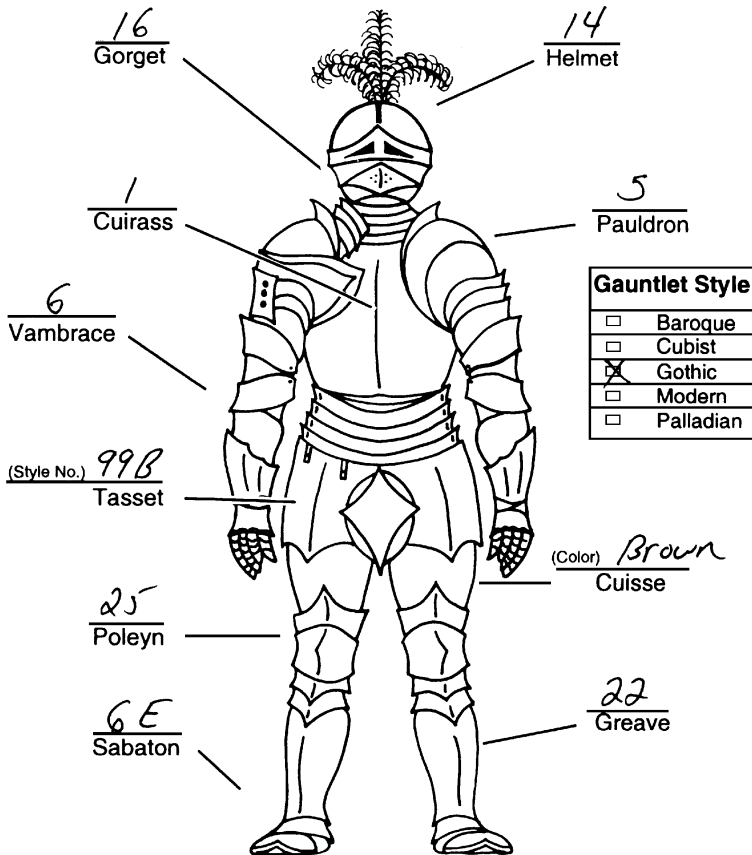


Giovanni's House of Armour
"Famous for custom fit"

Name Eric The Unready
 Fitting Date 2/12/97

Salesperson [Signature]
 Payment: Gold Livestock Visa



ERIC PUZZLES

Day 1: The Beginning

1. What do I do with the Cowpectate?
2. What do I do with the Tort-ease?
3. What do I do with the Hog-wild?
4. How can I get down into the hole in the Privy?
5. How do I get the pig out of the hole?
6. How can I get out of the Privy?
7. What can I do with the daughter?

Day 2: Sunday - The Quest for Lorealle

8. Help! I'm stuck in my armour in the Barracks!
9. How can I get a gold coin?
10. How do I get up into Bud's Tower?
11. How do I get back up into Bud's Tower to give him the root beer float?
12. How do I get the earmuffs from Bobbin?
13. How can I get into Ulric's House of Torches?
14. Now that I've hired the bard, he keeps putting me to sleep.
15. Giovanni keeps asking me for my measurements. What do I do?
16. How do I get past the alert guard?

Day 3: Monday - The Cemetery, The Enchanted Forest, and The Not so Great Underground Empire

17. How do I open the stone lid in the Cemetery?
18. How do I get past the tree with the nasty roots?
19. How do I get into the small white house?
20. How do I get the beard from the case?
21. How do I win the sweepstakes?
22. How do I get the starter rock?
23. How do I make the ferrous wheel go?
24. How do I get the pitchfork?
25. I've got the pitchfork. Now how do I get down off the ferrous wheel?
26. How do I get into the Attic?
27. How do I get out of the Attic before getting eaten by a Gnu?

Day 4: Tuesday - The Tavern and Blicester Castle

28. How do I get the menu from Bruce?
29. What should I order from the menu?

30. How do I breach the outer wall of the castle?
31. How do I get into the inner tower? (Part 1)
32. How do I get the branch from the oaf?
33. How do I get into the inner tower? (Part 2)
34. How do I get past the attack turtles?

