
FAQ/Walkthrough for
FREDDY PHARKAS: FRONTIER PHARMACIST

GUIDE INFORMATION

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VERSION HISTORY

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1. Introduction

Western games are a rarity. Western adventure games even more so. Al Lowe, creator of the Leisure Suit Larry games, decided to make an entry in this original sub-genre by making an adventure about a pharmacist that has arrived in a town that is slowly closing down due to a corrupt sheriff. Only days after he has arrived, a set of troubles are inflicted on the town: A bunch of flatulent horses, a stampede of snails, a poisoned water supply and a gang of violent thugs. The game involves Freddy's attempts to deal with all of these problems while trying to keep his pharmacy from closing.

2. Walkthrough

2.1. Act I: Living the Coarsegold Dream



The game starts in the town, East. East. Use the door key on the pharmacy to unlock the door. Open the door to enter the pharmacy. Get the Prep G tube on top of the shelf. Open the counter gate. Penelope enters the pharmacy to hand in her prescription. Open the door to enter the office. East to the bedroom. Open the nightstand drawer. Look in the drawer and get the desk key. West. Use the desk key on the roll-top desk. Open the desk. Use the desk key on the drawer. Open the drawer. Look in the drawer and get the letter. Close the drawer and use the desk key on it. Close the roll-top desk and use the desk key on it. Use the laboratory to view various items.



Put a graduated cylinder on the counter. Add 40 ml of Pepticymacine Teterazole to the graduated cylinder. Add the contents of the graduated cylinder to a medicine bottle. Use a cork on the medicine bottle to complete the medication. South. Give the medication to Penelope. Helen Back will enter the shop. Open the door to enter the back room and then use the laboratory. Add 15 mg of Bismuth Enterosalicyline to the graduated cylinder. Add the graduated cylinder contents to the beaker. Add 30 gm of Phenodol Oxytrigylchlorate to the balance. Add the balance contents to the beaker. Use a stirring rod on the beaker. Use the beaker on the pill machine. Use a medicine bottle on the pill machine seven times to fill it with 21 pills. Put the medicine bottle on the counter and then use a cork on the medicine bottle to complete the medication.



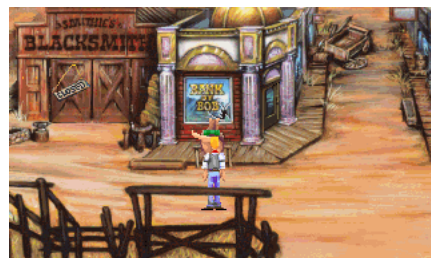
South. Give the medication to Back. Sadie Ovaree will enter the pharmacy. Exit the pharmacy. West. West. Enter the saloon. Get the shot glass from Doc Gillespie's table. Combine the shot glass with Ovaree's prescription and then use the glass to read it. Give the shot glass and prescription to Doc Gillespie and he will correct it. Exit the saloon. East. East. Enter the pharmacy. Open the door to enter the back room. Use the laboratory.



Add 15 gm of Bimethylquinoline to the balance. Use the balance pan on the mortar & pestle. Add 15 gm of Metyraphosphate to the balance. Use the balance pan on the mortar and pestle. Put six medicinal papers on the counter. Use the mortar & pestle to stir it. Use the 5 gm. measuring spatula on the mortar and pestle and put 5 gms of the medication on each medicinal paper. Put all of the medicinal papers inside a prescription box to complete the medication. South. Give the medication to Ovaree. Smithie will enter the pharmacy. Give the Prep G tube to Smithy to complete the act.

2.2. Act II: The Plot Sickens

HORSE FLATULENCE



West. Enter Chester's shop and get a paper sack from the counter. Exit the shop. West. Enter the cafe and get the empty bean can. Exit the shop. Enter the saloon. Give the money to the barman to receive a case of beer. Open the door at the back of the saloon to enter the garden. Get the ice pick from the barrel. Get the elixir from the wagon. Open the door and exit the saloon. West. Get the leather strap and the rope from outside the blacksmith shop. Get a piece of charcoal from the forge. Combine the ice pick with the tin can. Combine the leather strap with the tin can. Combine the charcoal with the tin can to make the gas mask. Use the gas mask on Pharkas. When the horse lifts its tail up, use the paper sack on the horse to fill the sack.

