

**SPELLCASTING 201**

**THE  
SORCERER'S  
APPLIANCE**

**The Official  
Hint Book**

**from  
Legend Entertainment Company**

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# Contents

## Introduction

<i>Spellcasting</i> Author: Meretzky? or Shakespeare? .....	1
Sorcerer Rankings .....	5
Complete List of Spells and Where You Find Them .....	7
Fun Things to Try .....	9
Hints and Answers .....	21
<i>Spellcasting 201</i> Walk-Through.....	45
How All the Points are Scored .....	81



# Introduction

Here at Sorcerer University, we are painfully aware that some of our students are using unauthorized 'study aids' such as *Steepcliff Notes* and *Weknowitall Books*. We strongly condemn this activity, as it is harmful not only to the academic spirit, but also to the sales of this book, the official hintbook of Sorcerer U.

Only in this guide will you find a scholarly inquiry into the origins of the *Spellcasting* series, a list of fun things to try, a complete walkthrough, hints and answers to all the puzzles, and the obligatory much much more.

While the Board of Trustees has banned the sale of competing publications from the campus bookstore and is considering casting a GLOPPO (glue pages together) spell on them, you can rest assured that this volume will be free of magical interference for years to come and that the mere possession of it guarantees that you will never be turned into a toad.



# The Debate Rages

## Spellcasting Author: Meretzky? or Shakespeare?

*For years, a controversy has been brewing in the world of interactive fiction between those scholars who believe that Steve Meretzky wrote the adventure games which appear under his name, and a somewhat smaller school of historians who believe that they were actually penned by the Elizabethan playwright, William Shakespeare.*

*Now, for the first time, a scholar has come forward with compelling evidence supporting the claim of Shakespearian authorship. Let's meet Lester Dislocatedelbow, Professor of Shakespearian History at Dartboard College in Hangover, New Hampshire. Lester is also the holder of that college's prestigious Tiredbottom Chair of Adventure Gaming History.*

*To examine his position, The Spellcasting 201 Hint Book Writers have assembled an expert panel of distinguished game theorists consisting of ourselves and Orville Hammerdrill, Associate Professor of Interactive Entertainment at Havarti University, in Gamebridge, Massachusetts.*

*(The S201HBW decided to limit this debate to adherents of Meretzky and Shakespearian authorship, although scholars can be found who will attribute the Meretzky canon to others, including Sir Francis Bacon, the Earl of Oxford, and former Arizona congressman Mo Udall.)*

**S201HBW** Professor Dislocatedelbow, would you briefly summarize the new discoveries which led to your extraordinary claim?

**DISLOCATEDELBOW** Certainly. I recently completed an extensive study of Meretzky's childhood years which revealed that there is NOTHING in his background to indicate he is capable of creating



something so intricate and subtle as a computer adventure game. As a construction management major in school, he showed none of the, er, for want of a more scholarly term, nerdiness that all adventure game authors demonstrate. Shakespeare, on the other hand, often wore pocket protectors and, in one famous portrait from 1599, is shown with a shirttail hanging out.

**S201HBW** But Professor, how do the Stratfordians reconcile Shakespearean authorship with the fact that these games were released years, centuries even, after the bard's death?

**DISLOCATEDELBOW** Well, clearly they were written by Shakespeare BEFORE his death, but their publication was delayed until the 1980s and 90s and erroneously attributed to Meretzky. The Meretzkyans would say, why wait so long to publish these games? Why? WHY? It is plainly, painfully obvious! Their release was delayed until the appearance of personal computers, without which these games could not be played!

**S201HBW** Meretzkyans claim that the appearance of certain contemporary references...

**DISLOCATEDELBOW** Poppycock. There are no references anywhere in these games which are irreconcilable with the Shakespearean era...

**HAMMERDRILL** What rot! *Spellcasting 201* refers to George Bush and William Rehnquist, *A Mind Forever Voyaging* was a barbed attack on Reagan-era policies, *The Hitchhiker's Guide to the Galaxy* was based on a novel that wasn't published until 1979...

**S201HBW** Please, Professor Hammerdrill, you'll have your turn soon.

**DISLOCATEDELBOW** Do you see how the Meretzkyans grasp at straws!?! George Bush, according to letters found in a London attic, was the name of Shakespeare's candlemaker. Rehnquist was the name of a village near Cornwall, razed during the Second World War to



build an airfield. Many scholars agree that *A Mind Forever Voyaging* is actually a satire of Scottish sheep herding techniques. And *The Hitchhiker's Guide to the Galaxy* is believed to be a typesetter's error, originally entitled the *Hedgehog's Guide to the Gallery*, a popular novel during Shakespeare's time.

**S201HBW** We see. Now, Professor Hammerdrill, will you briefly state the case for Meretzkyan authorship.

**HAMMERDRILL** Sure. Shakespeare died 300 years before the first computer was invented. He knew nothing of computers or computer games. The writing style of the Meretzky games is totally dissimilar to the writing in Shakespeare's plays and sonnets. Meretzky's works contain thousands and thousands of references to twentieth century events and inventions. Furthermore, I was just at Meretzky's house last week, where I witnessed him writing *Spellcasting 301*, and he told me that yes, he had written all the games, and he showed me all his design notes as well as countless preliminary releases. Not only that, but...

**S201HBW** We're sorry, that's all the time we have. Well folks, there you have it. Strong new evidence that could soon rewrite the history books. Meanwhile, let's enjoy these wonderful games... no matter WHO wrote them!



# Sorcerer Rankings

Number of Points	Level
0 - 100	Level 2 Sorcerer
101 - 250	Level 3 Sorcerer
251 - 500	Level 4 Sorcerer
501 - 999	Level 5 Sorcerer
1000	Junior

## Level 2

TRIMP	Location	In your spell book
PRENT	Ancient Yellow Fruit	In your spell book
WOOSH	Rejuvenate Tough Oils	Glass candlestick's crown
KWELP	Rejuvenate	Pile of gold in Treasury

## Level 3

STUCK	Melancholy	Trophy case in ORP
BEINKO	Rejuvenate	Gold, mechanical, & disk*
YUHTB	Model Reflection	Tree stump in simulation

## Level 4

DEFLUMET	Destiny	Signature's tower
FOGWACKA	Delusion's location	Clock mechanism in Clock Tower

## Level 5

HODGOOWAH	Conspiration	Main Processing Plant
-----------	--------------	-----------------------

\*Missing Tuesday Morning



# Complete List of Spells and Where You Find Them

## Level 1

---

BIP	Produce Soft Music	In your spell book
FOY	Create Daiquiri	In package (in simulation)

## Level 2

---

FRIMP	Levitation	In your spell book
PRENT	Animate Yellow Fruit	In your spell book
WOOSH	Remove Tough Oils	Glass case/Janitor's closet
KWELP	Summoning	Pile of gold in Treasury

## Level 3

---

PISEKS	Maturation	Trophy case in HDP
SRINKO	Bioreduction	Moldybreadcrust's desk*
YUHPEE	Moral Reduction	Tree stump (in simulation)

## Level 4

---

DEPLUMIT	Descending	President's house
FOGWACKA	Dehumidification	Clock mechanism in Clock Tower

## Level 5

---

UGUGOOWAH	Constipation	Main Processing Plant
-----------	--------------	-----------------------

\*starting Tuesday Morning





# Fun Things to Try

Every week at Sorcerer U. is filled with exciting extracurricular activities. So don't be a wallflower — expose yourself to the full college experience! Here's a bunch of fun stuff to try once you've finished playing *Spellcasting 201*. But please don't read this section before you're done with the game, because it will give away lots of the puzzles!

## Sunday

---

Examine the skull on the shelf in the Sorcerer's Lab.

TAKE A BATH in the Sorcerer's tub.

Jump into the Sorcerer's Well.

After creating the army of bananas, STOP BANANAS.

Examine the statue in Meltingwolf Lobby, then try to take it.

Open the DEPLUMIT spell box in front of Otto.

Show the sextant to Otto.

Moon Otto.

Drink the milk in the President's Quarters. (Never saw any milk there? That's because it's only there in nice mode.)

Tell Erik to do something, such as ERIK, STAND UP.

Open the PISEKS spell box in front of Chris.

In Your Room, look under the bed. Open the fridge. Clean the room.

Look through the window in your room.

Examine the bedsheet. COVER something with the sheet.

While holding a serving of veal casserole, take another.

Instead of examining the serving of casserole, find the larva by eating the serving of casserole several times.

Eat the larva. Step on it.

Throw the serving of casserole. Smell it.

Moon the cook.

Wait in the Musty Anteroom on Sunday evening when you're supposed to be meeting with Otto.

## **Monday**

---

Examine Phartie, the rubber chicken.

In HDP, examine an upperclassman. Talk to him.

Put the envelope into the envelope feeder.

In the Ancient Lab, look through the flask. Break it.

Try to put the moustache on the statue when you're in Yakbladder Quad.

Examine the curios in Hiddenmolar's Office.

Give the diamond to Hiddenmolar.

Jump when you're on the Spire.

Smell the oil on the statue.

Try to take the moustache after putting it on the statue.

Attend the Blue Demons concert.

## **Tuesday**

---

Greet Professor Moldybreadcrust. Open the SRINKO spell box in front of him.

Attend the horticultural show.

While stealthy, talk to Lyle. Take his beer.

Pour the blue fluid on Babar O'Tester.

Take Babar.

Put something in Babar.

Chain something other than Babar.

Figure out whose name "Babar O'Tester" is an anagram of.

Play the moodhorn pieces in class. (This requires you to learn how to play the moodhorn in music class, and then restore to earlier in the game).

Go to music class while stealthy.

Moon Miles Catwhosingsatdawn or any of the lecture professors.

Burn the simpleberry bush.

SRINKO yourself.

## **Wednesday**

---

Enter the Sorcerer Stadium field during Pokkaball tryouts. Now try it while stealthy.

Moon the bork and Esmerelda.

SRINKO the bork.

SRINKO the toad.

Greet the goldfish. Examine it. Eat it.

Take the crocodile. Kill it. DEPLUMIT it.

Greet the clam, the bee, and the squirrel.

Eat the squirrel vomit.

At the pool party, examine the luau feast. Examine the potent punch. Drink it.

Watch the entire pool party from set-up through giant mai-tai.

At the pool party, play moodhorn pieces other than Summer Heat.

Count the partygoers, the pile of gold, the seats in all the lecture halls, and the chairs in any random room that has chairs (such as the Student Union).



Cast FOGWACKA on the beer.

DEPLUMIT the partygoers.

## **Thursday**

---

In naughty mode, give the diamond to Hillary.

Smell Hillary, in naughty mode.

Try out one of the many moodhorn verbs on Hillary, such as FROMBULATE HILLARY.

Kiss Hillary after Otto's death in naughty mode. Try it again with Eve present.

Play cards with Hillary in naughty mode. Then play in nice mode. Then play in nice mode with Eve present.

Play the different moodhorn pieces for Hillary, Lyle, Eve, Professor Moldy-breadcrust, the barmaids in the shower, and the Malls n' Muggers players. Play them in HDP. Play them in class. Play them in the pub. Play them in the social hall during the BU party.

Play the boldness piece to Eve, and then answer Yes when she proposes.

Bring Eve into HDP in naughty mode, then go up to your room and listen to the duct.

Date Eve, in both nice and naughty modes.

Read the sign in the Plumbing Supply Shop.

In the Plumbing Supply Shop, greet the ferret. Ask for the gibbous wrench before giving the coupon to the proprietor. After reading the how-to book, examine the wheel and the plumbing supplies.

Read the plumbing book a second time.

In the Outskirts, SRINKO the cow. Enter a shack.

Date the barmaids in the Shower, before and after fixing the plumbing.

In naughty mode, examine the steam in the Shower.

Hug and moon the barmaids, both before and after repairing the shower.

Wait in the Shower for Eve to return with the new cloak. (Let the tree return to sapling size.)

In the BU Dorm Room, fix the lamp. Take the pillow. Take the cup. Eat the pizza. WOOSH it. Fix the sink.

In Melta Loin, play the piano. Turn off the lamp. Kiss a Loin.

In Lamda Pigga Kau, examine the carpet.

Climb the statue in Wetwhistle Common.

In Heftysum Hall, turn on the sewing machine.

Show the invitation to the security guard.

DEPLUMIT the punch bowl.

Eat the pellet of dehydrated rum.



Moon Eve. Moon the partygoers in the Social Hall after fixing the shower.

## **Friday**

---

In Gramma Eta Pi, examine the cookies, mug, globe, coat of arms and, of course, the nerds. TAKE the dishes, cookies, and mug.

Talk to one of the GEP nerds.

Climb the stairs in GEP.