Day 5: Wednesday - St. Barchan's Day Fair and The Dragon

35. How do I keep the dragon from flaming me?
36. What does the cook want?
37. How do I get an apple?
38. How can I get the boa from the maypole?
39. How do I get the chamberpot?
40. What do I want from Lily?
41. How do I win the shell game?
42. How do I get the crossbow out of the Shooting Gallery?
43. How do I win the fool's cap?
44. How do I know which part of the dragon to shoot?

Day 6: Thursday - Temple of Virgins

45. How do I get into the Temple?
46. How can I pass the virgin's test?
47. Where can I find a dried Eucagum leaf?
48. Where can I find some virgin's tears?
49. How do I get to stay in the Sanctuary during the sacrifice?
50. How do I keep the virgin from jumping into Molochi's mouth?

Day 6: Thursday - Mountain of The Gods

51. How can I get into the Palace of the Gods?
52. How do I get into see Morty?
53. How do I get some nectar?
54. What book should I get from the Library?
55. How can I keep the book long enough to learn how to get up to the top of the mountain?
56. Where can I find a slimewig?
57. Where can I find the Egg of Oblivion?
58. How do I get the costume and the woad?
59. How do I get the golden key?
60. How do I get to the top of Mount Spa?

Day 7: Friday - Swamp Trek

61. How can I help the crew find their way through the fog?
62. Where do I find the ingredients for the drink that Daddoo wants?

63. How do I get the coconut from the four-headed monkey?
64. What's the deal with Treasure Island?
65. What do I do with the coconut and the umbrella?
66. How do I get past the iceberg?
67. How do I open up the coconut?
68. How do I get the crew down from the cage?

Day 8: Saturday - Witch's Castle

69. How do I get past the Black Gate?
71. How do I read the spellbook?
72. What is the solution to the riddle in the spellbook?
73. How do I solve the mirror puzzle?
74. How do I get out of the Witch's Bedroom?
75. How do I stop the wedding before the witch's goons kill me?
76. How do I keep the witch from killing me in the Great Hall?
77. How do I get out of the castle before it collapses, and what do I do with Lorealle?

Miscellaneous Questions

78. What is the magic of the backpack?
79. Do I ever need to get into the Lawyers' Office?
80. What do I need to do with the eyepatch?
81. Do I ever need to find the Wed Waven that Lily mentions?

ANSWERS

1. The Cowpectate has no use in the game at all.
2. Wait until you come across some turtles, and then give the Tort-ease to them.
3. Once you're down underneath the Privy, give the Hog-wild to the pig.
4. Get the rope from the Barn, tie it to the hook, and then climb down the rope.
5. Give the Hog-wild to the pig.
6. Climb the rope.
7. There's nothing you can do with her except talk.
8. Be patient. Your Squire will set you free.
9. See the hints on getting up into Bud's Tower.
10. After you've planted the bean in the garden, fill your helmet with water from the Duckpond and then pour it onto the bean.
11. Don't worry about it. You don't have to get back into the tower, and you don't need to give the root beer float to Bud.
12. Get the kindling from the Feasting Hall and put it in the fireplace. Then light it with the torch.
13. Don't worry about it. You don't need to go into Ulric's once you've got the torch.
14. Get the earmuffs from Bobbin and then put them on.
15. If you don't have a manual, call 1-800-658-8891 and buy one from us for \$10.00 plus

\$4.00 shipping.

