystal shotglass.
Leave Callahan's.

Outside

Climb steps.
Look at all doors in hallway.
Knock on Mime Door (third door on right).
Knock on Other Door (fourth door on right).
Knock on Says Door (first door on right).
Knock on Toothpick Door (first door on left).
Knock on Thief Door (second door on left).
Knock on Airy Door (second door on right).
Knock on Best Door (fourth door on left).
Knock on Won Door (third door on left).

In Parabolous's Office

Enter open door.
Talk to Parabolous.
Wait (press "W") until Parabolous is ready to go.

The Hearing

Give whistle to any board member.
Give chocolate bar to any board member.
When you're back in the hallway, turn around and go forward.
Take notepad.

Exit through wooden doors, enter hallway.
Enter Parabolous's office.

Return to Parabolous's office

Rub pencil on notepad.

Look at notepad.

Use computer.

Choose, "Shott."

Choose, "I'd like to conduct a new transaction."

Choose, "Sell."

Choose, "The one with the Flutwig."

Choose, "Humor! Sell! Sell!"

Choose, "Yes."

Choose, "User Maintenance Functions for 400, Alex."

Choose, "I'll change my password."

Change password to any choice other than Glinda.

Choose, "I'll log off now..."

Use computer.

Choose Glinda.

Choose, "I'd like to conduct a new transaction."

Choose, "Buy."

Choose, "I'll buy something for Raymond."

Choose, "Let's try humor."

Choose, "Aw forget it, I'm not in a buying mood."

Choose, "Make mine User Maintenance Function, please."

Choose, "Change password."

Choose any unused password.

Choose, "I think I'll log off."

Second Chance in the Courtroom

Exit office, go forward to enter courtroom.

Address board member.

Choose, "Check now. Check on the Flutwig, see who's laughing now?"

Congratulations! You've saved the universe, made lots of new friends and are now ready to face life with a renewed sense of optimism and hope... OK fine, we know it's only a game, but we had high aspirations for this one.

Fun Things to Try

We have packed this game full of unexpected chuckles. Here a few you won't want to miss.

In Callahan's Place

- When you are in Callahan's bar, talk to piano player Fast Eddie and ask him to play one of his favorites. The four songs suggested are original tunes written, sung and performed by Spider Robinson himself and his outstanding band! For true enjoyment, click on the Control Panel at the top of your screen and turn off Sound and Voice.

Josie's Sweet Addiction

On the Street in Manhattan

- Enter the Palm Reader's shop...repeatedly.
- Look at the Coffee Shop and saying "Bob's Quality Bowl o' Soup" out loud.
- Buy a pretzel from the Pretzel Salesman. Then, try to give it to everybody, or try using it as part of your payment for the passports.
- Shoot the blowgun at everybody in New York.
- Give money, show your photo or give coffee to everyone in New York.

The Faxon Casteroga Headquarters

- Read all the postings on the bulletin board at Faxon Casteroga.
- Read the plaque above the display case at Faxon Casteroga.

In the Airplane

- Take the toolbox. Try it repeatedly.
- Try to open glove compartment while Guzman is hanging on airplane door

In the Brazilian Jungle

- Take the whiskey, then drink it (twice) with Alaniz knocked out.
- Shoot Josie with the blowgun, at least 7 times.
- Look at the nutcracker at least 8 times.
- Tune in all the walkie-talkie frequencies, more than once.
- Bandage Alaniz while he's asleep.
- Repeatedly tune in Alaniz's frequencies (once he's re-awakened.)
- Repeatedly look at the monkey in the jungle.

The Temple

- After you've solved the three mosaics, you may want to try some new patterns. The game will automatically generate a new mosaic puzzle for you if you press Alt F2 after selecting a difficulty level.
- To design a custom mosaic puzzle, quit the game and restart your system in DOS mode. Using your resident text editor, create a file named Mosaic.txt. Design your own mosaic pattern in a 20 x 15 grid using N = no stone, B = black, G = green, Y = yellow. To access this pattern, return to the game and press F1 to toggle through a listing containing this and other custom patterns you've created as well as the original game options.
- Look at the floor in the Altar Room four times.
- Look at the dead branches on the fallen tree from inside the Temple.