Knock on the GEP front door.

Drink the milk in GEP.

Wait around the Main Entrance after the GEP front door gets welded shut and listen to the nerds within.

FRIMP the coins in the Shrine pool before you go down to find the pile of gold.

Play the moodhorn pieces for Lola and Queen Libido

In the Marketplace, talk to the palace guard. Give him the single coin (which you can get by giving the pile of gold to Lola). Wait outside in the market until after the parade and then show the ticket to the guard. Give him the ticket after the parade is over.

Moon Lola and the palace guard.

In Naughty Mode, touch Lola.

Date Lola, in both nice and naughty mode.

Wait in jail until you get hung.

In the Royal Suite, greet Queen Libido. Date her. Hug her. Undress her in both nice and naughty mode. Moon her a second time. Show her the sexagenarian. Ask her to oscilloop you. In naughty mode, try QUEEN, UNDRRESS ME. In nice mode, examine the stamp collection. KWELP it. DEPLUMIT it.

In the Initiation Room, examine the HDP seal. KWELP it.

Examine Otto's body and his coffin.

Greet Otto when he's dead.

DRINK BIER.

Initiate the endgame (attach bubblewand then push both buttons) while stealthy.

Put Otto's body in the Ancient Lab before initiating the endgame. Put his body in the Appliance before starting the endgame.

Examine the magic monitor. KWELP it.

Examine "Professor Hiddenmolar" after he reveals himself to be Joey.

Go to Moldybreadcrust's Office during the endgame. Attempt to untie him.

Examine the trustees. Listen to them at various points during the endgame.

FRIMP the pastry cart.

When the cook is delivering hors d'oeuvres to the trustees, examine them.

KWELP the Meltingwolf statue, the painting of Hillary in the President's House, the "breast" picture in HDP, the painting of the nude in the Tavern, and the calendar in the Plumbing Supply Shop.

Using the Sorcerer's Appliance, turn yourself into a role-player. Go to Frogkisser House and play the game.

Turn yourself into Professor Moldybreadcrust and go visit him. Do the same with Chris Cowpatty, Lyle Onesaltyteardrop, and the cook. (You have to talk to the cook before he notices you.)

While turned into Professor Hiddenmolar, try to enter his office while he's there (around 9:30 Friday morning). After he kicks you out, go in again.

Visit Hillary while turned into Chris Cowpatty. (Try this in both nice and naughty modes.)

Visit Hillary while turned into anyone else, such as Lyle. (Try this in both nice and naughty modes.)

Attend Otto's funeral.

## Anytime

---

Use the menus to ask characters about things.

Play through the game in nice mode! (Or, for you rare folk who played in nice mode the first time, try playing it in naughty mode!)

Play cards, other than in the President's Quarters.

CLEAN something

In a room with a sign, WAIT FOR SIGN.

Moon yourself.

Examine the Malls 'n' Muggers player's hat. Examine their phone.

Ask the role-players about the game.

In the Locker Room, smell a locker. Put something in it.

Smell the gym bag.

Examine the skull at the Boat Dock.

DEPLUMIT the manhole cover.

Take the floating manhole cover.

Examine the sewage. Smell it. Touch it. Eat it. After eating it, reply Yes and No.

Fall asleep in the Spire.

Be stealthy at 9:00 p.m. for the initiation task deadline.

Stand around all day in the appropriate location and watch the other pledges complete their initiation tasks.

Try to take the janitorial supplies, then answer Yes.

Open your mouth.

Raise your hand in class. Raise it while not in class.

Hit yourself. Find yourself. Wake yourself.

Examine your glasses. FRIMP them.

FRIMP your cloak while you're wearing it.



Walk with your eyes closed.

Turn something other than a dial.

Dial a random object, such as DIAL MIXING BOWL.

Attach a random object to another random object, such as ATTACH SPELL BOOK TO MASCOT.

Shake a random object on another random object, such as SHAKE SQUIRREL ON GYM BAG.

If you have played *Spellcasting 101*, FRIMP the trap door in Meltingwolf Hall. DEPLUMIT yourself in Meltingwolf Hall.





# Hints and Answers

Using the following table, you can find vague hints, specific hints, or answers to every puzzle in *Spellcasting 201*. First, scan the puzzles listed in game sequence in the left hand column, and locate the puzzle which has you stumped. Then, look to the right hand columns for the item numbers corresponding to to a vague hint, specific hint and the answer. Choose how much help you need, then look up the item listed in numerical order in the pages that follow. Expand your puzzle-solving ability, and try the vague hints first!

## Puzzle

Vague Hint	Specific Hint	Answer
---------------	------------------	--------

**The Sorcerer's Appliance**

Opening the Sorcerer's Appliance	4	22	83
What to do once you get inside the Appliance	7	51	93
Using power level 1	28	46	109
Using power level 2	38	29	123
Using power level 3	41	90	139
Using power level 4	43	160	155
Using power level 5	50	165	15
Using power level 6	59	154	23

**Monday's Initiation Assignment**

Climbing the slippery statue	67	8	40
Attaching the moustache to the statue	73	152	57

**Tuesday's Initiation Assignment**

Unchaining the mascot	24	106	72
Casting a spell in front of Lyle	30	35	85
Getting Babar to follow	48	16	94
Getting Babar O'Tester out of the mascot room	58	86	111
Getting Babar to stop following me once I've reached the President's Quarters	66	12	125

### **Wednesday's Initiation Assignment**

Getting into the pool party	88	36	140
Getting everyone into the pool	104	84	156

### **Thursday's Initiation Assignment**

Getting off campus	110	3	25
The Plumbing Supply Shop	126	34	157
Getting into the locked dormitory	134	31	164
The shower scene	2	26	60
Getting rid of Eve	5	44	163
Unlocking the dorm room door	42	132	161
Getting past the cordon	47	98	87
Spiking the punch	61	19	162

### **Friday's Initiation Assignment**

Getting off campus	68	56	95
Getting into the palace grounds	78	45	103
Lola Tigerbelly	74	1	97
Mooning the queen	96	18	150
Fixing the wash basin	112	33	99
Getting out of jail	114	53	149

## Puzzle

Vague Hint	Specific Hint	Answer
---------------	------------------	--------

## The Endgame, Following Your Imprisonment in the Ancient Lab

Getting out of the locked lab	118	65	100
Getting into the Trustee Meeting Room	124	81	159
Getting to the Trustee Meeting Room soon enough	128	91	148
Getting the bubblewand back from Hiddenmolar	138	107	101
Getting Otto's body out of the shielded area	10	121	147
Winning the game	27	136	113

## The Simulation Lab

Which simulations are important?	32	151	146
Solving the Sorcerer's Apprentice simulation	49	9	145
Solving the Enchanted Forest simulation	71	20	102
Solving the City in the Clouds simulation	76	37	105

## The Sewer System

Lifting those manhole covers	79	54	89
Getting a light source	14	62	115
Using the goggles	52	69	116
Navigating the sewer system	82	77	144
Dropping things in the sewer system	120	92	129

## Miscellaneous Hints

The duct in my room	122	108	117
Unlocking the door in the Musty Anteroom	158	135	143
Using the moodhorn	6	137	119
Making copper	13	153	127
Making speed potion	63	11	142
Getting the WOOSH spell box out of the glass case	64	21	130
Getting the FOGWACKA spell box out of the clock mechanism	75	39	141
All about Eve	17	55	131
Those darn roadside robbers	80	70	133





# The Hints and Answers

1. Lola is a very material girl.

2. If you have Eve with you, you'll have to get rid of her before you'll get anywhere.

3. Of course, you know you need to be holding the pass that Cowpatty gave you.

4. Visit President Tickingleck at the President's House on Sunday at 9:00 in the evening.

5. Have you ever taken Eve into Heftysum Hall?

6. You must attend music class. And, you must have the moodhorn manual that came in your game package.

7. Turn the power dial to different numbers. This sets the power level of the Appliance, and adjusts the control panel accordingly.

8. You need the WOOSH spell from the glass case in the Janitor's Closet.

9. You'll need the banana's help. Cast PRENT on the banana. And don't forget to keep an eye on the front door.

10. You must first get into the Inner Sanctum. Refer to the hints in the section about getting into the Trustee Meeting Room.

11. You'll need a mixing bowl, some spatula moss, and squirrel vomit. You can make the moss using power level 2 of the Sorcerer's Appliance. You can create a squirrel using power level 3. Then you just need to figure out how to get the little fella to toss his cookies.

12. But if you walk out with the bottle open, the mascot follows you, and you have failed to leave it in the President's Quarters. And if you just stick around until 9:00 pm, you have also failed to LEAVE Babar in the President's Quarters.
13. Attend alchemy class.
14. It's difficult to think of this solution on an empty stomach.
15. To assume someone else's identity, set the dials on the control panel to the location of the person you wish to impersonate. For instance, let's say you want to become Chris Cowpatty. He's in Hu Delta Phart, which is at E-10. Set the left dial to E. Set the right dial to 10. An image of Chris will appear on the screen. Now pull the lever, but unlike previous power levels, DON'T leave the Appliance. In a turn, the Appliance activates, and for the next hour or so, you'll be indistinguishable from Chris Cowpatty!
16. If you've unchained him, you know the secret to controlling him.
17. You should get Eve to follow you around.
18. Once in the palace grounds, you must wait for the parade to start.
19. YOU can't cross the cordon.
20. There's a spell box inside the tree stump in the clearing. There's another spell box buried in the pile of gold in the Treasury below the Shrine.
21. You must make something using power level 1 of the Sorcerer's Appliance that will help you get into the glass case.

22. Follow Otto's instructions. Attach all five Great Attachments to the Appliance, then push the black button and the white button.
23. To restore life to the dead, leave the dead person or animal in the Appliance, pull the lever, and leave. For example, you want to reanimate the pile of dead insects from the trophy case. Take them into the Appliance, drop them, pull the lever, and get out of the Appliance.
24. If he sees you, Lyle won't even let you try.
25. Take the pass that Chris Cowpatty gave you and go north from the Main Entrance. Once you have left, you lose your pass, so you won't be able to return and then leave again.
26. The barmaids in the shower seem very enamored of plumbers. If they thought you were a plumber, it would make a good impression.
27. You must bring Otto back from the dead.
28. This level allows you to create precious gems.
29. Set the green dial to the type of plant you want to create: moss, shrub, or tree. Then push the left and right buttons to set the characteristics of that plant.
30. Lyle will always stop you whenever he sees you casting a spell.
31. If only that sapling were bigger...
32. The Sorcerer's Apprentice simulation simply serves as a light-hearted introduction to Spellcasting 201. The City in the Clouds simulation is of no importance, as Professor Moldybreadcrust hasn't been able to complete it yet.



33. As you demonstrated to those barmaids yesterday, you're an expert plumber!
34. You must bring something you found in the Janitor's Closet in the Student Union.
35. So, don't let him see you! Attending class is crucial to figuring this out.
36. One method is a way of sneaking past the bouncers. The other method involves circumventing them.
37. Professor Moldybreadcrust isn't going to finish this simulation before the game ends.
38. This level allows you to create plants.
39. The clapper bongs the bell every hour on the hour.
40. Create a diamond using power level 1 of the Appliance. Cut the glass case in the Janitor's Closet with the diamond. Get the WOOSH spell and cast it on the statue.
41. This level allows you to create animals.
42. The occupant of the room is certainly a barmaid.
43. This level allows you to create a woman.
44. If Eve was in Heflysum Hall with the materials she needs, it appears that she'd make you a new cloak, which would certainly keep her occupied for a while.
45. Have you done the Enchanted Forest simulation back at Sorcerer U? There's gold in the Treasury under the Shrine.



46. Set the colored dial to the dot corresponding to the color of a gem you want to create.
47. The security guard will allow no man past the cordon.
48. The hard part is unchaining him.
49. You can't fill the bathtub yourself.
50. This level allows you to assume someone else's appearance. The coordinates from the sewer map will be useful.
51. A power level will only be available if the corresponding Greater Attachment has been attached to the outside of the Appliance. You can tell if a power level is available because the corresponding number will be lit up on the power dial. You can get the first Greater Attachment from the trophy case in HDP. Thereafter, you'll get a new Greater Attachment each time you solve one of your initiation tasks.
52. You must be wearing them, and they must be activated.
53. You'll have to clean the coin that Lola or the palace guard gave you. You may have to do some repair work, first.
54. One of your magic spells will help.
55. Eve won't follow you when she's naked, so get the frock from the dresser in the President's Quarters and give it to Eve. Then say EVE, FOLLOW ME.
56. If only you weren't a student, the nymph would allow you to leave.
57. Once you've de-oiled the statue and climbed up, just PUT MOUSTACHE ON STATUE!