East. East. East. Enter the pharmacy. Enter the back room. Use the laboratory. Use the elixir on the alcohol lamp. Use the matches on the alcohol lamp. Use the Gaseous Spectroscope on the alcohol lamp. Use the filled sack on the Gaseous Spectroscope. Look at the spectrum lines on the glass viewer. Add 40 gm of Sodium Bicarbonate to the balance. Add 15 ml of Furachlordone to the graduated cylinder. Add the balance contents to the beaker. Add the graduated cylinder contents to the beaker. Add 45 ml of water to the graduated cylinder. Add the contents of the graduated cylinder to the beaker. Add 5 gm of Magnesium Sulfate to the balance. Add the balance contents to the beaker. Use a stirring rod on the beaker. Add the beaker contents to a medicine bottle. Put a cork in the medicine bottle to complete the medication. South. Exit the pharmacy. Use the deflatuliser on the water trough to stop the horse flatulence.

SNAIL STAMPEDE



East. Get the ladder from the back of the slide. North. West. Open the church doors and then look at the right door. Get the key. West. South. West. West to the desert. Combine the church key with the beer in the inventory. Get the snail from the stampede. Use the open beer on the snails to stop the stampede.

WATER TOWER

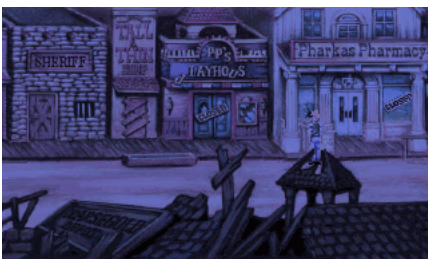


Use the ladder on the anthill to save Srini. South. Exit the pharmacy. West. West. Enter the cafe and give the snail to Back. Exit the cafe. West. West. West to the desert. Get the ladder. East. East. East. East. Enter the pharmacy. Enter the office. Use the laboratory. Add 25 ml of Bismuth Subsalyclate to the graduated cylinder. Add the contents of the graduated cylinder to the test tube. Add 5 ml of Orphenamethihydride to the graduated cylinder. Add the contents of the graduated cylinder to the test tube. Use the matches on the alcohol lamp. Use the test tube on the alcohol lamp. Add the contents of the test tube to a medicine bottle. Use a cork on the medicine bottle to make the pure solution.



South. Exit the pharmacy. East. North to the water tower. Use the faucet to turn the water on. Use the empty beer bottle on the faucet. Use the beer bottle on Pharkas. Use the faucet to turn the water off. Use the ladder on the water tower platform and then walk up the ladder. Get the ladder. use the ladder on the water tower and walk up the ladder. Use the rope in the inventory to make a lasso. Use the lasso on the metal pole on top of the water tower and then use the rope to climb onto the roof. Open the hatch at the right side of the roof. Use the pure solution on the hatch to clean the water in the tower.

BURNING BUILDING



West. South. Exit the pharmacy. Get the baking soda outside the pharmacy. East. Use the baking soda on the right side of the seesaw. Use the swing at the right side of the area. Select Pharkas three times as he swings forward and then select the roof of the school to land on it. Use the left side of the seesaw to put out the fire. West. West. West. West. South. Open the door to enter the bar. Get the post cards on the table in the middle of the room. Wait until Ovaree arrives to complete the act.

GUN PRACTICE

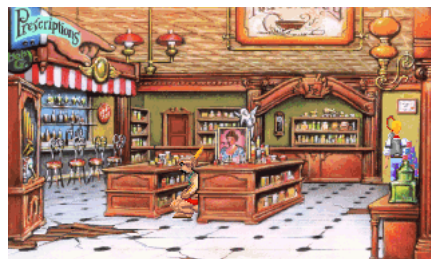


Open the chest. Look in the chest and get the clothes. Open the dresser drawer. Look in the drawer and get the claim check. West. South. Exit the pharmacy. Get the horse plop on the road. East. North. West. Get the candle wax from the candles in the church. West to the cemetery. Get the shovel at the left side of the third grave and then use the shovel on the grave. Use the grave to find the safe deposit box key. Use the shovel on the grave. Get the clay from the grave. Exit the cemetery. West. South. Enter the bank and show the deposit key to the bank owner. Open the safe deposit box. Move the neckerchief. Get the pistols and the neckerchief. Exit the bank. East. Enter the cafe.



