

SNOWBALL CLUES

1. How to use these clues

Listed below are most of the things, interesting locations and main puzzles in Snowball. Look down the list to find what you want to know about and then turn to the entries indicated by the bracketed numbers to find out more about it. Of course, when you do turn to an entry you may find that it gives a short clue and you have to turn to yet more entries to learn the full story..

Warnings

Try to only read the clue entries that you are actually directed to. Otherwise you may accidentally see solutions to problems that you've not yet reached in the game. A few red herrings have been mixed in with the real clues to reduce the risk of this - you won't be referred to them if you use this clue sheet properly, but reading random entries can be misleading!

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Things

2. Aerosol Paint: where it is (251), details (257).
3. Airlock: where it is (202), details (326).
4. Armour: where it is (324), details (218).
5. Batpack: where it is (247), details (286).
6. Battery: where it is (247), details (286).
7. Bed: where it is (336), details (351).
8. Body: where it is (227), details (242).
9. Bomb: where it is (250), details (213).
10. Bracelet: where it is (260), details (360).
11. Bubble Helmet: where it is (292), details (375).
12. Bumble Bearing: where it is (268), details (201).
13. Bunch of Keys: where it is (200), details (354).
14. Butler Robot: where it is (350), details (240).
15. Buttons (Inside Airlock): details (307).
16. Buttons (Inside Elevator): details (296).
17. Button: (Inside Snowrail): details (316).
18. Buttons (Mortuary): details (263).
19. Button (Outside Airlock): details (283).
20. Button (Outside Elevator): details (325).
21. Button (Outside Snowrail): details (298).
22. Buttons (Security Door): details (210).
23. Cable (101-way Ribbon): where it is (268), details (201).
24. Can of Paint: where it is (251), details (257).
25. Cat (Catsucker): where it is (287), details (266).
26. Coffins: where they are (323), details (342).
27. Console: where it is (206), details (294).
28. Control Panel: where it is (402), details (402).
29. Corpse: where it is (227), details (242).
30. Credit Card: where it is (243), details (270).
31. Cup: where it is (318), details (207).
32. Cyladder: where it is (337), details (373).
33. Cylinders: where they are (362), details (230).
34. Dark Glasses: where they are (221), details (203).
35. Debt Card: where it is (243), details (270).
36. Doors: where they are (202), details (246).
37. Dozer: where it is (370), details (389).
38. Drinks Machine: where it is (233), details (207).
39. Dumpty Droid: where it is (254), details (300).
40. Elevator: where it is (339), details (296).
41. Extinguisher: where it is (357), details (374).
42. Flask of Air: where it is (251), details (368).
43. Flute: where it is (243), details (312).
44. Form (Green): where it is (232), details (270).
45. Form (Orange): where it is (232), details (235).
46. Form (Red): where it is (232), details (255).
47. Form (Yellow): where it is (232), details (248).
48. Forest: where it is (219), details (208).
49. Glasses: where they are (221), details (203).
50. Gown: where it is (271), details (225).
51. Green Form: where it is (232), details (270).
52. Green Ticket: where it is (232), details (275).
53. Gun: where it is (212), details (269).
54. Handgun: where it is (212), details (269).
55. Helmet: where it is (292), details (375).
56. Holograms: where they are (224), details (224).
57. Holo-wand: where it is (243), details (273).
58. Hopper: where it is (279), details (313).
59. Hospital Gown: where it is (271), details (225).
60. Indicator Lights: where they are (202), details (345).
61. Janitor Robot: where it is (268), details (363).
62. Kevlar: where it is (202), details (348).
63. Keys: where they are (200), details (354).
64. Lamp: where it is (318), details (333).
65. Lance: where it is (232), details (230).
66. Laser: where it is (244), details (306).
67. LEDs: where it is (215), details (253).
68. Lentil Custard: where it is (364), details (400).
69. Leopard: where it is (260), details (375).
70. Levers: where they are (241), details (241).
71. Lift (Elevator): where it is (339), details (296).
72. Lift (Stacker) where it is (249), details (301).
73. Lights: where they are (202), details (345).
74. Massage Table: where it is (234), details (285).
75. Maxwell Sink: where it is (268), details (201).
76. Mempak: where it is (204), details (295).
77. Nightingales: where they are (328), details (404).
78. Night Watchman: where he is (291), details (322).
79. Nutrimat: where it is (399), details (403).
80. Orange Form: where it is (232), details (235).
81. Paint Can: where it is (214), details (257).
82. Panels: where they are (402), details (402).
83. Peg Warp: where it is (268), details (201).
84. Probe: where it is (215), details (253).
85. Pussy Cat: where it is (287), details (266).
86. Red Form: where they are (232), details (255).
87. Red Ticket: where it is (232), details (297).
88. Revival Machines: where they are (217), details (388).
89. Ribbon Cable: where it is (268), details (201).
90. Scalpel: where it is (249), details (280).
91. Screen: where it is (281), details (294).
92. Screwdriver: where it is (272), details (317).
93. Security Door: where it is (274), details (210).

94. Shovel: where it is (359), details (237).
95. Silver Tray: where it is (334), details (306).
96. Slabs: where they are (372), details (278).
97. Snowdozer: where it is (370), details (389).
98. Snowrail: where it is (369), details (338).
99. Spanner: where it is (272), details (311).
100. Stacker Lift: where it is (249), details (301).
101. Stratoglider: where it is (324), details (239).
102. Table: where it is (258), details (398).
103. Thin-walled Tube: where it is (395), details (407).
104. Ticket (Green): where it is (232), details (275).
105. Ticket (Red), where it is (232), details (297).
106. Toolbox: where it is (397), details (412).
107. Trapdoors: where they are (382), details (391).
108. Tray: where it is (334), details (306).
109. Unislim: where it is (335), details (381).
110. Video Viewer: where it is (277), details (295).
111. Viewer: where it is (277), details (295).
112. Waldroid: where it is (376), details (347).
113. Wand: where it is (243), details (273).
114. Web: where it is (205), details (252).
115. Welding Lance: where it is (232), details (230).
116. Yellow Form: where it is (232), details (248).

Locations

117. Admin Window: location (232), details (319).
118. Airlocks (Inside): locations (202), details (299).
119. Airlocks (Outside): locations (202), details (304).
120. Archive: location (327), details (236).
121. Base of Web: location (290), details (228).
122. Bays: locations (378), details (211).
123. Blue Mortuary: location (303), details (405).
124. Cell: location (358), details (229).
125. Cocoon: location (340), details (377).
126. Coffin: location (323), details (342).
127. Condo: locations (264), details (226).
128. Console: location (206), details (294).
129. Control Room (Freezer): location (220), details (302).
130. Control Room (Main): location (365), details (418).
131. Control Room (Snowdozer): location (209), details (267).
132. Curving Corridor (between Mortuaries): location (414), details (416).
133. Cylindrical Ledge: location (413), details (417).
134. Docking Bays: locations (378), details (313).
- 135a. Door (Security Door): location (274), details (210).
- 135b. Droid Handled Stores Service: location (231), details (319).
136. Eden: location (396), details (415).
137. Elevators (Inside): location (339), details (296).
138. Elevators (Outside): location (339), details (343).
139. Elevator Pit: location (284), details (225).
140. Eridani A: location (361), details (361).
141. Floating in Space: location (261), details (238).
142. Forest: location (219), details (208).
143. Freezer Control: location (220), details (302).
144. Green Mortuary: location (303), details (405).
145. Habidome: location (349), details (379).
146. Hanger: location (259), details (355).
147. Hilton: location (349), details (380).
148. Holograms: location (224), details (224).
149. Hopper: location (279), details (313).
150. Ice-field: location (392), details (408).
151. Ice-shell: location (392), details (408).
152. Jacob's Ladder: location (383), details (394).
153. Junk Heap: location (276), details (384).
154. Library: location (393), details (409).
155. Main Control Room: location (365), details (418).
156. Massage Parlour: location (282), details (285).
157. Massage Table: location (234), details (285).
158. Mortuary Disks: location (366), details (366).
159. Mortuary (Blue & Green): locations (303), details (405).
160. Observatory: location (305), details (352).
161. Padded Cell: location (358), details (229).
162. Pit (Elevator): location (284), details (225).
163. Pluto: location (265), details (322).
164. PVTs: location (245), details (216).
165. Pylons: locations (315), details (338).
166. Ramp: location (256), details (266).
167. Revival Machine Room: location (217), details (388).
168. Robodome: location (340), details (387).
169. Large Round Room: location (219), details (208).
170. Rubbish Tip: location (276), details (384).
171. Seated at the Console: location (206), details (294).
172. Security Door: location (274), details (210).
173. Shuttle (Snowrail Car): location (369), details (338).
174. Shuttle (Snowrail) Station: location (369), details (338).
175. Snowball 9: location (344), details (262).
176. Snowdozer: location (370), details (389).
177. Snowdozer Control Room: location (209), details (267).
178. Space (Floating or Falling): location (261), details (238).
179. Stores (Droid Handled): location (231), details (385).
180. Stores Window: location (232), details (319).
181. Thin-walled Tube: location (395), details (407).

182. T-junction: location (386b), details (306).
183. Toroidal Walkway: location (341), details (223).
184. Video Archive: location (327), details (236).
185. Web: location (205), details (252).
186. Web Base: location (290), details (228).
187. Wide Ramp: location (256), details (266).
188. Wide Tube: location (353), details (386a).
189. Winch Room: location (346), details (390).
190. Window (Admin): location (232), details (319).
191. Window (Stores): location (232), details (319).

Other Clues

192. How to reach the main part of the spaceship from the start (371).
193. What the indicator lights mean (222).
194. What is the code to the Security Door in the Habidome (210)?
195. Assembling the space suit (356).
196. Scoring (401).
197. Finishing the game (406).
198. How to carry more (285).

