

Highlander - Disk 2

The Quest For Knowledge

Brief Overview

Ramirez is poisoned and falls into a coma. Quentin must search for and meet a number of Jettators in a quest to find an antidote.

In-depth Overview

The good guys (Quentin, Ramirez & Clyde) are travelling through a jungle/swamp area, on the way to meet a Jettator. On the way, they are attacked by a lizard-like creature (a devil-beast). Ramirez is bitten while saving Quentin and begins to feel weakened. They continue their journey and manage to reach the nearby village where Ramirez promptly collapses. Quentin must first liberate the village from a hunter patrol so that he can find help for Ramirez. Once the hunters are despatched, the swamp Jettator will give Quentin his knowledge via the Quickening (this knowledge is useless for helping Ramirez) and then give him some information and advice. Quentin is informed that the poison from the devil-beast is keeping Ramirez in a comatose state and that a Jettator with the knowledge of bio-chemistry (Frederick) must be found if Ramirez is to be saved. He must also be found quickly for even Ramirez's immortal constitution may not keep him alive forever. Quentin can leave Ramirez and Clyde in the swamp Jettators care while he searches for the one who will be able to produce an anti-venom.

This search takes him through various areas, most of which have been seen in various episodes of the animated series. During his travels he will encounter a number of other Jettators and must undergo some test or solve some puzzle for each before they give him their knowledge. He will also discover that Alia, his girlfriend from ep 2, has disappeared and probably been captured. Eventually, through this string of Jettators (and using some knowledge gained from the library) Quentin will discover where Frederick lives.

Once he finds 'Fred' and convinces him to help, Quentin must also find some way of capturing a live devil-beast so that an anti-venom can be manufactured. This is quite difficult because attacking someone (or thing) with a sword will usually kill it. Therefore Quentin must first search for a non-lethal alternative.

With the devil-beast and some other essential items procured, a cure is manufactured. 'Fred' proclaims 'Now if only we're in time'... and the game ends. The screen will go black and those immortal words 'To Be Continued...' will appear.

Disk 2 - Character List

The initial pictures of the following characters can be found at the end of this document.

Heroes

Quentin
Ramirez
Clyde
Alia

Jettators

Genoben the swamp elder
Benezir the crotchety librarian
Thomas the 'mad' scientist
Andretta the female zoologist
Frederick bio-chemistry renegade

Dundees

Glen
Esther
Neil
Angus

Swamp Inhabitants

Beth
Brad
Bruce
Devil Beast

Hunters

Cadet Hunters (armed with sticks & half face masks)
Sword Hunters
Gas Gun Hunters
Crossbow Hunters
Hunter Sergeants
Hunter Officers

Desert Cultists

Chief
Thugs *2

Children Of The Underground

Metal Head
Spike
Doc

Bandits

Chief
Brute
Renegade

There may be more variations of the desert cultists and the bandits.

Collectible Items In The Game And Their Uses

1. Macleod Sword I(101)
Found in the players inventory at the start of the game. Must be carried for Jettators to recognize player as 'The Highlander'
2. Various food items I(Various)
Found at various places throughout the game. Will restore life points.
3. Hunter uniform I(220)
Is found in the open tank outside the dam. If worn, hunter's will not attack the player outright as long as he knows the correct door code and does not enter the library.
4. Gas gun I(222)
Found in the open tank outside the dam, with a small few refills found on hunters in the library area. Most useful for taking out gas-gun armed hunters on opposite sides of the library.
5. Hunter sword I(221)
Found in the open tank outside the dam. Must be carried for hunter disguise to work. Not as damaging as Macleod sword. Will serve as replacement weapon if Macleod sword lost.
6. Poisoned food I(217/8)
Found in the kitchen of the dam. This has been poisoned by the hunters and will reduce the player's life points if used.
7. Blunt carving knife I(212)
Found in the kitchen of the dam (possibly in drawer). Will serve as impromptu weapon. Can be sharpened using whetstone, thus doing more damage. Must be sharpened and used to cut map from map-table in library.
8. Letter from Alia I(210)
Found in the dining room in the dam. If used will play a cinepak with Alia talking to Benezir and saying that she will be looking for Quentin near the aircraft carrier. Will allow the player access to the aircraft carrier area.
9. Dam main door key-code I(213)
Found on the hunter officer in the dining room in the dam. Will allow the player to get the right code for the main door of the dam, and consequently not get attacked by the hunters guarding the main door.
10. Scribes robes I(208)
Found in the robing room in the dam. This is another disguise, which will allow the player to enter the library without molestation.

11. Rusted sword I(115)
This is found on the hill of oaths and is one of the weapons abandoned by the Jettators seven hundred years ago. As such it is a little worse for wear but will serve as a replacement weapon. It can be sharpened using the whetstone.
12. Whetstone I(107)
Found in a hut in the dundee village. Can be used to sharpen the rusted sword and the carving knife.
13. Wooden box I(114)
Found in the watch-tower outside the back door of the dundee village. Must be used in conjunction with the straw to safely carry a devil-beast egg.
14. Straw I(003)
Found in a hut in the swamp village. Must be used in conjunction with the wooden box to safely carry a devil-beast egg.
15. Bolt Cutters I(006)
Found in a hut in the swamp village. Is used to break the chain binding the lost Dundeeds together.
16. Loop of chain I(100)
This is part of the chain used to bind the Dundeeds together. It is used by Quentin as a handle for deathsliding over the ravine in the swamp clearing.
17. Key to chest I(101)
This is given to the player once he gives the map of the world to the Dundeeds. It will open the chest found in one of the huts.
18. World map I(211)
This is actually part of a table at the far end of the library and is not portable. To release the map the player must use the carving knife after it has been sharpened with the whetstone.
19. Devil beast egg(s) I(900)
Found in the cave in the swamp clearing. Must be carried using both the straw and the wooden box to the Jettator Andretta. This will give the player a quickening and access to the cave system.
20. Portable generator I(305)
Found in the control room of the aircraft carrier. Must be fixed using the fuse and the wire. Must then be taken to the Jettator Thomas who will give the player a quickening and access to the nature reserve.
21. Fuse I(108)
Found in a hut in the dundee village. Is used with the wire to fix the portable generator.

22. Wire I(401)
Is found by the mound of sacrifices belongings in the cultist temple. Is used with the fuse to fix the portable generator.
23. Crossbow I(402)
Found once Alia is rescued and the cultists are despatched. Must be used with the quarrels and the ropes to form death-slides across the ravine in the swamp clearing.
24. 2 Quarrels I(403)
Found once Alia is rescued and the cultists are despatched. see 23, 25 & 26.
25. Rope I(109)
Found in a hut in the dundee village. see 23, 24 & 26.
26. Rope no.2 I(001)
Found in a hut in the swamp village. see 25, 24 & 23...
27. Tranquiliser gun, main housing I(116)
Found in the locked chest in a dundee hut. Must be first made usable with the tranq cartridges, the small toolkit and the book on unusual firearms. Should then be used by the player to take out a devil-beast without getting bitten and comatose.
28. Tranq Cartridges -5 I(008)
Given to the player by a swamp villager if Quentin gets the book on water filtration. see 27, 29 & 47.
29. Small toolkit I(400)
Is found by the mound of sacrifices belongings in the cultist temple. see 27,28 & 47.
30. Chainsaw main body I(112)
Found in the locked chest in a dundee hut. Can be assembled with the petrol tank, the chain, the petrol and the sparkplug. Will either not work or will give a one-shot 'Oh-no' reaction from a particular guard.
31. Chainsaw petrol tank I(007)
Found in hut in swamp village. see 30, 32, 33, 34.
32. Chainsaw chain I(113)
Found on the jetty over the lake. see 30, 31, 33, 34.
33. Can of petrol I(224)
Found in the tank in the dam. see 30, 31, 32, 34.
34. Chainsaw sparkplug I(300)
Found on the flight-deck of the aircraft carrier. see 30, 31, 32, 33.

