

From Al Lowe, Creator of Leisure Suit Larry



FREDDY PHARKAS

Frontier
Pharmacist™

HINTBOOK



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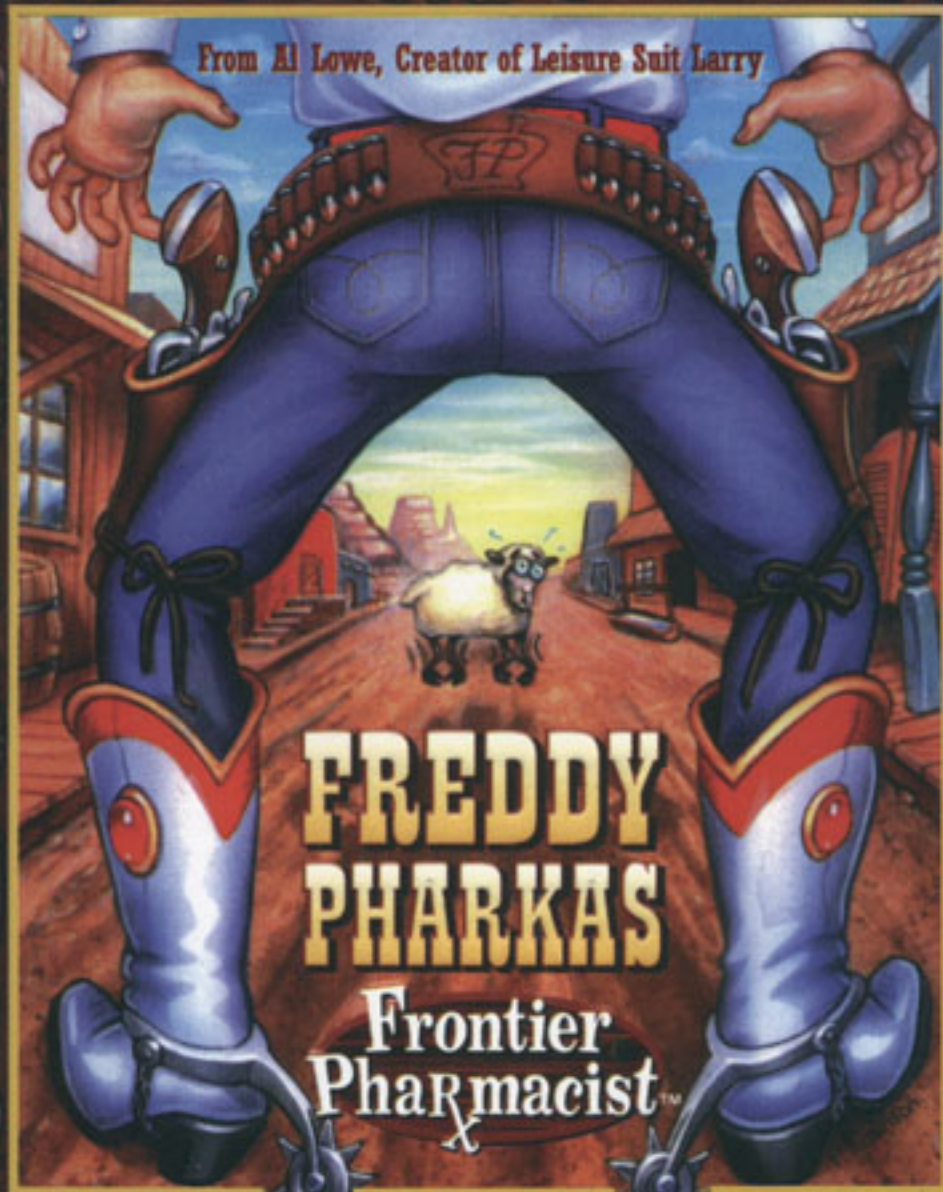
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Sierra On-Line, Inc. Coarsegold, California 93614

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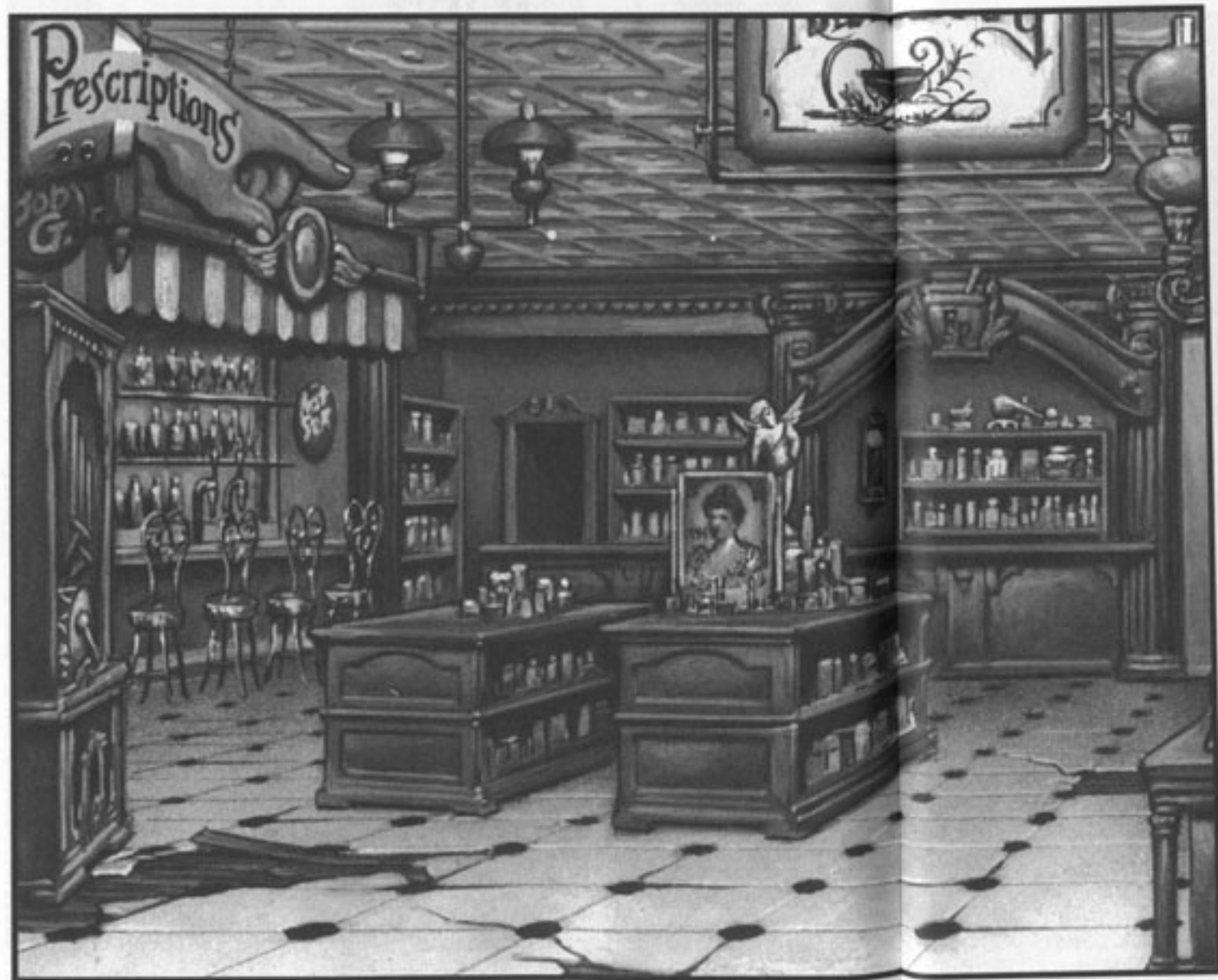


FRONTIER
PHARMACIST:
THE HINTBOOK



INDEX

ABOUT THIS HINT BOOK	5
HOW TO USE THIS BOOK.....	6
AFTER THE GAME.....	8
NOTE TO BEGINNING ADVENTURERS.....	9
THE BIRTH OF FREDDY PHARKAS	10
WHERE DID IT REALLY COME FROM?.....	12
THE HINTS: ACT I.....	16
THE HINTS: ACT II	31
THE HINTS: ACT III.....	48
THE HINTS: ACT IV	63
AT THE END OF THE GAME: HAVE YOU TRIED?	76
AT THE END OF THE GAME: WHERE DO I FIND?	78
AT THE END OF THE GAME: MAP.....	80
AT THE END OF THE GAME: POINTS LIST.....	82
CREDITS.....	86



ABOUT THIS HINT BOOK

This book is designed to help you get out of the numerous hazardous situations you'll come across as Freddy Pharkas, the unlikely pharmacist/hero of **FREDDY PHARKAS, FRONTIER PHARMACIST**. We've done our damndest to cover every possible question you might have, except those mundane things that are covered in the Sierra technical manual (questions like, "What is an icon bar?" or "How do I open my Inventory Window?" or "What year was this game copyrighted?").



HOW TO USE THIS BOOK

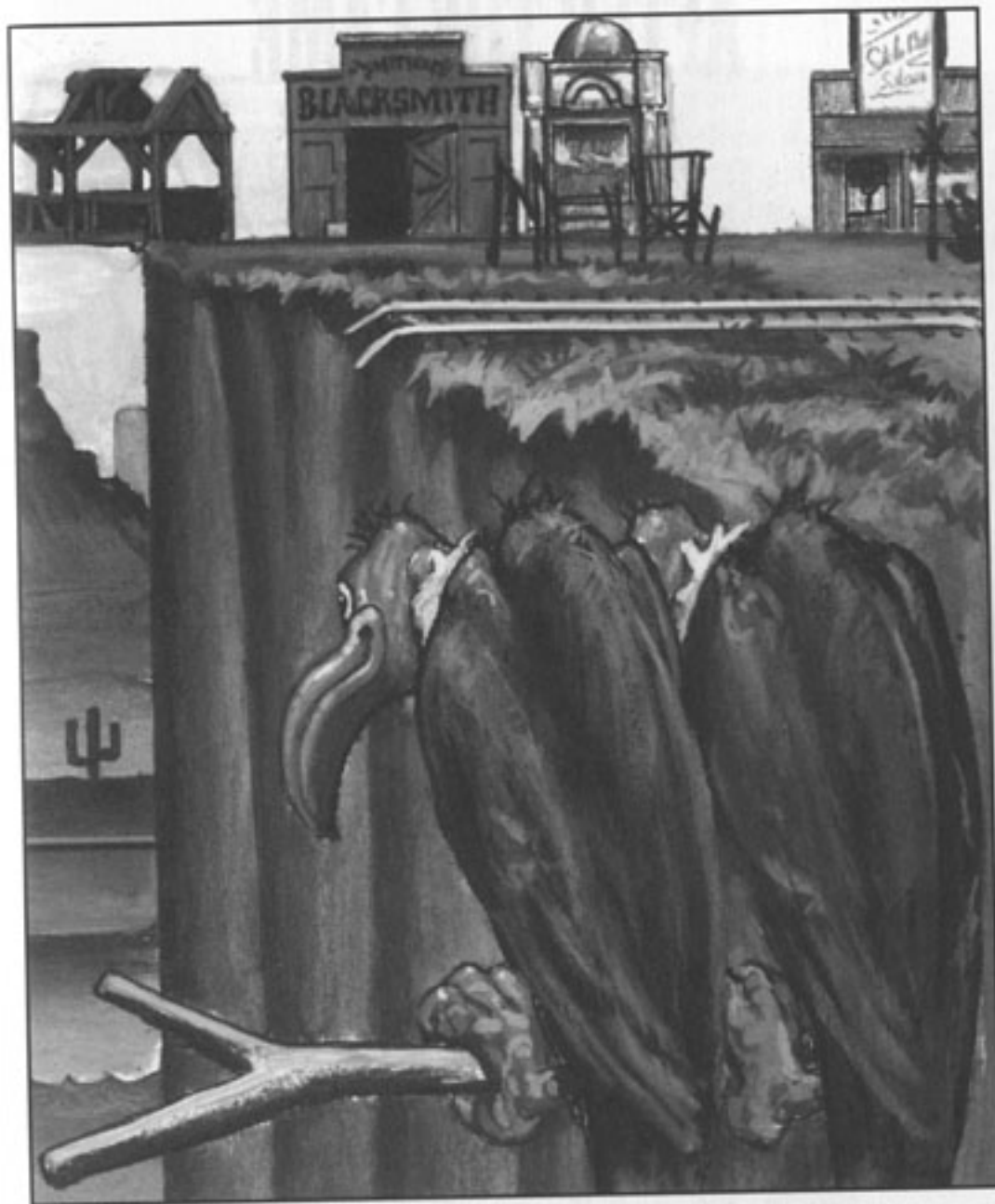
WELL, THAT'S UP
TO YOU, ISN'T IT?