Answers

200. Beside the Snowdozer. See (288).
201. One of the "spare parts" the Janitor Robot may need.
202. All over the place.
203. Wear them to protect your eyes when welding.
204. In the Video Archive.
205. South of the Docking Bay (the one south of the Wide Tube), and north of the Base of the Web.
206. In Freezer Control.
207. Insert the cup into the drinks machine (e.g. INSERT CUP) to fill it with liquid. Then see (332).
208. Central Habidome room. Holograms simulate a forest. See (273).
209. Enter, or Board, the Snowdozer.
210. Press the right combination of buttons to enter. See (314).
211. Where the crew play Bays' Ball. See also (313).
212. In the Docking Bay, south of the Wide Tube.
213. This has nothing to do with the game.
214. In the Store Room south of the Habidome entrance.
215. Look under the bed.
216. Personal Vehicular Transports. Small, omnipresent (on Earth), hire-cars.
217. North of each elevator on most levels in the Mortuary Disks.
218. Wear it for protection when welding.
219. Down through the Security Door in the Habidome.
220. Down the Cyladder from the Wide Cylinder.
221. In the Observatory.
222. Lights and buttons follow a similar code to resistor values: black = 0, brown = 1, red = 2, orange = 3, yellow = 4, green = 5, blue = 6, purple = 7, grey = 8 and white = 9. See also (303).
223. A circular path round the centre of each freezer disk - above the 8 mortuary levels and below the tube that runs through the very centre of the disks. It is the "black level" of the disks - see (222).
224. Used as 3D wallpaper in many parts of the spaceship. See also (273).
225. Nothing special.
226. Abbreviation for condominium - wide use has further devalued this term and it describes a one-room apartment. Rest accommodation for the duty crewmember.
227. South of Freezer control, behind the screens.
228. The web anchoring the Freezer Disks in place within the ice-shell is attached to the ice at this point.
229. Prison Accommodation. Pull the machine to escape.
230. Used to weld the Snowdozer.
231. Down the ramp from the Wide Tube. Wear the Necklace, see (309), and the robots will probably let you enter.
232. In the Droid Handled Stores.
233. East from the Condo.
234. Down from the Massage Parlour.
235. Give it to the Stores Robot and take the Yellow Form. See also (319).
236. Contains all Human knowledge. Unfortunately you can only get at one mempak.
237. Use to dig in the "Snow" of the ice-field.
238. Fire the gun repeatedly and you will float down and land safely.
239. An unpowdered landing craft for entering the atmosphere of a planet and reaching the ground safely. It has no function in this game.
240. Runs away, dropping the tray, when you release it.
241. One lever is in your coffin, pull it to escape. See (289) for the other.
242. Search it to find useful objects.
243. On the Silver Tray.
244. Guarding the T-junction some way above the Wide Ramp.
245. There are none in this game.
246. Open them by OPEN DOOR. If this fails, EXAMINE BUTTON to see what to press.
247. In the Video Viewer.
248. Give it to the Admin Robot and take the Green Form. See also (319).
249. In the store room, east of the Massage Parlour.
250. Hidden. Don't bother looking for it.
251. In the store room, south of the Habidome airlock.

252. A maze of strong ropes, anchoring the Freezer Disks inside the Ice-shell. Provides a way of reaching the surface from the Docking Bay south of the Wide Tube. Moving in a direction where "there's no web" leaves you floating in Space and may provide a quicker way down. See (238).
253. Attach to the Janitor Robot. If you have problems, see (410).
254. Wandering all around the Wide Tube etc., in the central part of the control module for the Freezer Disks - near the Stores etc.
255. You can take this form without needing authorisation, just give a Red Ticket to the Stores Robot. Give it to the Admin Robot to get the Orange Form. See also (319).
256. Above Jacob's ladder.
257. Blind the Waldroid with the Aerosol Paint. See (321) for more help.
258. In the Library.
259. Storage for landing craft, see the details of Stratogliders (239). No real function in the game.
260. Search the body.
261. Cut the thin-walled tube, or move off the web (in a direction where there is no web).
262. Comprises 9 Freezer Disks, see (366), linked into a chain and surrounded by a hollow Ice-Shell. This is towed by a fusion-powered "engine unit", connected to it by "Jacob's Ladder" - a hollow cylinder of immensely tough strands. North is towards the engine unit. The crew Habidome is built into the Ice-shell near the southern end, but the bulk of the humans on board are hibernating. The main control centre is in the engine unit.
263. Press any three buttons to choose the corresponding coffin which will slide out onto the slab at the other end of the mortuary. See (310).
264. North of the NW corner of Freezer Control.
265. Living with Micky Mouse.
266. Drop the Cat beside the Ramp to clean it. The cat is a vacuum cleaner!
267. Having mended the Snowdozer, turn the key in here to start it. Then leave so it can trundle off to do its work of refuelling the starship.
268. On the Junk Heap.
269. Not a weapon. It's useful if you're ever floating in space, see (238).
270. Give it to the Stores Robot and take the Lance. See also (319).
271. You start off wearing it.
272. In the toolbox.
273. Wave the wand to remove any holograms there may be.
274. South and down from the Habidome entrance.
275. Give this to the Admin Robot (at the south of the Stores) each time you want to take a form from him. You will need to hand over a form, too, of course. Another ticket will be available from the machine.
276. West of the Droid Handled Stores, behind a wall of crates.
277. On the table.
278. If a coffin is on the slab, see (263); go to it and you can climb up onto the coffin and up again to the mortuary on the level above.
279. In the Habidome Docking Bay.
280. Use to cut the thin-walled tube if you like. This leaves you floating in space.
281. Visible from the Console in Freezer Control.
282. Down from the Wide Tube.
283. Press it to open the airlock door.
284. Down from the Elevators. There are therefore 9 such pits.
285. Let the table massage you once and it removes the stiffness that results from long hibernation, allowing you to carry more. See (74).
286. Use the screwdriver to get at the battery. See (320) for what to do with it.
287. SE of the Large Round Room in the Habidome.
288. Dig to locate them. See (94).
289. Pull the lever in the Main Control Room to return the starship to automatic pilot.
290. South-most point on the Web.
291. Not in this game!
292. The Janitor gives you this.
293. Good Grief.
294. Sit in the Chair at the console in Freezer Control. Wear the visor. See (308).
295. Insert the Mempak into the Viewer. Examine it.
296. See (222) for button meanings. The elevator travels between the top (black) level and the bottom (white) level. The way out is via black level. Press the appropriate button for the level you choose. See (366).
297. Give one of these to the Stores robot, each time you visit there.
298. Push the button to call the Snowrail Shuttle so you can enter.
299. Search to find a panel of buttons. See (307).
300. Follow this, especially when it does down the Cyladder, intended for carrying coffins. However, as you can carry coffins perfectly OK without, I would leave this alone.
302. Nerve centre for the ten freezer disks, containing many computers and instruments. The south wall consists of holographic displays. Sit at the console to use the computer.
303. All mortuaries are accessible via the Curving Corridors in the Freezer Disks. Green mortuaries are north of the corridors and blue ones are south. See (310) for details on how to find a specific mortuary.
304. Press the floor button to open the door.
305. Down from the Large Round Room in the Habidome.
306. Wave the Silver Tray at the T-junction to reflect the Laser's beam back on itself. This disables the Laser completely.
307. Press the yellow button to open the door ahead, or the green button to open the door behind you.
308. Look at a numbered entry (e.g. LOOK AT 1) and BLINK.
309. Search the body to find it.
310. The code for a coffin is 6 colours for: Freezer Disk, location round corridor, level in Freezer Disk, 3-colour coffin "number". Go north from the Wide Tube until you reach the correct disk (the last colour shown by the Bracelet is that of the disk, by the way). Then into the elevator, and press the colour button for the right level. Walk along the corridor, looking at the ceiling lights, until
- they match the first 3 colours. Then go north if you want a green mortuary, or south for a blue one. Then press the three buttons matching the coffin "number".
311. Needed to open the trapdoor above the winch room.
312. Blow (or Play) the flute to shatter the petrol bomb.
313. Entering the Hopper triggers it to jump to the other Docking Bay.
314. Use the Video Viewer to find the code of a crewmember's coffin, see (295). Then find that coffin, see (310), and revive the crewmember, see (411), who will tell you the code to the Security Door. See (332) too.
315. There are eight of these on the Ice-sheet.
316. Push this to remove the Snowrail Shuttle to the next station.
317. Use it to get the Batpak from the Viewer.
318. In the cupboard, east and north from the Condo.
319. The robot at each window wants the ticket from the diagonally-opposite machine before it will do anything. See also (329).
320. Put the Batpak in the Lamp before lighting it.
321. Carry it in something to protect it from the vacuum. See (330).
322. Nothing to do with this game.
323. In mortuaries. See (310) to find a coffin with a particular code.
324. In the Hanger.
325. Press it and the Elevator arrives.
326. See (299) if you're inside one, or (304) if you're outside it.
327. North of the Library.