35. Book on Mogonda I(010)
Found against the wall in the hut where Ramirez lies comatose. Must be given to Benezir before he will give the player a quickening and the key to the top drawer of the filing cabinet.
36. Glass flasks I(110)
Found in the locked chest in the hut. Required by 'Fred' to produce an anti-venom.
37. Filtration Papers I(209)
Found in the office in the dam. Required by 'Fred' to produce an anti-venom.
38. Medical kit I(205)
Found in the library in the dam. Required by 'Fred' to produce an anti-venom.
39. Club I(111)
Found in the locked chest in the dundee village. Can be used to fight a devil-beast (without killing it) but will result in Quentin being bitten.
40. Control Room Access Card I(301)
Found on the body of a bandit on the aircraft carrier flight deck. Will allow the player to enter the control room.
41. Key to office I(226)
Found in the library. Will allow the player to enter the office and meet Benezir without having to kill all the hunters present.
42. Stevenson's Diary I(225)
Found in the office in the dam. Gives a hint to search for a copy of the bible.
43. Real Bible I(204)
Found in the library at the dam. This is the bible. Features some text from Genesis.
44. Fake Bible with key to locked files I(206)
Found in the library at the dam. This contains a key which will open the restricted files in the filing cabinet.
45. Book On Water Filtration Systems I(202)
Found in the library at the dam. Needed by the swamp villager.
46. Book Of The Jettators I(200)
Found in the library at the dam. This will give the player access to the underground subway station.
47. Book Of Unusual firearms I(201)
Found in the library at the dam. Will allow the player to fix the tranq pistol. see 27, 28, 29.

- 48. Various random books I(Various)
Found in the library at the dam. Red herrings for the player.
- 49. Sack I(002)
Found in a hut in the swamp village. Will allow the player to carry more items than usual.
- 50. Lantern I(005)
Found in the swamp village. Must be used in conjunction with the oil and the tinder-box to enter the cave system.
- 51. Oil I(102)
Found in the dundee camp. see 50 & 52.
- 52. Tinderbox I(203)
Found in the library. see 50 & 51
- 53. Key to top drawer, files I(219)
Obtained from Benezir when the player returns the book on Mogonda. Will allow player to search for non-restricted books (ie The Bible).
- 54. Key to bottom drawer, files I(207)
Obtained from the fake bible. Will allow the player to search for the restricted books (ie all the interesting ones).

Disk 2 - Areas For Exploration

Although there is an overall plot to the game, the player is able to explore anywhere that he knows (as Quentin) to exist. The world is broken down into areas of interest (where an area is any number of 3D studio sets which are of the same type and should, if they existed in the real world, actually connect directly to each other). A good example of this is the area of the Highlands in disk 1. Travelling between areas requires the introduction of a new form of gameplay called map mode.

Map mode is a new form of gameplay which will require a separate interface being constructed. A world map is shown with Quentin's current location being displayed. Possible destinations are highlighted in some manner. The joystick controls a cursor which can be moved around the map and the fire buttons will select the highlighted area that the cursor is on as the destination. A pre-drawn path (a la Indiana Jones) will then be drawn between the start area and the end area. There will be a brief pause once the line reaches the destination and then the 3D gameplay will be re-initiated.

Once the opening section has been completed, (see later) then Quentin is free to explore the world. The world (for disk 2 at least) consists of the following areas -

- 1. The Swamp Village**
- 2. The Highlands**
- 3. The Main Swamp Area**
- 4. The Patch Of Desert**
- 5. The Library In The Dam**

The Patch of Desert is an area which Quentin cannot voluntarily go to, but rather it is the site of an ambush which may occur if Quentin travels from area to area. Quentin cannot die from this encounter, but he can have his equipment stolen. This encounter will occur once and once only. Once it has occurred, the player can venture back to the patch of desert area at his leisure.

The following areas also exist, but Quentin does not know about them at the start of the game. He must receive details of their locations from various sources (see later) before he can explore them (ie they will appear on his map-of-the-world in map mode).

- 6. The Aircraft Carrier**
- 7. The Cultists Temple**
- 8. The Subway Station**
- 9. The Nature Reserve**
- 10. The Cave System**

Actually gaining the knowledge of how to get to these areas will form part of the puzzles for the game.

Global Reference System

Prefixes D=Puzzle / Dilemma
C=Character
I=Object / Item

Numbers 000-099 = The Swamp Village
100-199 = The Highlands
200-299 = The Dam
300-399 = The Aircraft Carrier
400-499 = The Desert Cultist Temple
500-599 = The Nature Reserve
600-699 = The Underground / Subway Station
700-799 = The Cave System
800-899 = The Desert Bandits / Patch Of Desert
900-999 = The Main Swamp Area / Swamp Clearing

Items start at x00
Characters start at x20
Puzzles start at x51

The Introduction

N.B. This section of the game must proceed in a linear fashion, as it sets up the major plot thread. After this has been completed then the game assumes a more free-flowing non-linear form.

This first section is a forced animation sequence. Ramirez, Quentin and Clyde are travelling through a jungle on foot heading for a rendezvous with yet another Jettator. Quentin has the Macleod sword and both Ramirez and Clyde are unarmed. As they travel along a man-sized lizard type thing (a devil-beast) jumps out of the foliage or possibly a cave and attacks Ramirez. The beast attacks by biting the arm of its victim, and injecting its poison into their veins. When Ramirez is attacked, Quentin swiftly draws his sword and cuts the beast in two. After a few words between themselves they continue onwards.

The good guys arrive at the swamp village where the Jettator Genoben lives. Ramirez announces that he isn't feeling too good and they manage to get him into a hut where he promptly collapses. The hut has an occupier, who tells Quentin that the Genoben may be able to help but to be careful because there is a hunter scout patrol present. Quentin leaves the hut and the game proper starts.

Quentin must wander around the village to find Genoben. On the way he will meet a pair of patrolling hunters who have been doing a house-to-house search. These must be defeated before Quentin can fully explore the village for the Jettators hut. Genoben is inside under guard by another pair of hunters. These must also be fought before help can be received for Ramirez. Once these are vanquished then the Jettator and Quentin have a wee chat about Ramirez's problems and the scene will cut to the hut with Ramirez in.

Ramirez is now part of the background and is a pre-rendered body on a slab. Genoben looks Ramirez over and proclaims that he was bitten by a poisonous devil-beast and that the bite puts the victim into a coma and then kills them. Ramirez is alive only because he is an immortal, but even his immortal constitution may not hold out unless an anti-venom is administered. Unfortunately Genoben doesn't know how to manufacture one and so Quentin must find another Jettator with the knowledge to do so. Before Quentin leaves, Genoben undergoes a quickening and passes on his knowledge. With this initial setup completed, Quentin can now leave the village via map mode.

Area 1 - The Swamp Village

Here lives the Jettator Genoben and is where Ramirez and Clyde will be left for the duration of the game. The actual village consists of a number of huts with connecting walkways in a swampy environment. The hut nearest to the entrance/exit is where Ramirez is left to be ill. Another hut is Genoben's home.

Puzzles

(D051) - "Time To Rescue Genoben"

Once the good guys reach the village, Ramirez collapses and is taken into a hut. Quentin must reach Genoben (C037) to help his mentor. He must defeat (or evade) Hunter Sergeant (1) - (C026) in order to receive a quickening, and some hints about further puzzles.

(D052) - "Dirty Water" - Bruce, The Swamp Villager

In a hut there is Bruce, who paces back and forth ruminating on the water shortage problem. He talks aloud and voices the need for a proper water purification system for the village. Currently they have to boil their drinking water and this is very time consuming. If there was another, more efficient method, then there would be no water shortage. What he needs is a book on water filtration systems. Quentin can get one from the library in the dam. If he does then Bruce will reward him with a small number of tranquiliser cartridges. These are designed to be fired from a tranq-pistol and are completely useless without one. A tranq-pistol can be found in a chest in the dundee village, The cartridges, in conjunction with the pistol is the best way to take out a devil-beast.