Our suggestion, though, is to use the book sparingly. Don't forge ahead and read every hint. You will almost certainly spoil the game by reading hints for puzzles you haven't even gotten to. Resist temptation. And look carefully at the questions that precede each set of hints to find the one that most closely matches the question in your mind. Once you see the question you want to answer, stop and don't read any more questions. That will also keep you from reading ahead.



We've thrown in some trick questions, just to make it tougher for you to read ahead and see something you shouldn't see.

But we're really wasting our breath here, aren't we? You're going to race ahead and read every last word of this book. We should have known. Because that's exactly what WE do when we buy a hintbook.



AFTER THE GAME

The last section of this book contains a full points list, a list of items (and where they're found and used), and a list of some of the things you can try.

WARNING: Reading this section before you've completed the game will ruin the puzzles for you, give away the ending of the game, and cause your friends and family to shun you. And we won't talk to you anymore.



NOTE TO BEGINNING ADVENTURES

GOOD LUCK, BUDDY!

The following tips may help you get started.

*Remember to save your game frequently. See the generic Tech Manual for details. Saving your game often will prevent all sorts of frustration.

*Examine your surroundings carefully. Look, Use, and Talk to everyone (and LOOK and USE everything). Clues can be found in unlikely places...but after you find them, it may suddenly make perfect sense as to why you found them there!

*When in doubt, try everything. You can never tell just what will help you out of a given situation.

*Thank you for purchasing FREDDY PHARKAS, FRONTIER PHARMACIST and this FREDDY PHARKAS hintbook. We had a gas putting it all together for you. Let's all do it again sometime, okay?

THE BIRTH OF FREDDY PHARKAS

We were settin' around the big old wood burning stove in the Sierra lobby, the one that tries to keep the whole building warm in the winter but usually fails miserably. "Uncle" Al Lowe was there, a plug of chaw dancing from cheek to cheek. Every once in awhile, he'd turn and let fly with a juicy wad at the spittoon (and once in a while he'd even hit it, too, about three times outta ten). Ken had his feet up on the stove and was half-playing checkers on TSN with somebody named Trixie, probably a 14-year-old boy with unresolved identity problems. I was whittling that wooden figurine of the Old Skipper from Codename: Iceman I've been working on for the past three years. And all of us were gazing out the window as the sun set over Deadwood Mountain to the West.

Somewhere over yonder in Customer Service, somebody was wailing a mournful tune on the harmonica (I think it was, "Chain Gang").

"Welp...what about a Western game?" asked Uncle Al after a spell. Al had been getting just a little tired of doing Leisure Suit Larry games year after year. Ken glanced at Al under half-lidded eyes, his lip curling into a sneer, and turned back to his checkers partner who was now asking him if he was the real Ken Williams or just one of the many Ken imitators on-line.

"A Western? Suuuuuure," I drawled. "Next you'll be tellin' us it'll be a funny Western, with all kinda goofy characters and some sorta typical Western plot."



"Yeah, a funny Western, that's what I meant to say," Al went on. "Bout them tales my Grandpappy used to tell me back when I was jest a sprite in ol' Missouri...A tale 'bout a man...A man from the Old West...A drug-prescribin' man from the Old West...A drug-prescribin' man from the Old West who dressed all in beige, who wore a silver ear, who dispensed medication by day, who fought bad guys by night....A man by the name of...Freddy Pharkas."

Ken rocked forward in his chair. "Y'mean, Freddy Pharkas, the Boosh-wah-zee Frontier Pharmacist? Why, my great-great-Grandma Rosella used ta talk about him, but I didn't know he really existed. Warn't he the guy what spozed to have founded Coarsegold?"

"He didn't find Coarsegold, he saved Coarsegold, son!" Al roared, and he laughed the deep, hearty, throaty laugh of a man who'd accidentally swallowed his chaw. "Gather on up here," he said, patting his lap, "and I'll tell ya how it happened..."

And thus was born **FREDDY PHARKAS, FRONTIER PHARMACIST**, the latest computer adventure from Al Lowe.

NOT!

WHERE DID IT REALLY COME FROM?

How did we pull **FREDDY PHARKAS**, **FRONTIER PHARMACIST**, this soon-to-be-a-classic, together? We organized a crack team of artists, programmers, and other assorted nuts: we call this posse **Screw Loose Amusements**. Al Lowe is at front and center, being the main designer and the inspiration behind the Pharkas legend. Bob Gleason leads the art team (which is possibly more talented than the programmers); he was the lead artist who created the fabulously atmospheric **Laura Bow** in the **Dagger of Amon Ra** and, among numerous other things, painted our magnificent 6-foot-long **Main Street**. Ruben Huante is another ex-Dagger artist, and for **Freddy Pharkas**, Ruben created over thirty hilarious characters including **Freddy** himself, **Srini Lalkaka Bagdnish** (the Indian sidekick), **Madame Sadie Ovaree**, **Whittlin' Willy**, **Sam Andreas the Bartender**, and dozens more. They're outrageous and demented and thus a perfect match for Al's bizarro sense of humor. **Karin Young** is **Freddy's** lead animator, and she single-handedly did all...well, mostly nearly...of those thousands upon thousands of hand-painted animation cels which aren't easy to paint with a single hand. And **Phy Williams**, who loves to say she's absolutely no relation to you-know-who, did it all: animation, illustration, scanning, touch-up, and chocolate.



THE SCREW LOOSE AMUSEMENTS PIXEL WRANGLERS left to right: Al Lowe, Rueben Huante (seated), Bob Gleason, Mike Pickhinke, Steve Conrad, Cindy Swafford, Josh Mandel (seated), Phy Williams, Karin Young, Bill Shockley, Aubrey Hodges. Missing: Baa-bette the Sheep.

(Yes, we've lived on chocolate throughout this project.) Plus we stole a little of the awesome art talent from the King's Quest 6 and EcoQuest 2 team.

The programming faction of the team is equally talented (maybe even more talented than the artists): Senior Programmer Steve Conrad, who cut his teeth on Leisure Suit Larry 5, Cindy Swafford (of Dagger of Amon Ra fame) and tall foreign language translation genius Bill Shockley banded together to create numerous new special effects and improvements to accommodate Al's ambitious design. Aubrey Hodges, composer of much of the authentic period music in Conquest of the Longbow, wanted to be authentic in this setting as well, so he immersed himself in Westerns, lots of Westerns, mostly nauseatingly bad Westerns, in order to capture the flavor of authentic Hollywood. We had to hose him down afterwards. And Mike Pickhinke, veteran of dozens of crunch-mode Quality Assurance projects and a true anal-retentive personality (you **HAVE** to be if you're going to pick these games to shreds), heads up our QA team.

And me, well, I'm what you call your Director/Producer, and when Al's in the john, co-designer.

So have fun. Enjoy all the puns and bad jokes and sight gags. Find all the little nasty insults and disgusting double-entendres. Try all the stuff at the end of the hintbook under the heading, "HAVE YOU TRIED...?". Groan all you want, we'll make more.

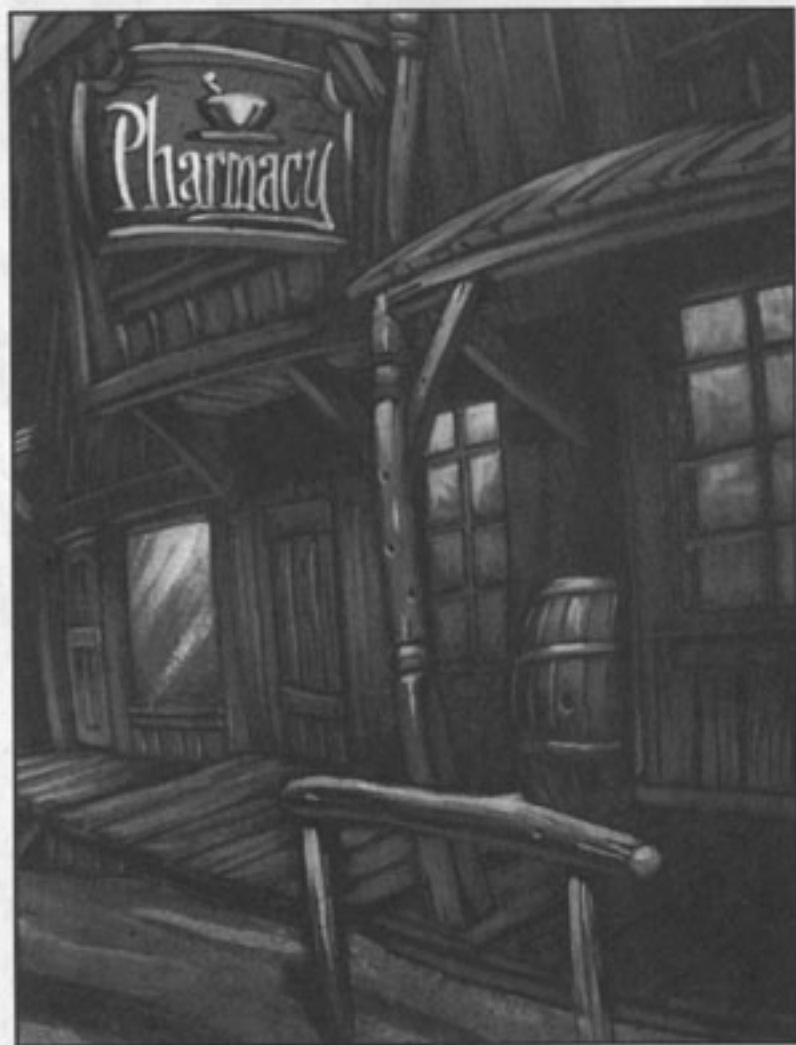
• Josh Mandel



THE HINTS

ACT I:

LIVING THE COARSE GOLD DREAM



I'm just wandering around town, waiting for something to happen. How many years do I have to wait?

- Three. We wanted to make sure you got your money's worth.
- Actually, you wouldn't have to wait long at all if you'd just DO YOUR JOB! (Read the title of the game if you don't know what your job is!)
- You're the town Pharmacist, aren't you? Go into the Pharmacy. Click the HAND cursor on the swinging countertop at the far left end of the Pharmacy counter and your first customer will come in.

The Pharmacy's locked. When does it open?