16. After you've figured out how to stay awake while listening to the bard, lead Ponce into the Feasting Hall and wait for him to tell the Epic of Baldur. This will put everyone to sleep, including the guard. Once he's asleep, simply climb the stairs.
17. The only thing you really need to do in the Cemetery is to take the newspaper and read it.
18. Give the root beer to the roots.
19. Go into Fran's Rock Emporium. When you leave, he'll give you a pickaxe. Use it to pry up the board.
20. Move the rug and open the trap door. You will be given the key to the case.
21. Look in the pile of bones in the Bedroom of the white house. Inside, you'll find a driver's license. Put on the beard from the cabinet in the Living Room, kneel down, and then go into the Clearing House and give the sweepstakes notice to Ed McDwarf. Then, when he asks you for some ID, give him the driver's license.
22. Once the theme park is built, stand up and remove your beard. If you wait in the Cavern long enough, someone will come up to you and give you a twenty Zonkmid piece.
23. Pull the lever, sit down in the seat, and then press the green button.
24. Take the starter rock and put it into the slingshot you won from the card-playing dwarf. Get in the ferrous wheel and turn it on. Then, on the turn when you are nearly to the top of the ferrous wheel, shoot either the red button or the lever with the rock. The wheel will come to a halt with you just below the pitchfork. All you have to do is stand up and take it.
25. Tie the bungee cord to the branch and then dive off the wheel.
26. When you retrieve the pitchfork, Fran gives you the Headrest Special. Drop it in the Bedroom and then stand on it to pull yourself up into the Attic.
27. You're in the stone sepulchre inside the Cemetery. Push on the stone slab, or simply type >UP.
28. Give him the coupon that you find inside the boring book.
29. Order the Mead Lite.
30. Climb the rungs. After the bush burns away, then go northwest.
31. You need to get the branch from the oaf before you will be able to make a copy of the key.
32. Get the Mead Lite from the Tavern and give it to the oaf. For hints about how to get the Mead-Lite, see the question entitled "How do I get the menu from Bruce?"
33. Get the branch from the two-headed oaf. Dip it into the flaming pitch to turn it into a torch. Use the torch to melt the seal. Take the blob of wax, press the rusty key into it, and then take the wax to Howard Johnston. He'll make a copy of the key, which you can then use to get into the inner tower.
34. Give the Tort-ease to the turtles.
35. The focus of today's adventure is finding protection for the various parts of your body that the dragon is flaming. This means you'll need to find something to cover the top of your head, your eyes, your neck, your chest, your hands, and your rear end.
36. You need to give the cook an apple.
37. Do unto others as they do unto you!" Make a face at the boy, or stick your tongue out at him. He will throw the apple at you, and you will be able to collect it when you are released from the stocks.
38. Get the leech from the Pavilion of Tomorrow and throw it to the jugglers. They will be unable to juggle it and they will leave the stage. One of them will leave his special gloves behind. Put

- them on, and then go climb the maypole.
39. First, pull down the shade. Next, put the rubber band around the viper's mouth. Then tie the bungee cord to the aardvark's collar. Finally, stand on the loose floorboard. When you have done all these things, take the marble and watch what happens.
 40. When you give Lily to boa, she will give you the weed and send you off to find the Wed Waven of Wangoon. This mission is a Wed Hewwing, however, and you can safely ignore it.
 41. When you take the weed out of the Dwessing Woom, it will turn into a reed. Give it to the musician and he will give you his magic sunglasses. Put them on, and you'll have no difficulty winning the shell game.
 42. When you win the shell game, the elf will give you the woodcuts of Lily. Give the woodcuts to the Barker, and he will be too distracted to notice when you leave the gallery while holding the crossbow.
 43. Hit the judges with a chicken, or sit on the whooppee cushion.
 44. What you need to do is shoot the part of the dragon that corresponds to the part of your body that he last tired to flame. So if he flames your rear end, for example, you should shoot at his tail.
 45. Put on the robe and then ring the fourth bell.
 46. Using the recipe in the paper, make some unicorn chow from a dried Eucagum leaf and some virgin tears.
 47. Moon the unicorn in the pasture and when you land on the branch, you will find a dried Eucagum leaf.
 48. Read today's paper to the virgin and when she starts to cry, give her your hanky.
 49. If you stand in the vat, the lower half of your body will disappear into the dark wine. Then wear the semi-precious ring to make your top half disappear!
 50. Give the boring book to the virgin.
 51. Go up to the cave of the North Wind. When you leave, he will give you a note and make it possible for you to enter the Palace.
 52. The North Wind gave you a note for Morty. Show it to Clio.
 53. Give the token to the Repairgod. When he gives you a penny, put the penny in the machine and you'll get your nectar.
 54. Ask for "Setting up Sodom/Gomorrah: Priming the Fountain."
 55. Take the book to the Scriptorium. Give it to Richard and he'll get a copy made for you, keeping the original. Then, when the original gets transported back to the Library, you'll be left with a copy that you can read.
 56. Go to the Laboratory of the Gods. Turn the crank on the machine. When the plague of slimewigs leaves, one will stay behind.
 57. Give the God of Short Term Memory the nectar. Do it a few more times and then he'll run off on an important errand, leaving you to take the egg.
 58. Give the pigeon note to Morty. He'll call Clio to come in and dictate a reply. While she is standing there, go back to the lobby and take the woad and the costume before she comes back.
 59. Call 1-800-Dominus. When they show up with a birthday cake, pull the dragon's tail and then light the candles. Give the cake to the God of the North Wind (it IS his feast day, after all) and he'll blow out the candles. This will freeze out the Goddess of Beauty, so you'll be able to go