58. If you're having difficulty getting him to follow you, see the previous question. Unfortunately, there's no way to get him past the Brus on the first floor. Fortunately, there's another way out!
59. This level allows you to restore life to the dead.
60. To convince the barmaids that you're a plumber, you must fix the shower. You must have read the how-to book from the janitor's closet. You must have the copper that you made with your alchemy supplies. And you must have the gibbous wrench from the Plumbing Supply Shop. After parking Eve outside, FOGWACKA the steam. Then, just FIX THE PLUMBING!
61. You'll find something in the Student Union Pub that you need. However, you can't reach the punch bowl until you've crossed the cordon.
62. Have you tried the Veal Casserole Surprise that the cafeteria is serving? If you eat it three times, or if you examine it, you'll find out just what the surprise is.
63. Attend the General Magic and Alchemy classes.
64. You can't break the glass (to find out why, read the editorial in Monday's newspaper). Getting the spell box involves using the Sorcerer's Appliance.
65. There's another exit besides the door to the Musty Anteroom.
66. If you close the bottle, you'll get stomped.
67. You won't be able to climb the statue until you get rid of that slippery oil.

68. Without a pass, no student is allowed off campus.
69. Examine the goggles. Also, look over the sewer plan that came inside your game package.
70. Other than valuables, like gold and jewels, anything left behind on the road will turn up later at the Fork.
71. You'll need a couple of spells that are hidden somewhere in the simulation.
72. According to alchemy class, the blue fluid you'll find in your cubby is made from elevephant mating essence. Become stealthy and open the bottle of blue fluid. Then you can unchain Babar without getting stomped.
73. You must climb the statue first. If you haven't cleaned the oil off the statue, see the hints in the previous question.
74. It sure is nice seeing Lola again. But she doesn't seem as thrilled to see you. Maybe you could do something that would make her happier to see you.
75. It's blocked by the clapper.
76. You can't play the City in the Clouds simulation until Professor Moldybreadcrust finishes it.
77. On your sewer system map, locate the Access Chamber where you entered the sewer. Then plan a route to another access chamber.
78. There are two ways, but you'll need a lot of gold.



79. They're too heavy to lift without magic.

80. They will steal anything you leave behind on the road, but they will only steal valuables from your person.

81. Have you noticed that the cook from the cafeteria can come and go, unhindered by nymphs?

82. You'll never make it through the sewer without referring to the sewer blueprint that came in your Spellcasting 201 package.

83. First put all the Greater Attachments on the Appliance. Then drop everything you're holding. Then PUSH BOTH BUTTONS.

84. The solution involves playing the moodhorn.

85. Using the Sorcerer's Appliance on power level 2, create a simpleberry shrub as described in General Magic class. Then shake the shrub before going into the mascot room. Being stealthy, Lyle won't see you, and won't stop you from casting spells, unchaining the mascot, etc.

86. You must get Babar out via the sewer system, providing that you can figure out how to get an elephant-sized elephant through a man-sized manhole.

87. Get the invitation from the dorm room and give it to Eve. Then tell her to cross the cordon.

88. There are two methods of getting into the party. Both methods are things you've done earlier in the game.

**89.** Cast FRIMP on the manhole cover.

The questions help you select the kind of animal you create. Pull the green cord to answer YES or pull the red cord to answer NO.

**90.**

**91.** Have you ever been to the Main Processing Plant?

Things dropped in the sewer system vanish, though not permanently. You can find them again if you go to the right place.

**92.**

**93.** Turn the power dial to the number that matches the power level you wish to use. The sextant from the trophy case in HDP must be attached to get power level 1. You will receive the other Attachments as you solve your initiation tasks. The sheet metal bender gives you power level 2. The donkey harness gives you power level 3; the cookie cutter for level 4; the garter belt for level 5; and the bubblewand for level 6.

As long as you're holding the open bottle of blue fluid, he'll try to follow you everywhere.

**94.**

**95.** Use power level 5 of the Sorcerer's Appliance to turn yourself into any non-student. For example, use coordinates J-3 to become Professor Moldybreadcrust. Then, until the effect wears off, you can leave the Sorcerer U campus unimpeded.

First, you must get into the palace grounds.

**96.**

**97.** Give Lola the pile of gold from the Treasury below the Shrine. (You'll have to use the DEPLUMIT spell to get into the Treasury.)



98. Eve, however, is not a man. Hopefully, you've created her using power level 4 of the Sorcerer's Appliance, and had her follow you to Barnaid U.
99. Just FIX THE PLUMBING or FIX THE HOT WATER!
100. FRIMP the manhole to get out via the sewer system.
101. Hiddenmolar returns to the Trustee's Meeting Room shortly after the Moldybreadcrust identity assumption wears off. You must be there to take the bubblewand back from him. You must also be stealthy from shaking the simpleberry shrub, or he won't let you take the wand.
102. Get the YUHPPEE spell from the tree stump. From the Shrine, go down into the Treasury and get the pile of gold and the KWELP spell. Cast KWELP on the fresco to get out of the Treasury. Cast YUHPPEE on the boat. Give the pile of gold to the bork. Finally, board the boat.
103. Use the DEPLUMIT spell in the Shrine to reach the Treasury. Take the gold. Go to the Tavern and give the gold to Lola. She'll give you a ticket to the parade. Or, you can just use the gold to bribe the palace guard directly. But that's not as much fun.
104. Once again, attending your classes is important to solving this puzzle. In particular, attending General Magic class and Music class.
105. Forget about it. You can't enter the simulation and therefore it can't be solved.

106. You must be stealthy. If you don't know how to become stealthy, then check out the next question about casting spells in front of Lyle. Of course, even if Lyle doesn't stop you, unchaining a huge, ill-tempered elephant isn't the wisest idea — unless you have a way to control him. Attending class is crucial to figuring this out.
107. Hiddenmolar has the bubblewand. You can find him in the Trustee's Meeting Room.
108. It has some eavesdropping properties.
109. To create a precious gem, set the colored dial to the color of the desired stone. For example, set the colored dial to red if you want to create a ruby. Then pull the silver lever, and leave the Appliance. You can return in a moment to claim your gem.
110. Go north from the Main Entrance.
111. Once you've "tamed" and unchained him, cast SRINKO on Babar three times. To find out how to get the SRINKO spell, see the hintbook section entitled "Complete list of spells and where to find them."
112. The thing that's broken is the hot water.
113. Get Otto's body out of the magically-shielded area of the Inner Sanctum and Trustee's Meeting Room. Get his portrait from the Inner Sanctum and bring it into the Appliance. Cast KWELP on the portrait. Or, just keep pushing the cart until it's in Ivorytower Auditorium and then cast DEPLUMIT on it. Once Otto's body is inside the Appliance, set the power level to 6, pull the lever, and vamoose! Th... th... that's all, folks!
114. Did Lola or the palace guard give you anything?

- 115.** Examining the Veal Casserole Surprise reveals that there is a larva inside. Cast PISEKS on the larva to make it mature into a full-grown firefly.

Your goggles will be one of the brands listed on the sewer plan. Set the activation dial to the code listed on the plan next to your goggles brand. Then put the goggles on. You will now see coordinates corresponding to your current location in the sewer. Also, note that the goggles will work above ground as well!

**116.**

- 117.** Listening to the duct lets you hear what Cowpatty is saying to Moltenrock in Cowpatty's room. It's most interesting to do this on Sunday, or late in any day, following the evening initiation ritual.

You should be an old hand at this, by now!

**118.**

- 119.** First, attend music class to learn how to interpret the symbols that appear in your moodhorn manual. To play a piece in double time, you must swallow a speed potion. For that, see the hints about making speed potion, which you'll find in the Miscellaneous Hints section. Remember that all moodhorn pieces begin by vamping the spratz plunger. Then, just play the five notes that comprise the piece, as detailed in the moodhorn manual.

Not a good idea.

**120.**

- 121.** Once you get into the Inner Sanctum, you'll find that Otto, frail as he is, is too heavy to carry. You must find another way to transport him -- as well as a way to keep the Trustees from noticing!

Examine it and read it.

**122.**



**123.** To create a plant, set the green dial to the type of vegetation you want, then push the buttons to select various characteristics of that plant. For example, to create a Dwarf Gekko Pine, which is a narrowleaf evergreen, set the green dial to the tree picture. Leave the left button alone, since it is already set to narrowleaf. Press the right button to change the setting from deciduous to evergreen. Finally, pull the lever then get out of the Appliance. You can return a turn later to claim your plant.

**124.** The nymph won't let unauthorized personnel, such as mere students, through the doorway.

**125.** Drop the bottle without closing it, and then leave the room.

**126.** You must bring something with you.

**127.** Here's the exact sequence of steps to create copper: Put the lump of iron in the mixing bowl. Pour the orange fluid into the mixing bowl. Pour the green powder into the mixing bowl. Again. Pour gray flakes in mixing bowl. Wait 10 minutes. Pour brown flakes in mixing bowl. Voila! Instant copper! (To get all these items, you must attend the Alchemy 301 class).

**128.** You must shorten your time in the sewer system.

**129.** All sewage in the system eventually passes through the Main Processing Plant. If you've lost something in the sewers, go to the Processing Plant to retrieve it.

**130.** Create a diamond using power level 1 of the Sorcerer's Appliance. Cut the glass with the diamond. You can now take the spell box.

- 131.** Eve is needed to solve the Barmaid U puzzle. Once you've given her Hillary's frock, ask her to follow you. You'll find out more in the hints about the Barmaid U puzzles.
- Maybe you can get a key from one of them.
- 132.** And all the barmaids around here are in the shower.
- 133.** There is no way to transport valuables along the road without losing them to the robbers.
- through that open window on the second floor.
- 134.** There's no way to unlock the door. You'll have to get in
- 135.** Did you find an envelope in your room on the second floor of Hu Delta Phart?
- ance. Both involve spellcasting.
- 136.** There are two ways to get Otto's body into the Appli-
- 137.** Don't forget that all pieces begin by vompig the spratz plunger. Also, note that several pieces must be played in double time.
- Where was Hiddenmolar headed when he left the lab?
- 138.**
- 139.** To create an animal, answer yes and no to the questions that appear on the control panel by pulling on the green and red cords respectively. For example, to create a clam, pull the green cord to answer YES when asked if it lives in water. Pull the red cord to respond NO when asked if it has legs. Pull the green cord to answer YES when asked if it has a shell. Now, pull the lever, leave the Appliance, and return a moment later to get the clam you've just created.



140. Use the simpleberry bush to become stealthy. You can then just walk right into the Locker Room, and then on to the Pool room. Or, use the sewer system to get into the Locker Room from below.
141. Wait until the next bonging of the bell. For that one turn, the clapper moves aside, and the spell box can be taken. For example, if the current game time is 3:25, wait until 4:00 o'clock.
142. Create spatula moss using power level 2 of the Sorcerer's Appliance. Create a squirrel using power level 3. Make the squirrel vomit by showing it the Veal Casserole Surprise from the Cafeteria. Then, as outlined in your General Magic class, simply put the vomit and the spatula moss into the mixing bowl.
143. Go to the meeting with President Tickingclock at the President's House on Sunday evening at 6:00 o'clock. He'll give you the key to this door.
144. To get out of a Sewer Valve, check the blueprint that came in your package for the direction you want to go, then press the correspondingly-shaped button. Also, you should avoid going through Active Nodes, unless you like being swept away by sewage. Of course, if you've visited the Main Processing Plant then you've discovered a way to deactivate Active Nodes...
145. After animating the banana using the PRENT spell, peel the banana with the fruit slicer. Get the package from the front door, open it, and open the FOY spell box to transfer the FOY spell into the spell book. Return to the Sorcerer's Lab and wait until the army of bananas has filled the tub to the brim. Cast the FOY spell, then wait until the Sorcerer returns.

146. From the Enchanted Forest simulation, you learn that there's a natural cave beneath the Shrine, a cave that is filled with gold pieces. This will be useful to know when you visit the real Shrine on Friday.
147. Get the pastry cart from the dumbwaiter, and bring it into the Inner Sanctum. Put Otto's body on the cart. Put the bedsheet from your room over the body. Push the cart back to the Trustee's Anteroom. Otto's body is now outside the magically-shielded area.
148. Cast the UGUGOOWAH spell, causing campus-wide constipation. Until the spell wears off, you can enter Active Nodes. Entering the Active Node at L-11 will considerably shorten your passage through the sewer system, and allow you to get to the Trustee Meeting Room before the power level 5 effect wears off.
149. Fix the hot water. Drain the cold water. Close the drain. Turn on the hot water. Clean the coin. Finally, cast the KWELP spell on the coin. (You DID take the KWELP spell when you were in the Treasury getting the gold, didn't you?) Queen Libido will now take you back to the palace. Before you leave her, don't forget that bubblewand!
150. Once you're in the palace grounds, and the parade has begun, you must wait for the queen to appear. Then, just MOON THE QUEEN!
151. The Enchanted Forest simulation will give you some important knowledge. Remember, even though it takes place hundreds of years in the past, it is set in the Balmoral City area, which you must visit to fulfill Friday's initiation assignment.