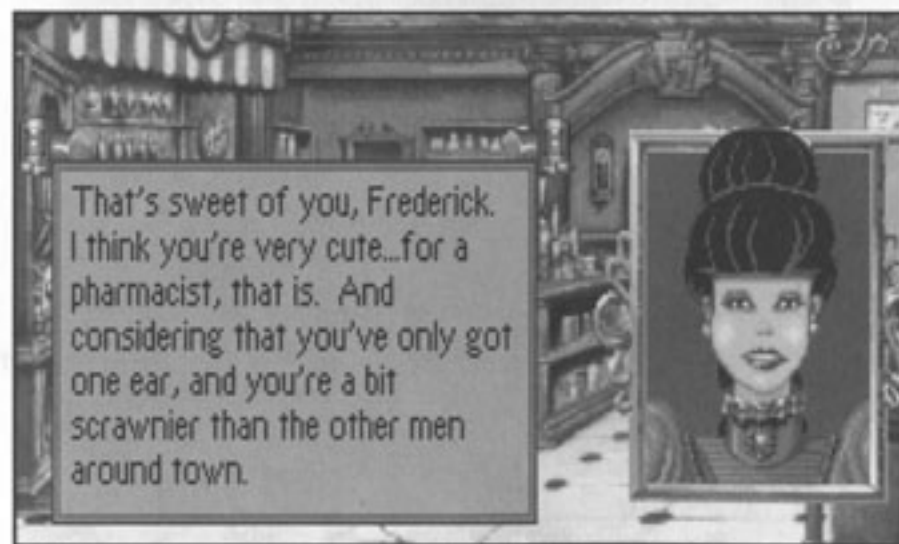
- When you open it, dumkopf. You own the place.
- Have you looked in your inventory?
- You've got the key when the game starts. Just click the key on the Pharmacy door to unlock it, then click the HAND cursor on the door to open it.

There are bandits in the Pharmacy! What do I do?

- You stop lying through your teeth.
- And you stop reading bogus questions.
- There are never any bandits in the Pharmacy. This is one of those oh-so-clever trick questions we use to tease snoops like YOU from reading hints for puzzles that don't even exist!

Penelope gave me a prescription to fill. How do I fill it?

- Well, you could start by reading the prescription.
- Or you could just guess, but that would take you a lot of trial-and-error.
- Go into your Inventory screen and click the EYE cursor on the prescription. Then go into your laboratory. To get there, go into the Pharmacy's back room (through the door behind the counter) and click the HAND cursor on the big shelf of stuff against the back wall.



I'm out of the drug in Penelope's prescription. What do I do now? Help me, O Giver of Hints!

- Use the handy order form in your package to order more.
- Sorry, owing to a managerial screwup, we forgot to include the order form for Tyloxypolynide in the box. Looks like you'll have to improvise.

- Fortunately, we did NOT forget to include your *Modern Day Book of Health and Hygiene, 1881 Edition*. If you look up Tyloxypolynide, you'll see that you can substitute Pepticyclamine Tetrazole.

I think I've got the medication Penelope wants. Now what?

- Gee, let's think about this for a minute. Somebody asked you for something. Now you have it, but what should you do with it? There's a stumper for you!
- Go into the Pharmacy where she's waiting for you. Now improvise.
- GIVE IT TO HER!

Penelope keeps coming back in and saying I've done something wrong. Why? What have I done? Did I wreck the game?

- No, you haven't wrecked the game, but you nearly killed Penelope!
- Penelope will come back in if you do either of two things: give her the wrong QUANTITY of medicine, or given her an incorrect FORMULA that doesn't follow the book. Be sure to follow the directions in the manual carefully.
- Read the next hint if you need to know, step by step, how to make the prescription.

I've never been a Pharmacist before, at least not in Coarsegold. I'm in the Laboratory; how exactly do I fill the first prescription?

- Click the HAND cursor on the GRADUATED CYLINDER to pick it up; now drop it on the work area by clicking it there. It should stay there.
- Click the HAND cursor on the bottle of PEPTICLYMACINE TETRAZOLE to pick it up. Now move it onto the GRADUATED CYLINDER until the words GRADUATED CYLINDER appear at the bottom of the screen.
- Click the bottle of PEPTICLYMACINE TETRAZOLE 8 times on the GRADUATED CYLINDER. The number of milliliters should increase by 5 every time you click; the total should be 40. (If you go over 40, you'll have to click the GRADUATED CYLINDER on the Waste Receptacle on the right of the table to empty it and start over).
- Now that you've got 40 ml. in the GRADUATED CYLINDER, place the bottle of PEPTICLYMACINE TETRAZOLE back on the shelf. Click the HAND cursor on the bunch of MEDICINE BOTTLES (the yellow and blue bottles). One will appear as a cursor. Click this MEDICINE BOTTLE on the work table.
- Click the HAND cursor on the GRADUATED CYLINDER and click the GRADUATED CYLINDER on the MEDICINE BOTTLE. The words MEDICINE BOTTLE (EMPTY) should change to MEDICINE BOTTLE



(40 ml.). Click the GRADUATED CYLINDER back on the shelf where you got it.

- Click the HAND cursor on the pile of CORKS. Click the CORK on the MEDICINE BOTTLE (40 ml.). Voila!

Helen Back, or "Mom" as she's sometimes called, is a bit of a bigmouth. How do I get rid of her?

- Tie her up and dump her in the swamp.
- Give her what she wants and maybe she'll go away.
- She's given you a prescription to fill. Fill it correctly and she'll leave! Fill it incorrectly and she'll be back!

Mom's prescription is a little tougher than Penelope's. How exactly do I make it?

- Go to the Laboratory as you did for Penelope's prescription (by clicking the HAND cursor on it).
- Pick up the GRADUATED CYLINDER and put it on the work table. Pick up the bottle of BISMUTH ENTEROSALICYLINE and click it on the GRADUATED CYLINDER until the GRADUATED CYLINDER reads (15 ml.). Replace the BISMUTH ENTEROSALICYLINE on the shelf.
- Pick up the BEAKER and click it on the work table. Pick up the GRADUATED CYLINDER (15 ml.) and click it on the BEAKER until the BEAKER reads (15 ml.). Put the GRADUATED CYLINDER back on the shelf.

- Pick up the PHENODOL OXYTRIGLYCHLORATE and click it 6 times on the BALANCE on the right side of the table. The BALANCE should say (30 gm.). Put the PHENODOL OXYTRIGLYCHLORATE back on the shelf.



- Pick up the BALANCE pan and click it on the BEAKER. The BEAKER should now read (45 ml.). Replace the BALANCE pan on the scale. Pick up a GLASS ROD from the bunch and click it on the BEAKER to automatically stir the mixture. Then click the GLASS ROD on the Waste Receptacle at the side of the work table to throw it out.
- Lastly, click the BEAKER on the PILL MACHINE all the way on the left side of the work table. The PILL MACHINE should now read (45 ml.). Replace the BEAKER on the shelf. Pick up an empty MEDICINE BOTTLE and click the MEDICINE BOTTLE 7 times on the PILL MACHINE (click slowly, because the pill machine needs to make three pills at a time). The MEDICINE BOTTLE should now read (21 pills). Put the MEDICINE BOTTLE on the work table, pick up a CORK and click the CORK on the medicine bottle. Abracadabra!

Little Tess keeps asking for penny candy. But I can't find any!

- She's not asking for what you think she's asking for.
- She's asking for someONE.
- Introduce her to that slimeball, Penny Candy.

Who is Penny Candy, and why are you saying such nasty things about her?

- She's a fictitious character, so I can say whatever I want to say about her! You're not the boss of me!
- Er, why are you reading this hint anyway? You cheater!
- Neither Little Tess nor Penny Candy exist in this game. You've obviously got way too much time on your hands.

I can't read Madame Sadie Ovaree's prescription! I hope she doesn't die.

- She won't die. This is preventative medicine.
- You can experiment on her all you like. But it would take five hundred monkeys working in five hundred lab screens over 1,000 years to find out what she really needs.
- You can find a way to read that prescription before you can give her the correct medication. Doc wrote it, so he can help.

How exactly can I tell what's written on Madame Ovaree's prescription?

- Doc was extremely drunk when he wrote the prescription. Doc's in the saloon. Go find him and see what you can do.
- Doc was literally drinking when he wrote out the prescription. Perhaps his vision was obscured by something he was holding at the time. Now what might a heavy drinker be holding?
- Pick up Doc's whisky glass, on the table in front of him. Now go into your inventory screen and find the prescription. Can you take it from here? Why not try and find out?
- Click the whisky glass on the prescription. Now you can read the prescription through the bottom of the glass!

What do I do with a prescription that's obviously incorrect?

- Get the Doctor to change it! You're not licensed to do it yourself!
- The Doctor won't change it unless he knows what's wrong with it. Perhaps you should refresh his memory with a little visual aid!
- Once you've clicked the WHISKY GLASS on the prescription to read it, click the "prescription under glass" on the Doc in the Saloon. He'll correct it for you (you hope!).

What do I do about an empty alcohol lamp? I mean, what would YOU do about an empty alcohol lamp?

- What I would do about an empty alcohol lamp? You talkin' to ME?

- I'd fill it with something highly alcoholic. In fact, I think there's a bottle of highly alcoholic elixir (Dad Gumm's Magic Elixir) that would suit the purpose nicely.
- Look behind the Saloon.
- Go out the back door of the Saloon, where you can see the window into Mom's Cafe. There's a wagon in the foreground with a round yellow bottle on the seat. Click the HAND cursor on it to pick it up.
- Now go to the Laboratory and click the elixir bottle on the empty alcohol lamp. There you have it: one alcohol lamp, fully filled!

Madame Ovaree keeps coming back saying that one of her girls grew a beard. Yet I'm SURE I followed the directions exactly! I'm almost SURE!

- The Doctor was absolutely smashed when he wrote the prescription. Maybe he got something REALLY wrong.
- Don't just read HOW to make Testosterone. Read what Testosterone is FOR. Isn't something suspicious here?
- Did you READ the description of Testosterone on page 26 of the *Modern Day Book of Health and Hygiene*? It's not even for women! Maybe Doc didn't realize this!



How do I make "Testosterone?"

- This one's a long one. Ready? Good! Go to the Laboratory as you did for the first two prescriptions.
- Pick up the GRADUATED CYLINDER and put it on the work table. Pick up the PHENOLSUPHONPHTHALINE and click it 2 times on the GRADUATED CYLINDER so that the GRADUATED CYLINDER reads (10 ml.). Replace the PHENOLSUPHONPHTHALINE on the shelf.
- Pick up the ENTEROMAGNELINE powder and click it 6 times on the BALANCE. The BALANCE should read (30 gm.). Replace the ENTERO-MAGNELINE powder on the shelf.
- Take the BEAKER off the shelf and place it on the work table. Pick up the GRADUATED CYLINDER and click it on the BEAKER so the BEAKER reads (10 ml.). Put the GRADUATED CYLINDER on the shelf. Pick up the BALANCE pan and click it on the BEAKER so the BEAKER reads (40 ml.). Replace the BALANCE pan on the BALANCE.
- Pick up the MATCHES and click them on the filled ALCOHOL LAMP to light it. (If your lamp isn't filled, you're in trouble! See the hint just before this on "What do I do about an empty alcohol lamp?") Replace the MATCHES on the shelf. Pick up the BEAKER and click it on the lit ALCOHOL LAMP. Wait until the message says it's boiling. Place it on the work table.
- Pick up the RESERPICLINE OXIDE and click it ONCE on the BEAKER. The BEAKER should read (45 ml.). Replace the RESERPICLINE OXIDE on the shelf. Pick up the NITRABYLOCYNINE and click it 6 times on the BEAKER until the BEAKER reads (75 ml.). Replace the NITRABYLOCYNINE on the shelf.



- Pick up a STIRRING ROD from the bunch on the shelf and click it on the BEAKER to stir. Click the STIRRING ROD on the Waste Receptacle in the work table to throw it out. Click on a MEDICINE BOTTLE and place it on the work table. Click on the BEAKER and click it on the MEDICINE BOTTLE. The MEDICINE BOTTLE should now read (75 ml.) Place the BEAKER back on the shelf. No need to wash it!
- Still with us? Click on a CORK from the pile of CORKS and click the CORK on the MEDICINE BOTTLE. Presto-chango!