(D053) - "Fred's here, what's next ???"

Once Frederick has arrived at the village he will do a few tests and proclaim that he needs a specimen of the creature that bit Ramirez. He also needs a glass flask, a medical kit and some filtration paper.

*If Quentin brings back a dead devil-beast, the body can be seen in the set. He is told by Frederick that he needs a **LIVE** specimen to make an anti-venom. Once more unto the breach...*

If Quentin brings back a live but unconscious devil-beast, it can be seen tied to the floor. Frederick can then use it, providing all the other items are present, to produce an anti-venom. Fred will then proclaim 'Now if only we're in time...'. Everything goes black. This is the cliff-hanger ending to disk 2.

Items

Straw	I002
Bolt Cutters	I006
Rope no.2	I001
Petrol tank	I007
Book on Mogonda	I010
Sack	I002
Lantern	I005
Tranq-cartridges	
Various Food Items...	

Characters

Hunter Sergeant	C026
Sword Hunter x2	C027/9
Cadet Hunter x2	C027/30
Beth x3	C032-3
Brad x2	C035-6
Bruce	C034
Genoben	C037
Ramirez	C038
Clyde	C039

(Frederick)
(Alia)

Puzzles

1. "Time To Rescue Genoben." D051
2. "Dirty Water" D052
3. "Fred's here, what's next ???" D053

SWAMP VILLAGE

OBJECTS PRESENT

i. Wine - (I000).

A bottle of wine which, when drunk, will 'heal' Quentin.
It is found in Family Room 1.

ii. Rope No. 2 - (I001).

The rope must be used in conjunction with Rope 1 (found in the Dundee Village), the Crossbow (Cultist Temple) and Quarrels (Cultist Temple) to form a death slide across the ravine in the swamp clearing.
The rope found in the Meeting Room.

iii. Sack - (I002).

The sack will allow the player to carry more items.
It is found in the Store Room.

iv. Straw - (I003).

The straw must be used in with the wooden box (found in the Watch Tower in the Highlands) to safely carry a devil-beast egg.
It is found on the floor in the Store Room.

v. Bread - (I004).

An item of food which, when eaten, will 'heal' Quentin.
It is found in family room 2.

vi. Lantern - (I005).

When used in conjunction with the oil (from the Dundee Camp) and the tinderbox (from the Library) it will allow Quentin to enter the Dark Areas.
It is found in Family Room 2.

vii. Bolt Cutters - (I006).

The bolt cutters are required to free the Dundeas (being held captive in the Highlands).
They are found in the Woodwork Room.

viii. Chainsaw Petrol Tank - (I007).

The petrol tank must be combined with the Chainsaw main body, spark plug and chain.
The petrol tank is found in the Woodwork Room.

ix. Tranquilliser Cartridges (5 off) - (I008).

The cartridges need to be combined with the Tranquilliser gun (Dundee Village), small toolkit (Cultist Temple) and book on "Unusual Firearms" to allow Quentin the get past the devil-beast.
The cartridges are given to Quentin by Bruce (D) - (C008) (found in the Woodwork Room) in exchange for a book on water filtration.

x. Hunter Ration Pack - (I009).

An item of food which, when eaten, will 'heal' Quentin.
It is carried by the Hunter Sergeant (1) - (C026). The hunter must be defeated in order for Quentin to gain the food.

xi. Book on Mogonda - (I010).

Quentin must give this book to Benezir (the Librarian) in order to obtain a key to the filing cabinet in the office in the dam.
It is found in Family Room 3.

SWAMP VILLAGE

CHARACTERS PRESENT

- i. Hunter Sergeant (1) - (C026).**
 - 190 Hit points.
 - Starts on the walkway outside Family Room 1.
 - Will attack and pursue Quentin if he passes point L2.
 - No restriction on area in which the Hunter Sergeant may move.
 - Must be killed or evaded in order to reach Genoben.
 - Carries Hunter Ration Pack - (I009).
- ii. Sword Hunter (2) - (C027).**
 - 85 Hit points.
 - Starts in the Store Room.
 - Will ignore Quentin unless attacked by Quentin or Quentin enters the Store Room whilst being pursued by the Hunter Sergeant (1) - (C026).
 - Will not leave the store room.
- iii. Hunter Cadet (3) - (C028).**
 - 55 Hit points.
 - Starts in the Meeting Room.
 - Will ignore Quentin unless attacked by Quentin or Quentin passes over point L1 or Quentin enters the Meeting Room with the Hunter Sergeant (1) - (C026) in pursuit.
 - Will only pursue Quentin when he is between points L3 and L4.
- iv. Sword Hunter (4) - (C029).**
 - 75 Hit points.
 - Starts on the walkway outside Family Room 2.
 - Will ignore Quentin unless attacked by Quentin or Quentin is attacked by Hunter Cadet (5) - (C029) or Quentin is being pursued by Hunter Sergeant (1) - (C026).
 - Will not pursue Quentin beyond point L5.
- v. Hunter Cadet (5) - (C030).**
 - 60 Hit points.
 - Starts on the walkway outside Family Room 2 (opposite end of walkway to Sword Hunter (4) - (C028).
 - Will ignore Quentin unless attacked by Quentin or Quentin is attacked by Sword Hunter (4) - (C028) or Quentin is being pursued by Hunter Sergeant (1) - (C026).
 - Will not pursue Quentin beyond point L5.
- vi. Beth (A) - (C031).**
 - 66 Hit points.
 - Found in Family Room 3.
 - A villager.
 - Will not leave Family Room 3.
- vii. Brad (B) - (C035).**
 - 75 Hit points.
 - Found in Family Room 3.
 - A villager.
 - Will not leave Family Room 3.

viii. Beth (C) - (C033).

65 Hit points.
Found in Family Room 2.
A villager.
Will not leave Family Room 2.

ix. Bruce (D) - (C034).

100 Hit points.
Found in the Woodwork Room.
A villager.
Will not leave Woodwork Room.
Carries Tranquilliser Cartridges.

x. Beth (E) - (C032).

65 Hit points.
Found in Family Room 1.
A villager.
Will not leave Family Room 1.

xi. Brad (F) - (C036).

75 Hit points.
Found in Family Room 1.
A villager.
Will not leave Family Room 1.

xii. Genoben (G) - (C037).

200 Hit points.
Found in Geobens hut.
Quentin must meet Genoben to undergo a quickening and gain knowledge.
Will not leave Geobens hut.

xiii. Ramirez (in coma) - (C038).

Hit points - Not Applicable.
Found in Family Room 3.
Ramirez has been bitten by a devil-beast. He requires an anti-venom to bring him out of the coma.

Area 2 - The Highlands

This area is essentially the same as the starting area from disk 1. It is included to instill a sense of coherency to the world of Highlander, and to show that the areas explored in disk 1 are, in fact, parts of a much wider world. As the camp and its immediate environs are quite large and an open area, the possibilities for additional minor features to explore (caves, treehouses, wells) and consequently more objects, encounters and puzzles are great. Anyway, the major section of the plot which is tied to the Highlands is the problem of a number of Dundee's who were separated from their clan during the self-enforced exodus after the events of episode 2 and disk 1.

A number of the huts in the village are still occupied. One contains a few assorted treasures abandoned by the Dundee's. Another is a food hut. The rest are either unoccupied, or are used as living quarters for a small number of 'lost Dundeess'.

Puzzles

(D151) - De Captured Dundeess

Hunters on another slave hunt, have returned to the highlands where they have captured a number of lost Dundeess. Quentin must rescue them from the hunters. Once the player manages to rescue them, they will still be chained together and will ask Quentin to free them. None of the guards will have the appropriate keys on them to unlock the padlocks, so the player must find a pair of bolt cutters (I100) to cut through the links of the chain.