By the Stone Well

- Descend into the well without the cable in your inventory. Descend again, after you DO have the cable in inventory.
- Look at the ground nibs on the slab.

Making Chocolate

- Take the ashes in the firepit, while there's a fire going.

Adventures of a Lovesick Vampire

Pyotr's House in the US

- Peel the bumper sticker off of the moving van at least six times.
- Do everything you can possibly do to Pyotr's windows and his front door.

In Transylvania

- Hide in the crates in Pyotr's castle, and then check your CCS subdirectory for "SYCOBABL.TXT".
- Look at the fireplace, the ceiling, and the driveway at the castle, in any order, one right after another.
- Look at the books in the bookshelves, repeatedly.
- Look at the columns twice.

In the Town

- Look at, open and explore the buildings and alleys in the Transylvania Town Square while you're alone. Do it again with Pyotr when he's drunk and when he's sober.

- Bay at the moon in the Transylvania town square when Pyotr is drunk and when he is sober.
- Talk to the beggars in the Town Square at least six times, AFTER you've got the bani.

Casimir's

- When sitting next to the barrel, try to enter Casimir's.
- Talk to witch in Casimir's several times, after the Chalkboard puzzles are finished.
- Look at the walls, at least 11 times.
- Order the bottles on the wall behind the bar, at least three times.
- Talk to the elf either after or before, but not during, the Riddle Night contest.
- Try to take the bottle of schnapps from the Fugato, twice.

Starbucharest's

- When you first enter Starbucharest, ask the clerk about places that are open.
- Read all the coffee bean labels and drink the liquors.
- Drink the syrups several times.

Wereworth's

- Buy all the various tattoos; buying the Pentacle last.
- Read the greeting cards many times.
- Look at the model kits repeatedly.

Sasha's House

- Don't kill Ziv right away. You might try stabbing him with a pencil or hitting him with the crowbar.

How to be a Real Man: Squish's Dilemma

The Shuttle

- Look at all the whatevers, whatchamacallits, and other devices in the Shuttle, then operate activate and otherwise use them. Try them multiple times with and without Noah present.
- Look at the books multiple times.
- Look at space multiple times.
- Set the Target Selection for one of the alternate satellites. When you are in range, change to Weapons Mode and attack them.

The Satellite

- Look through the portholes in the satellite lobby (while the satellite is rotating), multiple times.
- Open the portholes, multiple times?
- Wait in the Emitter Room press the W key with the force field turned off.
- Look through the portholes in the Emitter room, multiple times.
- Visit the Game Room up to 13 times.
- Repeatedly look through the portholes in the Supply Room, 'til you've seen all the constellations.
- Wait, instead of saving Noah from the Robot in the Emitter Room.

Ralph's Rescue

- Use every possible option to climb up to the vent entrance.
- Look at the blackness in the ducts, multiple times.
- Find and look into all fifteen duct vents.
- Pry open all the vents with the tire iron.
- Remain in the ducts long enough to overhear the entire conversation between Ralph and the government agents.
- Leave Ralph's cell without wearing the uniform three times.

The Man who Heard too Much: Al Phee Becomes a Mind-reader

In Shady Hood

- Give the Sponsorship Card to the Innocent Bystander to sign.
- Browse all 36 tattoos at the Tattoo Parlor.

In the Underworld Center

- Overhear all fifteen of the Receptionist's phone calls.
- Read the announcement on the bulletin board.
- Take a Sponsorship Card from the pack on the counter, then take second card.
- Now, take off the rubberband, and take a third card.
- Call the plain elevator multiple times.
- Look at one planter, then look at the other.

- Enter all the doors down the hall.
- Talk multiple times to the standing thug.
- Sit in the lounge, once you have a Thug's License, multiple times.

In the Laboratory

- Access the Biochamber controls multiple times, before Cecil is hypnotized.
- Look at the large amber chambers in the Lab.
- Wait, instead of telling the story to Dr. Dupliscidus while you're on the table.

The Fate of the Universe

- Sit in the chairs in Parabolous's office.
- Look at both the flags in the courtroom.
- Try talking to Parabolous in the courtroom

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