328. Patrolling the Curving Corridors round the Freezer Disks.
329. You can take the red form without authorisation. Taking any other form, or the lance, requires you to first give the appropriate form at the window beside it. See (367) too.
330. Use objects (106), closing it tightly.
331. Lights tend to show where you are. See (222).
332. Give a cup of liquid to the crewmember so that she can talk.
333. Light it to see in dark places. If you have problems, see (320).
334. Carried by the butler, NE of the Large Round Room in the Habidome.
335. On the Wide Ramp above Jacob's Ladder.
336. In the Condo.
337. Links the Wide Tube to Freezer Control.
338. The Snowrail shuttle visits 8 stations, each raised up on a pylon. They are numbered 1-8, with station 1 being above the base of the Web.
339. Travels between the Toroidal Walkway and Curving Corridors in each Freezer Disk.
340. North of the Main Control Room.
341. Press the black button in an Elevator and north, or down from the Cylindrical Ledge. There is one round the hub of each Freezer Disk.
342. You start in a coffin, pull the lever to raise the lid so that you can leave. Each coffin contains a passenger in hibernation, supplying life-support services to keep her alive. Thus, although the journey will take around a century, colonists will not age much during the trip. To find an individual coffin see (310), or to get any old coffin just press any three buttons in a mortuary, see (263). A coffin can be used to climb up to the mortuary above, see (278).
343. Press the button to call the elevator.
344. Nearing Eridani A, one of a pair of stars just over 10 light years from Earth. Consult an astronomy book to know more.
345. A series of 3 or 4 lights shows where you are. Six lights are a coffin number (location + 3 digit code). See (222) for the code.
346. Up from the Elevator.
347. A Waldroid is a slave robot. Its driver stands in a control cocoon, making running movements for example, and the Waldroid mirrors her movements exactly. Also, whatever the Waldroid sees or hears is relayed back to the driver. Thus tourists on Earth who want to go skiing in Switzerland, for example, just go along to their local travel agent and link their cocoon there to a Waldroid on the slopes. This eliminates the need for tedious travel. Eventually, it is said, everyone will have a control cocoon at home and will never leave their habiviron at all. In the game, the Waldroid is being controlled by someone else and is blocking your way. See (257) to get rid of it.
348. A very strong and flexible man-made fabric.
349. Below snowrail station 2. See (338).
350. NE of the Large Round Room in the Habidome.
351. A very thin sheet, supported by warm air. Very comfortable. See (215) for why it's in the game.
352. Once used to double-check navigation. Now destroyed.
353. From the Thin-walled Tube, head south repeatedly. Press the yellow button in the airlock and south again. Or, head north through the Docking Bay where the gun starts.
354. Turn the keys in the Snowdozer Control Room to start the Dozer. Then leave so that it can trundle off to refuel the Snowball 9.
355. Large warehouse where Stratogliders wait for use in landing on Eden. It has no function in the game.
356. The space suit is made up of two parts: a leotard and a bubble helmet. Search the body south of the Freezer Control to find the leotard; attach the probe, see (215) to find it, to the Janitor Robot and then give him the spare part he needs to get the helmet. Wear the leotard and helmet to breathe in space. There is only a little air in the helmet, see (368) for how to get more.
357. In the engine room, below the Snowdozer Control Room.
358. Near the Stores. Say a magic word to get here. Warning: visiting here early in the game can confuse the Snowball instrumentation, see (371).
359. Below snowrail station 4. Near the entrance to Jacob's Ladder. See (338).
360. The lights show where you are in the game. In particular, the last colour is that of the Freezer Disk or Snowrail Station where you are.
361. Over 10 light years from Earth.
362. In the Robodome.
363. Mend it for a reward. See (84) and give him what he needs.
364. In the cup when this is filled by the Drinks Machine.
365. South and West from T-junction.
366. The Snowball 9 carries hibernating colonists in Freezer Coffins. These coffins are arranged in "mortuaries", 999
- per mortuary. In turn, these mortuaries are contained within Freezer Disks. Each disk looks like a fat LP, rotating slowly to simulate gravity, and is made up of 9 mortuary levels; 20 mortuaries along a curving corridor on each level. The disks are linked by a translucent tube through the hubs, and there are 10 of them in all. See (222) for details of the coloured indicator lights that you'll need to find your way about.
367. Give the red form to get the orange form, and so on. The order is red, orange, yellow, green. Finally, give the green form to get the lance. See also (270).
368. Attach the flask to the helmet to refresh your air.
369. Calling at each of the 8 Snowrail stations in turn.
370. Below snowrail station 3. See (338).
371. The following sequence of commands will get you out of the mortuaries, and to the main part of the starship: PUL. LEVER, OUT, N, PUSH RED BUTTON, A, A, S, U, U, wait here until the Nightingale goes past, N, OPEN DOOR, N, E, PUSH BUTTON, S, UP or DOWN from the Elevator if you wish, PUSH BLACK BUTTON, N, W, W, W, U, S, S, . . . S until you reach an airlock, PRESS YELLOW BUTTON, S, I, the Wide Tube. It's up to you from here!
372. At the far end of the mortuary.
373. If you are wearing the Necklace, you can go up or down the Cyladder at will. Otherwise, see (39).
374. Press the extinguisher to put out any fire.
375. Part of a space suit. Wear it. See (368) for more air.
376. At the base of Jacob's Ladder, north of the pylon to snowrail station 4. See (338).
377. This has no function in the game. It's there to control the Waldroid. See (347) for general information.
378. One Docking Bay is south of the Wide Tube in the main part of the starship. The other is by the Habidome entrance.
379. Crew accommodation. About 5 or 6 crewmembers would normally be on duty at a time and this is a rest and recreation area for them.
380. Nick-name for the Habidome. See (379) above.
381. A thick, gelatinous lubricant. See (266) to clean it.
382. In the mortuaries, Elevator and Winch Room. See (391)
383. North of the pylon to snowrail station 4. See (338).
384. Where junk is supposed to be recycled.
385. You're only supposed to enter if wearing the Necklace. See (319) for how the bureaucracy works.
- 386a. In effect the centre of the starship.
- 386b. West of the top of the Wide Ramp.
387. The robot equivalent of the Habidome.
388. Carry a coffin into here and the occupant will be revived. Unfortunately, the ordinary colonists panic if you try this - but there is one coffin which holds a surviving crewmember and she can be safely awakened.
389. Mend the Snowdozer and then start it so that it can resume its task of collecting ammonia-ice for use as fuel by the fusion engines of the Snowball 9.
390. Use the spanner to open the trapdoor.
391. You can go through these trapdoors, through see (390) above for the one in the Winch room. The others do not need opening.
392. Around the linked freezer disks, see (366). The Snowrail runs round inside it.
393. North of the Freezer Control.
394. See (257) to move the Waldroid. The "ladder" is a transport system from the Ice-shell to the Engine Unit of the Snowball 9.
395. Joins the hubs of Freezer Disks together.
396. Orbiting Eridani A.
397. In the Elevator Pit nearest to where you start.
398. Can be used to carry things. It floats.
399. In the padded cell.
400. A drinkable liquid. No worse than one of the 20th Century cola drinks!
401. The scoring is 50 points for each of the 20 tasks as follows: Open Coffin; Produce New Coffin; Reach Top of Mortuary; Get Massaged; Down Cyladder; Use Computer Screen; Use Video Viewer; Fill Cup; Mend Janitor Robot; Get the Lance; Revive Crewmember; Learn the Habidome Code; Use Snowrail Shuttle; Open Security Door; Mend Snowdozer; Start it; Dispose of Waldroid; Clean Ramp; Get Rid of Hijacker; Return the Snowball 9 to Automatic Pilot. That's all!
402. In mortuaries. See (222) for light meanings, and press any three buttons to produce the corresponding coffin.
403. Pull it.
404. Hide behind the nearest door. They are lethal! Note that they will come looking for you in blue mortuaries on white level (where you start), but that you are safe in other mortuaries.
405. A store room for 999 "freezer coffins", one of which can be on the slab at any time. See (263).
406. Enter the Habidome and collect the contents. Mend and start the Snowdozer. Get rid of the Waldroid and climb Jacob's Ladder. Clean and climb the ramp. Into the control room, use the flute etc to defeat the hijacker and return the Snowball 9 to autopilot.
407. Connects the freezer disks. Head south, repeatedly, to the airlock. Or you can maybe cut the tube. . .
408. Hollow Ice-ball around the freezer disks.
409. Nothing much happens here.
410. Using magic words early in the game can cause problems for you later. Start with the sequence in (371) instead.
411. Remember the Revival Rooms? See (388).
412. A container. Open it and look inside. You can put things in it, too.
413. Above the toroidal walkway.
414. There is one of these running completely round each level of each Freezer Disk. Use the Elevator to get to them.
415. Planet orbiting Eridani A. "Eden" is derived from "Eridani" It is Earth-like and habitable but plays no part in the game!
416. The Nightingales patrol these corridors - go through the nearest door if you hear one coming.
417. Part of the tube connecting the Freezer Disks.
418. The only thing that you can control is the position of the lever.
419. The microscope is needed for this.
420. Below snowrail station 6. See (338).