(D152) - De Lost Dundeess

Once the Dundeess are freed, they will tell Quentin that they are cut-off from the rest of the clan and if they are to rejoin their family and friends, he must find a map of the world for them. The map can be found at the library. As a reward, the Dundeess present Quentin with a key (I101).

(D153) - The Treasure Of The Dundeess

In an unoccupied hut there is a chest which the key from the Dundeess will open. Inside this there lies a number of weapons abandoned by the Dundeess. These include a club (which could be used against a devil-beast although it will be very dangerous, because

Items

Rusted Sword	I115
Whetstone	I107
Wooden Box	I114
Fuse	I108
Rope no.1	I109
Chainsaw chain	I113
Can Of Oil	I102
Loop of chain	I100
Key to chest	I101
Tranquiliser Gun	I116
Chainsaw main body	I112
Glass Flasks	I110
Club	I111
Various Food Items	I103-6

Characters

Sword Hunters x6	C126-31
Dundeess x(lots)	C132

Puzzles

De Captured Dundeess	D151
De Lost Dundeess	D152
The Treasure Of The Dundeess	D153

Quentin can be bitten), a primitive chainsaw and a pistol weapon looking very much like a flare-gun. The chainsaw needs a great many spare parts before it is fixed, and will still not work when complete, thus annoying all Doom players everywhere. The Chainsaw will form part of the disk 2 cheat (where you will get to use it). This pistol is not a flare gun, but is in fact a small version of an old tranq-dart firing rifle (the details of what it actually is and what it can do {and how to use it} can be discovered from the library). This would be perfect to take out a devil-beast, except for the fact that there are no cartridges. Some can be obtained, however, at the swamp village.

Location Cinepak

The Hill Of Oaths - In disk 1 this was the site of the initial meeting between Quentin and Ramirez. It is also the site of the oath-taking by the immortals, when they all laid down their arms and became Jettators. There is a very nice flashback sequence in episode 5 which gives the full version of the meeting on the hill of oaths and features the original Highlander, Connor Macleod (from the movies) fighting against Kortan and getting killed. Showing Connor Macleod somehow gives the feel of something bigger than the animated series as a whole, and that can only be a good thing.

As Quentin approaches the summit of the hill a line, of the sort "This is where the first Highlander died" will be heard. A cinepak of the full hill of oaths sequence (including Connor Macleod) will then play. On top of the hill, an old, rusted sword can be found. This is one of the abandoned immortals weapons but after the many years of exposure, will not do as much damage as the Macleod sword, but will serve as a replacement weapon if Quentin loses his in the ambush at The Patch Of Desert.

HIGHLANDS-DUNDEE 1

OBJECTS PRESENT

i. Chain.(I100)

Must use bolt cutters on the trapped Dundeas to make this object. To be used with the Crossbow, Quarrels and other rope to get across ravine.

ii. Key to Chest.(I101)

Give the world map from the library and the key to the village chest will be Quentin's. Will open the chest in HUT 4.

iii. Canister of Oil.(I102)

Found in the corner of the camp used with the Lantern to get through darkened areas of the game.

CHARACTERS PRESENT

i. Hunter 1. (C126)

180 Hit Points.

To be killed.

No puzzle.

Will not leave post unless Quentin Attacks him.

Will then attack and pursue Quentin.

Carries Nothing.

ii. Hunter 2. (C127)

120 Hit Points.

To be killed.

No puzzle.

Will patrol defined path on map.

Will then attack and pursue Quentin.

Carries Nothing.

ii. Dundeas. (C132)

Not really a character just an event.

255 Hit Points.

To be helped.

Give them World Map to get Key to Chest.

Will not move till given Quentin the key and then will leave with the help of cinepak.

Carries Key to Chest(I101) and the Chain(I100) around them is also an object when cut.

HIGHLANDS - HUT 1. (FOOD HUT)

OBJECTS PRESENT

i. Food Item.(I103)

An item of food which, when eaten, will 'heal' Quentin.

ii. Food Item.(I104)

An item of food which, when eaten, will 'heal' Quentin.

iii. Food Item.(I105)

An item of food which, when eaten, will 'heal' Quentin.

iv. Food Item.(I106)

An item of food which, when eaten, will 'heal' Quentin.

HIGHLANDS - HUT 2. (TOOL HUT)

OBJECTS PRESENT

i. Whetstone.(I107)

Can be used to sharpen rusty sword (Hill of Oaths) and the carving knife (Kitchen Dam).

ii. Fuse.(I108)

Used with the Portable Generator (Aircraft Carrier) to fix the Generator.

iii. Rope.(I109)

An item used with other Rope (Swamp Village) and Crossbow (Cultist Temple) and Quarrels (Cultist Temple) to make death slide.

HIGHLANDS - HUT 3. (CHEST HUT)

OBJECTS PRESENT

i. Glass Flasks.(I110)

This object is in the chest used by Fred to produce anti-venom.

ii. Club.(I111)

Also in chest, can be used to fight Devil-beast without killing it.

iii. Chainsaw Main Body.(I112)

Also found in the chest can be assembled with the Chainsaw petrol tank (Hut, Swamp Village) the chain (Dundee 3) the petrol (Tank, Dam) and the sparkplug (Aircraft Carrier).

iv. Tranquiliser Gun. (I116)

Oh yes you've guess it. The gun is in the chest as well. Made usable by combining with Tranq Cartridges (Swamp Village),Small Tool Kit (Cultist Temple) and Book of Unusual Firearms (Library).

HIGHLANDS - HUT 4 (EMPTY HUT)

As it says this hut is empty.

HIGHLANDS - DUNDEE 3 (THE LAKE)

OBJECTS PRESENT:

i. Chainsaw Chain.(I113)

Used to rebuild chainsaw using main body petrol tank petrol and Sparkplug.

CHARACTERS PRESENT

i. Hunter 8. (C128)

140 Hit Points.

To be killed.

No puzzle.

Will wait until Quentin is close then attack.

Will then attack and pursue Quentin.

Carries Nothing.

i. Hunter 4. (C129)

140 Hit Points.

To be killed.

No puzzle.

Will wait until Quentin is close then attack.

Will then attack and pursue Quentin.

Carries Nothing.

HIGHLANDS - DUNDEE 4 (THE PATH)

OBJECTS PRESENT:

i. None.

CHARACTERS PRESENT

i. Hunter 5. (C130)

160 Hit Points.

To be killed.

No puzzle.

Will patrol defined path on map.

Will then attack and pursue Quentin.

Carries Nothing.

HIGHLANDS - DUNDEE 8. (THE GUARD TOWER)

OBJECTS PRESENT:

i. Wooden Box.(1114)

Found in guard tower. Used in conjunction with the straw from (swamp village) to successfully car Devil-beast egg.

CHARACTERS PRESENT

i. Hunter 8. (C131)

160 Hit Points.

To be killed.

No puzzle.

Will attack Quentin on sight.

Will then attack and pursue Quentin.

Carries Nothing.

HIGHLANDS - HILL STAIRS

OBJECTS PRESENT:

i. None.

CHARACTERS PRESENT

i. None.

HIGHLANDS - HILL OF OATHS

OBJECTS PRESENT:

i. Rusty Sword.(1115)

Discarded by one of the former immortals on becoming jettators.

CHARACTERS PRESENT

i. None.

Area 3 - Main Swamp Area

This consists of a maze like area surrounded by trees and swamp. To enter the player must negotiate a ravine. Once inside, he is in the realm of the devil-beast, and may be attacked if he wanders into the wrong areas. There is also a crashed airliner here and a cave. The cave contains the devil-beast's nest and there is a clutch of eggs inside.

Note - The Devil-Beast

If Quentin is bitten by a devil-beast and manages to somehow walk away from the fight, he will find himself taking damage at regular intervals. This poison will be slow-acting enough so that if he is bitten while fetching a specimen for Frederick, he 'may' still have enough time to get the beast back to the village, save himself, Ramirez and finish the game - but it'll be close...