I can't get in the brothel! It keeps saying, "Wait until dark, Freddy."

- It isn't open 24 hours, that's all there is to it.
- You can't sneak in.

- Wait until dark! It WILL get dark eventually, and then you can go in, provided you have nothing more urgent to do.

How do I make "Esterone?"

- Very carefully! <rim shot>
- You follow the directions on Page 15 of the manual.
- OK, here's how. Go to the Laboratory where you made the previous prescriptions. Click on the BIMETHYLQUINOLINE crystals and click it 3 times on the BALANCE so the BALANCE reads (15 gm.). Replace the BIMETHYLQUINOLINE on the shelf.



- Pick up the MORTAR & PESTLE and place it on the work table. Click on the BALANCE pan and click the BALANCE pan on the MORTAR & PESTLE. The MORTAR & PESTLE should now read (15 gm.). Replace the BALANCE pan on the BALANCE.
- Pick up the METYRAPHOSPHATE and click it 3 times on the BALANCE pan. The BALANCE should now read (15 gm.). Return the METYRAPHOSPHATE on the shelf, and pick up the BALANCE pan. Click the BALANCE pan on the MORTAR, which should now read (30 gm.). Replace the BALANCE pan on the BALANCE.
- Click the HAND cursor on the MORTAR & PESTLE (30 gm.) to grind the powders. When the grinding is done, click the HAND cursor on the MEDICINAL PAPERS to pick one up. Click the MEDICINAL PAPER on the work table. Set out 5 more papers the same way, so that there are 6

- MEDICINAL PAPERS on the work table.
- Pick up the 5 gm. MEASURING SPATULA and click it once on the MORTAR & PESTLE, which should change to (25 gm.). Now click the 5 gm. MEASURING SPATULA on one of the MEDICINAL PAPERS. The paper will have a little pile of powder on it.
- Do this five more times, transferring 5 grams at a time from the MORTAR & PESTLE to an empty MEDICINAL PAPER. When all 6 MEDICINAL PAPERS are full, place the 5 gm. MEASURING SPATULA back on the shelf. Also put the MORTAR & PESTLE back on the shelf.
- Lastly: take a green MEDICINE BOX off the shelf and click it on the work table. Click on a MEDICINAL PAPER to pick it up; click it on the MEDICINE BOX, which should now read MEDICINE BOX (1 powder). Click on each of the other 5 MEDICINAL PAPERS to fold them up and put them in the MEDICINE BOX. When all six MEDICINAL PAPERS have been put in the MEDICINE BOX, you're finished...because that's exactly how many papers the MEDICINE BOX will hold!

That poor Smithie! He looks like he's in terrible pain. Do I have what he needs?

- That depends. Have you looked around the Pharmacy?
- You have one tube left in stock. Smithie could've found it himself if he'd looked, but apparently he's too impatient. Check out the left display table.
- There's a blue tube of PREPARATION G on the top of the left table in the foreground of the Pharmacy. Pick it up by clicking the HAND cursor on it.
- Now that you've found it, open up your Inventory Window, select the PREP G tube, and click it on the Smithie.

The Sheriff closed me down! What did I do wrong?

- You moved to Coarsegold during a particularly bad time.
- Nothing!
- And what's more — hey, you shouldn't have gotten me started on that Sheriff — he's been doing this all over town, shutting down businesses and evicting people for no good reason. What in the WORLD is he up to? You'll have to wait for the next exciting Act to find out!



ACT II:

THE PLOT SICKENS



I'm going to be sick. Can anything stop the horse's flatulence?

- Yes, or there wouldn't be any more game past this point.
- Flatulence is easily cured, whether in man or beast.

- Unfortunately, you must first determine the CAUSE of the flatulence. So do the following things: first, build yourself a gas mask so that you can approach the horses.
- Then, capture a sample of the horse flatulence and analyze it according to the *Modern Day Book of Health and Hygiene*.
- Lastly, create and dispense the proper anti-flatulent for that particular source of flatulence.

How do I survive long enough to save the town from horse flatulence?

- Well, staying inside helps, but you can't do everything you need to do and stay inside at the same time.
- So you'll need to quickly assemble a gas mask.
- Then you'll need to quickly diagnose and treat the flatulence with the appropriate medication.

A gas mask would be a good idea, but I can't find one.

- They didn't have gas masks in 1888. You'll have to improvise.
- You improvise by finding the proper four items and assembling them in the correct order.
- You'll need an empty tin can, a leather strap, a handful of charcoal, and an ice pick. Each of these items can be easily found around town.
- The tin can and ice pick can be found at any time. The leather strap and the charcoal can only be found after Act 2 starts!

- In your Inventory Window, click the ICE PICK on the TIN CAN. Then click the CHARCOAL on the TIN CAN. Lastly, click the LEATHER STRAP on the TIN CAN.

Where do I find what I need to make the gas mask?

- Who wants to know?
- Oh, it's you. The TIN CAN is on the shelf in the foreground in Mom's Cafe.
- The CHARCOAL is in the forge in front of Smithie's place during Act 2. The LEATHER STRAP is there, too, hanging on the wall next to a rope.
- The ICE PICK is behind the Saloon, stuck in a barrel (go out the Saloon's back door).



Is there a chemical that will cure the horses?

- Yessireebob!
- It's something you'll make in the Laboratory.
- Aminophyllic Citrate is the appropriate chemical for curing the horses.

There are so many possible causes! Do I have to try each and every one?

- No! In fact, that would take longer than conducting a simple and proper diagnosis.

- The procedure for diagnosing the horse flatulence can be found on pages 38-39 of the *Modern Day Book of Health and Hygiene*.
- Basically, you'll get a sample of "Horse Flatus," and burn it while viewing the flame through a gas spectroscope. The readout will determine which medicine to use. It's easier than it sounds.

How do I get a sample of flatus?

- Yours or someone else's?
- Oh, you mean the horse flatus! Simple. Use a paper bag. And you'll need a gas mask to get close enough to the horse's "tail."
- Get a paper bag from the back counter in Chester Field's Mercantile.
- Make sure you have a gas mask handy. Go outside to where horses are standing. Make the paper bag your "active inventory item" by opening your Inventory Window and click the ARROW cursor on the PAPER BAG.
- When a horse's tail flutters in the breeze, quickly click the PAPER BAG cursor on the horse's butt. Wheeeee!

What good does a sample of horse flatus do me?

- Well, you'll be the only one in town who carries around a bag of horse fart.
- And you'll be able to use it to determine which medication to give the horses (or put in their water).

- Now that you've got that fart in the bag, do a spectrographic analysis of the flatus as shown on pages 38-39 of the manual.



I hate analyzing spectrographs. That's why I flunked out of Fresno Spectrographic Analysis Tech. Can you translate?

- Didn't you take Organic Chemistry in college?
- Didn't you read pages 38 and 39 in the manual? The ones with the five "spectrographic tintypes" of the most common causes of flatulence?
- If you did neither of those things, no wonder you're having problems. The stripes on the tintype reveal that the horses' feed must be contaminated by Lentils! Thus you would create Aminophyllic Citrate to counteract the effects of the Lentils.

How do I make "Aminophyllic Citrate?"

- It's far easier to buy some.
- But you can't. (You can dream, though, can't you?)
- All right, all right. Go to the Laboratory as you did for the prescriptions in Act 1. Put the GRADUATED CYLINDER and the BEAKER on the work table.



- Pick up the SODIUM BICARBONATE and measure out 40 gm. on the BALANCE. Dump the 40 gm. in the beaker.
- Pick up the FURACHLORDONE and measure 15 ml. into the GRADUATED CYLINDER. Put this also into the beaker.
- Click the WATER on the GRADUATED CYLINDER 'till it reads (45 ml.). Add the WATER to the BEAKER. The BEAKER should now read (100 ml.).
- Pick up the MAGNESIUM SULFATE (it's all the way on the LEFT of the shelf, next to the Medicine Boxes). Click it just once on the BALANCE. Add this to the BEAKER. The BEAKER will now read (105 ml.).
- Lastly, pick up a STIRRING ROD and click it on the BEAKER. After the stirring is done, click the STIRRING ROD on the Waste Receptacle to throw it out. Click the stirred solution on an empty MEDICINE BOTTLE and cork it, and there you have your Deflatulizer!

Tell me how to make "Trichlorophosphate Atrizine?"

- I'm sorry, Dave. I can't do that.
- Aw, hell, all right, since you asked so nicely.
- Go to the Laboratory in some other game where you can make Trichlorophosphate Atrizine. Click around until you pick up either Tri, Chlor, Phosphate, or Atrizine. Put it in a Beaker. Now find the other three parts. Shake, don't stir. Bottle. Cork. Throw it out. Play FREDDY PHARKAS instead, since you bought the hintbook. You won't need to make Trichlorophosphate Atrizine in FREDDY PHARKAS.

How do I make "Origami?"

- I think it's with two eggs, some cheese, and non-stick cooking spray.
- No, wait, that's an Omelette. "Origami" is an herb, wild marjoram to be precise, that goes well with a variety of meat and cheese dishes.
- No, wait, that's Oregano. "Origami" is the Japanese art of paper-folding. There are lots of good books on Origami at your local public library, including "New Adventures In Origami" by Robert Harbin, which is a great book to learn the basics.

What do I do when I think I've got the cure for the horses?

- Cure them, slowpoke!
- Hint: it involves going outside with the cure.

- Then find yourself a bunch of farting horses. That should be easy!
- Click the cure either on the horses themselves or on the water trough where there are horses drinking. Score!

What's the usual approach for dealing with snail stampedes? I was just curious, I wasn't looking for a hint or anything.

- Oh, then you won't mind if we don't give you one.
- But since this is a hint book, perhaps we can subtly mention how people deal with garden slugs: they put out little dishes of beer, and the slugs like the beer so much that they crawl into the dishes, get drunk, and drown in the beer.
- Oh, you wanted something more explicit, did you? Very well: click the OPEN BEER bottles on the Snail Stampede.

Where can I find a good, high-quality domestic beer?

- In a bad, low-quality local whisky joint.
- Like the Golden Balls Saloon.
- Go into the Golden Balls Saloon, then open your Inventory Window and click the ARROW cursor on the MONEY given to you by the Smithie. Now click the MONEY cursor on the "OK" button to close the Inventory Window, and click the MONEY cursor on Sam the Bartender to get the beer.

How do I open the Loebrau?

- With a bottle opener.
- Also known as a "church key." (No kidding, bottle openers were called "church keys" for decades. We didn't make this up.)
- Get it? "Church key"? Huh? Huh? It's a HINT! Try looking around the Church in back along Bluff Street.
- Click the HAND cursor on the Church doors to open them. Click the EYE cursor on the right-hand doorknob on the INSIDE of the door to get a close-up of the key in the lock. Click the HAND cursor on the key to take it.
- Now open your Inventory Window and click the ARROW cursor on the CHURCH KEY. Click the CHURCH KEY cursor on the BEER to open the bottles.



I think I can sense a potential Faithful Indian Sidekick in the vicinity, but he's in a bit of a pickle.

- Yes, he will be your Faithful Indian Sidekick if you rescue him.
- One of the qualities that would make him such an excellent Sidekick is the fact that he has the utmost respect for life...even animal life.
- Srini won't step on the ants to get off the anthill. You need to find a way to get him off the anthill that doesn't involve having him walk on the anthill at all.

Where can I find something to help the Indian escape?