RETURN TO EDEN CLUES

O. Listed below are most of the objects, creatures, robots and particularly interesting places in Return to Eden. Look down the alphabetical lists to locate what you want to know about and then turn to the entries indicated by the bracketed numbers to find out about it. Of course, when you do turn to the answer, you may find that it just gives a short clue and another number to look up.

Try to only read the clues that you are directed to: otherwise you may learn too much. A few red herrings have been mixed in with the real answers to reduce the risk of this.

A great deal of care has gone into the preparation of these clues to make them accurate. If an answer should differ from the game in any respect, though, the game is always right!

Objects, Creatures and Robots

1. Army Ants: location (262), details (310).
 2. Autoscythe: location (401), details (442).
 3. Balloons: location (320), details (482).
 4. Band of Rubber: location (418), details (301).
 5. Barrier (Ticket): location (328), details (471).
 6. Bean: location (242), details (297).
 7. Bed: location (295), details (321).
 8. Bee: location (252), details (275).
 - 8b. Berry: location (340), details (446).
 9. Bevomat: location (176), details (299).
 10. Big Robot: location (324), details (486).
 11. Bird of Paradise: location (270), details (312).
 12. Bird (Ouija): location (263), details (300).
 13. Blue Berry: location (340), details (446).
 14. Bodyguard: location (341), details (414).
 15. Branch (Fragile): location (340), details (446).
 16. Brick: location (271), details (257).
 17. Bug: location (322), details (443).
 18. Bulb: location (172), details (243).
 19. Busker: location (402), details (470).
 20. Buttons: location (158), details (444).
 21. Cables: location (453), details (336).
 22. Calculator: location (244), details (385).
 23. Catapult: location (301), details (404).
 24. City: location (451), details (500).
 25. City Fathers: location (144), details (245).
 26. Check-in: location (499), details (445).
 27. Cherry: location (325), details (472).
 28. Cherubim: location (309), details (403).
 29. Cleaning Robot: location (304), details (296).
 30. Cling Vine: location (418), details (254).
 31. Cloak: location (386), details (395).
 32. Cold Leaf: location (267), details (303).
 33. Compass: location (244), details (261).
 34. Cord (Emergency): location (202), details (504).
 35. Credit Card: location (302), details (473).
 36. Cutters: location (191), details (452).
 37. Derelict Robots: location (167), details (326).
 38. Doctor Death: location (298), details (382).
 39. Dumpy Droid: location (304), details (296).
 40. Egg: location (271), details (257).
 41. Emergency Cord: location (202), details (504).
 42. Enoch: location (464), details (464).
 43. Fathers (City): location (144), details (245).
 44. Fence: location (285), details (310).
 45. Fig Leaf: location (396), details (407).
 46. Fire: location (167), details (420).
 47. Fish Fungus: location (170), details (291).
 48. Fountains: location (334), details (274).
 49. Foxgloves: location (266), details (304).
 50. Fragile Branch: location (340), details (446).
 51. Fruit: location (242), details (416).
 52. Geiger Counter: location (244), details (406).
 53. Geranium: location (242), details (387).
 54. Gloves: location (266), details (303).
 55. Godfather: location (341), details (405).
 56. Grating: location (483), details (452).
 57. Graunch: location (246), details (413).
 58. Grid: location (193), details (484).
 59. Grill: location (193), details (484).
 60. Gunship: location (270), details (339).
 62. Helicopter Gunship: location (270), details (339).
 63. Helmet: location (337), details (264).
 64. House Plant: location (257), details (287).
 65. Human Bean: location (332), details (247).
 66. Identity Document: location (272), details (338).
 67. Jug: location (447), details (414).
 68. Junkie: location (453), details (467).
 69. Koala: location (299), details (422).
 70. Leaf (Cold Leaf): location (267), details (303).
 71. Leaf (Fig Leaf): location (396), details (407).
 72. Leak: location (248), details (448).
 73. Leotard: location (337), details (264).
 74. Lever: location (342), details (503).
 75. Leviathan: location (187), details (408).
 76. Maize: location (266), details (290).
 77. Minefield: location (415), details (409).
 78. Mushmat: location (295), details (417).
 79. Nest: location (273), details (321).
 80. Note: location (400), details (410).
 81. Nudibots: location (181), details (249).
 82. Ouija Bird: location (263), details (300).
 83. Parrot's Nest: location (273), details (321).
 84. Pea: location (252), details (300).
 85. Pepsy Koala: location (299), details (422).
 86. Pill: location (266), details (411).
 87. Pillars: location (453), details (336).
 88. Plate: location (417), details (484).
 89. Platforms: location (391), details (391).
 90. Plug: location (483), details (449).
 91. Quicksand: location (250), details (308).
 92. Radcom: location (412), details (482).
 93. Radsuit: location (244), details (516).
 94. Rat: location (270), details (312).
 95. Riverboat: location (306), details (306).
 96. Roots: location (269), details (377).
 97. Rubber Band: location (418), details (301).
 98. Screen: location (427), details (441).
 99. Screwfinger: location (155), details (494).
 100. Seaweed: location (142), details (468).
 101. See Bee: location (252), details (275).
 102. Seed: location (242), details (251).
 103. Shoot: location (378), details (488).
 104. Shovel/Spade: location (371), details (498).
 105. Skyhook: location (454), details (465).
 106. Snowball 9: location (428), details (505).
 107. Sorelips Mutamatic: location (276), details (305).
 108. Space Base: location (348), details (508).
 109. Squirrel: location (270), details (312).
 110. Stalk: location (325), details (310).
 111. Stem: location (419), details (424).
 112. Stone Fruit: location (242), details (416).
 113. Sweet Pea: location (252), details (300).
 114. Telescope: location (311), details (278).
 115. Tent: location (244), details (385).
 116. Ticket: location (305), details (509).
 117. Ticket Barrier: location (328), details (471).
 118. Tower: location (376), details (466).
 119. Tradclads: location (277), details (426).
 121. Tramps: location (167), details (326).
 122. Travel Pass: location (203), details (509).
 123. Tubers: location (396), details (424).
 124. Twigs: location (267), details (310).
 125. Vine: location (394), details (254).
 126. Visor: location (279), details (441).
 127. Wall: location (469), details (455).
 128. Washing Powder: location (276), details (305).
 129. Watch: location (244), details (445).
 130. Weeder: location (425), details (450).
 131. Well: location (316), details (372).
 132. Wishbone: location (281), details (301).
- ## Places
140. Ashy Plain: location (313), details (353).
 141. Bank: location (368), details (440).
 142. Beach: location (433), details (468).
 143. Black Mountains: location (289), details (379).
 144. Board Room: location (255), details (333).
 145. Broken Lands: location (349), details (366).
 146. Casino: location (517), details (284).
 147. Caves: location (314), details (367).
 148. Charity: location (388), details (381).
 149. City Hall: location (501), details (462).
 150. Clear Land: location (310), details (512).
 151. Cliff: location (456), details (228).
 152. Control Room of the Snowball: location (283), details (345).
 153. Corridors of Power: location (350), details (365).
 154. Dentist: location (384), details (477).
 155. DIY Shop: location (431), details (489).
 156. Dome: location (459), details (459).
 157. Dream Park: location (319), details (351).
 158. Elevator: location (502), details (397).
 159. Estate Agent: location (370), details (434).
 160. Farmland: location (457), details (514).
 161. Fence: location (285), details (310).
 162. Fire in Hall: location (478), details (256).
 163. Forest Edge: location (495), details (461).
 164. Fountains of Paradise: location (334), details (274).
 165. Habihome: location (429), details (476).
 166. Habiviron: location (358), details (484).
 167. Hall with Fire: location (439), details (493).
 168. Hospital: location (392), details (382).
 169. Hothouse: location (352), details (375).
 170. Houseplant: location (257), details (287).
 171. Human Bean: location (332), details (247).
 172. Island above Waterfall: location (430), details (432).
 173. Island of the Mighty: location (517), details (288).
 174. Kitchen: location (292), details (299).
 175. Leafpile: location (318), details (310).
 176. Little Kitchen: location (292), details (299).
 177. Lost Property: location (354), details (380).
 178. Maize: location (266), details (290).
 179. Meadow: location (315), details (355).
 180. Molehill: location (343), details (258).
 181. Nudist Beach: location (293), details (363).
 182. Old Curiosity Shop: location (364), details (357).
 183. Parkland: location (475), details (491).
 184. Platforms in the Forest: location (458), details (503).
 185. Platforms for Trains: location (346), details (507).
 186. Quicksand: location (250), details (308).
 187. River (above Waterfall): location (438), details (463).
 188. River (below Waterfall): location (518), details (460).
 190. Rivers: location (437), details (356).
 191. Room of Roots: location (480), details (373).
 192. Seat of Power: location (240), details (487).
 193. Shower: location (436), details (484).
 194. Snowball 9: location (428), details (506).
 195. Space Base/Space Station: location (348), details (508).
 196. Space Bus: location (499), details (490).
 197. Starbike: location (481), details (435).
 198. Statue: location (359), details (393).
 199. Stratoglider: location (347), details (362).
 200. Theme Park: location (475), details (491).
 201. Ticket Barrier: location (328), details (471).
 202. Train: location (259), details (507).
 203. Travel Agent: location (360), details (389).
 204. Vermillion Sands: location (293), details (363).
 205. Well: location (316), details (372).
 206. Woodland: location (438), details (496).
 207. Woodpile: location (361), details (374).
- ## Other Clues
220. Reporting Exits (261).
 221. Getting Started (510).
 222. How to Carry More (297).
 223. Illness (327).
 224. How to Win (506).
 225. Scoring (335).
 226. Resurrection (247).
 227. Robot behavior (390).
 228. The Cliff: descending (317), ascending (282).
- ## Answers
240. In the Board Room.
 241. Eat the "Apple". See (297).
 242. In the Forest above the Cliff.
 243. Water it. See (253).
 244. Inside a cupboard. In from where you start.
 245. Computers who run the City.
 246. East of the Tunnel where the River enters the City.
 247. If killed in the Forest, you're resurrected inside a "Human Bean".
 248. In the Committee Room of City Hall.
 249. Unclad Robots. They throw you out if you're wearing anything.
 250. In a Water Meadow, beside the River below the Waterfall.
 251. A suck-seed which provides a supply of air. See (260).
 252. On the Green Sward in the Forest, above the Cliff.
 253. Squeeze the water-log.
 254. Throw over the low branch above the Woodpile.
 255. North of the Corridors of Power.
 256. Leave it alone.
 257. Plant the Brick on the Green Sward, using the Shovel.
 258. The only place where you can dig without a Spade. See (265).
 259. Arrives at the Platform as regular intervals.
 260. Needed for underwater swimming.
 261. Carry the Compass if you want details of exits. See (244) for where it is.
 262. Living in the Leafpile.
 263. Appears when you take the Sweet Pea. Guess why (271).
 264. Objects (63) and (73) comprises a spacesuit. Wear them.
 265. This reveals a passage down.
 266. North of the River, above the Waterfall. See (280) to get there.
 267. In the trees. Up, north, northeast and south twice from the Woodpile.
 268. Up the Garden Path.
 269. Dig in the Tangled Roots in the Forest below the Cliff.
 270. Anywhere in the Forest.
 271. Drop the Sweet Pea, the Bird lands to eat it and..
 272. In the Cop Shop.
 273. Hidden in the Maize, once the Parrot has robbed you. See (286).
 274. Listen to (48) to find the address of (141).
 275. Drops a telescope and then reclaims it later.
 276. In the Well.
 277. You start the game wearing them.
 278. Look through the Telescope to see details of the City's defences. The See Bee won't let you leave until you drop the Telescope again.
 279. Lying on the Seat of Power.
 280. You need objects (47), (111) and (123). See also (291).
 281. Growing on an ash tree, south of the River above the Waterfall.
 282. Pull a balloon and hang on to be carried up the Cliff.
 283. Having reached the Snowball, go up twice, west, south and west again.
 284. Unlike some casinos, this one is rigged. See (294).
 285. At the Edge of the Forest, blocking the way east.
 286. From the north bank of the river, where the Pill grows, go north, east, west and south (news).
 287. A fast-growing hollow, woody vegetable. Lasts as long as most timber-framed houses.
 288. The Emerald Isle. Only here as the setting for a casino, see (284).
 289. Overlooking the Broken Land.
 290. The way through is (286).
 291. Offer the Fish Fungus to the Leviathan.
 292. Inside the Little House on the Prairie, south of the Broken Lands.
 293. Dig a tunnel from the Many-Coloured Sands, north of the Yellow Brick Road in the Park. But see (81).
 294. Whether you say red or black, you win the first 6 bets. Then stop.
 295. In the Space Station Habiviron.
 296. Clears away litter dropped in the City. Leaves it in (177).
 297. Eat the Bean to carry more.
 298. In the Hospital.
 299. Insert the Credit Card into the Machine in the Little Kitchen.
 300. Throw the Sweet Pea to the Ouija Bird. Then it lands and lays a (16).
 301. Attach (97) to (132) to make a Catapult.
 302. In the Tunnel where the River enters the City Dome.
 303. Wear the Foxgloves to protect your hands from the Cold Leaf. See (308) for what to do with this.
 304. Shuffling around in the City.
 305. Tear the Washing Powder packet apart to get the ticket.