Puzzles

(D951) - The Broken Bridge

In order to cross the broken bridge the player needs several items. These items are the 'Crossbow' from the Cultists' Temple, a 'Quarrel' from the Cultists' Temple, a 'Rope' from the Dundee Village or Swamp Village, and a 'Piece Of Chain' from the Dundeers. Then the player can create a one way death slide. Note that two 'Quarrels' and 2 'Ropes' are required if the player is not to be stuck on the far side.

(D952) - Devil-Beast Zones

Referring to the map, areas X4, X5, X7 & X9 are where the Devil Beast dives out of the water for one quick attack then returns to the water, whether its a successful attack or not. Again referring to the map, areas X1, X3 & X6 are where the Devil Beast launches a whole-hearted attack against the character, without running away. However, the beast will not pursue farther than a broken bridge or X4 or X5. Once an X area has been entered a Devil Beast will either jump out or not - This is considered an X-Test. An X-Test has a probability of 0% if any of the following conditions are true:-

1. An X-Test for an area has been made - and the player hasn't yet entered another X area.
2. A Devil Beast is pursuing the player.

(D953) - Capturing A Devil-Beast

The ultimate aim for Quentin in this set is to capture a

Objects

Devil-Beast Eggs	1900
Unconscious Devil-Beast	1901
Dead Devil-Beast	1902

Characters

Devil-Beast	C926
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Puzzles

The Broken Bridge	D951
Devil-Beast Zones	D952
Capturing A Devil-Beast	D953
Broken Eggs	D954

live devil-beast for Frederick to use as a basis for producing an anti-venom. To this end, Quentin must fight the beast with some non-fatal weapon (ie not his sword). This can be done with the club from the highlands but in all likelihood, this will result in Quentin's death. The best way to capture a beast is to shoot it with tranq cartridges from the tranq-pistol. If the player takes Fred back a dead devil-beast, he will be 'chewed out' and sent back for another.

(D954) - Broken Eggs

Transporting eggs safely is not easy. Quentin may choose to carry the egg in his hand, but if he does any combat move the egg will break. Also, if the player puts the egg straight into his inventory then it will break. To solve this problem the player needs to have the 'Straw' from the Swamp Village and the 'Wooden Box' from the Highlands.

MAIN SWAMP AREA.

OBJECTS PRESENT:

- i. **Devil Beast's Egg - I(900).**
The Jettator Andretta will not tell Quentin where Fred lives unless he brings her a Devil Beast's Egg.
The egg is found in the cave.
- ii. **The Unconscious Devil Beast - I(901).**
This is what Fred wants.
- iii. **The Dead Devil Beast - I(902).**
This is what Fred does not want.

CHARACTERS PRESENT:

- i. **The Devil Beast - C(926).**
178 Hit points.
To be captured, alive.
See above for puzzle.
See above for zones of operation.
The Devil Beast is a ferocious creature with a poisonous bite. It has a very bad attitude problem. It will attack on sight.
Carries no items, except itself alive, I(901), and dead, I(902).

Area 4 - The Patch Of Desert

This is the site of a potential ambush by bandits which, will almost certainly leave Quentin without any of the equipment he has been able to gather and, more importantly, weaponless.

When Quentin travels via map mode, then there will be a chance that he will be ambushed by a group of bandits on this patch of desert set. If he attempts to go to the aircraft carrier then he will automatically be ambushed if he has not already. It must be noted that he can only be ambushed once, but once it has occurred, then he can re-visit the area again at his leisure. These bandits will be pretty tough and there should be a strong possibility that Quentin will lose. If he does lose then he will be mistakenly left for dead (whereas he will in fact be only unconscious) and have his sword and equipment stolen. As Quentin is immortal he will recover, but is then weaponless. Leaving the patch of desert set (whether having won or lost the fight) puts Quentin back into map mode.

Puzzles

(D851) - What happened to me?

The bandits should win this encounter. Yes, it is stacked against the player. He will wake up having lost all his possessions, including the MacLeod sword. Now he has to find a substitute weapon and reclaim his goodies from the bandits. There are several weapons that the player could use, some better than others. Quentin should find out that the bandits live at the aircraft carrier and go get his stuff back. He has no choice but to rescue his sword since the Jettators will not believe who he is without it.

Objects

None.

Characters

Bandit A	C826
Bandit B	C827
Bandit C	C828
Bandit D	C829

Puzzles

What happened to me ???	D851
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THE PATCH OF DESERT.

OBJECTS PRESENT

None.

CHARACTERS PRESENT

- i. **Bandit A - C(826).**
 - 220 Hit Points.
 - To be killed.
 - No puzzle.
 - Will not leave.
 - Will attack Quentin.
 - Carries no items.
- ii. **Bandit B - C(827).**
 - 220 Hit Points.
 - To be killed.
 - No puzzle.
 - Will not leave.
 - He will attack Quentin.
 - Carries no items.
- iii. **Bandit C - C(828).**
 - 220 Hit Points.
 - To be killed.
 - No puzzle.
 - Will not leave.
 - He will attack Quentin.
 - Carries no items.
- iv. **Bandit D - C(829).**
 - 220 Hit Points.
 - To be killed.
 - No puzzle.
 - Will not leave.
 - He will attack Quentin.
 - Carries no items.

Section 5 - The Library & The Dam

This is an old, large hydro-electric dam. It was constructed in the days before the great catastrophe by the man who would become Stevenson the Jettator. It was last seen in episode 2 'A taste of betrayal' wherein Quentin fell in love with a girl called Alia, and was betrayed to Kortan by Stevenson (who was subsequently killed). Before his death, Stevenson converted the dam into a huge library and was using it to form the basis for a complete record of all of mankind's knowledge. The library was also used as a kind of orphanage / boarding school / monastery and a large number of children used to live there under both the care of Alia, and the strict rules of Stevenson.

Whenever the player decides to come here, he will find himself approaching the dam from the dry side (ie he does not have to cross the river).

The dam and library Update

Things have changed since Quentin was last at the dam (in ep 2). With Stevenson dead, another Jettator Benezir has stepped in to look after all the precious knowledge. The children have been sent home and Alia (Quentin's sort of girlfriend from episode 2) has recently left to try and find Quentin. Unfortunately she was captured by a bunch of desert cultists and the dam has been taken over by hunters.

Brief Note

There are two tactics for the player to take whilst attempting to enter the dam and library. The first is subterfuge, and the following descriptions take this into account. If the player does not want to sneak around using various disguises then he can go for the all-out assault, in which case the following descriptions still stand but just assume a combat whenever hunter's are mentioned.

Puzzles

(D261) - Hunter Disguise

Outside the dam are two hunter tanks and a number of hunters on guard duty. One of the tanks is open and is guarded by a lone hunter. Inside is a hunter uniform, a hunter sword, a gas gun and a hunter ration pack. If Quentin defeats the lone guard then he can use the uniform as a disguise. To complete the disguise, he must

Items

Hunter Uniform	I220
Gas Gun	I222
Hunter Sword	I221
Can of petrol	I224
Poisoned Food	I217/8
Blunt Carving Knife	I212
Letter From Alia	I210
Key Code For Front Door	I213
Scribes robes	I208
World map	I211
Filtration Papers	I209
Medical Kit	I205
Key to office	I226
Stevensons Diary	I225
Key to filing cabinet	I219
Bible	I204
Fake Bible	I206
Key to locked files	I207
Book on water filtration systems	I202
Book of the Jettators	I200
Book on Unusual firearms	I201
Tinderbox	I203
Various Food Items	

Characters

Outside Dam

Sword Hunter x2	C246/7
Gas Gun Hunter	C248
Sergeant Hunter	C249

Inside Dam

Cadet Hunter x2	C238/9
Sword Hunter x3	C240-2
Gas Gun Hunter	C243
Officer Hunter	C244
Benezir	C245

wield the hunter's sword as well. He must also not attack the hunter's, enter the library or fail to open the dam main door on the first try. Failing to do any of these will result in the disguise being seen through.