- From reality, or from the anthill? If it's the anthill...
- ...look in the School playground.
- You'll find something in the playground that will help Srini.
- There's a ladder on the playground slide. That's the item you're looking for.



Sissy is interfering with my plans to steal something.

- Sissy is a rotten kid.
- Just thought I'd mention that so you won't feel too badly about taking the ladder he's using.

- Wait until Sissy is actually sliding DOWN the slide, or is standing on the ground. You can only take the ladder by clicking your HAND cursor on the ladder when Sissy isn't on it.

I am having most difficult of times rescuing Srini, yes! Please to explain exactly how I go about performing a most honorable rescue, thank you muchly!

- Get the ladder from the playground.
- Go to the anthill at Robertson Cliff where Srini is sitting.
- Go into your Inventory Window and click the ARROW cursor on the LADDER. Click the LADDER cursor on the "OK" button to close it. Now click the LADDER cursor on the anthill...and you've got a grateful assistant who will help you through the rest of the game!

What's wrong with the townspeople? Gastrically speaking, I mean?

- Their bowels are in an uproar!
- Have you seen the line at the outhouse lately? Try using the LOOK cursor, the EYE cursor, and the TALK cursor on all those people.
- Try this: go to the outhouse screen where everyone's standing (near the big water tower on Bluff Street). Click the HAND cursor on the faucet at the base of the tower, to start the water running. Click the EMPTY BOTTLES in your inventory on the RUNNING WATER. Maybe you can use this to figure out what's wrong.
- Just click the bottles on YOURSELF to drink the water from the tower. See? Somebody must've poisoned the water!

What's a good cure for loose stools?

- Some good carpenter's glue always does the trick for me.
- Oh, you mean THOSE kinds of stools! Well, I don't know, what does your manual say about diarrhea?
- The accepted cure in 1888 for loose stools is a good drink of Bisalicylate Antitoxidene. You'll find the formula on page 9 of your manual.

I need a way to get my cure to the public at large. What do I do with it?

- Well, don't drink it, it's highly concentrated!
- And don't give it to anybody else. The idea is to find some place where everybody gets their water from.
- Look closely on top of the Water Tower. See anything unusual?
- There's a hatch on the top of the Water Tower. Pour the cure into the hatch, and if it's correctly formulated, that will cure the town.



I'm trying to get to the top of the water tower. Is there any way to do this, or am I running up the wrong flagpole, so to speak?

- It's dangerous! Are you sure you want to try?
- Go get your ladder from the anthill where you saved Srin. You'll need it.

- Also, be sure to get a hank of rope.
- If you don't have it, look on the Smithie shop next to where you found the leather strap. There's a hank of rope hanging there; click the HAND icon on it to get it.
- OK, here we go. First, open your Inventory Window and click the HAND cursor on the rope to make a lasso! Wanna take it from here?
- No? Chicken! OK, click the LADDER on the base of the water tower, on the right side. Click your BOOT cursor on the ladder to climb up to the platform partway up the water tower. Click the HAND cursor on the ladder to pick it up again. OK, surely you can figure it out from here!
- What, you want more? OK, Click the LADDER cursor on the side of the water tower tank to lean the ladder up against it. Now you're set.
- Well, MOST people would be set, but apparently you want the nitty-grittiest. Click the BOOT cursor on the ladder to walk up it. Click the LASSO cursor on the very tip of the tower top to throw the lasso up there.
- Almost there! Click the HAND cursor on the lasso to use it to climb up on the roof. Click the HAND cursor on the large shingle on the right side of the roof to open it. If you have the PURIFICATION SOLUTION, click it on the opening in the water tower. Yee-haw! You done saved the town YET AGAIN!

How do I make Bisalicylate Antitoxidene?

- A pinch of this, a spoonful of that, and a whole lotta love!
- Sheesh! The directions are right there in the manual, on page 9!

- OK, hang on, I'll explain it step-by-step. You must be in the Laboratory where you've made all the previous prescriptions.
- Put a GRADUATED CYLINDER, a TEST TUBE and a MEDICINE BOTTLE out on your work table. Pick up the MATCHES and click them on the ALCOHOL LAMP to light it. (You can put the matches back on the shelf.)
- Put 25 ml. of BISMUTH SUBSALICYLATE in the GRADUATED CYLINDER, which should now read (25 ml.). Pour the contents of the GRADUATED CYLINDER into the TEST TUBE.
- Now get the ORPHENAMETHIHYDRIDE and click it just once on the GRADUATED CYLINDER, which should now read (5 ml.). Pour that into the TEST TUBE, which will change to (30 ml.).
- Click the TEST TUBE (30 ml.) on the ALCOHOL LAMP. As soon as the message tells you the chemical is boiling, you can pour the chemical into a MEDICINE BOTTLE and cork it. Hey Presto! You've got Purification Solution.

The Saloon is on fire! My gosh! What do I do now?

- Wake up! Get out of bed! Go see the fire! Bring popcorn!
- What's this? The Saloon isn't on fire!
- HAH! The Saloon doesn't catch on fire in this game. It's another building entirely.

How do I get out of the jail cell? Sheriff Shift is rather uncooperative!

- Before we answer this question, we have a question for YOU.
- How did you wind up in the Jail Cell?
- Ooh, you lie like a dog! There's no way to get IN the jail cell. Fess up!



What do I need to put out the conflagration at the Assay Office?

- You'll have to improvise for a change.
- What's a good homemade fire extinguisher? Something you can safely dump on all kinds of fires to put them out?
- BAKING SODA! You'll find a huge pile of Baking Soda sacks on the Pharmacy porch anytime you need it.

Help! I'm on the swing and I can't get off!

- You can get off the swing if you want to.
- To do that, click the HAND cursor on yourself during the BACKSWING only!
- Do that enough times, and you'll come to a complete stop. Then click the BOOT cursor where you want to walk, and you'll get off the swing.
- Whatever you do, DON'T click the HAND cursor during the BACKSWING on the schoolhouse! You'll mistime your jump and end up in the swamp.

Where do I find a fire hose?

- In the firehouse, of course.
- Which must be in another game.
- Because there isn't a fire hose OR a firehouse in FREDDY PHARKAS! You'll have to find another way to handle the problem.



I understand there's somewhat of a drought going on. So how do I put the fire out?

- First, you'll need the baking soda. Then go to the Assay Office.
- Open up your Inventory Window and click the ARROW cursor on the BAKING SODA icon. Click the BAKING SODA cursor on the "OK" button to close the window. Now click the BAKING SODA cursor on

the right side of the see-saw (or teeter-totter, or whatever you call it in your neck of the woods). Save your game!

- Click the HAND cursor on the swing to sit on it. Click the HAND cursor on yourself to start "pumping." Do this again, a couple of times, only on the FORWARD swing, so that your legs are STICKING UP IN THE AIR AT THE END OF THE FORWARD SWING! Be sure to click on YOURSELF or the swing won't get any higher! (Don't click anywhere else on the screen, or you may go flying!)
- Now, when you're at "full swing," click the HAND cursor on the ROOF of the school during a FORWARD SWING. (If you click on the roof during a BACKWARD swing, you'll mistime your jump and kill yourself.) Do it correctly and you'll take a flying leap and land on the roof!
- Lastly, click the HAND cursor on the "up" end of the see-saw (the end withOUT the baking soda on it). Wheeeee!

I can't get back to sleep! Too much excitement for one night!

- Srini is at peace with the world, why not talk to him? Maybe he has a suggestion.
- Didn't somebody want you to visit them tonight? Someone who wanted to "take something out in trade?"
- Go to the 'Orehouse. Walk around awhile and talk to the girls. In about a minute, Madame Ovaree will come out to see you...and the rest will be history!

ACT III:

GUNS & NEUROSES



What am I trying to do? Where do I go now?

- Hey!
- What do you think this is, a multiple choice question-and-answer thing?
- One question at a time, fer cryin' out loud!

What am I trying to do?

- You're trying to get ready to be a gunslinger. (Read the text in the game, that's always a good start.)
- You've got to equip yourself first.
- You're looking for the following three items: guns, bullets, and something to clean the guns with (after all, it's been years since you touched them!).

Where are my guns anyway? It's been so long since I used them!

- You put them away for safe-keeping.
- So they must be kept in a safe.
- Specifically, they're in your safe-deposit box in the vault at the bank! Now all you have to do is find your safe-deposit key and give it to the Banker!

That pie sure looks good. How do I get it?

- Just take it off the windowsill when Hop Singh isn't looking (hee hee hee)!
- Mom hates flies and filth, and according to Hop Singh, Mom makes him do a lot of cleaning. Perhaps you can find some way to get Hop Singh out of the kitchen and into the restaurant to do some cleaning.
- Specifically, maybe you can find a way to bring a lot of FILTH and FLIES into the restaurant, and then snatch the pie while Hop's cleaning up the mess.

- Go out onto East Main Street, by the Pharmacy, and click your **HAND** cursor on the pile of Horse Plop. (Hey, be glad we didn't put any in the box!)
- Now go into the Cafe and click the **HORSE PLOP** on the **CAFE** floor (or on the wall above the floor) to do a plop drop.
- When Hop Singh comes out and starts to spray the bugs, quickly leave the Cafe, run around to Mom's Rear, and grab the pie while Hope Singh's still out of the kitchen!

I didn't make it to Mom's Rear in time! Hop Singh is back at the window, even though I did what you told me!

- You in big water now!
- Actually, you can try again if you need to.
- If you take too long getting back to Mom's Rear, you'll have to do the Plop Trick again. You'll find more Horse Plop somewhere on Main Street, but it's random.

Where do I go now? Where can I find the necessary gunslinging equipment?

- The letter from Philip D. Graves will give you a hint as to the location of the guns.
- Someone in town who has guns of his own can get you the rest.
- The guns are in a safe-deposit box at the bank; the Sheriff will give you the bullets and gun-cleaning kit, in exchange for something he'd like.

Where can I find some ammunition? I'm fresh out and I'm tired of looking!

- Anyone else in town have guns?
- What about the local version of law and order, if you can call it that?
- Sheriff Shift has ammo, which he'll trade for something to drink or something sweet and fattening to eat.
- You'll want to give him pie or coffee. Go to the Cafe and either get the pie (see the previous hint about getting pie) or click the **HAND** cursor on the **COFFEE POT** on the table to get a cup of coffee. Take either one to the Sheriff and click it on him.

Whenever I fire my guns, I die!

- Maybe you shot yourself!
- Maybe you shot yourself and got thrown out of the game entirely, which is what you deserve for trying such a **STUPID** trick!
- Maybe your guns are too **DIRTY**. They've been lying around for a decade. You'll have to clean them with the Cleaning Kit.



Where do I find something to clean these old guns?

- Who else has old guns?
- The Sheriff does! Remember how you gave him either pie or coffee to get the bullets?
- Well, give him the OTHER item — either coffee or pie, whatever you DIDN'T give him the first time — and he'll give you the gun-cleaning kit!



I can't find my safe-deposit box key anywhere.

- Read any good letters lately?
- Like the one locked in the drawer of the locked roll-top desk in the Pharmacy Office?

- Explore any not-very-creepy cemeteries lately?
- You gave it to your friend Philip D. Graves to keep. Unfortunately, he just died! So go to Reboot Hill at East Bluff Street. Click the HAND cursor on the SHOVEL to take it. Open your Inventory Window and click the ARROW cursor on the SHOVEL, and click the SHOVEL cursor on the "OK" button to close the window.
- Now click the SHOVEL cursor on the recently filled grave (the large one in the center, front row). You'll dig all the dirt out of the grave. Now click the HAND icon on the open grave. Pyew! Yuck! Bingo! You've got your Safe Deposit Box Key!
- If you've got even the slightest respect for your old pal, you'll click the SHOVEL cursor on the grave again to fill it back in.