306. Carries you between the Shores of Death and the Island of the Mighty.
307. Hidden in object (114).
308. Drop the Cold Leaf on the Quicksand to freeze it.
309. Guarding the City Door.
310. Play the Stalk with the Twigs to control the Ants. Then see (329).
311. Dropped by the Bee.
312. A cute forest animal. It's harmless, really, but if you don't believe this then see (323).
313. Take the Spade, West, dig and up. Then see (331).
314. Dig at (180).
315. Out from the Stratoglider where you start.
316. South twice from the Statue.
317. You need the para-Shoot. See (103).
318. In the Forest, due south from the bottom of the Waterfall.
319. Due south of the Many-Coloured Sand where you enter the Theme Park from the Ducts of the Undercity.
320. Beside the River below the Waterfall.
321. Nothing special.
322. In the trees, up and north from the Woodpile.
323. It is only hostile to the city robots (with good reason). Thus it will only attack you if... See (330).
324. Blocking the corridor south of the river tunnel under the city wall.
325. At the top of the Forest, east of the Fragile Branch.
326. They prevent you passing. To get rid of them, see (336).
327. You need to eat the Pill. Soon. See (266) for where it is.
328. At the entrances to railway stations. One's south of the Dream Park.
329. Lead them east through the fence and they trample it. See (150) for how to survive in the Clear Land beyond.
330. Wearing the Radsuit makes you look like a robot.
331. Wait until it's safer. Head east through the ashes.
332. One grows in the forest if you get killed.
333. Where you become Mayor. Sit in the Seat of Power.
334. East of the Dream Park.
335. You score 50 points for each of 20 steps on the way to winning. See (474).
336. The Cables power the robots. Pushing the Pillars damages the cables and panics all the nearby robots. They can't get in the way any more.
337. In a Cupboard in the Space Station.
338. You need this in order to visit the listening Bank etc.
339. They are patrolling the Jungle from the city. If you hear one, (399).
340. In the treetops. Use the Platforms in the Forest to get there. See (503).
341. South of the Hall with Fire.
342. On the north Platform in the Forest.
343. East of the Meadow.
344. Don't move.
345. Your final destination.
346. In each station, past the Ticket Barrier.
347. You start inside it.
348. In orbit over Enoch. Reached via the Space Bus.
349. North of the Statue.
350. In City Hall, north of reception.
351. Sponsored by the Estate Agent. See also (397).
352. Due north of the Fountains of Paradise.
353. All that's left of the Meadow after the Starship's attack is a radioactive desert. Walk east.
354. Sponsors of the Nudist Beach. Visit there to find the address. See also (397).
355. Delightful. To leave, head for the (180).
356. Four rivers meet at the city of Enoch: Pison from the west, Gihon from the north, Hiddekel from the east and the Euphrates which flows south to the sea. Much of the game takes place beside the Pison.
357. Sponsored by the unisex dental stylists. See also (397).
358. Inside the Space Base. The space robots imprison you here.
359. South and west along the road from the Many Coloured Sand where you enter the Theme Park.
360. Sponsors of the Statue. A note of their address is hidden inside it. See (400) to get the address and (397) for more information.
361. East and then head south from the bottom of the Waterfall.
362. Unpowered space-to-planet transport with capacity for 100 people.
363. Sponsored by Lost Property. See also (397).
364. South, west twice and in from the Many Coloured Sand where you enter the Theme Park.
365. A maze. Head north, west, north and east to get through.
366. Sponsored by the Do it Yourself store. See also (397).
367. Apparently dug by giant moles. To survive the blast, stay in the comfortable cave south of the domed cave (d, d, d, e, s from the Meadow).
368. Sponsors of the Fountains of Paradise. See also (397).
369. North of the Shores of Death. Wait here for the Riverboat.
370. Sponsors of the Dream Park. See also (397).
371. In the Caves.
372. Sponsored by a Charity. See also (397).
373. Root-less people are strangled. You need (96).
374. You need the Vine to (254).
375. Sponsored by the Cop Shop. See also (397).
376. Overlooking the Clear Land and the Farmland.
377. Needed for survival in (191).
378. On the Island above the Waterfall. There is a bulb here. See (243).
379. Sponsored by the Hospital. See also (397).
380. Where the Dumpy Droid takes things.
381. Don't visit here, they are only after your creds.
382. Dangerous. Stay away.
383. Blue, with sharp teeth.
384. Sponsors of the Old Curiosity Shop. See also (397).
385. Useless.
386. East of the Quicksand.
387. Tasty!
388. Sponsors of the Well.
389. Sells you a Travel Pass in return for all your money. Visit here last.
390. Outside the City they treat you as an enemy. Inside, they treat you much as an equal (though everyone knows robots are better than people, really).
391. In the forest, see (184). In the railway station, see (185).
392. Sponsors of the Black Mountains. See also (397).
393. Sponsored by the Travel Agent. A note is hidden inside, see (400) to get it and (397) for more information.
394. Growing amid the Twisty Roots in the forest. South and head east from the base of the Waterfall.
395. Wear it so the robots in the Tower can't see you on the Clear Land.
396. Near the river in the Woodland above the Waterfall.
397. Many places in the Theme Park are sponsored by shops. Search or Listen to discover an advert which gives the address. The numbers indicate the 3 buttons which you must press in the Elevator for the shop concerned (e.g. for "23": PRESS 0, PRESS 2 and PRESS 3). OOC takes you to the station.
398. It will go away if you ignore it.
399. Don't move.
400. Drop the Koala beside the Statue.
401. Driving backwards and forwards along the Beach.
402. In a duct, east of the Hall with the Fire.
403. Waves a flaming sword to guard the City gate.
404. Shoot the catapult from the Clear Land to propel the Cherry bomb into the Minefield, detonating all the mines and making it safe.
405. Owns the stolen Credit Card. See (414) to get it back.
406. Needed to detect Radiation when you emerge from the Caves after the attack. It allows you to emerge as in (331).
407. A weightless article of clothing.
408. Blocks the river unless you give it the (47).
409. Very dangerous. Don't walk here until you've carried out (404).
410. Read it to find the address of the Travel Agent.
411. Eat it to cure Radiation Sickness.
412. In the storage bay on the lowest level of the Space Bus.
413. Graunch asks 9 riddles in a random-ish order. You need to get most of them right in order to win enough money to complete the games. See (423) for the answers, which are in code. Replace each letter by the one before it, e.g. SJHIU means RIGHT.
414. Throw the Jug of Water over the Bodyguard.
415. East of the Fence and the Clear Land.
416. Very heavy. Pull you under if you try swimming. See also (515).
417. Kick the Mushmat and it produces a Plate.
418. In the Woodland, below the Cliff.
419. In the Woodland, above the Cliff.
420. Of no use at all. Keep Away.
421. Incredibly sexy.
422. A delightful pet. Drop it beside the (198) before it becomes too much of a pest.
423. The legs belong to NBO, the rich man wants OPUJIOH, the cold-blooded things are USFFT, the blind god is MPWF, the only I know SVNVPV or OFXT, the healer is UJNF, the unfelt thing is MJGF, the pet is GJSF and the genie is a DPNQVUFS.
424. You need objects (47), (111) and (123) to go boating on the River above the Waterfall.
425. Driving round and round the Farmland.
426. Saggy coveralls which would have been the height of fashion is 2050.
427. Above the Seat of Power.
428. In orbit, reached by the Starbike, see (197), from the Space Station.
429. Press virtually any numbers in the elevator. Visit the Estate Agent to buy your own.
430. Sail north from the Riverbank above the Waterfall, see (424), and then steer east, downstream.
431. Sponsors of the Broken Lands. See also (397).
432. A bulb is here. See (243).
433. South of the Minefield.
434. Sells you a Habihome if you've an identity card and enough creds.
435. Pull the Starter and the bike transports you to the Snowball 9.
436. At the east of the Habiviron.
437. The River Pison flows east from the Ashes, over the Waterfall, and under the City Wall. This is roughly the route you should take. For the other rivers, see (356).
438. East on the Ashes, south of the River. It continues below the Cliff.
439. Almost due south of Graunch, past Big Robot.
440. Visit here with a Credit Card and an Identity Card to get a loan.
441. Wear the Visor, look at a number and blink.
442. Wait at the west end of the beach. Board it, and wait until it reaches the bank of the Euphrates. Then leave.
443. Hums to confuse the sensors in the Clear Land.
444. Press them to go places. See also (397).
445. A waste of time.
446. The Fragile Branch will bear no weight unless glued by the Berry. Even then you can't carry more than one ordinary object across it.
447. On the Roof, east and repeatedly up from the corridor just past Big Robot.
448. Vital in a Democracy, but unimportant in this game.
449. Pull it to deactivate Big Robot.
450. Wait where you leave the Autoscylthe until the Weeder arrives. Wait one more turn. Board the Weeder and wait until it reaches the other river bank. Then leave.
451. In a wide valley, east of the plain where the Stratoglider landed, a klom or so beyond the Cliff. To get there from the Woodland below the Cliff, see (310), (468) and (450). Then go north and swim east into the City. See (102) and (112).
452. Cutting (56) with (36) is one way of reaching a Railway Station.
453. West of the Hall with the Fire.
454. Lowered all the way from the Snowball 9 in orbit. Appears over the Meadow.
455. Impassible. Head south to the Beach at the southern end, instead.
456. Running north-south, dividing the Woodland.
457. Bounded by a wall to the west, the City Dome and River Euphrates to the east, the beach to the south and the River Pison to the north.
458. There are two of these on the western edge of the trees below the Cliff. Initially, from the Woodpile, go up, north, west, west; or up, north, north, west and west - depending which platform you want.
459. Covers the City, providing a controlled climate inside. See (24).
460. The only way into the City is to swim underwater. You need to cross the Farmland (using the Autoscylthe and Weeder) to get there.
461. Woodland overlooking the Clear Land at the east edge of the Woodland. See (310) to get past the Fence.
462. Where you get elected Mayor.
463. You need to cross to the other bank, see (424) and then (430) to reach the Island above the Waterfall. See (408) for details of the Leviathan.
464. The name of the City. See (24).
465. Usual means of loading/unloading starships in orbit.
466. Guarding the Farmland etc. Wear the Cloak and avoid disturbing the wheat for a longer life.
467. Addicted to direct-stim. Useless.
468. The Seaweed is attacking the Farmland: rearing out onto the beach. It is very dangerous to walk east onto the Beach. See (2).
469. East of the Clear Land - blocking the direct route east to the Farm.
470. Give the Credit Card to the Busker and he opens a way to the Theme Park.
471. You need the Ticket or Travel Pass to go through. See (509).
472. Whatever you do, don't drop it! See also (404).
473. Your money. Absolutely vital to completing the game. See (413) and (146) to increase your creds. It's essential to get the Card back if you lose it - for example, the shops don't permit you to visit them without any money.
474. Dig into the Mole Hill, sleep in the comfortable cave, grow the House Plant and feed the Leviathan. Then see (479).
475. In the City, accessed from the first railway station or by getting past the Busker.
476. A modern environment for living. Everyone who is anyone owns one.
477. The most fearsome place in the known Galaxy.
478. South of Graunch, past Big Robot.
479. Eat the Pill, grow the para-SHOOT, mend the Branch and freeze the Quicksand. Then see (485).
480. South and West of Big Robot.
481. In the docking bay of the Space Station. From the Cupboard, go out, south, east and continue south. Warning, see (264).
482. A radio communicator. Vital for establishing contact between the Space Station and the Snowball 9. See also (506).
483. In the ventilation duct, east and then west from the hall just south of Big Robot.
484. Drop the Plate over the drainage Grid in the Shower. Then see (494).
485. Destroy the Fence, and the Mines, bypass Big Robot and recover the Credit Card from the Godfather. Then see (492).
486. Give him the credit card. Then find the Plug. See (449).
487. Control center of the City. See also (441).
488. A para-SHOOT. You need it in order to descend the cliff.
489. Visit here to get the Screwfinger.
490. Takes you to the orbiting Space Station.
491. City reexport zone. Fun, frolics and foliage. Many places are funded by local shops: see (397).
492. Get the Ticket, buy the Koala, own your own Habihome and become Mayor. Then see (497).
493. Where robot misfits hang out.
494. Use the Screwfinger to open the ventilation Grill in the Shower.
495. East of the Woodland below the Cliff.
496. Where the first part of the game takes place. The idea is to collect useful plants which you will need to get through the City defences.
497. Reach the Space Station, escape from the Habiviron, travel to the Snowball and win by getting the Radcom to the Control Room.
498. Needed for digging. See (257), (269), (293) and (513).
499. In the Space Port, reachable from Railway Station 4.
500. Where the colonists will live. Currently it's inhabited by Robots.
501. North from railway Platform 3. Unfortunately the train doesn't stop here. See (504).
502. North from railway Platform 2.
503. There are 2 Platforms, supported by a pulley. If you pull the Lever, the lighter Platform goes up and the heavier one down. You weigh the same as five ordinary objects, so if you were to put six things on the south Platform and then stand on the north Platform carrying nothing, you'd go up when you pulled the Lever. Note that objects (45) and (112) weigh different amounts.
504. Pulling the Emergency Cord stops the train for a while. See (511).
505. Interstellar Colony Ship featured in "Snowball" by Level 9 Computing.
506. You win by taking the Radcom to the Snowball's control room. This involves buying a House, visiting City Hall and becoming Mayor, using the Space Bus to reach the Space Base in orbit, escaping from the Habiviron and using the Star Bike to reach the Snowball.
507. Wait on the Platform for the Train. It visits the stations in order: Park, Shops, City Hall, Spaceport and back to the Park.
508. Defends Eden from orbit. To escape from the Habiviron, see (484). Having done this, head rapidly for the Cupboard (west twice, north, open door and in) where you can hide from the robots. Then find the Star Bike.
509. You need the Ticket or the Travel Pass to go through the Ticket Barrier. The Ticket is a single, valid for one trip only, but the Travel Pass lets you have as many journeys as you like.
510. From the Stratoglider Control Room, go in. Wear the Radsuit and take the Compass and Geiger Counter. Out, out and east to the Molehill: see (258), then (367) and (513).
511. Then you can return to the Platform, climb down onto the track and walk east or west to the next station.
512. Wear the Cloak to hide from the robot guards in the Tower, and carry the Bug to confuse the sensors. Then head for the west end of the Beach. See also (77).
513. Digging in the cave west of where you find the Shovel, opens up a tunnel to the surface.
514. A very dangerous place. Don't move in the wheat. See (450).
515. Together, the Stone and Seed allow you to swim into the City.
516. Wear this for protection against the radiation caused when the starship attacks.
517. Travel on the Riverboat.
518. East of the Waterfall. See also (451) to reach the City.
519. Clues are copyright (C) 1984 Level 9 Computing.