- back to the Glade and get the key.
60. While in the Agora: Put the woad on your cheeks, wear the costume, stand on the egg, eat the slimewig, turn around, turn around, squawk. When the golden staircase appears, climb it.
 61. Give Zulu the Roddenberries.
 62. The coconut is on Monkey Island, the umbrella is on Milligan's Island, and the rum is on Treasure Island.
 63. Say "Yoohoo" and the arm with Excalibanana will appear out of the water. Give the banana to the monkey, and you will be able to take the coconut.
 64. Complete the test on the matchbook. After you've connected the dots, put the matchbook in the bottle and throw the bottle into the water. Wait a while, and the bottle will come floating back with a certificate in it. Take the certificate to Treasure Island. Once there, attend the Columbia School of Piracy, answer the questions in the pirate quiz (there are no wrong answers), and you will receive a bottle of rum.
 65. Go to Lilliput and put the coconut and the umbrella on the conveyor belt while it is set to "Import."
 66. Go to Lilliput and put the dragon on the conveyor belt while it is set to "Export." The belt will enlarge the dragon and he will hop onto the raft. When you next encounter the iceberg, the dragon will melt it for you.
 67. Put the coconut on the guillotine. If it's too big to fit, then see the hints about what to do with the coconut and the umbrella.
 68. Once you have put the rum and the umbrella into the coconut, give it to Daddoo. It won't actually get the crew out of the cage, but it WILL get you to the next day's adventure.
 69. Use the Pitchfork of Damocles to remove the pitch. Use the Crowbar of the Apocalypse to remove the crow. Put the Raw Steak of Eternity on the black eye. Cut the lightning bolt with the Bolt Cutters of Doom. Turn the crescent moon with the Crescent Wrench of Armageddon.
 70. Turn over the hourglass.
 71. Look in the crystal ball.
 72. First put the eyeballs in the skull. Then say, "Hoot."
 73. Nine plus nine is eighteen, which in roman numerals is XVIII. However, you must enter this so it will look correct on the other side of the mirror, so the answer to the puzzle is IIIVX.
 74. Open the window and get on the witch's broom.
 75. Wait until after 10:30 but before 11:00. Then apply the makeup to the chandelier chain in the Hidden Passageway. Then make your way to the Crawlspac under the Great Hall and go up into the wedding cake. When the chandelier falls, you'll be ready for action.
 76. Give her the candygram that you found outside the Black Gate.
 77. Once you're outside the castle, blow the whistle that she wears around her neck. When the duck shows up, get on the duck.
 78. The backpack has an unlimited capacity and will help you carry all of the items you find more efficiently. More importantly, any item that you need for the day's quest that you might have missed or left behind will magically appear there for you.
 79. No, you have no need to enter the Lawyers' Office and thus can never do it.
 80. There is nothing you need to do with the eyepatch. Just wear it and look gnarly for awhile.
 81. This mission is a Wed Hewwing and you can safely ignore it. It does make for a good sequel though, doesn't it?