152. Once you're on the statue it's easy!
153. Review your alchemy class notes. Make sure you have the appropriate alchemy supplies from your cubby, as well as your mixing bowl. Make sure that the supplies have been opened.
154. The Appliance's most powerful setting is also its simplest. Just drop what you what to be rejuvenated in the Appliance, pull the lever, and exit.
155. To create the woman of your dreams, use the various controls to select her coloring and measurements. For example, let's assume you want to create a tall blonde with ample mammaries, a slender waist, and wide hips. Sounds like a safe assumption. You'd set the colored dial to yellow for the hair. You'd turn the wheel twice to select her height. Set the first knob to 48, leave the second knob at 24, and set the third knob to 48. Talk about hourglass figures! Pull the lever then leave the Appliance. Voila! Presenting Eve, the woman of your dreams.
156. You must play "Summer Heat" on the moodhorn, ending the piece at any point during the champagne toast. If you don't know how to play the moodhorn, check out the moodhorn hints in the Miscellaneous Hints section. Also, don't forget that "Summer Heat" is in double-time, so you'll need to take the speed potion. If you don't know how to make the speed potion, see the hints in the Miscellaneous Hints section.
157. Have you read the plumbing how-to book from the Janitor's Closet? When you do, a coupon falls out. If you give that coupon to the proprietor, he'll give you a tool that will come in handy later on.



- opening simulation?
- 158.** Did a Messenger Nymph visit you right after you left the
- 159.** Use power level 5 of the Sorcerer's Appliance to turn yourself into the cafeteria worker. (The coordinates are G-7.) If you get to the Meeting Room before the effect wears off, the nymph won't stop you. Professors can enter as well, although Hiddenmolar and Moldybreadcrust are barred on Thursday.
- knobs allow you to set her other measurements.  
The wheel lets you select her height. And the three
- 160.** The colored dial allows you to choose her hair color.
- 161.** See the hints about the shower scene. When you fix the plumbing in the shower, you'll get the key.
- pellet in the punch bowl. Thanks, Eve!
- Pub. Tell her to cross the cordon. Then tell her to put the the locked dorm room and the pellet of rum from the
- 162.** EVE can cross the cordon. Give Eve the invitation from
- 163.** Give Eve the tablecloth from Lamda Pigga Kau and the dental floss from Melta Loin, and then lead her into Heftysum Hall. She'll be out of your hair for a while. Or, simply say EVE, STAY if you want her to stop following you.
- find yourself in like Flynn.  
full-grown tree. Then CLIMB THE TREE and you'll
- 164.** Cast the PISEKS spell on the sapling to turn it into a
- 165.** Have you ever worn the activated goggles above ground? Have you ever noticed the correspondence between the buildings and sewer system locations? To use power level 5, figure out the coordinates of the person whose identity you want to assume. Set the left and right dials to those coordinates; an image of that person will appear on the screen.

# *Spellcasting 201*

## Walk-through

This walk-through is provided for those players who wish to quickly read or play through the game. Game inputs are printed in capital letters and interspersed in the text below. Although we have presented an efficient linear route through *Spellcasting 201*, you as a player can make many choices during actual game play.

### Introduction

Ernie Eaglebeak, aspiring sorcerer, had a most atypical freshman year at Sorcerer University. Actually, it wasn't even a typical year for the University, as one week into the fall term it was sacked by a group of thugs. And this was no third-rate burglary either -- the mysterious and powerful Sorcerer's Appliance was stolen and Professor Otto Tickingclock was kidnapped. Ernie was knocked unconscious, and when he awoke he found the campus deserted. From the dying words of Professor Peelerofsmallfigs he learned of the magnitude of the crime, and so he set off on a magic surfboard to search Peloria for the villain.

His exploits took him from the Island of Lost Soles to the Island of the Gods, with a stop for a snack at the fabled Restaurant at the End of the Ocean, not to mention an all-too-brief interlude on the Island of Horny Women. Along the way he found spells and clues, but then lost his innocence. The trail eventually led him to Fort Blackwand, where he rescued the luscious Lola Tigerbelly and stopped his evil stepfather Joey Rottenwood from using the Appliance to destroy the University (as well as a good bit of Peloria).

Now, as the hero's sophomore year begins, he has been pledged to the Hu Delta Phart fraternity. This is the beginning of Initiation Week, and Ernie must complete an arduous task on each of the next five days in order to be inducted into the brotherhood. Chris Cowpatty, HDP pledgemaster, despises the youngster and will stop at nothing to ensure that he fails to make the grade.



While this is already quite enough for Ernie to handle, he is also assigned the dubious honor of investigating the powers of the Sorcerer's Appliance. The device is now kept in Ivorytower laboratory, and Professor Tickingclock tells Ernie that the magical Appliance may have even more abilities when the Even Greater Attachments are found. He also predicts that the device will play a key role in each of the next 5 days, and that on Friday it will profoundly affect Otto's own life. . . .

At certain points in this walk-through, we will refer to the special materials that are included with the game documentation. In order to preserve the anti-piracy features of these documents we will not specify directions in the sewers, but instead will refer only to the coordinates of destinations the player must travel to. We also will not reveal the locations or times of Ernie's classes, as these are in the schedule that came in the game package.

## Time Constraints

There are a few sequences in the game that must be correctly played with no wasted moves, especially near the endgame. There are also several events each day that may require you to miss part or all of a class (the tasks of Ernie's pledgemates come to mind). We recommend that you make a save at the beginning of each day. You can then go off and see all the interesting and humorous (but non-essential) events and then return to your save at the beginning of the day to play on for real. As the Truancy nymph will be sure to mention, you should attend all of your classes, because the knowledge gained in most of them is essential to finishing the game.

## Sunday

# The Calm Before The Storm

The game begins with you, Ernie, in one of three simulations designed by Professor Moldybreadcrust. This one is called "The Sorcerer's Apprentice," and while you don't need to complete it successfully, it's fun to do. You are left in the Sorcerer's lab while your master goes on an errand at 1:35 p.m., and you must fill the bathtub with water before the old curmudgeon returns two hours later. First, GET SPELL BOOK, BANANA, SLICER.

Hmm, there's a Prent spell in the spellbook (animate yellow fruit). OK, PRENT BANANA. Zip! Off goes the banana with the bucket to fill the bath. Industrious as the eager little guy is, he'll never fill it before the master returns. Well, WAIT one turn until he dashes down the stairs with his first load, then either CUT BANANA WITH SLICER or EAT BANANA. OK, now how are you going to get the job done?

Oh, boy! Suddenly, from the remains of the solitary banana an army of fruit arises, each armed with his own bucket! This should get the bathtub filled in no time, but how to stop them? Go UP, and you should exit the hovel just in time to see a delivery man drop a package on the doorstep. OPEN PACKAGE, and discover a Foy spell box, courtesy of the Spell-of-the-Month club. Inside is a note explaining the unexpected permanence of last month's Prent spell. OPEN BOX to put the spell into the spell book, then DOWN.

The industrious horde of fruit has been busy filling the tub, and it should be about  $\frac{3}{5}$  full. WAIT until it says the tub is just about full, then FOY. Instantly, a giant banana daiquiri appears next to the bathtub, and not only have you completed the sorcerer's task, but you've made a king-size treat for your master as well! Just WAIT UNTIL 3:40 and the simulation ends successfully.

You return to the real world, sitting in the familiar hard seat in the Simulation lab of Meltingwolf Hall. Now the real game begins, so exit the room by going WEST. A messenger nymph will appear, informing you that she left an important letter for you in your room. OK, where is that?

Go NORTH to Yakbladder Quad, and GET BLUEPRINT. This is the map of the University's sewer system, a bewildering underground maze of valves and pipes. A replica of the map can be found in your game documentation.

It's Sunday, so you have no classes to go to. But there are some little things that you can attend to now. Go EAST to the Student Union then DOWN to the campus watering hole, named the "Horse 'n' Grub." Ah, there on the bar is a concentrated liquor pellet -- TAKE PELLET.

Go UP and NORTH into the Janitor's Closet. There's a case here with a Woosh spell box in it, but you can't break the glass to get it. Go ahead, try it — at least you'll give the guys over in the sound effects department a fleeting moment of satisfaction. READ THE CASE to discover why the Woosh spell is in the janitor's closet. Then GET HOW-TO BOOK. EXAMINE IT. READ IT. DROP IT.

There. That was boring, but it will turn out to be one of your most important textbooks. And, what's this? GET COUPON. A coupon for a free tool from the plumbing supply store down the road. Students can't leave campus without a pass, so it doesn't seem to be of much use at the moment. OK, now SOUTH. UP. GET MANUAL. READ IT.

"Beginning Moodhorn" contains several musical pieces for that emotion-altering instrument, and one tune will be essential later in the week. You should now go to your fraternity, Hu Delta Phart, and check out your living quarters. Go DOWN. WEST. NW. SW.

Here is the spacious but sloppy living area of HDP, where you will always find President Erik Moltenrock and his right-hand man, Chris Cowpatty. Chris will be your worst enemy for the next week, as he is the pledgemaster, responsible for dreaming up all sorts of tasks for your initiation. OPEN CASE. GET PISEKS BOX, SEXTANT. UP. OPEN BOX.

OK, we're getting ahead of the story here a bit, but this will save moves. For some reason, no one minds you opening the trophy case and taking the sacred Piseks (spell of maturation) box, as well as the sextant. Now, this is your room. Cozy, isn't it?

GET SHEET, ENVELOPE. OPEN ENVELOPE. READ LETTER. Again, we're getting ahead of ourselves, as the disgusting bedsheet isn't needed until the endgame. But taking it now will save a lot of backtracking later. Where were we? Oh yes, Professor Tickingclock wants to see you at 9:00 p.m. in the President's House. You still have a lot



of time to kill, so you could explore the campus. But how about a bite to eat first? OPEN REFRIGERATOR. Ack! There's nothing edible in there. How about the cafeteria food? Anything has to be better than refrigerator mold, right? Go DOWN. NE. SOUTH. SOUTH. Then GET FOOD.

Looks like food. The cook assures you it's food. But we wouldn't want to bet one way or the other. You should take your life in your hands and EAT CASSEROLE. AGAIN. AGAIN. And after you find the surprise in the Veal Casserole Surprise, (the larva is probably the only protein it's got!) you could try to EAT FOOD once again. But don't throw that "food" out yet, there are starving animals out there! (Probably hiding from people who want to feed them cafeteria food).

After that nourishing meal, you might want to listen in on this year's "Malls 'n Muggers" game, currently (always) being played in Frogkisser House. From the cafeteria, you go SOUTH. SOUTH. Listen to the game for a while, but do remember that you have a 9:00 appointment in the President's House with Professor Tickingclock to discuss an important matter.

SW. OPEN DOOR. NW. OPEN DEPLUMIT BOX. WAIT UNTIL 9:25.

Don't fret about absconding with the spell box. If you ask Professor Tickingclock about it, he'll say it's all right to take it. When Otto shows up at 9:00, he'll begin to talk about the Sorcerer's Appliance and he'll assign you the task of studying the device to find out what additional powers it may possess (besides the previously discovered ability to self-destruct, which Tickingclock has disabled). For those of you who didn't follow Ernie's exploits in *Spellcasting 101*, Tickingclock explains that the Appliance needs the five Great Attachments in place to be operated, and that it is activated when the white and black buttons are simultaneously pressed.

He continues, rambling at times, to mention a legend that speaks of the Even Greater Attachments. Once kept only in the President's House, these items would give the Appliance and its operator almost god-like powers. However, they have been missing for years, and are assumed to be lost forever. We know better than that, right? Wouldn't make much sense to subtitle the game "The Sorcerer's Appliance" if the device wasn't going to play a big part in the story! These Even Greater Attachments are the Sextant of Spittul, the Sheet Metal Bender

of Balmoral, the Donkey Harness of Danderville, the Cookie Cutter of Curdle, the Garter Belt of Gekko and the Bubblewand of Blackwand. Hmm . . . Sextant, haven't we seen one of those already?

Otto has had the Appliance and its Great Attachments locked in Ivorytower Laboratory, and he puts the key on his desk as he begins to nod off. In a rare moment of lucidity, he suddenly remembers to tell you of a premonition he had the previous night. On each of the next five days, the Appliance will play a crucial role in your life — and on Friday it will have a profound effect on the Professor's own life, and possibly be key to the survival of the University itself. Oooh, this sounds serious!