WORM IN PARADISE CLUES

Listed below are most of the things, interesting locations and puzzles in "The Worm in Paradise". Look down the appropriate list to find what you want to know about and then turn to the entries indicated by the bracketed numbers for details.

General

- 1. Getting started: (333).
- 2. Bribes: (257).
- 3. Colour codes: (302).
- 4. Curfew: (253).
- 5. Droids: (350).
- 6. Earning Money: (364).
- 7. Going Home: (423).
- 8. Law: (401).
- 8a Party Membership: (460).
- 9. Travel: (256).
- 10. Scoring: (376).
- 11. Seeing in the Dark: (331).
- 12. Time: (250).
- 13. Winning: (480).

Objects

- 14. Alarm: where (351), details (458).
- 15. Aliens: where (173), details (475).
- 16. Alien Costume: where (209), details (421).
- 17. Apple: where (261), details (252).
- 18. Apple Core: where (233), details (249).
- 19. Apple Tree: where (177), details (261).
- 20. Arm: where (23), details (260).
- 21. Armour: where (271), details (282).
- 22. Badge: where (129), details (276).
- 23. Bandit: where (154), details (260).
- 24. Batpak Battery: where (51), details (246).
- 25. Bed: where (254), details (383).
- 26. Bench: where (177), details (318).
- 27. Behemoth: where (164), details (348).
- 28. Bisons: where (334), details (352).
- 29. Bottle: where (233), details (422).
- 30. Bouquet: where (355), details (316).
- 31. Box: where (247), details (420).
- 32. Brooch: where (140), details (287).
- 33. Buttons: where (335), details (465).
- 34. Bubble Helmet: where (353), details (456).
- 37. Card: where (263), details (337).
- 38. Carpet: where (374), details (240).
- 39. Chair: where (181), details (366).
- 40. Chip: where (295), details (293).
- 41. Collar: where (238), details (385).
- 42. Consultant: where (185), details (327).
- 43. Core: where (232), details (249).
- 44. Cork: where (29), details (422).
- 45. Costume: where (209), details (421).
- 46. Couch: where (179), details (234).
- 47. Crack: where (231), details (255).
- 48. Cup: where (338), details (248).
- 49. Custodian: where (266), details (367).
- 50. Custard: where (48), details (248).
- 51. Dagget: where (235), details (402).
- 52. Door in Garden Wall: where (177), details (372).
- 53. Dreams: details (392).
- 54. Droids: details (350).
- 55. Dumpy Droid: where (221), details (267).
- 57. Fabulous Riverboat: where (212), details (268).
- 58. Flag: where (270), details (296).
- 59. Flagseller: where (178), details (296).
- 60. Florist: where (172), details (239).
- 61. Flying Saucer: where (471), details (475).
- 62. Free Lunch: where (295), details (269).
- 63. Foam: where (457), details (470).
- 64. Fuzbot: where (322), details (401).
- 65. Gas: where (173), details (463).
- 66. Giant: where (301), details (257).
- 67. Grill: where (225), details (386).
- 68. Heap of Junk: where (292), details (461).
- 69. Helmet: where (353), details (456).
- 70. Hole in the Wall: where (396), details (358).
- 72. Indicator Lights: where (349), details (349).
- 73. Inflatable Kim Kimberley: where (194), details (467).
- 74. Invitation: where (355), details (334).
- 75. Jobcentre Droid: where (188), details (459).
- 76. Junk Heap: where (292), details (461).
- 77. Kim Kimberley: where (274), details (73).
- 78. Kit Cat: where (271), details (282).
- 79. Leg: where (295), details (301).
- 80. Lentil Custard: where (48), details (248).
- 81. Leotard: where (353), details (456).
- 82. Lights: where (466), details (466).
- 83. Little Droid: where (221), details (267).
- 85. Manhole Cover: where (354), details (365).
- 86. Medallion: where (195), details (389).
- 87. Memorial: where (168), details (339).
- 88. Mirror: where (469), details (273).
- 89. Newspaper: where (291), details (277).
- 90. News vendor: where (321), details (277).
- 91. Notice: where (188), details (293).
- 92. Nozzle: where (231), details (328).
- 94. Orifice: where (210), details (342).
- 95. Partition: where (156), details (476).
- 96. Pie: where (99), details (248).
- 97. Pie man: where (191), details (435).
- 98. Pizza: where (344), details (345).
- 99. Plate: where (31), details (248).
- 100. Plug: where (86), details (389).
- 101. Poison: where (257), details (271).
- 102. Police: where (322), details (401).
- 103. Poster: where (231), details (356).
- 104. Pot Plant: where (172), details (316).
- 105. Potential Socialist: where (217), details (451).

- 107. Ravine: where (237), details (336).
- 108. Reception Droid: where (472), details (452).
- 109. Red Tape: where (221), details (442).
- 110. Riverboat: where (212), details (431).
- 111. Roots: where (285), details (475).
- 112. Rope: where (301), details (271).
- 113. Salesdroid: where (278), details (289).
- 114. Saucer: where (471), details (475).
- 115. Scale: where (403), details (447).
- 116. Scanners: where (210), details (454).
- 117. Screen: where (194), details (444).
- 118. Shower: where (231), details (430).
- 119. Signboard: where (221), details (343).
- 120. Socialist: where (217), details (451).
- 121. Space Suit: where (456), details (463).
- 122. Tattoo: where (238), details (346).
- 123. Tap: where (136), details (389).
- 124. Technicians: where (173), details (478).
- 125. Ticket: where (317), details (404).
- 126. Tiny Droid: where (221), details (267).
- 127. Tourists: where (201), details (446).
- 128. Tracks: where (280), details (347).
- 129. Tracclads: where (238), details (439).
- 130. Tramp: where (253), details (253).
- 131. Travel Agent: where (219), details (438).
- 132. Tree: where (177), details (261).
- 133. TV: where (103), details (405).
- 135. Vacuum: where (257), details (282).
- 136. Valve: where (279), details (389).
- 137. Vidcam: where (300), details (480).
- 138. Visor: where (238), details (393).
- 139. Waldroid: where (228), details (443).
- 140. Wallet: where (357), details (445).
- 141. Wall of Garden: where (177), details (437).
- 142. Wallpaper: where (231), details (448).
- 143. Waterfall: where (225), details (406).
- 144. Wiggly Roots: where (285), details (475).
- 145. Wine: where (29), details (422).
- 146. Worm: where (232), details (453).
- 147. Wreath: where (239), details (283).
- Places
- 150. Alcoves: where (244), details (326).
- 151. Body Bank: where (185), details (309).
- 152. Bodymaint: where (231), details (430).
- 153. Carpet: where (374), details (240).
- 154. Casino: where (379), details (260).
- 155. Catacombs: where (221), details (424).
- 156. Centre of Power: where (473), details (489).
- 157. City Square: where (286), details (407).
- 158. Cocoon: where (228), details (443).
- 159. Corridors in Pyramid of Power: details (492).
- 160. Courtroom: where (295), details (301).
- 161. Desk: where (474), details (487).
- 162. Dome over Enoch: where (425), details (293).
- 163. Dome (Pleasure): where (390), details (411).
- 164. Doom Dune: where (241), details (378).
- 165. Doom Palace: where (391), details (426).
- 166. Eden Transport System: where (294), details (284).
- 167. Elevators: where (408), details (488).
- 168. End of the Road: where (217), details (339).
- 169. Enoch: where (382), details (395).
- 170. ET System: where (294), details (284).
- 171. Evil Empire: where (257), details (271).
- 172. Florist Shop: where (373), details (239).
- 173. Flying Saucer: where (471), details (475).
- 174. Fountain Lake: where (200), details (358).
- 176. Garage: where (282), details (295).
- 177. Garden in Paradise: where (242), details (409).
- 178. Gate of Ivril: where (217), details (296).
- 179. Habihall with Couch: where (379), details (234).
- 180. Habihome ("Socialist"): where (387), details (418).
- 181. Habihome (Your): where (377), details (423).
- 182. Hardware Warehouse: where (373), details (477).
- 183. Highlands: where (301), details (271).
- 184. Home: where (423), details (423).
- 185. Hospital: where (359), details (428).
- 186. Inner Temple: where (288), details (482).
- 187. Island of the Mighty: where (298), details (434).
- 188. Jobs Warehouse: where (373), details (459).
- 190. Kiosk: where (379), details (361).
- 191. Kitchen: where (192), details (435).
- 192. Little House: where (217), details (243).
- 193. Municipal Buildings: where (286), details (324).
- 194. Museum: where (379), details (455).
- 195. Old Curiosity Shop: where (217), details (293).
- 196. Paradise: where (242), details (409).
- 197. Park: where (319), details (417).
- 198. Pedway: where (381), details (256).
- 199. Pet Shop: where (379), details (310).
- 200. Plaza: where (311), details (437).
- 201. Pleasure Dome: where (390), details (411).
- 202. Police Station: where (314), details (486).
- 203. Quad: where (410), details (434).
- 205. Ravine: where (237), details (433).
- 206. Red Tape: where (221), details (442).
- 207. Roots: where (285), details (475).
- 208. Roundabout: where (362), details (362).
- 209. Saucer: where (471), details (475).
- 210. Seat of Power: where (481), details (489).
- 211. Shops: details (419).
- 212. Shore of Death: where (217), details (431).
- 213. Shower: where (231), details (430).
- 214. Spiral Stairs: where (312), details (483).

- 215. Temple Bar: where (313), details (415).
- 216. Temple (Inner): where (288), details (482).
- 217. Theme Park: where (319), details (417).
- 218. Thornbush: where (323), details (436).
- 219. Travel Agent: where (373), details (438).
- 220. Turnstile: where (413), details (251).
- 221. Undercity: where (416), details (450).
- 222. Waldroid Cocoon: where (228), details (443).
- 223. Warehouse (Hardware): where (373), details (477).
- 224. Warehouse (Jobs): where (373), details (459).
- 225. Waterfall in Stained Room: where (221), details (406).
- 226. Well of Souls: where (217), details (293).
- 227. Workplace: where (330), details (441).
- 228. Workshop: where (363), details (486).
- 229. Zoo: where (379), details (293).

