

## WARNING!

This document reveals the solution to this adventure game.

Do NOT read on if you want to find it out for yourself!

Remember: if you are stuck in the game, entering "HELP" might (or might not!) give you a clue.

## **SOLUTION**

Remember that you can type "N" for NORTH, "S" for SOUTH etc.
This solution shows each direction in full for clarity only.

In the aeroplane at the start of the game:

"GET PARACHUTE"

"PRESS BUTTON"

You will be ejected out of the aircraft and land in a forest.

"SOUTH" to the ravine.

"EAST" to the trail.

"NORTH" to the campfire.

"GET BRANCHES"

"SOUTH" to the trail.

"WEST" to the ravine.

"WEST" to the forest (logs).

"WEST" to the clearing (beehive).

"NORTH" to the native village.

"NORTH" to the rocky coast.

"GET MATCHES"

"SOUTH" to the native village.

"SOUTH" to the clearing (beehive).

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"MAKE FIRE" (the smoke makes the bees drowsy)
                     "GET HONEYCOMB"
                 "EAST" to the forest (logs).
                    "EAST" to the ravine.
                     "EAST" to the trail.
                  "NORTH" to the campfire.
                "NORTH" to outside the cave.
        "OFFER HONEY" (the bear slopes off, eating it)
                   "NORTH" (into the cave)
          "EXAMINE CORPSE" (and you find the idol)
                         "GET IDOL"
                "SOUTH" to outside the cave
                  "SOUTH" to the campfire.
                    "SOUTH" to the trail.
                    "WEST" to the ravine.
                 "WEST" to the forest (logs).
              "WEST" to the clearing (beehive).
                "NORTH" to the native village.
                    "WEST" to the totem.
"OFFER IDOL" (and the native leader gives you the black stone).
                 "EAST" to the native village.
              "SOUTH" to the clearing (beehive)
                 "EAST" to the forest (logs).
                    "SOUTH" to the wall.
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"INSERT (or USE) STONE" and a gap in the wall appears.

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"SOUTH" to the edge of the forest.
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"WEST" to the hill.

"WEST"... And a voice asks you a riddle.

"TOMORROW" to answer the riddle.

"WEST" to the temple.

"TALK TO WOMAN" and the wise woman offers you a doll and needle.

"GET DOLL" (which if you EXAMINE it, looks like a spider)

"GET NEEDLE"

"EAST" to the hill.

"EAST" to the forest.

"SOUTH WEST" to the field.

"WEST" to the barn.

"SOUTH" to enter the barn.

"GET SHOVEL"

"NORTH" to go outside the barn.

"EAST" to go to the field.

"NORTH EAST" to go to the edge of the forest.

"SOUTH" to the barracks.

"EAST" to the clearing, where the earth looks disturbed.

"DIG HOLE" to reveal a key.

"GET KEY"

"WEST" to the barracks.

"NORTH" to the edge of the forest.

"EAST" to the flag.

"EAST" to the tank.

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"SOUTH" to the door.
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"UNLOCK DOOR"

"OPEN DOOR"

"SOUTH" into the tunnel.

"SOUTH" to the spider.

"STAB DOLL" to kill the spider.

"SOUTH" to the end of the tunnel.

"EXAMINE UNIFORM" to reveal a form.

"GET UNIFORM"

"GET FORM"

"NORTH" to the dead spider.

"NORTH" to the tunnel.

"NORTH" to reach the entrance to the tunnel.

"NORTH" to the tank.

"WEST" to the flag.

"WEST" to the edge of the forest.

"SOUTH" to the barracks.

"SOUTH EAST" to the stores.

"READ FORM" to find the code to the lock.

"8421" and the door to the stores will open.

"SOUTH" to enter the stores, where you will find a can of petrol.

"GET PETROL"

"NORTH" to leave the stores.

"NORTH WEST" to the barracks.

"NORTH" to the edge of the forest.

## "SOUTH WEST" to the field.

"SOUTH" to the bridge.

"WEAR UNIFORM" and the old man will usher you over the bridge to the banks of the river.

"SOUTH" to the sandy cove, where there is a boat. You are nearly there!

"SOUTH" to get on board the boat.

"FILL TANK" to empty the petrol into it.

"PUSH BUTTON" to complete the game.

Thank you for playing STRANDED!