Use the coffee machine to get a cup of coffee. Use the horse plop on the floor of the cafe. Exit the cafe. Enter the saloon. Open the door at the back of the saloon to enter the garden. Get the pie on the window sill. Open the door. Exit the saloon. East. Enter the barber shop. Give the claim check to Sal to get the boots. Exit the barber shop. East. Enter the sheriff's building. Give the coffee to the sheriff to receive the bullets. Give the pie to the sheriff to get the gun cleaning kit. Exit the building. West. North. West. Combine the bullets with the pistols in the inventory. Combine the gun cleaning kit with the pistols in the inventory. Use the empty bottles on the fence at the left side of the area. Select a difficulty and complete the gun practice session.

FINDING A DISGUISE



South. East. East. Enter Chester's shop. Show the candle wax to Willy. Exit the shop. Enter the shop again and get the knife. Exit the shop. East. Enter the pharmacy. Get the medallion on the wall. Enter the back room. Use the desk key on the roll-top desk. Open the desk. Use the desk key on the drawer. Open the drawer. Look in the drawer and get the letter. Combine the knife with the candle wax in the inventory to make a wax ear. Combine the wax ear with the clay in the inventory to make a wax filled mold. Use the laboratory. Use the matches on the alcohol lamp. Use the wax filled mold on the alcohol lamp to make the empty mold. Add the medallion to the crucible and then use the crucible on the alcohol lamp to melt the medallion. Use the empty mold on the crucible to make the silver filled mold. Use the silver filled mold in the inventory to make the silver ear. Use the boots on Pharkas to complete the act.

2.4. Act IV: Showdown at the Hallelujah Corral



West. Enter the saloon. Look at the poker table. Quickly use the hand that appears under Aces' cards to accuse him of cheating. Use the pistols on the rail under the bar to defeat Ace. Open the door to enter the garden. South. East. Walk south down the path at the right side of the mill to enter the barber shop. Give the post cards to Sal to receive a can of nitrous oxide. Exit the barber shop through the top-right exit. West. South to the back garden of the saloon. Walk up the steps. Use the nitrous oxide on the balcony decorations. Return to the back garden. South. West. South. South. Walk into the gazebo and then use the pistols on the can of nitrous oxide at the top- right corner of the area. North.



Select a difficulty and then play the arcade game to defeat the Lever brothers. Try to shoot Kenny and he will shoot Pharkas in the ear. Get the neckerchief and use it on Pharkas' ear. Pharkas travels to the schoolhouse to confront Penelope. Use the hand icon on Pharkas to drop the belt. Get the slate from the table to block the bullet. Penelope will take Pharkas to the basement. Use the chair. Select Pharkas three times as he moves forward to tip the chair over. Get the silver ear on the floor. Use the silver ear on the floor to sharpen it. Use the sharp ear on the chair to cut the ropes. Get the sword. Select the difficulty and then play the arcade game to defeat Penelope. Use the sharp ear on Kenny to complete the game.

3. Item List

3.1. Act I Item List



DESK KEY

Found in the drawer in the bedroom in the pharmacy. It is used on the roll-top desk in the office. It is used on the drawer in the roll-top desk.



DOOR KEY

Available at the start of the game. It is used on the pharmacy door.



HELEN'S RX

Found by talking to Helen Back in the pharmacy. It is not used.



LETTER

Found in the drawer in the roll-top desk in the pharmacy. It is not used.



MADAME'S RX

Found by talking to Sadie Ovaree in the pharmacy. It is not used.



MEDICATION

Found by completing the prescriptions in the pharmacy. It is given to Penelope, Helen Back and Sadie Ovaree.



MONEY

Found by giving the Prep G to Smithy in the pharmacy. It is given to the bartender in the saloon in act II to get the beer.



PENELOPE'S RX

Found by talking to Penelope in the pharmacy. It is not used.



PREP G

Found on the shelf in the pharmacy. It is given to Smithy.



SHOT GLASS

Found on the table in the saloon. It is combined with Madame's Rx in the inventory.



UNDER GLASS

Found by combining the shot glass with Madame's Rx in the inventory. It is given to Doc Gillespie in the saloon.

3.2. Act II Item List



BAKING SODA

Found outside the pharmacy near the burning building. It is used on the right side of the seesaw.



BEER

Found by giving the money to the barman in the saloon. It is combined with the church key in the inventory to get the open beer.