Answers

- 230. May have burnt the cakes at Athelney, in the Somerset Levels.
- 231. (180) and (181).
- 232. Bite the Apple.
- 233. Buy it in the Temple Bar.
- 234. Basically scenery.
- 235. Buy it in the Pet Shop, see (252).
- 236. In the Old Curiosity Shop.
- 237. West of the Desert.
- 238. Worn when not dreaming.
- 239. Buy the Wreath from the florist.
- 240. Blocks your movement unless the (51) is around.
- 241. In the Desert. W.W.N from the Hole in the Wall.
- 242. Where you start. A dream.
- 243. Contains the Little Kitchen.
- 244. In the Dream Palace, round the Octagonal Room. You awake here from the Paradise Dream.
- 245. When different coloured quarks collide.
- 246. The dagget can only run for a few minutes without it.
- 247. Buy it in the Kitchen.
- 248. Useless, but Pete thought it was a good idea.
- 249. Useless, but Mike thought it was a good idea.
- 250. Eden has a decimal clock with 10 hours per day, of 100 minutes each. Thus noon is 5:00 and midnight is 10:00. Each move takes 1 minute, except for wait which takes 10. Examine your tattoo. See (4).
- 251. Charges 9 creds every time you go north through it.
- 252. The price decreases by 100 creds a day at first, so wait a while.
- 253. Not in the final game. Was supposed to only need a job card to put him on the road to business success.
- 254. Say "bed" in any habhome.
- 255. Buy it in the Florist Shop.
- 256. As there are no wheeled vehicles in Enoch, people walk along Pedways instead. These resemble dual-carriageway footpaths. In addition, the Eden Transport (ET) System provides access to millions of shops and houses, see (284), and there are two "magic word" commands to the robots, see (272).
- 257. Not in this game.
- 258. Give it the pizza.
- 259. From midnight to 3, you are not allowed to walk the Pedways. Go Home in good time and sleep in Bed.
- 260. Push a button to select a colour and then pull the bandit's arm to bet 1 cred. The payout is about 110% but there are better ways of making money!
- 261. Drop the Bench and stand on it to reach the Apple.
- 262. Switch it on for light in dark places.
- 263. From the jobcentre droid, when you've said yes to a job.
- 264. The first colour indicates which ET system you're on: there are three of these, all reached from the northernmost Roundabout (to return to this roundabout, keep going south from the ET system locations where the last 6 colours are all black). See also (320).
- 265. Folds down into a bed. See also (304).
- 266. In the Temple in the Pleasure Dome, north-ish of the Casino etc.
- 267. Carries rubbish to the Junk Heap.
- 268. You need the Ticket.
- 269. There is no such thing.
- 270. Buy it from the Flagseller.
- 271. Not in this game.
- 272. Say "home" in open areas, to call the robot sedan. And say "exit" in the Eden Transport system and then move south to leave it.
- 273. Push it to reach the passage beyond. (If this gives problems try "push all" or "push head-high mirror")
- 274. The Third Kimberley runs the government (Kimberley has become a title for the Head of State). She is in the Pyramid of Power. I guess. An inflatable model of the first Kim is in the Museum. See (73).
- 275. Freezes the water.
- 276. Examine it to see the address of your Habhome. It's needed for entry. See also (284).
- 277. Don't buy the newspaper. It's not a good idea to be associated with criticism of the government.
- 278. In every shop.
- 279. Buy it in the Hardware Warehouse. See also (297).
- 280. South of the Grill when the Junk Heap has gone.
- 281. Use the Weedkiller.
- 282. Not in this game.
- 283. Drop it beside the Memorial.
- 284. The Eden Transport system resembles a colossal disc-shaped target with 13 rings around a central hub, the bulls-eye. Moving north takes you towards the hub and, south takes you towards the outer rim, and west and east move clockwise and anticlockwise respectively. Diagonal moves are allowed, e.g. northeast is like north then east. Moving east or west takes you further, the nearer you are to the hub. See also (302).
- 285. North of the Waterfall.
- 286. East of the southernmost Roundabout.
- 287. Examine it to see the address of the Socialist's Habhome. It's needed for entry. See also (284).
- 288. North of the Custodian. Carry the Invitation.
- 289. Buy things from it. See (430) if it turns up its nose.

- 290. Turns off the fountains.
- 291. Buy it from the Newsvendor.
- 292. Beside the Signboard.
- 293. Basically scenery.
- 294. W. N or E from the northmost Roundabout.
- 295. Not in this game.
- 296. Buy the Flag.
- 297. It's the only object that is cheaper for a robot. See also (139).
- 298. North of the Riverboat.
- 299. Dissolve it in water.
- 300. Buy it in the Hardware Warehouse.
- 301. Not in this game.
- 302. Colour codes indicate where you are in the ET system. Each colour corresponds to a number in the order: black (0) brown red orange, yellow, green, blue, violet grey and white (9). For example, brown yellow black green white black orange means 1405903. See also (264).
- 303. Taking this loses you 100 points.
- 304. Say "bed".
- 305. Say "sugar".
- 306. Behind the Grain Mountain.
- 307. 2 Laurel Close, Leicester.
- 308. Buy the Pot Plant from the Florist.
- 309. Sell your spare organs.
- 310. Buy the Dagget. See (252).
- 311. North of the Westmost Roundabout.
- 312. East of the Mirror. See (273).
- 313. West of the Custodian. Carry the Invitation.
- 314. North of the City Square.
- 315. Drink it.
- 316. Leave it alone.
- 317. Buy it from the Travel Agent. If you have problems, see (28).
- 318. Take the Bench to the Tree and see (261).
- 319. South of the Southmost Roundabout.
- 320. The last 6 colours indicate position round the ET system (0-999999). One method of getting where you want to be starts with a jump to reach the centre. Then repeat the following for each ET ring: out and then east or west until you pass the destination code. Then out to the next ring, east or west again and so on. If you go east on one ring, go west on the next one, then east on the next, and so on until you reach the outer rim. The only tricky part is noticing when you go past your destination each time. Working out your destination and each position as a number is slow but makes it quite easy (for example, if you are heading for 10 and move east from 5 to 32, you've passed the destination). There are many ways of improving on this: you could even try writing a computer program. See also (332).
- 321. West of the Theme Park.
- 322. Wandering about, or in the Police Station.
- 323. In the Desert, north and west of Doom Dune.
- 324. The Police Station is north of the Square, opposite the Hospital.
- 325. Buy the Ticket. If you have problems, see (28).
- 326. Each corresponds to a dream. Wear the visor to experience it. You get a bonus score for one of them.
- 327. Say "yes" and go east to sell your spare organs.
- 328. Say "on".
- 329. Buy the Bottle.
- 330. West of the Southmost Roundabout. Carry the Card.
- 331. You can't. Any dark rooms are simply voids, left by the builders of Enoch, and can be safely ignored.
- 332. East/West moves take you 1 location on the rim, 3 locations on the next ring in, 9 on the next ring, then 27, 81, 243 and so on. For good mathematical reasons. (However, the +9 ring is currently closed for repair so 3 is next to 27.) The computer program elsewhere on this sheet provides a full solution of the ET system.
- 333. Escape from the garden. The door is a red herring. What you need is the apple from the tree, see (318). Then see (340).
- 334. Take the Invitation, and the objects it mentions, to the Inner Temple at the right time.
- 335. In several places. See (23) and (167).
- 336. Kick the Behemoth and see (348).
- 337. Entitles you to a job. Take it fairly quickly to the Workplace.
- 338. In the Museum. Can be taken while the Screen is up.
- 339. Drop the Wreath here.
- 340. Bite it and follow the Worm. Find the Behemoth, see (241). Kick it and see (348).
- 341. Give it the Pot Plant.
- 342. An emergency device to prevent hijack. Put the Cork in it.
- 343. The droids drop junk beside it, wherever it is. See (76).
- 344. Buy it in the Kiosk.
- 345. To eat: I don't like adventures where you have to keep finding food to eat every day because it's boring, so this game ignores such bodily requirements. However, players who enjoy eating play food can eat the pizza. It is non-fattening, after all!
- 346. The modern equivalent of a wrist watch.
- 347. Present for plot reasons, to prove that police have patrolled near the saucer.
- 348. Kick it and dodge it for long enough to reach the Ravine. See (360).
- 349. In several places. See (23), (166) and (167).
- 350. Robots run Enoch. They include Salesdroids (59,60,75,90,97,113,131), Cleaning Robots (55,83,126), the Bandit, Consultant, Custodian, Dagget, Fuzbots, Reception Droid and the Waldroid.
- 351. Triggered between the Wiggly Roots and the Saucer.
- 352. A secret society. See (334) to join. See also (369).
- 353. In the museum, only accessible when the screen has slid away. See (368).
- 354. In the ceiling of the Undercity. See (365).
- 355. The Dagget finds it behind the Socialist's Wallpaper.
- 356. A TV screen. Say "on" and watch/examine it to see hints and addresses.
- 357. Wait beside the Memorial until you witness an attack. Then look.
- 358. Scenic.
- 359. South of the City Square, opposite the Police Station.