(D266) - Front Door

The dam complex has two entrances. The first is very obvious, is the entrance used in ep2 and leads to the large scribes room. This is well guarded (by gun-bearing hunters) and to get past, Quentin must be in a hunter disguise (which can be found in the tank) and have the code for the door. If he is not in disguise or gets the door code wrong, the hunter's will attack. The only copy of the door-code being carried by a Hunter Officer in the dining room inside the dam and so another way must be found in. The other entrance is a stores entrance which leads to the store room adjoining the kitchen and allows the player to partially explore the dam. This entrance is not guarded and so getting inside is not a problem.

The stores entrance allows access to the store room, the kitchen and the dining room. The door from the dining room to the scribes room is locked thus preventing further exploration. There are two hunters in the store room and a hunter officer in the dining room. The hunter officer is carrying the key code and must be defeated. Armed with the key code, Quentin can now enter the complex by the main entrance.

(D258) - Alia's Letter

The dining room contains a letter from Alia to Benezir which states that as the children are gone, Alia has decided to go look for Quentin and will start searching for Quentin and mentions first looking at the abandoned aircraft carrier. This will allow Quentin to visit the Aircraft Carrier and discover his beloved is to be sacrificed.

(D260) - Poisoned Food

In the kitchen there are various items of food which have been poisoned by the hunters. If Quentin uses these then he will lose life points rather than gain them.

(D255) - Scribe's Disguise

The Robing Room contains the robes that used to be worn by the scribes before they left. Wearing one of these robes will allow the player to walk around the main dam complex, and the library without being attacked.

(D254) - The Office

Benezir has locked himself in the office. He will not open

Characters
Cont'd

Library Lv 0
Gas Gun Hunter C226
Sword Hunter C227

Library Lv 1
Cadet Hunter C228
Sword Hunter C229

Library Lv 2
Cadet Hunter C230
Sword Hunter C231

Library Lv 3
Sword Hunter C232
Gas Gun Hunter C233

Library Lv 4
Hunter Sergeant C234
Cadet Hunter C235

Library Lv 5
Sword Hunter C236
Sword Hunter C237

Puzzles

Hunter Disguise D261
The Office D254
Scribe's Disguise D255
Front Door D256
Getting The Map D257
Alia's Letter D258
Blunt Knife !!! D259
Poisoned Food D260
Returning Books D262
Finding Books D263
Book Of Jettators D251
Book Of Firearms D252
Getting To The D253
Locked Files

the door until all the hunters at the dam have been despatched. Alternatively, there is a key in the library which will open the door.

(D262) - Returning Books

Benezir recognises Quentin (as long as he has the Macleod sword), but will not help until he returns the book that Ramirez borrowed in ep2. If Quentin recovers the book and returns it, then he will give him a Quickening and the key to the top drawer of the filing cabinet. He will then explain that the excitement has worn him out and disappear from the room (and the game) to have a 'little lie down'.

(D263) - Finding Books

If Quentin looks through the files, he will be presented with the title of a book and its location in the library. Quentin must enter the library to find the various books, but must have read the files giving their locations before the game will allow him to pick the books up.

(D253) - Getting To The Locked Files

To find useful books, Quentin must somehow open the filing cabinet. The top drawer contains files detailing where non-classified books can be found (and the key for this can be obtained from Benezir once a book is returned). The bottom drawer contains notes on the classified books. This is also locked and the key has been hidden inside a book in the library. To find this fake book, some detective work must be undertaken. On the desk there is a book. If Quentin moves around the back of the desk, he will be able to read it in some way. The book is a sort of diary by Stevenson and will be read by the Stevenson actor. It contains the line 'In the beginning there was the word...'. This is a hint to search for the Bible in the normal files. Two copies exist. One is the real thing, and the other contains the key (or possibly a safe style combination). This will then open the locked files.

(D251) - Knowledge From 'The Book Of The Jettators'

This book has entries on a number of Jettators. The entry for Frederick is a little sketchy, as Stevenson did not know where he was living but it mentions that he was quite friendly with two other Jettators and gives the location of one of these (Thomas). 'The Underground' is added to map mode.

(D252) - Knowledge From 'Unusual Firearms'

This contains details on the tranq-pistol. When first found, Quentin will be unable to use the gun as it is unlike anything he has seen before. When the player finds this book, the entry detailing the tranquiliser gun will not only give him a major hint as to what its use is in the game, but he will also now realise how to disable the safety mechanism and operate the gun. The player must use this book before the gun can be fired.

(D259) - Blunt Knife

In the kitchen, there is a blunt carving knife. This is for cutting the map from the table (see D257), but first it must be sharpened on the whetstone from the Highlands.

(D257) - Getting The Map

A map is sewn into a table in the library. Quentin must use a sharp Carving Knife to cut it out. The map can then be given to the Dundeeds in exchange for the key to a chest.

DAM EXTERIOR.**OBJECTS PRESENT****i. Hunter's Uniform - I(220).**

This disguise allows Quentin to get to the front entrance unmolested.
This item is found in the tank.

ii. Hunter's Sword - I(221).

This must be used with the uniform, or the hunters will spot the fake and attack.
This item is found in the tank.

iii. Gas Gun - I(222).

A powerful weapon which gives Quentin the edge, until the bullets run out.
This item is found in the tank.

iv. Hunter's Ration Pack - I(223).

This is another food item. Quentin can be 'healed' if he eats it.

v. Can Of Petrol - I(224).

This is one of the items needed to get the chainsaw working.
It is found in the tank.

CHARACTERS PRESENT**i. Sword Hunter 1 - C(246).**

178 Hit Points.
To be killed.
No puzzle.
Will not leave tank.
Will attack Quentin if he comes too close to the tank.
Carries no items.

ii. Sword hunter 2 - C(247).

158 Hit Points.
To be killed.
No puzzle.
Will patrol his beat.
He will attack Quentin as long as player is not using hunter uniform disguise,
even then player will be attacked if he attacks hunter.
Carries no items.

iii. Gas Gun Hunter - C(248).

100 Hit Points.
To be killed.
No puzzle.
Will not leave the front entrance area.
He will attack Quentin as long as player is not using hunter uniform disguise.
The player will be attacked if he attacks him. If Quentin goes to the door in uni
form but fails to open it 'cos he doesn't have the code-key, he will be attacked.
Carries no items.

iv. Sergeant Hunter - C(249).

220 Hit Points.
To be killed.
Wear hunter uniform and use code-key to get past without fighting.
Will not leave the front entrance area.
He will attack Quentin as long as player is not using hunter uniform disguise.
The player will be attacked if he attacks him. If Quentin goes up to the door in
uniform but fails to open it 'cos he doesn't have the code-key, he will be attacked.
Carries no items.

DAM INTERIOR LEVEL 1.

OBJECTS PRESENT

i. Scribe's Robe - I(208).

Quentin can disguise himself with this. If he does so then hunters in the library will mistake him for a scribe, only attacking him if he attacks them.

This item can be picked up in the Robing Room.

ii. Filtration Papers - I(209).

The Jettator Fred needs this, along with the 'Med-Kit' [I(205)], 'Glass Flasks' and a living 'Devil-beast', so he can produce an anti-venom.

This item can be found in Benazir's Office.

iii. Alia's Letter - I(210).

This letter tells Quentin how his girlfriend has gone off to look for him near the Aircraft Carrier. This allows Quentin to visit the Aircraft Carrier, now that he knows where it is.

This item can be picked up off the dining table in the dining room.

iv. World Map - I(211).

The world map is needed by the Dundees who are lost.

This item is attached to the dining room table, it must be cut from the table with a sharp carving knife - modified I(212).

v. Blunt Carving Knife - I(212).

This item must be sharpened with the use of the 'Whetstone'. While blunt it can only be used as a less than satisfactory weapon.

It is to be found on the kitchen table.

vi. Code-Key For Front Entrance - I(213).