CHACOAL

Found on the forge outside the blacksmith shop. It is one of the items used on the tin can in the inventory to make the gas mask.



CHURCH KEY

Found in the right door of the church. It is combined with the beer in the inventory to get the open beer.



DEFLATULISER

Found by using the pharmacy laboratory. It is used on the water trough outside the pharmacy.



ELIXIR

Found in the wagon in the garden behind the saloon. It is used on the alcohol lamp in the pharmacy laboratory.



EMPTY BOTTLES

Found by using the open beer on the snail stampede in the desert. It is used on the faucet near the water tower. They are used on the fence near Srimi.



FILLED SACK

Found by using the paper sack on the horse when it lifts its tail. It is used on the Gaseous Spectroscope in the pharmacy laboratory.



GAS MASK

Found by combining the ice pick, leather strap and charcoal with the paper sack in the inventory. It is used on Pharkas.



ICE PICK

Found in the barrel in the garden at the back of the saloon. It is one of the items used on the tin can in the inventory to make the gas mask.



LADDER

Found at the back of the slide in the area east of the pharmacy. It is used on the anthill in the desert. It is used on the water tower platform and the water tower.



LASSO

Found by using the rope in the inventory. It is used on the metal pole on top of the water tower.



LEATHER STRAP

Found outside the blacksmith shop. It is one of the items used on the tin can in the inventory to make the gas mask.



OPEN BEER

Found by combining the church key with the beer in the inventory. It is used on the snail stampede in the desert.



PAPER SACK

Found on the counter in Chester's shop. It is used on one of the horses when it lifts its tail to get the filled sack.



POST CARDS

Found on the table in the bar. It is given to Sal in the barber shop in act IV to get the can of nitrous oxide.



PURE SOLUTION

Found by using the pharmacy laboratory. It is used in the hatch on top of the water tower.



ROPE

Found outside the blacksmith shop. It is used in the inventory to get the lasso.



SNAILS

Found in the snail stampede in the desert. It is given to Helen Back in the cafe.



TIN CAN

Found in the cafe. It is combined with the ice pick, leather strap and charcoal in the inventory to get the gas mask.



TOWER H2O

Found by using the empty bottles on the water tower faucet. It is used on Pharkas.

3.3. Act III Item List



BOOTS

Found by giving the claim check to Sal in the barber shop. They are used on Pharkas as one of the disguise items.



BULLETS

Found by giving the coffee to the sheriff. It is combined with the pistols in the inventory.



CANDLE WAX

Found by using the candles in the church. It is shown to Willy in Chester's shop. It is combined with the knife in the inventory to get the wax ear.



CLAIM CHECK

Found in the dresser drawer in the bedroom in the pharmacy. It is given to Sal in the barber shop to get the boots.



CLAY

Found on the grave in the graveyard after using the shovel on the grave twice. It is combined with the wax ear in the inventory to get the wax filled mold.



CLEANING KIT

Found by giving the pie to the sheriff. It is combined with the pistols in the inventory.



COFFEE

Found by using the coffee machine in the cafe. It is given to the sheriff to get the bullets.



DEPOSIT KEY

Found by using the grave in the graveyard after using the shovel on the grave. It is shown to the bank owner in the bank.



EMPTY MOLD

Found by using the wax filled mold on the alcohol lamp in the pharmacy laboratory. It is used on the crucible in the laboratory.



KNIFE

Found near the stove in Chester's shop. It is combined with the candle wax in the inventory to get the wax ear.



MEDALLION

Found on the wall in the pharmacy. It is used on the crucible in the pharmacy laboratory.



NECKERCHIEF

Found in the safe deposit box in the bank. It is not used.



PIE

Found on the window sill in the garden behind the saloon. It is given to the sheriff to get the cleaning kit.



PISTOLS

Found under the neckerchief in the safe deposit box in the bank. It is combined with the bullets in the inventory. It is used on the rail under the bar in the saloon in act IV. It is used on the can of nitrous oxide on the balcony decorations above the saloon in act IV.



SILVER EAR

Found by using the silver filled mold in the inventory. It is not used.



SILVER FILLED MOLD

Found by using the empty mold on the crucible in the pharmacy laboratory. It is used in the inventory to get the silver ear.



WAX EAR

Found by combining the knife with the candle wax in the inventory. It is combined with the clay in the inventory to get the wax filled mold.