360. Go north and west to the Thornbush and stay there until the Behemoth gets tangled. Then north and head west to the Ravine. Wait for the Behemoth again and see (371).
361. Consider the Pizza. See (345).
362. There are four Roundabouts. Three are north, west and south of a central one which is, itself, south then west from the Turnstile. You walk from Roundabout to Roundabout along Pedways.
363. In the Workplace, if you are after a labouring job. See (188).
364. Gamble with the Bandit, sell your spare Organs to the Hospital, or get a job at the Jobs Warehouse.
365. Persuade the cleaning Droids to move the Junk Heap below it. Climb the Junk Heap and go up. If lubrication is needed, see (375).
366. Sit on it if you like.
367. The Bisons' door-robot. You need an Invitation to get past.
368. Remove the Batpak from the Dagget, "Take the Helmet and Leotard" when the Tourists leave and see (440).
369. Members get some advantages and when a Droid shakes your hand it's checking if you belong. See (75) and (131).
370. You score 40 points for each of the following. (They're in the order that I normally solve them.) See (376).
371. West onto its back and take the Scale. Go west and north past the Worm. Then see (423).
372. Permanently blocked. You'll have to find another way out.
373. Watch the adverts on TV.
374. Around the Desk.
375. Remove the Cork from the Bottle to spray it.
376. Bite Apple, Complete Dream, View Elite Dream, Sell Organs, Buy Flag and see (380).
377. Your Badge is needed for entry and shows your address on the ET system.
378. Examine the Behemoth, then see (348).
379. Beside the north-south corridor through the Pleasure Dome. (To reach the corridor, go south and head west from where you awake from Paradise.)
380. Find Wallet, Go Home, Use Poster, Sleep in Bed, Drop Wreath beside Memorial and see (388).
381. Between the Roundabouts.
382. On Eden, orbiting Eridani E.
383. Lie on it to sleep. See also (397).
384. Reach the Ravine, Climb the Rubble, Buy the Newspaper, Eat the Pie, Visit the Zoo and see (388).
385. Relays information to the Police. See also (399).
386. Leads out of the city when the Junk Heap has moved.
387. The Brooch is needed for entry and shows the address on the ET system.
388. Work as Clerk, Get Valve for free, Find Invitation, Become Bison, Reward from Police and see (394).
389. Needed to join the Bisons.
390. Everything between the Dream Palace (where you awake from Paradise) and the Turnstile.
391. The immediate area round where you awake from Paradise.
392. The ultimate adventure games (I wonder if we'll get there in our lifetimes?). Wear the Visor in an alcove to experience the corresponding dream. In addition, you have ordinary dreams whenever you sleep and these may give hints about the next step in the game.
393. Wear it to dream.
394. Work as Manager, Visit Undercity, Interviewed for TV, Wear Leotard, Enter Saucer and see (398).
395. The domed gigopolis where this game takes place. Believe it or not, there are about 40 million locations: mostly in the ET System.
396. West of the Tree, after the Worm has appeared.
397. If you say "bed" while lying on it, you're tipped into the Undercity as it folds back into the wall.
398. Reach Top Floor of Pyramid, Block Partition, Reach Seat of Power, Stop the Foam, and Win. Don't eat the Pie or Buy the Newspaper.
399. Break (or attack) it, and then wear it again to avoid unnecessary fines.
400. Give the Space Suit to the Alien.
401. There are laws against Owning most Objects (especially Museum Exhibits), Breaking the Curfew, Public Nudity, Debt and Joining Non-approved Organisations (though once you're in, you're OK). Of course, you're only fined if the crime is detected. Equally, the police give rewards for handing in evidence of crime, see (137) and (140).
402. Follows you about when bought. A great help, at times, e.g with (38), (61), (74) and (194). Runs on wheels, so it has problems with stairs.
403. On the back of the Behemoth. See (414).
404. Needed for the Riverboat.
405. Watch it for hints and adverts.
406. Hides an exit north.
407. Open Space between Police Station and Hospital.
408. Northwest and northeast of the Foyer in the Pyramid of Power.
409. A beautiful, restful dream. However, due to a machine fault, the same one that disrupted your character's memory in the game, the exit is blocked and something is odd about the Apple. See (1).
410. A little way past the Riverboat, south of the Pyramid of Power. You can also get here from (206).
411. An amusement/shopping arcade (cf Regent Street in Weston-super-Mare).
412. A pedestrian echo of Milton Keynes.
413. South of the north-south corridor in the Pleasure Dome. See (379).
414. Bring it down to your level. See (348).
415. Buy the Bottle.
416. Below the rest of the city. For example, the Catacombs are under the ET System. See (25). Yes, really.
417. Basically Scenery. Look up the things that "you can see" for details.
418. An Invitation is hidden here, but you need help to find it. See (355).
419. There are lots of these, mainly in the Pleasure Dome and round the ET System. Watch the adverts on TV. Consider buying things. If the Salesdroid turns up its nose, see (430).
420. Very strong packaging. See (427).
421. Concrete evidence of the true nature of the aliens. Take it and see (432).
422. Remove the Cork to spray wine about, see (429). The cork is also useful later, so hang on to it. See (94).
423. When you "awake" from the Paradise Dream, wearing Tradclads etc, examine the Tradclads to find a Brooch. This shows the address of your home in the Eden Transport System and allows entry to it. Go to the Roundabouts, see (362), and then to the ET System, see (170).
424. Open areas below the ET System. Of no use.
425. Beyond the Grill.
426. High tech amusement arcade for Dreams. See (392).
427. Jams the Partition. See (95).
428. Sell your spare organs for money to get started.
429. This lubricates the rusted Manhole Cover above (206).
430. You need regular showers. See (328).
431. The Riverboat carries you north to the Island of the Mighty. You need a Ticket.
432. Go to the Seat of Power and threaten to show it on TV.
433. Get the Behemoth to fall in. Then see (371).
434. On the way to the Pyramid of Power.
435. Buy the Box which contains the Pie.
436. Delays the Behemoth. See (360).
437. Scenery.
438. Buy the Ticket. If you have problems, see (28).
439. Ordinary clothes. Examine them.
440. You've not got much time before the Tourists return, so you need to hide things away quickly.
441. Put the Helmet in the Dagget and see (449).
442. Bring the Card from the Jobcentre here, as early as possible.
443. This location in the Undercity is below the Quad of the Pyramid of Power. See (365) to climb through the Manhole Cover.
444. Go to the Waldroid Cocoon to control a Waldroid. Walk this around for a while and bring it back to the Workplace. See (136) as well.
445. Usually protects the exhibits, but see (368).
446. Contains a Brooch. Give the Wallet to the Police for a Reward, but make sure you give in all related objects, e.g the Brooch, first.
447. Local colour. Make sure they don't catch you breaking the Law.
448. Protects you from the Worm beside the exit.
449. Conceals the Invitation, see (355).
450. Remove the Tradclads, wear the Leotard and then wear the Tradclads again. This way the Leotard is hidden.
451. The Undercity is a labyrinth of service tunnels below the city Pedways. Rubbish rains down from disposal chutes, above, and is collected into a Junk Heap by cleaning robots. It is possible to climb back through the Manhole Covers to the city here. And there's something important hidden down here. See (61).
452. Hunch is a very right-wing society and so Socialists (and even Liberals) are enemies of the state. Follow him to the Memorial.
453. Complains unless you're a Party Member. See (460).
454. Follow it. Later, use (115) for protection.
455. TV cameras. Head for them at the end. See (484).
456. The exhibits are only accessible when the screen has lifted out of the way, but remember that it's against the law to take them. See (368).
457. Wear the Helmet and Leotard: they comprise a space suit. See (463).
458. From the Nozzle.
459. Triggered by movement north of the Roots, towards the Saucer. See (468) to counteract it.
460. Say "yes" to one of the droid's job offers, preferably not the YOP/YTS one. If you're a secret society member, it will offer you a better job. Take the Card to the Workplace fairly soon.
461. The Party runs Enoch, and only the Third Kimberley can make you a member. She's only likely to do this as a reward for some major action on your part to help the government. At present, they are trying to persuade people of an Alien threat in order to stimulate a futuristic equivalent of the "Falklands Factor"... See (15).
462. Having moved it as desired, see (119), climb it to reach the Manhole Cover. See (365).
463. Wear the Space Suit to breathe underwater.
464. Wear the Space Suit for protection against Gas.
465. Flying above the City Dome.
466. Press/push one. E.g "push red button".
467. All over the place, including in the Eden Transport System to show where you are.
468. Kim saved the colony starship, Snowball 9, and became the first Mayor of Enoch city and ruler of Eden. Her successors took the title of "Kimberley" as a mark of respect (and because it proved impossible to reprogram the City Fathers to obey anyone with a different name).
469. Throw things from the Roots to trigger the Alarm. After a few such "false alarms", the Alarm will be shut off.
470. At the end of the Short Corridor on the top floor of the Pyramid of Power, see (472). Use the Elevator to get there.
471. Block the Orifice. See (342).
472. North of the Roots. Avoid the Alarm, see (458). Don't breathe the Gas, see (463). And take the Dagget with you. See Roots (111) first.
473. Pyramid of Power, north of the Quad on the Island of the Mighty.
474. Beyond the Mirror.
475. In the Workplace, when you go after a managing director job. It's beyond the Carpet.
476. The Government wants to convince the public about an alien threat. Therefore you'll get a reward for supplying firm evidence, see (137). After doing this you have a problem, so see (484).
477. To jam the Partition, throw the Box north across the Centre of Power from the top of the spiral stairs beyond the Mirror. Then go north.
478. One item can only be bought by humans. Another can only really be bought by a robot, see (139).
479. The Dagget holds them at bay.
480. Squeeze it to take a picture. See (491).

EXAMPLE PROGRAM

- 480. Do the things that score roughly in order, see (376). And see (489).
- 481. Beyond the Partition.
- 482. Go here at the right time with the right objects. See (74).
- 483. Hidden.
- 484. You were useful to the third Kim as an independent witness to the alien threat. (Remember when the US government was desperate to produce any witness at all to support their discredited "yellow rain" allegations? People tend not to believe government scientists.) But once you've been on TV this usefulness is over and, in Enoch, people who are no longer useful tend to disappear. You need hard evidence that the aliens are fake to bargain for your life. See (494).
- 485. Oil the Wheels of Government.
- 486. You can get a reward here. See (137) and (140).
- 487. Reach here for the best job.
- 488. Push a button for the level you want. The dots printed in the "elevator moves" message indicate the number of floors passed. See (493).
- 489. Reach the Seat of Power and survive to win.
- 490. Drink the Wine first.
- 491. Having done this in the Roots, to record you-know-what, take it as evidence to the Police Station.
- 492. Unless you're in the Short Corridor, the one with the Mirror, you're in the wrong place. See (88).
- 493. The west elevator serves floors 1-9, the east one serves the higher levels. Press its white button twice.
- 494. Return to the Saucer, enter it and collect the Alien Costume to show on TV. See (210).

The following program solves the Eden Transport system. SAY EXIT and then JUMP to reach the hub at position ET-system-colour, black, black ... black. Then type the moves suggested by the program below to reach the correct position at the rim. Finally, go south into the room.

For example, if you wanted to go to position red grey black brown blue grey violet, go into ET North (east of the northmost roundabout). Jump to the hub and go s.sw.s.sw.s.sw.se.s.s.sw.se.sw as suggested by the program below. Then south into the room. Of course, you may not be allowed to enter that particular room, but that's your problem.

Note: the program has been tested on BBC, Amstrad and Commodore 64 and will probably work OK on other micros too. It needs minor changes on the Spectrum:

- 1) Add LET to all assignment statements. E.g: 20 LET N=0
- 2) Change all "THEN"s to "THEN GO TO"s.
- 3) Add: 141 PRINT C\$
- 4) Delete line 490.

```

100 PRINT
110 PRINT"ENTER LAST 6 COLOURS"
120 N=0
130 FOR I=1 TO 6
140 INPUT C$
150 RESTORE
160 FOR D=0 TO 9
170 READ D$
180 IF C$=D$ THEN 260
190 NEXT D
200 PRINT "?????"
210 GOTO 140
220 DATA "BLACK", "BROWN", "RED"
230 DATA "ORANGE", "YELLOW", "GREEN"
240 DATA "BLUE", "VIOLET", "GREY"
250 DATA "WHITE"
260 N=N*10+D
270 NEXT I
280 IF N<500001 THEN 300
290 N=N-1000000
300 N=N+797161
310 I=531441
320 FOR J=1 TO 12
330 PRINT ".S";
340 D$=""
350 FOR D=0 TO 1
360 IF N<I THEN 400
370 N=N-I
380 NEXT D
390 D$="E"
400 IF D>0 THEN 420
410 D$="W"
420 PRINT D$;
430 I=I/3
440 IF I<>3 THEN 480
450 IF D$<"E" THEN 470
460 PRINT ". ";D$; ". ";D$; " ";
470 GOTO 340
480 NEXT J
490 RUN
    
```

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