In order to gain entry through the front entrance Quentin must use this code-key.

This item is found on the dead body of the officer hunter in the dining room.

vii. Wine Food Item - I(214).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in the stores.

viii. Cheese Food Item - I(215).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in the stores.

ix. Cheese Food Item - I(216).

An item of food which, when eaten, will 'heal' Quentin.

This item is found in the stores.

x. Poisoned Food Item - I(217).

An item of food which the hunters have poisoned. If Quentin eats it then he will take damage from the poison.

This item is found on the kitchen table.

xi. Poisoned Food Item - I(218).

An item of food which the hunters have poisoned. If Quentin eats it then he will take damage from the poison.

This item is found on the kitchen table.

xii. Key To Top Drawer Of Filing Cabinet - I(219).

This item allows Quentin to access the top draw of the filing cabinet.

Benazir has this key but will only give it to Quentin if he returns the book that Ramirez 'borrowed' during their last visit.

xiii. Stevenson's Diary - I(226).

This gives a hint to search for a copy of the bible.

It is found in the office in the dam.

CHARACTERS PRESENT

i. Cadet Hunter 1 - C(238).

60 Hit Points.

To be killed.

No puzzle.

Will not leave front entrance.

Will attack Quentin if player is not using Hunter's Uniform disguise, or if he or other hunters are attacked.

Carries no items.

ii. Cadet Hunter 2 - C(239).

100 Hit Points.

To be killed.

No puzzle.

Will not leave library's entrance.

Will attack Quentin if player is not using Scribe's Robe, I(208), disguise, or if he or other hunters are attacked.

Carries no items.

iii. Sword Hunter 1 - C(240).

200 Hit Points.

To be killed.

No puzzle.

If undisturbed will patrol. Will give chase if any of Cadets 1 & 2, or Gas Gun Hunter are dead. Will not leave main dam interior.

Will attack Quentin if player is not using Hunter's Uniform disguise, or if he or other hunters are attacked.

Carries no items.

iv. Sword Hunter 2 - C(241).

178 Hit Points.

To be killed.

No puzzle.

Will not leave kitchen/dining area.

Will attack Quentin if player is not using Hunter's Uniform disguise, or if he or other hunters are attacked.

Carries no items.

v. Sword Hunter 3 - C(242).

178 Hit Points.

To be killed.

No puzzle.

Will not leave kitchen/dining area.

Will attack Quentin if player is not using Hunter's Uniform disguise, or if he or other hunters are attacked.

Carries no items.

vi. Gas Gun Hunter - C(243).

150 Hit Points.

To be killed.

No puzzle.

If undisturbed will patrol. Will give chase if any of Cadets 1 & 2, or Sword Hunter 1 are dead. Will not leave main dam interior.

Will attack Quentin if player is not using Hunter's Uniform disguise, or if he is attacked.

Carries no items.

vii. Officer Hunter - C(244).

178 Hit Points.

To be killed.

His key opens the front entrance.

Will not leave kitchen/dining area.

Will attack Quentin on sight, even if the player uses the hunter's uniform.

viii. Jettator Benazir - C(245).

255 Hit Points.

To be consulted.

Benazir will not open his door unless all the hunters are dead.

Then he will tell Quentin what happened and ask for the 'Book On Mogonda', I(10), to be returned. If Quentin obliges then he will hand over the key to the top drawer of the filing cabinet.

Will not attack Quentin.

Carries 'Key To Top Drawer Of Filing Cabinet', I(219).

LIBRARY LEVEL 0.

OBJECTS PRESENT

i. Book Of Jettators - I(200).

This book tells the player of several Jettators and allows him to travel to the Underground Railway Station.

If Quentin knows its position then he can take it from the shelves.

CHARACTERS PRESENT

i. Gas Hunter 11 - C(226).

120 Hit Points.

To be killed.

No Puzzle.

Will not leave library level 0.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

ii. Sword Hunter 12 - C(227).

220 Hit Points.

To be killed.

No puzzle.

Will not leave library level 0.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

LIBRARY LEVEL 1.**OBJECTS PRESENT****i. Book Of Unusual Firearms - I(201).**

This book will allow the player to use the 'Tranq-pistol'.

If Quentin knows its position then he can take it from the shelves.

CHARACTERS PRESENT**i. Cadet Hunter 9 - C(228).**

60 Hit Points.

To be killed.

No puzzle.

Will not leave library level 1.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

ii. Sword Hunter 10 - C(229).

130 Hit Points.

To be killed.

No puzzle.

Will not leave the library level 1.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

LIBRARY LEVEL 2.**OBJECTS PRESENT****i. Book Of Water Filtration Systems - I(202).**

This book is wanted by a Swamp Villager.

If Quentin knows its position then he can take it from the shelves.

ii. The Tinder-box - I(203).

This item, along with the 'Oil', is needed to light the lantern.

This item can be taken from the dead body of Sword Hunter 8 - C(231).

CHARACTERS PRESENT**i. Cadet Hunter 7 - C(230).**

90 Hit Points.

To be killed.

No Puzzle.

Will not leave library level 2.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

ii. Sword Hunter 8 - C(231).

178 Hit Points.

To be killed.

No puzzle.

Will not leave library level 2.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries the 'Tinder-box' - I(203).

LIBRARY LEVEL 3.

OBJECTS PRESENT

i. The Real Bible - I(204).

This book is a decoy, the player actually needs to find the 'Fake Bible' - I(206).
If Quentin knows its position then he can take it from the shelves.

CHARACTERS PRESENT

i. Sword Hunter 5 - C(232).

178 Hit Points.
To be killed.
No puzzle.
Will not leave library level 3.
Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.
Carries no items.

ii. Gas Gun Hunter 6 - C(233).

120 Hit Points.
To be killed.
No puzzle.
Will not leave the library level 3.
Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.
Carries no items.

LIBRARY LEVEL 4.

OBJECTS PRESENT

i. Med-Kit - I(205).

This item, along with 'Glass Flasks', 'Filtration Papers', and living 'Devil-beast',
are required by Fred so that he can produce an anti-venom.
This Item can be taken from the dead body of Hunter Sergeant 3 - C(234).

CHARACTERS PRESENT

i. Hunter Sergeant 3 - C(234).

220 Hit Points.
To be killed.
No Puzzle.
Will not leave library level 4.
Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.
Carries the 'Med-Kit' - I(205).

ii. Cadet Hunter 4 - C(235).

70 Hit Points.
To be killed.
No puzzle.
Will not leave library level 4.
Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.
Carries no items.

LIBRARY LEVEL 5.

OBJECTS PRESENT

i. The Fake Bible - I(206).

This is a dummy book, which contains the key I(207), to the locked filing cabinet. If Quentin knows its position then he can take it from the shelves.

ii. The Key For The Locked Filing Cabinet - I(207).

This key will allow Quentin to open the locked filing cabinet, and discover the positions of other books he needs.

The key can only be found by examining the 'Fake Bible', I(206).

CHARACTERS PRESENT

i. Sword Hunter 1 - C(236).

178 Hit Points.

To be killed.

No puzzle.

Will not leave library level 5.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

ii. Sword Hunter 2 - C(237).

178 Hit Points.

To be killed.

No puzzle.

Will not leave the library level 5.

Will attack Quentin if player is not using Scribes Robes disguise, or if attacked.

Carries no items.

Area 6 - Aircraft Carrier

This area consists of an old abandoned aircraft carrier (circa late 20th century) which has been converted into being the homebase for a gang of bandits. The aircraft carrier has been seen in the episodes 'The Last Weapon' and 'The something of Madness'. Most of the action will take place on the flightdeck of the carrier, although the final showdown will take place in the old control room on the main deck.

The Bandits at the dam are the same that ambush Quentin on 'The Patch Of Desert'. If he has had any equipment stolen, then it will be kept here.

Getting On...