152 Fun Things to Try

If you thought you found all the jokes in this game the first time you played it, well think again! Many of the items below will get you killed, so be prepared to undo or restore. **WARNING:** We recommend you finish playing the game before reading any further in this section. Even a brief look may give you some unwanted hints.

Day 1: The Beginning

1. Examine the Privy from the Farmyard.
2. Clean the Privy.
3. Double-click on the farmer to talk to him. (Throughout the game, remember to double-click on the all the characters - especially AFTER you have solved the puzzles that relate to them.)
4. Smoke the rope.
5. Examine the cobweb in the barn.
6. Drink the Cowpectate.
7. Drink the Hog-wild.
8. Smell the Tort-ease.
9. Smell the Privy bench.
10. Try something creative with the muck in the Privy; we'll let you use your imagination!

Day 2: Sunday - The Quest for Lorealle

11. Burn the warranty card after you have passed the copy protection.
12. Attack the knights in the Feasting Hall.
13. Listen to all the bard jokes.
14. Attack the bard.
15. Eat the bean.
16. Eat the bean again.
17. Throw something other than the banana into the Duckpond.
18. Look at the hibachi in the knights' trophy case.
19. Look at the dummy in Giovanni's.
20. Examine the pictures in the Union Hall several times.
21. Foy the banana.
22. Try to swim in the Duckpond.

Day 3: Monday - The Cemetery, The Enchanted Forest, and The Not so Great Underground Empire

23. Listen to the sepulchre.
24. Read the gravestones several times.
25. Try to open the graves.
26. Make love to the enchanted tree.
27. Listen to the roots after you've poured the root beer on them.
28. Examine the ring on the trap door, then listen to it.
29. Try to go through the revolving door, then try it again.

30. Double-click on Ed McDwarf while you're kneeling.
31. Attack one of the dwarves with the pickaxe.
32. Jump off the ferrous wheel before it reaches the top.

Day 4: Tuesday - The Tavern and Blicester Castle

33. Keep ordering drinks in the Tavern.
34. Call 1-800-PISS-OFF.
35. Throw the Mead Lite.
36. Examine the castle gate.
37. Listen to the soldiers on the parapet.
38. Moon the soldiers.
39. Look in the Trojan Rabbit.
40. Get in the Trojan Rabbit.
41. Get in the catapult outside the wall of the castle.
42. Try to take the Roddenberry bush.
43. Once you have turned the branch into a torch, put the torch. into the burning pitch again.
44. Jump off the parapet.
45. Kiss the two-headed oaf.
46. Using these exact words, >Turn cart wheel.
47. Jump over the attack turtles before you render them unconscious.
48. Wait through all the attack turtle responses until they kill you.
49. Look through the lock in the Tower Door.
50. Try to take the chain that holds the rusty key to the wall.
51. Play "Wheel of Torture" until you have seen all 10 categories.

Day 5: Wednesday - St. Barchan's Day Fair and the Dragon

52. Kiss the Herald.
53. Attack the Herald.
54. Throw up (especially if you have a SoundBlaster hooked up).
55. Kiss the prisoner in the stocks.
56. Kiss the boy with the apple.
57. Attack the jugglers.
58. Try to clean the maypole.
59. Examine the spit.
60. Try to turn the spit.
61. Try to get out of the stocks, then do it again.
62. Examine all the items in the Pavilion of Tomorrow before leaving it.
63. Look inside the chamberpot.
64. Try to cover the viper's cage.
65. After the elf turns over one of the shells and says you have lost, try to undo and then turn that shell over.
66. Kiss the aardvark.

67. Examine all the items in the Pavilion of Tomorrow.
68. Put the leech on a person.
69. Look in the chamberpot.
70. Try to cover the viper's cage.
71. Take the rubber band after you've put it on the viper's mouth.
72. Shoot the crossbow at the crowd.
73. Try to get on the stage in the Amphitheatre.
74. Kick the dragon.