After the old man wanders off, TAKE KEY then go UP to the bedroom, where you may renew your acquaintance with the Professor's young mate, Hillary Tickingclock. The year hasn't been kind to Hillary, but she still retains her pleasant disposition and outgoing personality. In Nice mode, you may spend some time playing gin rummy with the wife of your mentor, but you're really up here for something more important. (Yes, we said more important than, well, that other thing!). OPEN DRESSER. GET FROCK.

Not really your size or style — however, this is one of those items that will be needed much later in the game. OK, now you should have enough time to make it back to your room in the fraternity before sleep overtakes you at about 11:40, if you haven't spent too much time "reminiscing" with Hillary.

DOWN. DROP MANUAL, TROPHY, BLUEPRINT, LETTER, ENVELOPE. SE. EAST. NE. NORTH. NW. OK, so we used the President's House to discard some junk — so sue us. The old guy probably won't even notice. We also made the Main Entrance the spot to leave all your possessions each night, as it is a convenient spot to pick them up the next morning. If for some reason you don't make it back here before you fall asleep, you will have to return to the spot where you dropped everything the next morning. Later in the game, that may not be possible. DROP ALL. SW. UP.

Every time you pass through the HDP living room and go up to your room, Chris will rush off with Erik to his room to discuss your next initiation assignment. If you look at the air duct you will notice that there is a picture of an ear scratched onto it. LISTEN TO DUCT. Ah! Chris is busy plotting the sabotage of your first initiation assignment!



It seems that Pledgemaster Cowpatty will require you to deface the clock tower statue with an enormous moustache! To make sure you fail, Chris and Erik will give the statue a coating of coconut oil. Nothing you can do about it tonight, but forewarned is forearmed. If it's not ten o'clock yet, WAIT UNTIL 10:00. SLEEP.

Don't be too quick to disregard the book either, that Mervyn's always to put on the shelves in the back wing of each cup. They can go on with a little hint as what's going to happen the day. In case of a conspiracy reference is to your first task, dealing with the clock tower statue.

What a way to start a Monday morning! Dragged out of bed at an ungodly hour by a knock of whistling, a postman and headed down to the door of the 11th Floor. Most probably, no one, but used to it, and doesn't go avoiding it. They'll find out no matter where you are, and being sure as the Insurance House while your fellow students. So Dan and the others and Gary Dingley will still the spring of First semester Class Company.

While waiting for the lecture to commence, you will read the books of the Delta House on the floor and read "H.A. AND THE 11th Floor" by Robert, Moss Brewster, Moss Bud Jaker" is not only desperate the intensity brother's live by, but also makes a very good story. Mervyn's personal philosophy as well.

Just WAIT while Cowpatty and the other lecture to explain the reasons and how the pledge works. The first of the other students. After some time about, the pledge master explains the how the pledge works. First task, which will be completed by 10:00 this evening. They must complete a banner's next during the April/May 2nd lecture. So this is where a writing should have the master of the 11th Floor, and, surprisingly you are given a dramatic which you must place on the clock tower statue.

After another half-hour of chatting and some sleep, you are left alone in the office to ponder your next move. How to check that statue, which you know has been coated with oil? If you have followed Ash walk through your hall, you will find the Wrecked spell book in the glove box, which says "Break in case of city news." OK, and could be the next first place up the tower that you left at the Main Entrance, and catch up on the same as never.



## Monday

# Statue of Limitations

Don't be too quick to disregard the little ditties that Meretzky chooses to put on the screen at the beginning of each day. They can give you a little hint at what's going to happen that day. In this case, of course, the reference is to your first task, dealing with the clock tower statue.

What a way to start a Monday morning! Dragged out of bed at an ungodly hour by a horde of whooping upperclassmen and hustled down to the cellar of the Hu Delta Phart fraternity house. Get used to it, and there's no avoiding it. They'll find you no matter where you are, and bring you to the Initiation Room where your fellow pledges, Sid Danceswithsheep and Gary Dirtyjunkpile await the coming of Pledgemaster Chris Cowpatty.

While waiting for the hazing to commence, you will note the motto of Hu Delta Phart on the fraternity seal. EXAMINE SEAL. "More Babes, More Brewskis, More Bad Jokes" is not only the phrase the fraternity brothers live by, but office rumor says it's Steve Meretzky's personal philosophy as well.

Just WAIT while Cowpatty and the other fratmen complete the rituals and beat the pledges with Phartie, the sacred rubber chicken. After some verbal abuse, the pledgemaster assigns the lowly pledges their first tasks, which must be completed by 9:00 this evening. Gary must conjure a hornet's nest during the *Spellcasting 201* lecture, Sid has to throw a smoke bomb into the midst of the Blue Demons concert, and (surprise!) you are given a moustache which you must place on the clock tower statue.

After another barrage of clucking and squawking, you are left alone in the cellar to ponder your next move. How to climb that statue, which you know has been coated with oil? If you have followed this walk-through you have seen the Woosh spell box in the glass case, which says "Break in case of oily mess." OK, that could do the trick! First, pick up the items that you left at the Main Entrance, and catch up on the campus news.

UP. NE. GET ALL. READ NEWS. READ ARTS. READ SPORTS. READ EDITORIAL. The GET ALL command will pick up everything you dropped here last night, as well as the daily paper. The newspaper is worth reading not only for the humorous articles, but it also usually provides an important clue. In this case, the editorial section mentions the widespread casting of a powerful antishattering spell to protect the windows in the University from fraternity pranks. Unfortunately, the spell affected almost all glass, including the case where the Woosh spell box is stored (which you found out earlier if you tried to BREAK GLASS).

You have all day to find a way to get through the glass on that case, attend your classes and fiddle with the Appliance, but why waste time? We'll bet you've just been dying to see the magical device that almost did you in last year, so why don't you go EAST. DOWN. UNLOCK DOOR. OPEN DOOR. EAST.

There it sits, the Sorcerer's Appliance, along with the Great Attachments required to make it operate. Hey, remember that sextant that you took from HDP's trophy case? EXAMINE SEXTANT. This is not your run-of-the-mill, common everyday sextant, it seems to be one of the Even Greater Attachments, the Sextant of Spittul! Gee, that was easy. But don't get used to it! OK, now to fire this thing up and see just what it does. TAKE ALL ATTACHMENTS. PUT ALL ATTACHMENTS ON APPLIANCE.

What's this "Mineral" mean? If you experienced the pleasures of *Spellcasting 101*, you know that both your hands must be empty in order to press both the buttons on the Appliance at once. (OK, Steve, that's all the plugs we're doing for *S101* — if they haven't placed an order yet, you're outta luck).

DROP ALL. PUSH BOTH BUTTONS. Whew! At least Professor Tickingclock was right about one thing — the Appliance didn't explode (yet). OK, now what? IN. OK, now what? You see nothing inside the Appliance but a power dial and a blank control panel. With your keen powers of observation, you notice that the power dial has settings from 0 to 6, and that the 0 and 1 settings are illuminated. TURN POWER DIAL TO 1.

Presto, chango! The panel has magically transformed, and it now has a colored dial and a silver lever. In its current "Mineral" mode, the Appliance can create gems, such as emeralds, rubies, sapphires, and



— diamonds! This could make you wealthy, but more important to an aspiring Phart, it will let you cut right through that shatterproof glass.

TURN COLORED DIAL TO WHITE SPOT. PULL LEVER.

Uh Oh! Maybe the Appliance can still blow up! OUT. No, it's OK, at least for now. But what did happen? IN. Ah, the machine has produced a beautiful diamond, maybe this could even impress the luscious Lola Tigerbelly? Well, maybe later. Now, to put the gem to a more practical use.

TAKE DIAMOND. OUT. GET ALL. WEST. UP. SOUTH. EAST. NORTH. Inside the Student Union's Janitor's Closet, CUT GLASS WITH DIAMOND. Hey, if you fail as a sorcerer, perhaps you can embark on an alternate career as a thief. OPEN WOOSH BOX. Now you can handle that statue, but isn't it about time for class?

After you have attended your early morning class and watched Gary Dirtyjunkpile finally succeed in his initiation assignment, you should have just enough time before your next class to do your own dirty deed. From the classroom, return to Ivorytower Lobby then go UP. UP.

You are now on the inside of the Clock Tower, and there's a Fogwacka spell box behind the bonger, out of reach. There is a one turn interval at the start of each hour when the bonger is in motion, and this is the only time you can reach the box. If you have followed these directions exactly, the clock should be just about ready to strike the hour. You won't need this spell until much later in the game at any rate, so if you don't get it now there will still be lots of time still to try again. Immediately after the clock chimes, OPEN FOGWACKA BOX.

From the clock tower, go UP again. You are now at the base of the 15 foot tall statue of Marvin Meltingwolf, founder of the University, and you are also quite a distance above the ground. If you look at the statue you'll see the coat of oil covering it. Simply WOOSH STATUE, and now you can go UP again then PUT MOUSTACHE ON STATUE.

There! Your first initiation task is accomplished, and once you get down you can take it easy for the rest of the day. OK, go DOWN. Whoa! This isn't going to be that easy. You have dislodged a piece of the statue, and you're now hanging precariously far above the ground. Go DOWN. DOWN.

Back safely inside the Clock Tower, take a moment to assess the damage. Lying nearby, you see the sheet metal bender that you knocked loose from the statue. Your major isn't history, but good students

know that before Marvin Meltingwolf founded the University he worked in Balmoral City in the sheet metal industry. This is no ordinary sheet metal bender, therefore. It is the Sheet Metal Bender of Balmoral, another of the Even Greater Attachments!

You should have just enough time to GET BENDER and get to your early afternoon class, where you will learn some important facts about the five basic magic plant forms, known as the Figleaf Five. Two of these plants will be essential later in the game, so it's a good thing you have your notebook.

After the early afternoon class, you only have a half hour to get to your late afternoon class. This class must be attended, otherwise the game can't be successfully completed. You should be able to arrive a few minutes early, and you can begin getting items ready for the experiment at the end of the lecture.

GET ALL BUT BOWL, RED POWDER. OPEN GREEN POWDER. OPEN ORANGE BOTTLE. OPEN BLUE BOTTLE. OPEN GRAY FLAKES. OPEN BROWN FLAKES.

By now, class has started, and you're learning that this Junior level course is being taught by a very no-nonsense instructor named Bruce Hiddenmolar. Geez, this guy is tough! Strange thing, though. Why does he have to keep looking at his notes, and why is he reading word-for-word from his textbook? You'd think a professor at Sorcerer University would know his own material by heart, right?

Oh, well, just pay attention, this class is important! Listen carefully to the composition of the various compounds used in basic transmutations. You can always READ NOTES later -- in fact, they're pretty funny in their own right. After Professor Hiddenmolar explains how Transelerator works he will accidentally drop a key. GET KEY. This isn't essential to the game, but it will let you discover an important clue later.

When Bruce gets around to passing out the iron lumps for the Turtleshell Transmutation, PUT IRON IN BOWL. You can wait until the professor reads the formula to start the experiment, but since you should already have the open compounds in hand you may go ahead and begin.

PUT EWC-1 ON IRON. PUT MTC+ ON IRON. AGAIN. PUT GRAY FLAKES IN BOWL. WAIT. PUT BROWN FLAKES IN BOWL. GET BOWL. Congratulations! You have completed a simple iron-to-copper transmutation, and you have a bowl with a copper lump in

it. You can drop off some of the stuff you won't need anymore here, then you should be done for the day.

**DROP ORANGE BOTTLE, GREEN POWDER, GRAY FLAKES. DROP BROWN FLAKES, DIAMOND.** Return to the main entrance and **DROP ALL**. Now you can **WAIT UNTIL 9:05** and be carried back to the HDP Initiation Room, or you can go to Sorcerer Stadium and watch the antics as Sid Danceswithsheep keeps trying to plant his smoke bomb in the midst of the Blue Demons concert.

Whatever you do, at 9:05 your fraternity brothers will find you and take you back to the cellar of the frat house to face the pledgemaster. Of course, Chris is expecting you to have failed, and he is furious when he discovers that his sabotage didn't work!

After you are left alone again, you should go back up to your room and **LISTEN TO DUCT** again. Yup, Cowpatty's got another impossible mission lined up. You will have to kidnap the Tappa Kegga Bru mascot. Gee, sounds like a piece of cake! **WAIT UNTIL 10:00. SLEEP.**







## Tuesday

# Mascot Free

Your second morning of Initiation Week begins like the first. Once again, you're dragged out of bed early in the morning and hauled down to the HDP initiation room. WAIT through the ritual beating with Phartie, who seems none the worse for the wear (although it's tough to tell with a rubber chicken). Chris gives everyone their assignments, which once again must be completed by 9:00 that evening. Gary must start a food fight in the cafeteria at lunchtime, Sid must play the bagpipes during Ethics 201, and you must kidnap the beloved Tappa Kegga Bru mascot and leave him in President Tickingclock's bedroom.