WAX FILLED MOLD

Found by combining the wax ear with the clay in the inventory. It is used on the alcohol lamp in the pharmacy laboratory to get the empty mold.

3.4. Act IV Item List



NECKERCHIEF

Found on Pharkas after Kenny has shot him. It is used on Pharkas' ear.



NITROUS OXIDE

Found by giving the post cards to Sal in the barber shop. It is used on the balcony decorations above the saloon.



SHARP EAR

Found by using the silver ear on the floor in the schoolhouse basement. It is used on Kenny.



SILVER EAR

Found on the floor in the schoolhouse basement after Pharkas tips the chair over. It is used on the floor to get the sharp ear.



SWORD

Found in the schoolhouse. It is used to battle Penelope in the schoolhouse.

4. Point List

4.1. Act I Point List

TOTAL	POINTS	ACTION
500	500	Use the door key on the pharmacy.
501	1	Get the Prep G tube.
502	1	Get the desk key.
503	1	Get the letter.
513	10	Give the medication to Penelope.
523	10	Give the medication to Back.
524	1	Get the shot glass.
534	10	Read the prescription under the glass.
541	7	Give the shot prescription under glass to Gillespie.
551	10	Give the medication to Ovaree.
554	3	Give the Prep G tube to Smithy.

4.2. Act II Point List

TOTAL	POINTS	ACTION
555	1	Get the paper sack.
556	1	Get the empty bean can.
561	5	Give the money to the barman.
562	1	Get the ice pick.
563	1	Get the elixir.
564	1	Get the leather strap.
565	1	Get the rope.
566	1	Get the charcoal.
571	5	Combine the ice pick with the tin can.
576	5	Combine the leather strap with the tin can.
579	3	Combine the charcoal with the tin can.
591	12	Use the gas mask on Pharkas.

597	6	Use the paper sack on the horse.
602	5	Use the elixir on the alcohol lamp.
612	10	Look at the spectrum lines.
617	5	Complete the medication.
637	20	Use the deflatuliser on the water trough.
638	1	Get the ladder.
639	1	Get the key
641	2	Combine the church key with the beer.
642	1	Get the snail.
658	12	Use the open beer on the snails.
668	10	Use the ladder on the anthill.
669	1	Give the snail to Back.
670	1	Use the empty beer bottle on the faucet.
671	1	Use the beer bottle on Pharkas.
673	2	Use the ladder on the water tower platform.
677	4	Use the ladder on the water tower.
679	2	Use the rope.
684	5	Use the lasso on the top of the water tower.
694	10	Use the pure solution on the hatch.
695	1	Get the baking soda.
697	2	Use the baking soda on the seesaw.
702	5	Land on the roof of the school.
714	2	Use the seesaw.
715	1	Get the post cards.

4.3. Act III Point List

TOTAL	POINTS	ACTION
716	1	Get the clothes.
717	1	Get the claim check.
718	1	Get the horse plop.
719	1	Get the candle wax.
720	1	Get the shovel.
722	2	Use the shovel on the grave.
727	5	Get the safe deposit box key.
728	1	Get the clay.
730	1	Get the pistols.
733	3	Get the neckerchief.
734	1	Use the coffee machine.
743	9	Use the horse plop on the cafe floor.
744	1	Get the pie.
749	5	Give the claim check to Sal.
753	4	Give the coffee to the sheriff.
757	4	Give the pie to the sheriff.
762	5	Combine the gun cleaning kit with the pistols.
777	15	Complete the gun practice arcade game.
779	2	Show the candle wax to Willy.
780	1	Get the knife.
781	1	Get the medallion.
782	1	Get the letter.
802	20	Use the silver mold.
803	1	Use the boots on Pharkas.

4.4. Act IV Point List

TOTAL	POINTS	ACTION
813	10	Select the hand under Aces' cards.
833	20	Use the pistols on the rail.
838	5	Give the post cards to Sal.
843	5	Use the can of nitrous oxide on the balcony decorations.
863	20	Use the pistols on the can of nitrous oxide.
883	20	Complete the shooting arcade game.
888	5	Get the neckerchief.
898	10	Use the neckerchief on Pharkas' ear.
908	10	Get the slate.
909	1	Get the silver ear.
919	10	Use the silver ear on the floor.
929	10	Use the sharp ear on the chair.
930	1	Get the sword.
965	35	Complete the sword arcade game.
1000	35	Use the sharp ear on Kenny.

5. Copyright Information

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