I can't get my desk open. How could I have been such a fool to lock it in the first place?

- We can't answer that question. You'll have to look deep inside yourself.
- Better yet, don't bother. Just get a key and unlock it.
- Not just any key will work. You'll have to get your desk key. It's in the upstairs bedroom at the Pharmacy.
- Once you've got the key, simply click it on the closed roll-top of the roll-top desk in the Pharmacy Office.
- Now click the same key on the little drawer on the right-hand side of the desk. Click the HAND on the drawer to open it, click EYE on drawer and once more, click the HAND on the LETTER to take it.

Where do I find my desk key?

- Don't you remember? Honestly, some people!
- Maybe we forgot to tell you that it's in your bedroom. So: it's in your bedroom!
- Go upstairs to your bedroom. Click your HAND on the nightstand drawer against the back wall. Click EYE on drawer. Click the HAND on the small picture of the key to take it. That's your desk key.

How exactly do I go about getting my guns? Tell all; youth wants to know!



- Get your Safe Deposit Box Key. (Check out the previous hint about how to find the Safe Deposit Key.)
- Go to the Bank. Open the Inventory Window. Click the ARROW cursor on the SAFE DEPOSIT BOX KEY. Click the SAFE DEPOSIT BOX KEY cursor on the "OK" button to close the window, then click the SAFE DEPOSIT KEY cursor on the Banker.
- When the Banker returns with your Safe Deposit Box, click the HAND cursor on the box to open it. Now click the HAND cursor on the FOLDED NECKERCHIEF to open it up. Lastly, click the HAND cursor on the GUNS to take them! You may now click the EXIT cursor to close the box and get your SAFE DEPOSIT BOX KEY back (unless there's something else you wanted to do there!).

How do I do some target-practicing?

- You'll need all your equipment, plus some empty bottles. If one of your empty bottles has something in it, drink up. You won't shoot empty bottles.
- Are your guns prepared? Let's hope so. An accident at this point might damage your slender and talented hands.
- Once you've got your guns prepared and your empty bottles, go to the fence at West Bluff Street. Srini should be waiting for you.
- Open the Inventory Window and click the ARROW cursor on the EMPTY BOTTLES. Click the EMPTY BOTTLES cursor on the "OK" button to close the window, and click the EMPTY BOTTLES cursor on the fence. Now you're ready to do some target practicing! Hope you're not too jittery!

I think I'm ready to assume my Secret Identity. But what do I need to complete a gunslinging costume?

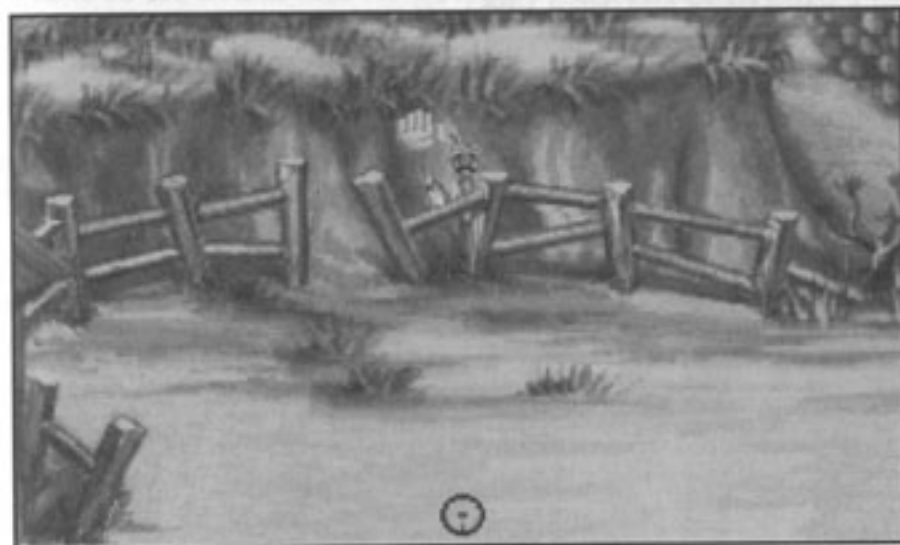
- Boy, lots!
- You need footwear, neckwear, bodywear, and firearmswear. Fortunately, you already have the firearmswear from the Target Practice (unless you foolishly put your gun back in the Safe Deposit Box at the Bank!).
- Oh, and like Srini says, you need a way to disguise that missing ear!
- To be painfully obvious (that's what you want, didn't you?), you need: a neckerchief, a cowboy suit, a pair of boots, your pistols (which you should already have by now), and a fake ear.

Where do I find a neckerchief?

- At the...at the...at the Haberdasher's! (Gesundheit!)
- Think back. If you've got your guns, you've already seen the neckerchief.
- The guns in the safe-deposit box were wrapped in the neckerchief! Go back to the Bank. Open the Inventory Window. Click the ARROW cursor on the SAFE DEPOSIT BOX KEY. Click the SAFE DEPOSIT BOX KEY cursor on the "OK" button to close the window, then click the SAFE DEPOSIT BOX KEY cursor on the Banker.
- When the Banker returns with your Safe Deposit Box, click the HAND cursor on the box to open it. Now click the HAND cursor on the FOLDED NECKERCHIEF to open it up. It should be empty. Click the HAND cursor on it again to take it. Click the EXIT icon anywhere on the screen to give the safe-deposit box back to the Banker and get the SAFE DEPOSIT BOX KEY back.

Where do I find my cowboy clothes?

- Did you want to play the game, or did you just want us to tell you how to do every little thing?
- Then again, maybe you bought this book JUST to get this ONE hint, so I guess we have to tell you.
- Go into the Pharmacy Bedroom upstairs. Click the HAND cursor on the TRUNK LID at the foot of the bed. Click the EYE cursor on the inside of the trunk. Click the HAND cursor on the closeup of the clothes. Now you're suited!



Where do I find my boots?

- Have you found the claim check yet?
- Have you seen a pair of boots sitting around unclaimed anywhere?
- No? Well, what the hell HAVE you been doing?
- Don't answer that. Just go into the Pharmacy Bedroom upstairs. Open the large dresser drawer on the right, under the mirror, by clicking the HAND cursor on it. Now click the EYE cursor on the inside of the drawer. Then click the HAND cursor on the closeup of the claim check.
- Head out to the Barber Shop and go inside. Open your Inventory Window and click the ARROW cursor on the CLAIM CHECK. Click the CLAIM CHECK cursor on the "OK" button to close the window, and then click it on Salvatore the Barber. He'll give you your boots! Way to go! You never could have done it without us!

How do I disguise my bad ear?

- What bad ear? You mean your MISSING ear?



- Get yourself a new one! Not a REAL new ear. A FAKE real new ear!
- Go to Whittlin' Willy at the General Store. Open your Inventory Window. Click the ARROW cursor on either the CLAY, the CANDLE WAX, or the MEDALLION. Click whichever you chose on the "OK" button to close the window, then click it on Whittlin' Willy. He'll give you a little lesson in "Lost-Wax Casting." Use this knowledge to make a new ear.

From what material can I make a fake ear?

- Wax would be almost the right color, but your body heat would make it too slippery. It might fall off of that little stump of cartilage that's left of your old ear.
- Clay is easy to sculpt, but it mashes awfully easy. It would also get brittle when it dries out.
- Silver is very traditional for Western Heros (such as for their bullets and noses). It's durable and showy without being ostentatious. And fortunately, now that Srini's won a Silver Medal for his display of Ol' Gampy's Fisherman Throat Descaling Lozenges, you've got some silver handy!

I want to do some carving, but I've got nothing to carve with!

- Aw, poor baby!
- SOMEbody around here must having a knife. Have you been to the General store lately?
- Whittlin' Willy has a whittlin' knife, but he won't just give it to you. Open your Inventory Window. Click the ARROW cursor on either the CLAY, the CANDLE WAX, or the MEDALLION (doesn't matter, any one of them will do). Click whichever you chose on the "OK" button to close the window, then click it on Whittlin' Willy. He'll give you a little lesson in "Lost-Wax Casting." Leave the General Store and then come back in. Willy will have left, but his whittlin' knife is on the far counter. Pick it up!

What are the necessary tools and ingredients for making the fake ear?

- You'll need good artistic sense and knowledge of light and form and perspective.
- Okay, forget that. It just won't be the most realistic ear in the world.
- You'll need a whittlin' knife, some clay to make a mold, some candle wax to carve in the form of an ear, and Srini's silver medallion as the actual material for the finished ear.

Where do I find candle wax?

- From a candle.
- Dripless candles won't work. Votive candles are better.
- Go to the Church at Central Bluff Street. Click the HAND cursor on the Church Doors to open them. Click the HAND cursor on the candles to get some wax. If you're courteous, you'll close the doors again...but nobody's going to force you.

Where do I find some clay?

- Remember that grave where you got your safe-deposit key back from your dead pal?
- No? What a lousy memory! It wasn't that long ago!
- The dirt in that grave looked red, didn't it? In fact, all the dirt in Reboot Hill is rich with clay. Go to Reboot Hill on West Bluff St. Click the HAND cursor on either the pile of dirt next to the grave you dug up, or on the grave itself (IF you did Phil the honor of filling his grave back up when you were done robbing him!).

Where do I find some silver?

- Earlier in the game, did you notice Srini hard at work, creating a display? It won an award for him!
- Look around the Pharmacy. Maybe you'll spot Srini's new award. Maybe you won't. But you should.

- Provided you've successfully completed your target practice, go back to the Pharmacy Main Room. Look on the green wall on the right side of the screen; you'll see a medallion hanging on the wall. Click the HAND cursor on the medallion to take it off the wall.



Tell me exactly how to go about fashioning a fake ear.

- Just do it how you'd normally do it in real life. Never made one before? There are plenty of books at your local public library on fashioning fake ears.
- Okay, this is the last time you'll need to use the Pharmacy Lab. Go there. Give it a try.
- Now that you're standing at the Laboratory work table, let's begin our venture in Lost-Wax Casting. Start by clicking the KNIFE cursor on the CANDLE WAX to carve the wax. You'll get a wax ear. Click the ARROW cursor on the CLAY, then click the CLAY cursor on the WAX EAR to make a wax-filled mold.

- Light the ALCOHOL LAMP by clicking the MATCHES on it.
- Click the WAX-FILLED MOLD cursor on the lit ALCOHOL LAMP. Excellent, you've got an empty mold in the shape of an ear! You're halfway there!
- Now put the CRUCIBLE on the work table. Click the MEDALLION cursor on the CRUCIBLE. Click on the CRUCIBLE to pick it up and click it on the lit ALCOHOL LAMP. The silver quickly melts. Click the CRUCIBLE W/MELTED SILVER on the work table.
- Still with us? Click the EMPTY MOLD cursor on the CRUCIBLE W/MELTED SILVER! Now you've got a silver-filled mold!
- One last time!! Open up the Inventory Window! Click the HAND cursor on the SILVER-FILLED MOLD icon! You scrape away the silver and...ta-daa! Silver ear!

I've got everything I need for my costume, but I don't know what to do next. Start me on my life of gunslinging!

- OK, you sure you've got everything? Wear something, then!
- You've got the Boots, the Neckerchief, the Cowboy Outfit, the Pistols, and the Silver Ear? You're positive? Don't be in the Pharmacy Lab; you'll need to see yourself on screen for this.
- Open up your Inventory Window and click the ARROW cursor on ANY one of the costume items. Click the item on the "OK" button to close the Inventory Window...and click the item on YOURSELF to wear it. You and Srini will retire to your bedroom to wear the goods...and face your final series of challenges!

ACT IV:

SHOWDOWN AT THE HALLELUJAH CORRAL



I'm tan, rested and ready! Where are my services needed?