No problem! It's a cinch! Oh, forgot to tell you — the TKB fraternity mascot is a very large elevephant. OK, so maybe it's not such a small problem, but you can handle it. From the Initiation Room, go UP then NE. You will overhear part of a conversation between a student and Professor Xavier Moldybreadcrust. This is important to your initiation task, but first you may want to catch up on the daily news and pick up the stuff that you left here last night.

GET ALL. READ NEWS. READ ARTS. READ SPORTS. READ EDITORIAL. Not much of note today, but from the contents of the Arts section it seems that people didn't really notice Sid Danceswithsheep's stunt at the concert last night. Now you should return to the Sorcerer's Appliance to discover what new powers the Sheet Metal Bender of Balmoral will add.

EAST. DOWN. EAST. ATTACH BENDER TO APPLIANCE. DROP ALL. PUSH BOTH BUTTONS. OK, the word for the day is "Vegetable." Enter the Appliance (IN), and notice that the second number on the power dial is illuminated. TURN POWER DIAL TO 2. The control panel undergoes another transformation, now it has a green dial that can be turned to Moss, Shrub, and Tree. If you went to your General Magic class yesterday, you should have some valuable notes about the magic properties of certain Pelorian plants.

First, to obtain some Spatula Moss. We expected to find this on the pot in the Cafeteria, but your notes state that it is a moist, rockbound variety of moss. There are two buttons on either side of the green knob, which is already turned to the moss symbol. The left button should read "dry," and the right one should already read "rockbound." PUSH LEFT BUTTON, and that label changes to "moist." PULL LEVER. OUT. When the device finishes its work, go IN then GET SPATULA MOSS. This won't be used today, but you'll need it for tomorrow's assignment.

Reading over the notes, you also notice that the simpleberry bush can be used for stealth by inhaling the pollen. It is a flowering evergreen shrub, so first TURN GREEN DIAL TO SHRUB. The left button now reads "flowering" and the right one "deciduous." PUSH RIGHT BUTTON, and the button will change to "evergreen." PULL LEVER. OUT. IN. This time, the Appliance has produced a simpleberry bush, just what you need. Now, go and see what the student and Professor Moldybreadcrust were talking about.

Now, GET BUSH. OUT. GET ALL. WEST. UP. SOUTH. SOUTH. SE. This should be Professor Moldybreadcrust's office. OPEN DESK. OPEN SRINKO BOX. You have found the Srinko spell, which causes bioreduction. That simply means it shrinks living things. Ah, now you should be beginning to see the light. You now have a way of producing a short term stealth spell, and you have a spell that should reduce the elevephant.

Of the three classes that you have scheduled for Tuesday, only the early afternoon class is important to the game. The morning class, Ethics 201, is amusing for you to sit through just to watch Sid Danceswithsheep stumble through his initiation assignment. As in your freshman year, you also have Physical Skills 201 in the late afternoon, but if you choose to show up you'll be excused (once again) for a sprained pinkie. The important class is the early afternoon one, where you are taught how to use the moodhorn, and that will be essential for the next day's initiation assignment.

So, after attending Ethics 201, go to Batguano Court and DROP ALL BUT NOTEBOOK, then attend music class. Afterwards, GET MOODHORN, return to Batguano Court and then DROP MOODHORN. GET ALL BUT MOODHORN.

To undertake the kidnapping of the TKB mascot you must have these items: your spell book (now including the Piseks spell from the



HDP trophy case and the Srinko spell from Professor Moldybreadcrust's office), the larva that was found in the Veal Casserole Surprise, the simpleberry bush and the bottle of blue liquid (EWC-2) from your cubby in the Alchemy Lab. Make sure that the bottle of EWC-2 has been opened, then go SOUTHWEST to enter the Tappa Kegga Bru fraternity house and DOWN into the Mascot Room.

Lyle Onesaltyteardrop is guarding Babar O'Tester, the TKB mascot. And yes, Babar is an elevephant. A very large elevephant. Although the hapless junior has been drowning his sorrows in beer (guard duty isn't a treasured task), he's not drunk enough to allow you to just walk out with the mascot. He's also alert enough to stop you from casting any spells. But if he couldn't see you, that would be a whole different matter, wouldn't it?

SHAKE BUSH. SRINKO MASCOT. AGAIN. AGAIN. OK, what has been accomplished here? You have used the simpleberry bush pollen to give you added stealth and you've used the Srinko spell three times to get Babar down to a manageable size. In the process, you have also caused poor Lyle to rethink his tolerance for alcohol — not surprising, considering he's just seen an elevephant shrink to the size of a singlephant right before his eyes!

The puzzle isn't solved yet, however. You can't get the shrunken Babar out of the fraternity house through the front door, the TKB brothers certainly would notice that. You may have seen that some of the campus buildings have manholes set into the floor of their lower levels: The Initiation Room of Hu Delta Phart, the Pub beneath the Student Union, and this room, among others. These holes all lead into the newly constructed sewer system underneath the University.

*NOTE: The sewer system is detailed in the blueprint which is included with the game documentation. Upon entering the sewer system for the first time, you will find a pair of locator goggles in whichever Access Chamber you enter. These goggles, when worn and activated with the proper code from the documentation, will allow you to see the coordinates which correspond to your location.*

To continue with the problem at hand -- you have shrunk Babar O'Tester down to size, so he will now be able to pass through the manhole into the sewers. Having used the simpleberry bush, you will remain invisible to the TKB guard for a few more moves. You will need a light source when you enter the sewer system, and it just so happens that

the larva you found in the cafeteria food is a baby firefly. PISEKS LARVA, and for one day the larva will become an adult, providing light to see by.

If you refer to your Alchemy 301 notes, you'll discover why we said that you must have the open bottle of blue fluid with you for this task. This transmutation compound is composed of fig juice, tears of a newborn baby, and elevephant mating essence. As long as you make sure Babar can smell the fluid, the elevephant will follow you anywhere. Without it, the TKB mascot, even reduced in size, would smash you as soon as he was unchained. Now, everything should be set.

UNCHAIN MASCOT. FRIMP COVER. DOWN. GET GOGGLES. EXAMINE GOGGLES. TURN DIAL TO XXX (The activation code for the goggles). WEAR GOGGLES.

You've smuggled Babar past Lyle (who by now is probably dialing the number of Alcoholics Anonymous), and you should be in an Access Chamber. Using the coordinates on the blueprint, follow the shortest path that leads to the Main Processing Plant. (Along the way you will occasionally have to PUSH XXX, which is the shape on the map which marks the path you intend to take. Also remember that you can't travel through an active node, so plan a route that uses inactive nodes and sub-building valves.) Once you have negotiated the sewer system with Babar, you now must find your way to the President's House.

First, OPEN UGUGOOWAH BOX that is lying here to add it to your spell book. This spell of constipation is one of the last spells you will cast when you reach the endgame. Exit the Processing Plant by going SOUTH. You are swept through another pipe and you surface by the Boat Dock, right next to the President's House! Babar shows up immediately, and now he can be led inside and upstairs to Tickingclock's bedroom. OPEN DOOR. NW. UP. DROP BLUE BOTTLE.

In Nice mode, Hillary is surprised but delighted to have a new pet; in Naughty mode, well, you can imagine what she thinks of the elevephant's trunk! Your job here is done, and you can make a graceful exit DOWN, or play some more games with Hillary first.

As you return downstairs, having made sure that Babar stays upstairs by leaving the EWC-2 there, the elevephant missteps (or perhaps Hillary is having some "Jumbo" fun!) Among other things that come crashing through the ceiling is a donkey harness — perhaps one of



Mrs. Tickingclock's "accessories?" But wait, this is no ordinary harness, it's the Donkey Harness of Danderville!

GET HARNESS. Well, that was a lot of work to get this Even Greater Attachment, now you can just wait for your day's work to be evaluated by the pledgemaster. From the President's House go SE. NORTH. EAST. DROP BUSH. NORTH. NORTH. NORTH. DROP ALL. SW. WAIT UNTIL 9:05.

You are dragged down to the Initiation Room, and the ritual beating is administered once again. Pledgemaster Cowpatty surveys the pledges and goes over the day's assignments, fully expecting you to have failed. However, he is foiled again, and you have survived another test. Go up to your room and LISTEN TO DUCT again. Chris is more furious and more puzzled than ever at your success, but he's got yet another idea. The only thing you discover tonight is that it involves the Tappa Kegga Bru annual poolside party. Sounds like fun! WAIT UNTIL 10:00. SLEEP.



## Wednesday

# Drench Toast

You should be getting used to the routine by now, as the HDP brothers once again rouse you and bring you down to the cellar. The pledgemaster then assigns the tasks to the pledges: Gary's job is to carve the letters "HDP" into the Batguano Court lawn, Sid must put a laxative into the cafeteria food, and your assignment is to somehow get everyone attending the TKB poolside party to jump into the pool in the middle of the sacred champagne toast. It sure seems like Chris has a good chance of seeing you fail this time.

But before you get discouraged, let's see if yesterday's prank made this morning's headlines. UP. NE. GET ALL. READ NEWS. READ ARTS. READ SPORTS. READ EDITORIAL.

Oh, my! Hang your head in shame! A seemingly harmless joke has had tragic consequences for President Tickinglock! It seems the sight of an elevephant in the bedroom with his wife was too much for the 98-year-old professor to take. About this time, Sid Danceswithsheep should show up and, knowing how close he was to dear old Otto, you expect him to be crushed. Sid must be out of his mind with grief, because the only thing he manages to utter is the fact that all classes are canceled for the rest of the week!

The paper mentions that the University's board of trustees will begin deliberating immediately to select Otto's successor. Note that the hopeful candidates are four of your professors: Terrence Hoppingturtle, Gregory Brokenlinks, Xavier Moldybreadcrust and Bruce Hiddenmolar. It would seem that the board has a hard decision to make, but that list will grow shorter in the next two days.

Besides, there are important matters to tend to. Although you no longer have the burden of classes to attend, you must continue to work on your initiation tasks. First, you'll want to discover what new potential is unleashed when the Donkey Harness of Danderville is attached to the Appliance. EAST. DOWN. EAST. ATTACH HARNESS TO APPLIANCE. DROP ALL. PUSH BOTH BUTTONS.



Now the device has the word "Animal" displayed on it. At this point, some review of your notes is called for. According to yesterday's music lesson, the moodhorn can be used to alter the emotions of the audience. While it is unethical as well as illegal to use this device on an unknowing group of people, a fraternity initiation certainly calls for extreme measures. The music piece that will do the deed at the TKB poolside party is Ratinfestation's "Summer Heat," found in the *Beginning Moodhorn* manual.

This composition is in double time, and you are not quite fast enough to play it yet. However, referring to your General Magic 201 notes, you will see that a speed potion can be made from squirrel vomit and spatula moss. You should already have the spatula moss, so to use the Appliance's new power. IN. TURN POWER DIAL TO 3. PULL RED CORD. AGAIN. PULL GREEN CORD. PULL SILVER LEVER. OUT. IN. Ah, you have produced a squirrel! Now, what might you use to induce it to vomit?

GET SQUIRREL. OUT. GET ALL. GIVE CASSEROLE TO SQUIRREL. It seems that the Veal Casserole Surprise was too much for the poor animal's weak constitution — or perhaps it's just smarter than the average University student and took the easy way out.

GET VOMIT. PUT VOMIT, SPATULA MOSS IN BOWL. You now have one dose of speed potion, courtesy of the cook, the squirrel, and the practical application of some book-learning. You know which music piece to play on the moodhorn, now you could go directly to the location of the party and just wait until the proper time. First, as was stressed in your *Spellcasting 201* class on Monday, you should try the current simulation loaded in the Simulator Lab. Just because classes are canceled doesn't mean your education should stop, and you do want to get your full money's worth for the game!

WEST. UP. SOUTH. SW. DROP ALL BUT SPELL BOOK. EAST. EAST. SIT. This simulation (READ SIGN) is the story of Neville and Esmerelda, and the important thing is that it takes place about 950 years ago in the area that will become Balmoral City. It isn't necessary to complete this simulation or even to play it, but you will gain an important clue for Friday's task.