Day 6: Thursday - Temple of Virgins

75. Examine the mountain while in the pasture.
76. Try to burn yourself with the dragon.
77. Try burning something that should not be flammable.
78. Try ringing all the bells outside the Temple.
79. Try removing your robe while in the Temple.
80. Moon the Virgin in the Examination Room.
81. Moon the Virgins in the Salon.
82. Greet the Sacrificial Virgin, both before and after she is unconscious.
83. Make love to the Sacrificial Virgin, both before and after she is unconscious.
84. Moon the Sacrificial Virgin, both before and after she is unconscious.
85. Try to eat the unicorn chow.
86. Try to throw the chow at something.
87. Make love to the unicorn.
88. Keep drinking the wine in the vat.
89. Examine the Sanctuary door.
90. Try putting on the ring while in the Examination Room. Also try to put it on in the Salon.
91. Try to open the Sanctuary door while the Sacrificial Virgin is in the Sanctuary.

Day 6: Thursday - Mountain of the Gods

92. Yoohoo the banana in the glade, both before and after the pond is frozen.
93. Examine the Goddess of Beauty.
94. Moon the God of the North Wind.
95. Try to break the Egg of Oblivion.
96. Touch the icicles in the cave of the North Wind.
97. Keep showing the notes that the pigeon drops to Clio, so that you can go into Morty's office several times and listen to all the memos that he dictates to Clio.
98. Examine the mementos in Morty's office, then try to take them.
99. Show the ritual book to Richard twice.
100. Hit the woad.
101. Order each book on Emily's booklist, listen to what Emily has to say about it as she brings it, then look at it.
102. Read the plaque in the Gods' trophy case.

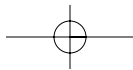
103. Examine all the other objects in the Gods' trophy case.
104. Examine all the objects in the display case in the lab.
105. Moon Clio.
106. Read all the notices on the Bulletin Board of the Gods.
107. Once you get up to the peak, try to go up again.
108. Try to close the lock on the peak after you've opened it.

Day 7: Friday - Swamp Trek

109. Attack Smirk.
110. Kiss Scotty.
111. Attack Scotty.
112. Make love to Scotty.
113. Let the crew wander around in the fog until they dump you back on the shore.
114. Smell the coconut.
115. Kiss the monkey. Make love to it.
116. Try to get on the conveyor belt at Lilliput.
117. Put the newspaper on the conveyor belt.
118. Stay on Milligan's Island long enough to hear all the messages.
119. Drink the rum.
120. Look under the electric chair.
121. Get on the spiked table.
122. Look in the gnoll dishes.
123. Swim in the Swamp.

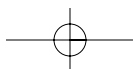
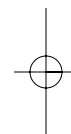
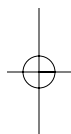
Day 8: Saturday - Witch's Castle

124. Open the candygram.
125. Try to break the mirror in the Turret.
126. Wear the makeup.
126. Lie down on the witch's bed.
128. Examine the teddy bear. Hit it. Examine it again.
129. Close the curtains in the Witch's Bedroom.
130. Don't put the makeup on the chain, and then listen to the entire wedding ceremony.
131. Touch something in the Great Hall, both before and after the wedding ceremony begins.
132. Moon the beast while you're in the wedding cake.
133. Show something to the beast while the wedding ceremony is in progress.
134. Show something to the witch while the wedding ceremony is in progress.
135. Show something to the minister while the wedding ceremony is in progress.
136. Show something to Lorealle after you've rescued her.
137. Kiss Lorealle after you've rescued her.



Anytime

138. Look at the sun.
139. Attack the crowd.
140. Everytime something has fine print, read it.
141. "Blow" a person.
142. Kick yourself.
143. Kiss yourself.
144. Kill yourself.
145. Shoot yourself.
146. Push yourself.
147. Make a face at a time other than when you are in the stocks.
148. Try to yooohoo something other than the banana.
149. Try to yooohoo the banana while you are holding it.
150. Wait until the queen's henchmen catch you at the end of a day.
151. Kiss the ground.
152. Try to swim someplace where there is no water.



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