- Try moseying around Main Street and see what old friends you run into.

- Talk to Chester Field, who's standing near the Saloon. He'll tell you where the latest problem is.
- Go into the Saloon and take a look at the table on the right. There's a gambler there who's winning up the entire town! You'll have to find a way to stop him.

How do I stop "Aces" Hall before he snarfs up the whole town?

- You'll have to catch him cheating before you can stop him.
- You'll have to watch him VERY carefully and grab anything you see that's highly out of the ordinary.
- Once you enter the Saloon, click the EYE cursor on ACES to go to the closeup of him and the other gamblers. Now get your HAND cursor ready and keep your eye on Aces. You'll see a third hand pop up from his lap holding a card. When you see that hand, click your HAND cursor on it immediately to grab it!
- Now all you have to do is knock him out. But he's got the drop on you, so whatever you do, save your game and BE CAREFUL!



Every time I try to shoot Aces, he shoots me first!

- Duh. Don't let him shoot you.
- You're safe as long as you don't try to shoot anything to the RIGHT of the overturned table. Don't raise up from your hiding place!

- Trying to shoot to the right of the table would mean peeking around the side of the table, and that's how Aces gets you every time!
- So you'll have to bank your shot...ricochet it off something to the LEFT of the overturned table.

I hate hitting innocent bystanders. But that's all I can seem to hit!

- Apparently you're not doing a very good job of banking your shots. Good thing you've got our exclusive VCR Interface Rewind-O-Matic(TM) so you can undo your deadly mistakes!
- Try banking your shot off various things. Think hard.
- See that brass rail that runs the length of the bottom of the bar? That's what you want to shoot. Open your Inventory Window and click the ARROW cursor on the GUNS to bring up the CROSSHAIRS cursor. Click the CROSSHAIRS cursor on the "OK" button to close the window, and then click the CROSSHAIRS cursor on the bar rail to ricochet your shot to drop the chandelier on Aces!

I get killed the moment I set foot outside the Saloon. I hate it when that happens!

- You were warned, buckaroo. There's dangerous stuff going on out there!
- There are rowdy cowhands out there. It's fatal to go into any room where they're shooting — either West Central Main or East Central Main. Other than those two rooms, you're safe.

- Oh, with one small exception. You CAN go to West Central Main Street, but only if you stay up on the Hotel Balcony. To get there, go up the stairs on the left side of Mom's Rear...that way you can eyeball the situation without getting hurt.



What do I need to stop those rowdy cowhands?

- Pluck, fortitude, and grace under pressure.
- It also helps to have your pistols and either some spicy French Postcards OR a canister of Nitrous Oxide. The sign on the bunting on the Hotel Balcony also contains a clue.
- What's that you say? You don't have EITHER the French Postcards OR the canister of Nitrous Oxide? OK, get the postcards first: go into the 'Orehouse.

- Click the HAND cursor on the postcards, which are sitting on the coffee table, just below the silver tea set. Leave the 'Orehouse; you've got to convert those French Postcards into Nitrous Oxide.

Hey, Meester! Want to see my feelthy peectures?

- No thank you, I've already seen them.
- But hey, feel free to look all you want.
- Don't you wish we'd put THOSE in the box instead of that Health and Hygiene thing?

I've got some spicy reading material, but I can't figure out what to do with them!

- Have you met anybody who's expressed an interest in finding some reading material for his customers?
- You've got boots, don't you? They're made for walking, so WALK somewhere!
- To get the Nitrous Oxide, go into the Barber Shop and open your Inventory Window. Click the ARROW cursor on the FRENCH POSTCARDS, and click the POSTCARDS cursor on the "OK" button to close the window. Finally, click the POSTCARDS cursor on Salvatore the Barber, and he'll trade you the Nitrous Oxide for the Postcards.

I need to get into the Barber Shop, but the Rowdy Cowhands are absolute murder!

- Please phrase your hint requests in the form of a question next time.
- Ever look in the mirror in the Barber Shop? Notice a door?
- There's a back entrance to the Barber Shop that you can use when the Rowdy Cowhands are making trouble for you. Go to West Bluff Street. Then click the BOOT cursor down at the bottom of the screen, between the blue roof and the blue timbers. You'll walk along the side of the blue building and into the Barber Shop! See how easy? Told ya!

Well, fine, that's all well and good, but there's no way to open that valve!

- That is correct, sir!
- Unless you click it on yourself. But you don't want to do that, trust me.
- But sheer brute force will succeed where gentle manipulation has failed. (Oooh, you'll have to remember that!)
- You can shoot off the valve with your gun...but you have to be quite far away from the canister.

Okay, slowly now so I'll understand: how do I stop the cowhands?

- SHOULD I SHOUT IN ALL CAPITAL LETTERS SO YOU CAN HEAR ME BETTER?

- You have to make them laugh themselves to death with the laughing gas. Go to Mom's Rear. Walk up the stairs until you appear on the balcony with the rowdy cowhands below you. Open your Inventory Window and click the ARROW cursor on the NITROUS OXIDE CANISTER, then click the NITROUS OXIDE CANISTER on the "OK" button to close the window. Now click the nitrous oxide canister on the railing to leave it there.

- Go back down the stairs and go to the room outside the 'Orehouse. Walk into the gazebo on the left side of the area. Open your Inventory Window and click the ARROW CURSOR on the GUNS; that brings up the gunsight. Click the GUNSIGHT on the "OK" button to close the window, and click the GUNSIGHT on the canister that you can see on the railing of the Hotel. If you're accurate, you'll successfully defeat the cowhands.



The cowhands are taken care of...where do I go now?

- Anywhere. Just try it.
- Seriously. Just walk around for a few seconds and you won't have long to wait.
- Leave the 'Orehouse. Walk NORTH on the screen until you get to Main Street. Yowch, it's an AMBUSH!

Argh! An arcade game! Do I hafta do this?

- No.
- No no.
- No no no. You can always use the FAST FORWARD icon and finish it, but you won't get points for it.

What's the point of the "Freddy, Aim, Fire" arcade game?

- To shoot all four Lever Brothers.
- Several times, if need be, 'till they're all dead.
- There are four Lever Brothers among all the items you'll see scrolling by in the arcade. They've got bullseyes on their chests. Shoot the bullseyes, quickly, because the Lever Brothers will shoot back.
- Keep your eye on the rope at the bottom of the screen; every time you get hit by a Level Brother, the rope will fray a little. Reach the end of your rope, and you're shot!

Can I let the rope fray and still win?

- I'm a frayed knot.
- Well, somewhat, but only somewhat.
- But if it breaks, you're dead, Fred!

Why can't I shoot at Kenny the Kid?

- 'Cuz you're uncoordinated.



- Actually, you CAN shoot at Kenny the Kid, you just have to be patient.

- Kenny will walk up to you and stop. You'll challenge each other. At the end of the conversation, your GUNSIGHT cursor will be "locked" at the bottom of the screen. The moment you see Kenny start to draw his gun, quickly move the GUNSIGHT cursor onto Kenny and click on him. Just once should be enough.

Kenny the Kid kills me every time. Darn him!

- Yeah, he's a snotty kid, ain't he?
- Be sure to shoot HIM before HE shoots YOU!
- As soon as you see Kenny start to move, after your sarcastic comment about comparing high school yearbook photos, move the GUNSIGHT cursor up to Kenny and click on him!

Kenny the Kid has left me bleeding in the street. Can I save myself, or do I just lie there and die?

- Hey, it's up to you. Got a preference? Go for it!

- Yes, you can save yourself, but it'll take a bit of quick thinking.
- Remember your first aid: **PRESSURE** will help a laceration! Do you have anything you can press against the wound?
- After Kenny walks out of the picture, click your **HAND** cursor on your **RED NECKERCHIEF**. The cursor will change to the **NECKERCHIEF**. Click the **NECKERCHIEF** cursor on your ear to staunch the flow of blood.

I'm being told to "drop 'em." How do I do that?

- You've dropped 'em before, haven't you? In real life?
- Or, maybe you haven't. If so, try it sometime. You don't know what you're missing. (And neither do the neighbors!)
- As far as the game goes, you have a choice. Simply click the **HAND** cursor on yourself to drop your guns. OR open your Inventory Window and click the **HAND** cursor on the **GUNS**. Either way, you'll drop 'em.

I'm about to burn to death! How do I get outta this furshlugginer basement?

- Panic!
- You'll have to find something that'll cut those ropes. Otherwise you're doomed! Act fast!
- Click the **HAND** cursor on yourself to rock back and forth. It's like the swing puzzle during the Burning Assay Office; you have to click on yourself with the **HAND** cursor repeatedly to build up momentum. You'll fall over if you do it right.



I've fallen and I can't get untied!

- We'll contact the authorities right away, Mr. Pharkas!
- You can't untie the ropes, but you **CAN** sever them with something sharp and metallic!
- Something metallic is right nearby, but it's not sharp...**YET!**
- Click the **HAND** cursor on the Silver Ear, which is over to the left where Penelope dropped it. You'll scootch over to it and snag it.
- Click the **SILVER EAR** on the floor nearby to quickly sharpen it. Click the **SHARPENED EAR** on the ropes to slice them and race upstairs!

I don't feel like swashbuckling. Is there an easy way out of this?

- Cluck cluck cluck buh-KAWK!

- Yes, there's a very simple way out of this.
- Use your FAST FORWARD button in the Icon Bar if you want to race forward to the next part of the game.

I forgot everything I ever knew about swordplay (which was nothing at all!). How do I fence?

- Remember the force!
- A good start is to open your Inventory Window and click the ARROW cursor on the SWORD icon. Then click the SWORD cursor on the "OK" button to close the window. Now have at her!
- Penelope has two basic moves: a HIGH thrust and a LOW thrust. You have two corresponding countermoves: a HIGH parry and a LOW parry. Her moves occur randomly, so there's no pattern to memorize. You must learn to recognize her moves as quickly as possible and perform the correct countermove.
- If she's sweeping LOW, click your sword LOW on her to counter. If she's sweeping HIGH, click your sword HIGH on her to counter. The quicker your response, the better your chances of a successful countermove. Parry long enough and you can force her back; she'll trip and you'll win.

Kenny's got the drop on me! How do I keep him from killing me?

- Quick, you don't have much time. Use your sword!
- Oops, wait, bad idea. That's how you're holding Penelope at bay. Use something else.
- How about that deadly razor-sharp ear? Rush up to your Inventory Window! Click that ARROW cursor on the SHARPENED EAR. Click the SHARPENED EAR cursor on the "OK" button to close the window. And quickly click the SHARPENED EAR cursor on Kenny! Arrrrrrrgh!



AT THE END OF THE GAME

HAVE YOU TRIED...

- ...Opening the coffin next to the Church?
- ...Looking at and talking to the graves in Reboot Hill?
- ...Talking to the moosehead in the Golden Balls Saloon?
- ...Giving the snails to Mom?
- ...Talking to Hop Singh twice in a row in Act 1?
- ...Giving things to P.H. Balance at the Bank of Bob?
- ...Touching the man with the bowler hat who walks through town?
- ...Giving the Claim Check to everybody in town?
- ...Talking to the piano player in the Saloon?
- ...Watching the Ending Credits ALL THE WAY THROUGH?
- ...Talking to and touching all the people in line at the outhouse near the water tower?
- ...Reading the book titles in the Pharmacy Office and the Pharmacy Bedroom?
- ...Looking at the bottles in the Saloon?
- ...Touching the rug in the Pharmacy Office?
- ...Talking to the sheep in the 'Orehouse at night?
- ...Touching the brunette in the 'Orehouse at night?
- ...Going into the outhouse near Reboot Hill?