WEST. NORTH. OPEN STUMP. OPEN YUHPEE BOX. NORTH. DOWN. This is a shrine to Saint Balmoral, and this structure still stands in present-day Balmoral City. The treasure and spell box exist



under the shrine in the present, and that's the important clue gained from this simulation. To escape the shrine and meet up with Esmerelda, GET GOLD. GET GOLD. OPEN KWELP BOX. KWELP FRESCO. SOUTH. SOUTH. YUHPEE BORK. GIVE GOLD TO BORK. ENTER BOAT.

There, the story of Neville and Esmerelda has a happy ending, and the simulation ends. We were hoping you and Esmerelda would have more time to "get acquainted," but don't fret — there are more babes still to come. Now it's time for the poolside party. From the simulator, return to Batguano Court.

WEST. WEST. GET MOODHORN, BOWL, BUSH. WEST. WAIT UNTIL 4:00. Ah, the TKB goon squad is now in place to bar gatecrashers from entering the locker room, but the simpleberry bush will allow you to slip past unnoticed (or you could bypass the goons altogether by coming up through the sewer system).

SHAKE BUSH. DOWN. SOUTH. READ POSTER. OK, there's the schedule of events for the evening. After the preliminary events and the luau, the Grand Brumeister will begin the Sacred Champagne Toast at 7:30. This is when you must get everyone to jump into the pool, and the 'Summer Heat' moodhorn composition will do the trick. This, however, is a double-time piece, and must be played very quickly. WAIT UNTIL 7:35. DRINK POTION.

Now, using the notes that you took in Tuesday's music class concerning the parts of the moodhorn, use the symbols in the musical score in the *Beginning Moodhorn* manual to perform the Ratinfestation piece, "Summer Heat." Remember to always VOMP PLUNGER before beginning any mood-altering composition, as Miles Catwhosingsatdawn told you in class. The exact moves are not detailed here as they would violate the game's copy protection.

Immediately after your fast-paced solo, all the partygoers, including the Grand Brumeister, dive into the pool to cool off. DROP MOODHORN. As the drenched merrymakers climb out of the pool, an object falls to the floor right next to you. This is the fourth Even Greater Attachment, the Cookie Cutter of Curdle! GET COOKIE CUTTER. If you stay for the rest of the party, you'll be dragged back to the HDP cellar by your fratmates at 9:00. We recommend saving the game before 7:30, as you may wish to try all the moodhorn pieces in the manual ("Lust in Putzburg," "Shyness Sonata," "Weariness Waltz," and others) just for fun. You'll find that the moodhorn music will also have

humorous effects on Hillary Tickingclock, especially if played in Naughty mode!

(Earlier in the day, instead of waiting in Sorcerer Stadium until the party begins, you might want to watch Gary Dirtyjunkpile or Sid Danceswithsheep try to complete their assignments.)

To continue with the walkthrough, you shouldn't wait for the party to end. Return to Batguano Court and recover your stuff, then return and wait at the Main Entrance for Chris to pass judgement. NORTH. UP. EAST. GET ALL. NORTH. NORTH. NORTH. DROP ALL. WAIT UNTIL 9:05.

You are reunited with your fellow pledges in the Initiation Room where the pledgemaster evaluates your progress. Once again, he is disappointed as well as infuriated to learn that you have passed another test, and the gears begin grinding in his head. After you are left to yourself, you should once again return to your room and LISTEN TO DUCT.

Yep, the underhanded upperclassman has indeed been formulating another foolproof plan, something to do with Barmaid University's welcome back party. WAIT UNTIL 10:00. SLEEP. Thursday's going to be a big day — you finally get to explore the world outside Sorcerer University!

## Thursday

# Barmaid in Heaven

Another morning, another rude awakening. After the familiar ceremonial flogging with the sacred chicken, Cowpatty deals out the daily assignments. Gary must raise the HDP flag above Sorcerer Stadium, Sid's mission is to break up that endless game of Malls 'n Muggers in Frogkisser House, and all you have to do is go several miles down the road to Barmaid University and spike the punch that will be served at their Welcome Back party. Chris even gives you a pass to get off campus, but he doesn't tell you that the infamous Deadduck Security Agency will be performing guard duty. (The Deadduck Motto: "Shoot on Sight, We're Always Right.")

First, you should return to the Main Entrance to recover your stuff and read the daily news. UP. NE. GET ALL BUT SQUIRREL, CASSEROLE. READ NEWS. READ ARTS. READ SPORTS. READ EDITORIAL.

My, how tragic! It appears that one of the candidates for the office of President is out of the running. Terrence Hoppingturtle, the most promising prospect to succeed Otto Tickingclock, was injured by a falling brick and may not regain consciousness. Let's see, that leaves three candidates for the Board of Trustees to choose from: Gregory Brokenlinks, Xavier Moldybreadcrust, and the newcomer Bruce Hiddenmolar.

Another newsworthy note for the traveller is found in the Arts section. The campus culinary critic has done a review of the Market Tavern, a food and drink establishment located in Balmoral City. Aside from the low-quality wine, ale and food, it seems that the reviewer was especially peeved by a certain waitress. Her description could fit any number of girls, but still there's something about his portrayal of her that rings a bell.

You have a much more important thing to concern yourself with than campus politics and dining out. Once again, it's back to the lab to investigate the Sorcerer's Appliance. EAST. DOWN. EAST. ATTACH



CUTTER TO APPLIANCE. DROP ALL. PUSH BOTH BUTTONS.

“Genesis?” Sounds almost like — naw, even the Appliance couldn’t do something that big. And yet, old Tickingclock did say that the Even Greater Attachments could give the device “almost god-like powers!”

IN. TURN POWER DIAL TO 4. Hey, what have you found here? Looks like a custom do-it-yourself Design-a-Babe machine, a young man’s dream come true! At last, you can create your dream girl, with selectable hair color and measurements. After you dial up your preferences, PULL LEVER. OUT. No need to re-enter the Appliance to see the results this time, she comes out all on her own!

At this point, we need not detail the possibilities that await in Naughty mode. At some point, you will find out that the “innocent woman” is named Eve (of course), and that nothing makes her happier than to do her creator’s bidding (oh, is Steve gonna catch h-e-double-hockey-sticks when the preachers hear this one!) Besides the obvious, Eve will play a vital function in the day’s events, so whenever you are ready you should get back to business. Eve will do whatever you say, and follow you wherever you go, but only you may see her au natural. You should still have the frock that you took from Hillary Tickingclock’s bedroom dresser. GET ALL. GIVE FROCK TO EVE. EVE, FOLLOW ME. WEST. UP. WEST. DROP BUSH.

You will need the simpleberry bush later in the game, but trying to pass the Gate nymph with it will result in it being permanently confiscated. You must have read the how-to book in the Janitor’s Closet and taken the coupon that fell out of it. You also must have the lump of copper that you created in the Alchemy 301 transmutation experiment, the concentrated liquor pellet that you picked up in the pub, and your spell book (with the Fogwacka spell from the Clock Tower). After a quick inventory check, you are ready for a field trip. NORTH. EAST. EAST. EAST. EAST. SOUTH. GIVE COUPON TO PROPRIETOR.

In twenty minutes, you have traveled all the way to Barfton and discovered that the 27 year old coupon is still being honored in the plumbing supply shop. The left-handed reamer (whatever that is) has been discontinued, but you do come away with a fine gibbous wrench. Now, to cross the street to Barmaid University and see how the other half lives.



NORTH. NORTH. EVE, STAY. PISEKS SAPLING. UP.

What's this? You have entered a shower-room full of aspiring barmaids, and they are in sore need of a handyman. In fact, they think very highly of a man who is good with his hands (able to fix their hot water problem, that is). This is a situation that Eve would never have approved of — it's a good thing you told her to stay outside.

EXAMINE PLUMBING. FOGWACKA. FIX PLUMBING.

With your new knowledge of plumbing, your gibbous wrench, lump of copper and Fogwacka spell, the problem is quickly solved. The girls quickly see you not as a nerdy sorcerer, but a manly plumber, and are anxious to show their appreciation. There's so much potential here you just don't know where to start — who'd have thought that a roomful of nearly naked women would be fighting over you? Well, the job here is done, and you are given a key to one of the dorm rooms.

WEST. UNLOCK DOOR WITH DORM ROOM KEY. OPEN DOOR. WEST. GET INVITATION. You could use your plumbing know-how to fix the sink here if you want, but Eve is waiting. You have obtained an invitation to the welcome back party, which begins at 3:00. Now, to exit Stubbornmildew House and continue with the initiation mission.

EAST. EAST. EAST. EVE, FOLLOW ME. Now it's time to get some supplies from some of Barmaid U's sororities. NW. TELL EVE TO TAKE CLOTH. SE. NE. TELL EVE TO TAKE FLOSS. SW. EAST.

Having Eve make a new cloak from a tablecloth and dental floss is just another way to keep her out of the shower room — but she's so willing to help, and you've got some time to kill, so why not use the opportunity to meet the sisters of Lamda Pigga Kau (Ich!) and Melta Loin (Wow!). WAIT a couple times until Eve finishes the new garment, then REMOVE OLD CLOAK. GET NEW CLOAK. WEAR NEW CLOAK. Now you're all dressed up with no place to go, as usual.

WEST. NORTH. READ SIGN. GIVE PELLET, INVITATION TO EVE. WAIT UNTIL 3:00. As the party is being prepared, the punch is brought in and the security guards are posted to ensure that it remains untouched. You can't attend the event, but Eve can enter with the invitation.

EVE, GIVE INVITATION TO GUARD. EVE, PUT PELLET IN PUNCH BOWL. The deed is done, and you can WAIT and watch the effects of your sabotage. Then you should exit the Social Hall SOUTH, and the queen of the senior class should come by immediately after. She drops her garter belt in her haste, and you should GET BELT. Yes! This is the none other than the fifth Even Greater Attachment, the Garter Belt of Gekko. Having accomplished your initiation assignment, you should now return to Sorcerer U. Don't worry, you'll get to go on another excursion tomorrow. SOUTH. WEST. WEST. WEST. WEST. SOUTH. DROP ALL. SW. WAIT UNTIL 9:05.

Once again, we saved the game at the beginning of the day just to watch Sid and Gary strive to finish their assignments. It's especially humorous to watch Sid's attempts to disrupt the Malls 'n Muggers game. At 9:00, you are reunited with your fratmates and the day's events are evaluated. The frustrated pledgemaster barely contains himself upon learning of your success, and you may be assured that tomorrow's task will be the most difficult one of all. In fact, after the ceremony, if you return to your room to LISTEN TO DUCT, you'll still have no clue as to Friday's assignment.

Enjoy the remainder of the evening with Eve, then SLEEP. Friday is the final day of the game, and you will need your rest!

## Friday

# Royal Blush

The first thing you'll notice as you are awakened and led downstairs for the morning hazing is that Eve is gone! However, she left an explanation in your cloak, which falls out in the Initiation Room. READ MISSIVE. It seems Eve believes she isn't good enough for her creator, and has enrolled in Housewife University. Will you see her next year? Send your plea to Steve Meretzky, care of Legend Entertainment. (Better yet, call Steve at home late in the evening to let him know what you think.)

Pledgemaster Cowpatty administers the routine flogging with his usual zeal, then he gives the pledges their final tasks. Danceswithsheep is to weld shut the door to Gramma Eta Pi and seal the nerds inside, Dirtyjunkpile must skydive into the middle of Otto Tickingclock's funeral, and you have to moon Queen Libido during the parade in Balmoral City at 1:00. Gosh, sounds like Chris is being his usual fair and impartial self! Oh, yes, as an extra challenge, you must get off campus without a pass — you're sure to fail this time!

By now, the morning routine should be second nature. UP. NE. GET ALL BUT SQUIRREL, WRENCH, BUSH, BOWL. READ NEWS. READ ARTS. READ SPORTS. READ EDITORIAL.

Another tragedy has caused the withdrawal of Gregory Brokenlinks as a candidate for University President. A vicious pack of hellhounds attacked the wife of the General Magic professor, leaving only two people for the Trustees to choose from: Xavier Moldybreadcrust and the relative newcomer, Bruce Hiddenmolar. If you have also read the editorials, you will notice that they seem to be suggesting that the next President should be younger and more vital than the older faculty members, who surely are indispensable in their current positions. Following that reasoning, the best prospect for consideration just might be Bruce Hiddenmolar, a relatively young and unknown teacher.



If you attended Hiddenmolar's Alchemy 301 class, you may have noticed the professor's tendency to read to the class from his syllabus, seeming not to know the material as well as he might. You also should have picked up the key that the teacher dropped midway through the lecture. If you still have it, now might be a good time to see what the key opens.

Hiddenmolar's office is in Meltingwolf hall. SE. SOUTH. NE. UNLOCK DRAWER WITH SMALL KEY. OPEN DRAWER. TAKE WHISTLE. READ WHISTLE.

Aha! The smoking gun, found in Hiddenmolar's office desk — a hellhound whistle. Don't BLOW WHISTLE, or you will soon be ripped apart by a pack of bloodthirsty hellhounds. This little side trip isn't necessary to the game, but it confirms your suspicion that Hiddenmolar is probably behind the "accidents" that have happened to Hoppingturtle and Brokenlinks. It seems he wants to be President of Sorcerer University in the worst way! Don't fret, all will become clear quite soon. Right now, you should return to Ivorytower Laboratory and try the Garter Belt of Gekko on the Appliance.

SW. NORTH. NORTH. DOWN. EAST. ATTACH BELT TO APPLIANCE. DROP ALL. "Identity Assumption" — could this be the ticket to get off campus? PUSH BOTH BUTTONS. IN. TURN POWER DIAL TO 5.

Two dials, a screen and the usual silver lever now appear on the control panel. The dials can be set to any coordinate on your map. You can set the dials to focus on several locations around the campus, but the three you should choose from are the Music Room above the Student Union, or either professor's office in Meltingwolf Hall. The first setting should cause the screen to display an image of Miles Catwhosingsatdawn, and the other two should focus on either Bruce Hiddenmolar or Xavier Moldybreadcrust. Any one of these three will do, as teachers can leave the campus without a pass! Set the proper coordinates, then PULL LEVER and WAIT. Yes, this time you remain inside the Appliance, and after the device ceases its strange noises you will find that you have indeed been transformed into the person displayed on the screen! The effect is only temporary, so you have no time to waste.

OUT. GET ALL. WEST. UP. WEST. NORTH. Once again, don't attempt to take the simpleberry bush out of the University. Even teachers don't seem to be exempt from this rule. Now you can walk to



Balmoral City and prepare to perform your prank.

WEST. WEST. WEST. WEST. WEST. WEST. WEST. WEST. NORTH. NORTH. You are now at the shrine to Saint Balmoral, the very same one that you found if you played the “Neville and Esmerelda” simulation on Wednesday. There is no bork, nor is Esmerelda here — but the treasury and spell box are still underneath the shrine floor. However, the stair leading down is missing, so you must find another way in.

If you have closely followed the walkthrough, you took the Deplumit (spell of descending) box from Otto’s desk on Sunday. DEPLUMIT. GET GOLD. OPEN KWELP BOX. GET GOLD. UP. All right! You’re rich! Why bother with school? Well, when you passed the Gate nymph, you were warned about the bandits along the road. If you try to leave Balmoral City, you’ll be robbed blind! OK, now that you’re loaded, how about some food and drink at the Market Tavern? From the shrine, go SOUTH. WEST.

Hey, this is the very same dump that you read about in Thursday’s paper! And that must be the impertinent, money-grubbing waitress. No, wait, that’s no ordinary, impertinent, money-grubbing barmaid! It’s Lola Tigerbelly, your neighbor from Port Gekko. Bet she’ll be glad to see the guy that saved her life last year, right? GREET LOLA. Oh. Well, not exactly the welcome you expected.

What’s Lola doing waiting tables in a dump like this, anyway? Well, she just loves to shop, and Balmoral City has tons of malls and, well, that pretty much explains it. It so happens that Lola has a ticket to this afternoon’s parade at 1:00, and you don’t. Now think carefully: Which is more important, a fortune in gold or completing your initiation and becoming a Phart? To a young college student, the answer is obvious: GIVE GOLD TO LOLA.

Oh, yeah, now she remebers you! She gives you her ticket as well as a dirty coin that just didn’t meet her standards, then she’s off to shop. She does mention something about meeting you later, if you beleive in that sort of thing. Well, at least you can get into the palace grounds to do your dirty deed. EAST. GIVE TICKET TO GUARD. WAIT UNTIL 1:00.

The parade begins, now just WAIT a few turns until the Queen’s float appears. MOON QUEEN. There, mission accomplished, that was simple! However, the guards don’t seem to appreciate fraternity pranks,

and you are hauled off to the city jail, to be hanged as soon as the gallows are finished at 3:00. We'll bet Chris Cowpatty knew something like this would happen — now you've got to work fast! You need to clean that muddy coin, but the hot water in the sink is broken. No problem. You know more about plumbing from one little book than you do about magic from an entire year of college. OPEN DRAIN. CLOSE DRAIN. FIX SINK. TURN HOT WATER ON. WASH COIN.

Looking at the coin, you notice that it bears a likeness of Queen Libido herself! KWELP COIN, and the spell summons the ruler from wherever she was. Recognizing your face (although that isn't what made the initial impression on her) she summons the guard with her bubblewand (the bubblewand, perhaps?) and takes you back to the palace's Royal Suite.

As luck would have it, you run into Lola on the way to the palace, and she doesn't hesitate to tell you what she thinks of your good fortune. Well, you've got a date with the ruler of Peloria, so who cares if Lola dumps you (again)? Whether you are playing in Naughty or Nice mode, the most important thing to do next is GET BUBBLEWAND. After that, you can browse through the Queen's stamp collection, make small talk, or have a royal fling.

You only get one round of hoopla with Her Highness, however, before you are kicked out to the Palace Grounds — which is why it's important to get the Bubblewand before going all the way in Naughty mode.

After you are finished perusing the Royal stamp collection, chatting with the Queen, or getting your share of Noble Nookie, it's time to return to the University and wrap up the game. From the Palace Grounds go WEST. SOUTH. EAST. EAST. EAST. EAST. EAST. EAST. EAST. SOUTH. GET BUSH. EAST. DOWN. EAST.

ATTACH BUBBLEWAND TO APPLIANCE. DROP ALL. When you set the Bubblewand of Blackwand in place on the Appliance, the word "Necromancy" appears. You won't get to explore this ultimate power yet, for at the moment you open the device with PUSH BOTH BUTTONS, the endgame is set into motion. As before, we replayed this day from a saved spot just to watch Gary skydive into Tickingclock's funeral and Sid seal the GEPs inside their frat house.

As you prepare to enter the Appliance, Bruce Hiddenmolar and his young accomplice Chris Cowpatty (surprise!) enter the laboratory. After Bruce locks the lab door, you are forced to listen to the mandatory fifteen minute monologue that is always delivered by the villain in the climax of every grade B horror movie, low-budget mystery thriller, or Legend Entertainment adventure game.

Yep, Bruce Hiddenmolar and Chris Cowpatty have been working together to achieve their evil purpose: the complete destruction of Sorcerer University! Hiddenmolar explains that his plan is to become President of the school, and that his timetable had to be moved up with Tickingclock's premature death. He eliminated two of his rivals for the vacated position, Hoppingturtle and Brokenlinks. Thanks to his spy, Chris Cowpatty, he now knows of the special disguising feature of the appliance. He plans to masquerade as Xavier Moldybreadcrust and inform the Board of Trustees of "his" resignation, causing the Board to declare Hiddenmolar the new President by default.

Once Hiddenmolar is appointed to the office and given the Presidential Orb of Power, he will use its powers to accomplish what he failed to do before: destroy the institution from which he was expelled so many years ago. Yes, Bruce Hiddenmolar really is (surprise again!) your evil stepfather Joey Rottenwood, back by popular demand from *Spellcasting 101!*

Once he has assumed his new disguise as Moldybreadcrust, Bruce Hiddenmolar aka Joey Rottenwood sets up a magic monitor so you can sit helplessly and watch his victory. He and his accomplice Chris then exit the laboratory and lock the door again, leaving you with only the things you carried into the room, the Sorcerer's Appliance, and your knowledge of the University sewer system to save the day. Piece of cake.







## Endgame

# The Storm Before the Calm

The timing of the endgame is very tight; you must use the Appliance to disguise yourself, escape the lab, and get into the Inner Sanctum where Otto's body lies before your disguise dissolves. After this, you must find a way to return Tickingclock to the locked laboratory, retrieve the Bubblewand from your stepfather, and use the new power level of the Appliance to save the day.

If you have followed this walkthrough, you should have the necessary items to finish the game with you in the laboratory. You need only your spell book, the simpleberry bush, the larva, and the bedsheet from your dorm bedroom. You should have the Deplumit and Ugugoowah spells in your book by now also. The Appliance should already be set correctly and focused on the image of Professor Moldybreadcrust, just as Joey left it.

GET SPELL BOOK, BUSH, LARVA, SHEET. IN. PULL LEVER. WAIT. OUT. UGUGOOWAH. PISEKS LARVA. FRIMP COVER. DOWN. The Ugugoowah spell of constipation has made the Active Sewer nodes safe to pass through, so you can go directly to the access chamber beneath the Pub. FRIMP the manhole cover and then head for the Trustee Anteroom.

UP. UP. WEST. SW. NORTH. UP. You have only a few moves before your magical disguise vanishes, and you must get Tickingclock's body out of the anti-magic area that surrounds the Trustee Meeting Room and the Inner Sanctum. The disguise isn't to fool the Trustees, but to allow you to get past the nymph watching the door. First, you need the pastry cart from the kitchen downstairs. PUSH GREEN BUTTON. PUSH CART NORTH. AGAIN.

You should have crossed the Meeting Room into the Inner Sanctum just as your form reverts to normal. Now you can use the pastry cart as a gurney to get Otto's body out, taking the Presidential portrait along for good measure. PUT BODY ON CART. COVER BODY WITH SHEET. GET PORTRAIT. SHAKE BUSH.

Once you have become stealthy and covered the President's body with the bedsheet, the trustees won't notice the corpse on the cart as it is wheeled back through the Meeting Room. Not so fast, though. You must wait inside the room for Joey to appear as Bruce Hiddenmolar. PUSH CART SOUTH. (WAIT until Joey arrives). GET WAND. PUSH CART SOUTH.

OK, the cart with Tickingclock's body is clear of the anti-magic shell surrounding the Meeting Room and you have retrieved the Even Greater Attachment from Joey/Bruce/Xavier. Now you must get back inside the laboratory and get Otto inside the Appliance. DOWN. SOUTH. NE. NORTH. EAST. DEPLUMIT. ATTACH WAND TO APPLIANCE. DROP ALL.

The Sorcerer's Appliance is now complete with its five Great Attachments and six Even Greater Attachments, but what does it do? You aren't sure, but the former President said that the Appliance would play a vital role in his own life on Friday. Otto died two days ago. What can it do for him now?

PUSH BOTH BUTTONS. GET PORTRAIT, SPELL BOOK. IN. TURN POWER DIAL TO 6. KWELP PORTRAIT. PULL LEVER. OUT. Otto Tickingclock steps out from the Appliance, alive again! You explain the crisis, and the old man casts a quick teleportation spell to transport you both to the Meeting Room. In the text that follows, the Orb is handed to Joey, the Ugugoowah spell passes, University students and staff find relief simultaneously, sewage spews over the villain to send the Orb of Power flying through the air, and Otto (a former Pokkaball star) makes the save!

The crisis is over and everyone is relieved, physically as well as emotionally. Although Joey Rottenwood has once again been buried under tons of waste products, somehow he escapes again. You become a full Phart, and survive into your Junior year, where we will rejoin Ernie when *Spellcasting 301* rolls around.

*Muto Hunni, Muto Beerum, Muto Yucky Yuks!*

# How All The Points Are Scored

Number of Points	Why/When
10	Getting the Sextant
10	Entering the Ancient Lab
10	Entering the Appliance
10	Casting WOOSH on statue
20	Putting the moustache on the statue
20	Getting the sheet metal bender
20	Casting PISEKS on the larva
15	Unchaining Babar successfully
10	Casting SRINKO on Babar
10	Entering the Access Chamber
40	Getting Babar to the President's Quarters
30	Getting the donkey harness
20	Making the speed potion
60	Getting the Brus to jump in the pool
40	Getting the cookie cutter
25	Turning iron to copper
7	Entering Balmoral Road at SU
15	Casting PISEKS on the sapling



Number of Points	Why/When
25	Entering the Dorm Room
80	Getting Eve to put the pellet in the punch bowl
50	Getting the garter belt
25	Entering the Treasury (not during the simulation)
100	Mooning the Queen
25	Entering the Royal Suite
60	Getting the bubblewand
30	Entering the Trustee's Meeting Room in the endgame
50	Getting Otto's body into the Trustee's Anteroom
100	Reincarnating Otto
4	Opening the WOO&H spell box
4	Opening the KWELP spell box (not during simulation)
9	Opening the PISEKS spell box
9	Opening the SRINKO spell box
16	Opening the DEPLUMIT spell box
16	Opening the FOGWACKA spell box
25	Opening the UGUGOOWAH spell box
<b>TOTAL</b>	<b>1000 POINTS</b>







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