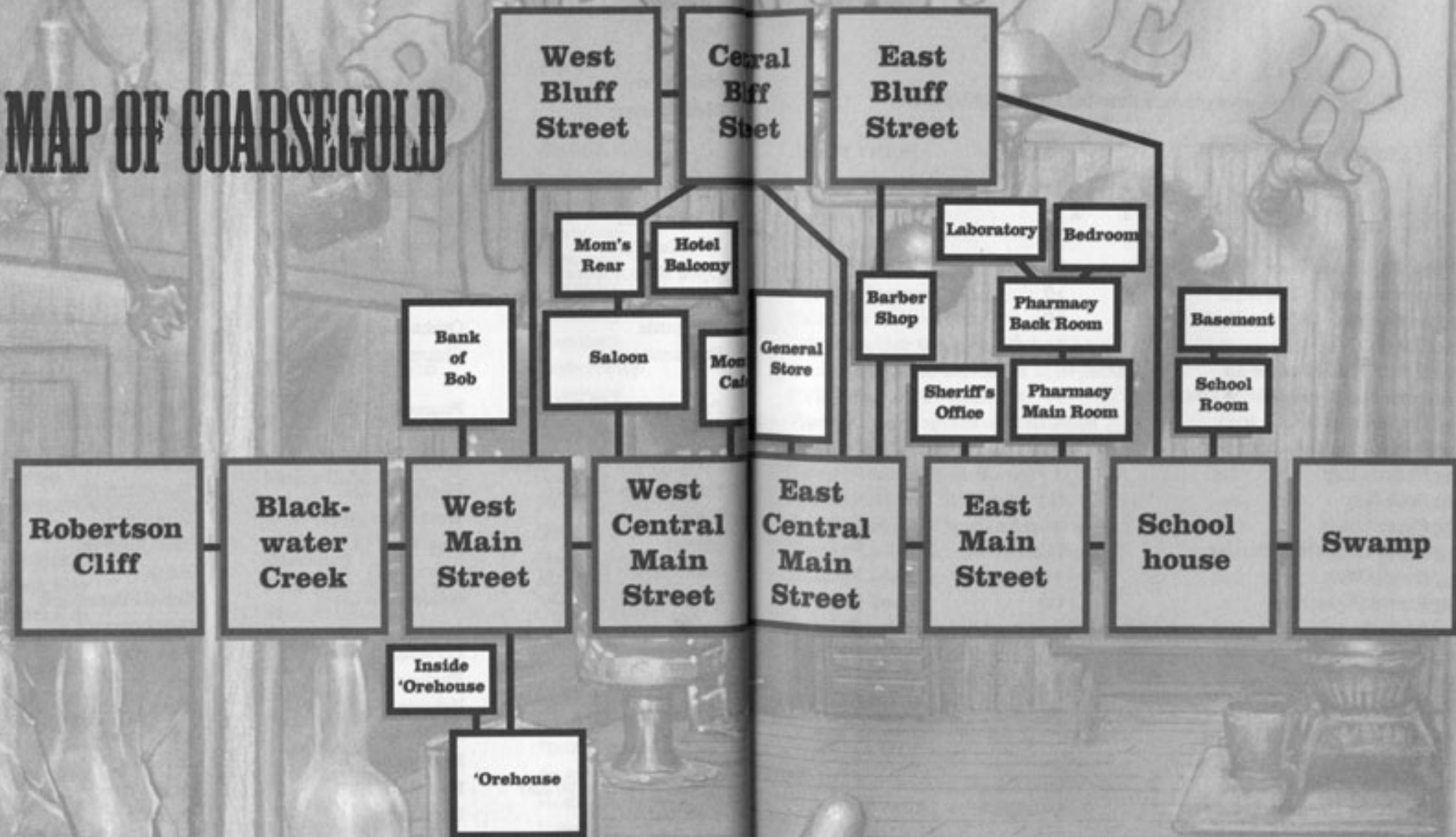
- ...Going into the outhouse near the water tower?
- ...Talking to the little girl jumping rope by the schoolhouse?
- ...Looking at the posters in the General Store, the Sheriff's Office, and the Bank?
- ...Putting water in the empty beer bottles during the "contaminated water" puzzle and drinking it?
- ...Shooting yourself with the cleaned, loaded pistols? (Save your game first!)
- ...Doing the target practice without cleaning your guns first? (Save your game first!)
- ...Going to the Anthill twice in a row right after saving Srimi?
- ...Walking off Robertson Cliff? (Save your game first!)
- ...Trying to jump on the Schoolhouse roof...while swinging BACKWARDS? (Save your game first!)
- ...Jumping off the Schoolhouse roof...and missing the seesaw? (Save your game first!)
- ...Getting all the groaners when you click one inventory item on another...or on itself (like clicking the pie on the pie, or the wax ear on the boots)?

WHERE DO I FIND...

ITEM	WHERE FOUND	WHERE USED
Baking Soda	Outside Pharmacy	Assay Office
Beer Bottles	Saloon	Inventory
Boots	Barber Shop	Anywhere
Bullets	Sheriff's Office	Inventory
Candle Wax	Church Foyer	Inventory
Charcoal	Smithie's Forge	Inventory
Church Key	Church	Inventory
Claim Check	Pharmacy Bedroom	Barber Shop
Clay	Reboot Hill	Inventory
Gun-Cleaning Kit	Sheriff's Office	Inventory
Clothes	Pharmacy Bedroom	Anywhere
Coffee	Mom's Cafe	Sheriff's Office
Corrected Prescription	Saloon	Pharmacy/Main Room
Deflatulizer	Pharmacy Lab	Main Street
Desk Key	Pharmacy Bedroom	Pharmacy Office
Door Key	Start of Game	Outside Pharmacy
Elixir	Mom's Rear	Pharmacy Lab
Empty Beer Bottles	Robertson Cliff	West Bluff Street
Empty Ear Mold	Laboratory	Laboratory
Empty Paper Bag	General Store	Main Street
Filled Paper Bag	Main Street	Pharmacy Lab
Gas Mask	Inventory	Anywhere Outside
Horse Plop	Main Street	Mom's Cafe
Ice Pick	Mom's Rear	Inventory
Knife	General Store	Inventory
Ladder	Schoolhouse Yard	Robertson Cliff, East Bluff St.
Lasso	Inventory	East Bluff St.

Leather Strap	Inventory	Anywhere Outside
Letter	Pharmacy Office	Inventory, Reboot Hill
Medallion	Pharmacy Main Room	Pharmacy Lab
Medications	Pharmacy Lab	Pharmacy, Main Street, East Bluff St.
Money	Pharmacy Main Room	Saloon
Neckerchief	Bank	Anywhere
Nitrous Oxide	Barber Shop	Hotel Balcony
Open Beer Bottles	Inventory	Robertson Cliff
Pie	Mom's Rear	Sheriff's Office
Postcards	Orehouse	Barber Shop
Preparation G	Pharmacy Main Room	Pharmacy/Main Room
Prescriptions	Pharmacy Main Room	Pharmacy/Main Room
Prescription Under Glass	Inventory	Saloon
Purification Solution	Pharmacy Lab	East Bluff St.
Rope	West Main Street	Inventory
Shovel	East Bluff St.	East Bluff St.
Safe-Deposit Box Key	Reboot Hill	Bank
Sharpened Silver Ear	School Basement	School Basement, Schoolroom
Silver Ear	Inventory	Anywhere
Silver-Filled Ear Mold	Pharmacy Lab	Inventory
Snails	Robertson Cliff	Mom's Cafe
Sword	Schoolroom	Schoolroom
Tin Can	Mom's Cafe	Inventory
Tower Water (in bottle)	East Bluff St.	Anywhere
Wax Ear	Inventory	Inventory
Wax-Filled Ear Mold	Inventory	Pharmacy Lab
Whisky Glass	Saloon	Inventory

MAP OF COARSEGOLD



POINTS LIST

Note: points in parentheses denotes OPTIONAL points.

EVENT	POINTS	POINT TOTAL
ACT 1		
Unlocking Pharmacy Door	500	500
Giving correct med. to Penelope	10	510
Giving correct med. to Helen Back	10	520
Taking Elixir	1	521
Putting Elixir in Alcohol Lamp	5	526
Giving correct med. to Madame Ovaere	10	536
Taking Preparation G	1	537
Giving Preparation G to Smithie	3	540
Taking Church Key	1	541
Taking Desk Key	(1)	542
Taking Claim Check	1	543
Taking Letter from Desk Drawer	(1)	544
Taking Candle Wax	1	545
Taking Folded Paper Bag	(1)	546
Taking Ice Pick	1	547
Taking Ladder	1	548
Taking Rope	1	549
Making Lasso out of rope	2	551
Taking Leather Strap	1	552
Taking Tin Can	1	553
Taking Whisky Glass	(1)	554
Putting Whiskey Glass on Incorrect Rx	(10)	564
Showing GlassonRx to Doctor	(7)	571
Giving Claim Check to Barber/Get Boots	5	576
Taking Clothes	1	577
TOTAL POSSIBLE FOR ACT 1:	577	577

ACT 2

Buying Beer	5	582
Opening Beer	2	584
Taking Charcoal	1	585
Putting Charcoal in Can	3	588
Using Ice Pick on Can	5	593
Using Leather Strap on "Picked" Can	5	598
Using Assembled Gas Mask to Breathe	12	610
Filling Bag with Flatulence	(6)	616
Viewing Spectrogram of Flatulence	(10)	626
Creating Deflatulizer	5	631
Using Deflatulent on Horses	20	651
Pouring Beer on RR Tracks	16	667
Getting sample of contaminated water	(1)	668
Placing Ladder against Water Tower	2	670
Placing Ladder on Tower deck	4	674
Lassoing Tower	5	679
Putting purifier solution in tower hatch	10	689
Putting ladder on anthill	10	699
Taking baking powder	1	700
Taking snail	(1)	701
Taking French Postcards	1	702
Putting Baking Soda on Teeter-Totter	2	704
Swinging onto Roof from Teeter-Totter	5	709
Propelling baking soda onto school	12	721
Giving Snail to Helen	(1)	722
Drinking Contaminated water	(1)	723
TOTAL POSSIBLE FOR ACT 2:	146	723

ACT 3

Taking Coffee	1	724
Taking Horse Plop	1	725
Using Horse Plop in Cafe	9	734
Taking Pie	1	735
Giving Pie to Sheriff	4	739
Giving Coffee to Sheriff	4	743
Using Cleaning Kit on Pistols	5	748
Taking Shovel	1	749
Digging Grave	2	751
Taking Safe Deposit Key	5	756
Giving Safe Deposit Key to Banker	1	757
Getting Pistols	2	759
Getting Red Neckerchief	3	762
Finishing Shooting Practice	(15)	777
Taking Medallion	1	778
Talking to Whittlin' Willy	2	780
Taking Knife	1	781
Taking Clay	1	782
Giving French Postcards to Barber	4	786
Removing Clay from Silver Ear	20	806
Putting on Finished Costume	1	807
TOTAL FOR ACT 3:	84	807

ACT 4

Grabbing Ace's Third Hand	10	817
Dropping Chandelier on Aces	20	837
Placing Canister on Balcony	5	842
Shooting Canister from Gazebo	20	862
Winning Lever Bros. Arcade	(20)	882
Removing Neckerchief from Neck	5	887
Using Neckerchief on Ear Wound	10	897
Blocking Shot with Slate	10	907
Taking Silver Ear	1	908
Sharpening Silver Ear	10	918
Cutting Ropes with Sharp Ear	10	928
Taking Sword	1	929
Killing Kenny with Sharp Ear	35	964
Defeating Penelope with Sword	(35)	999
TOTAL FOR ACT 4:	192	999

(Lowest total score possible to complete the game: 888)

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