The aircraft carrier is surrounded by desert (actually a now dry sea - possibly the old mediterranean). It is on here that he will have to fight most of the bandits.

Also At The Carrier...

Once all the bandits are despatched, Quentin is able to explore the carrier a little more fully. In the control room, as well as Quentin's sword (and other equipment) there is a very small portable (but broken) generator. This is needed by the Jettator Thomas.

Puzzles

(D351) - Locked Control Room

The chief bandit, and also Quentins stolen equipment are both located in the old control tower, but the door is locked. An access card must be taken from the body of one of the bandits before the control room can be entered.

(D352) - Fix The Generator

In the control room, there is a portable generator. This is precisely what Thomas wants, but as it is broken, it must be fixed first. The fuse (from the Highlands) and The Wire (from The Cultist Temple) are both needed to fix it.

Items

Portable generator	I305
Chain saw	I300
sparkplug	
Control Room Access Card	I301
Any stolen equipment	I310
Various Food Items	I302-4 I306-9

Characters

Head Bandit	C336
Bandit A	C333
Bandit B	C334
Bandit C	C335
Bandit D	C326
Bandit E	C327
Bandit F	C328
Bandit G	C329
Bandit H	C330
Bandit I	C331
Bandit J	C332

Puzzles

Locked Control Room	D351
Fix The Generator	D352

AIRCRAFT CARRIER - FLIGHT DECK.

OBJECTS PRESENT

i. Chainsaw Sparkplug - I(300).

One of several parts necessary to get the 'Chainsaw' working.

It is lying amongst the wreckage of the plane on the flight deck. Once found it can be picked up.

ii. Control Room Access Card - I(301).

A Key-Card that will give the player access to the Control Room.

It is carried by Bandit D, who must be defeated in order for Quentin to gain it.

iii. Food Item 1 - I(302).

An item of food which, when eaten, will 'heal' Quentin.

It is carried by Bandit E, who must be defeated in order for Quentin to gain it.

iv. Food Item 2 - I(303).

An item of food which, when eaten, will 'heal' Quentin.

It is carried by Bandit G, who must be defeated in order for Quentin to gain it.

v. Food Item 3 - I(304).

An item of food which, when eaten, will 'heal' Quentin.

It is carried by Bandit J, who must be defeated in order for Quentin to gain it.

CHARACTERS PRESENT

i. Bandit D - C(326).

220 Hit Points.

To be killed.

Quentin must have the key-card in order to enter Control Tower.

Will not leave the flight deck.

Will automatically attack stranger.

Carries 'Control Room Access Card'.

ii. Bandit E - C(327).

178 Hit Points.

To be killed.

No puzzle.

Will not leave the flight deck area he is assigned to.

Will automatically attack stranger.

Carries 'Food Item 1'.

iii. Bandit F - C(328).

178 Hit Points.

To be killed.

No puzzle.

Will not leave the flight deck area he is assigned to.

Will automatically attack stranger.

Carries no items.

iv. Bandit G - C(329).

178 Hit Points.

To be killed.

No puzzle.

Will not leave the flight deck area he is assigned to.

Will automatically attack stranger.

Carries 'Food Item 2'.

- v. **Bandit H - C(330).**
 200 Hit Points.
 To be killed.
 No puzzle.
 Will not leave the flight deck area he is assigned to.
 Will automatically attack stranger.
 Carries no items.
- vi. **Bandit I - C(331).**
 100 Hit Points.
 To be killed.
 No puzzle.
 Will not leave the flight deck area he is assigned to.
 Will automatically attack stranger.
 Carries no items.
- vii. **Bandit J - C(332).**
 60 Hit Points.
 To be killed.
 No puzzle.
 Will not leave the flight deck area he is assigned to.
 Will automatically attack stranger.
 Carries 'Food Item 3'.

AIRCRAFT CARRIER - CONTROL ROOM.

OBJECTS PRESENT

- i. **Portable Generator - I(305).**
 The item that Jettator Thomas wants, when it is fixed.
 Against the wall in the Control Room. The Head Bandit must be defeated before Quentin can take it.
- ii. **Food Item 4 - I(306).**
 An item of food which, when eaten, will 'heal' Quentin.
 In a corner of the Control Room there is the Bandits' food supply. This is one of the items.
- iii. **Food Item 5 - I(307).**
 An item of food which, when eaten, will 'heal' Quentin.
 In a corner of the Control Room there is the Bandits' food supply. This is one of the items.
- iv. **Food Item 6 - I(308).**
 An item of food which, when eaten, will 'heal' Quentin.
 In a corner of the Control Room there is the Bandits' food supply. This is one of the items.
- v. **Food Item 7 - I(309).**
 An item of food which, when eaten, will 'heal' Quentin.
 In a corner of the Control Room there is the Bandits' food supply. This is one of the items.
- vi. **Most Of Quentin's Stolen Equipment - I(310).**
 All the equipment that Quentin had taken from him when ambushed is here.
 Bundled up in a corner are all Quentins goodies.
- vii. **The MacLeod Sword - I(311).**
 The sword of Connor MacLeod, handed down to the youngest immortal.
 With all the other stolen equipment.

CHARACTERS PRESENT

i. Bandit A - C(333).

178 Hit Points.
To be killed.
No puzzle.
Will not leave the corridor.
Will automatically attack intruder.
Carries no items.

ii. Bandit B - C(334).

200 Hit Points.
To be killed.
No puzzle.
Will not leave the control room.
Will automatically attack intruder.
Carries no items.

iii. Bandit C - C(335).

200 Hit Points.
To be killed.
No puzzle.
Will not leave the control room.
Will automatically attack intruder.
Carries no items.

iv. Head Bandit - C(336).

220 Hit Points.
To be killed.
No puzzle.
Will not leave the control room.
Will not attack intruder until he is attacked or Bandits B & C are dead.
Carries no items.

7. The Cultist Temple

This area will be found by the player after the following clues ...

-The letter in the dam from Alia to Benezir says that she is going to look for Quentin and will start near the aircraft carrier. This will then allow Quentin to go to the aircraft carrier.

-At the aircraft carrier, once all the bad guys have been defeated and equipment recovered, Quentin can read the journal of the bandit chief. The last entry is for that day and tells of a bunch of death-worshipping cultists who have a temple nearby. It also mentions that they captured a young girl and will undoubtedly sacrifice her to their dark gods. Also there is a robe-thingey which the cultists wear, however this is not identified as such. After reading this, Quentin can venture to 'The Cult Temple'.

Puzzles

(D451) - Freeing Alia

At the cult temple, Alia is chained to an altar in the ribcage of the great beast. Quentin can use the robes from the carrier and walk around unmolested. The cultists are armed with small (one-handed) crossbows. The key to the chains can be found by the skull of the huge dead creature. If Quentin gets this then he can liberate Alia. The actual release will be a cinepak and at the end of which, any cultists left alive will have fled. They will leave a crossbow and two quarrels on the ground which must be used to enter the swamp clearing.

Items

Small toolkit	I400
Wire	I401
Crossbow	I402
2 Quarrels	I403
Key To Free Alia	I404

Characters

Cultist 1	C426
Cultist 2	C427
Cultist 3	C428
Cultist 4	C429
Cultist 5	C430
Chief Cultist	C431
Alia	C432

Puzzles

Freeing Alia	D451
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THE CULTISTS TEMPLE

OBJECTS PRESENT

i. Small Tool Kit.(I400)

This is found in a pile of sacrifices belongings. Used with tranq gun, tranq cartridges and book on Unusual Firearms to fix the gun.

ii. Wire.(I401)

Found on cultist 2 (C427). Used to with fuse to fix portable generator.

iii. Small Crossbow.(I402)

Dropped by cultists 3 (C428) when killed by Quentin and/or when Alia is freed. Used with the quarrels and the ropes to form death slide across ravine.

iv. Quarrels.(I403)

Dropped by cultist 4 (C429) when killed by Quentin and/or when Alia is freed. Used with the crossbow and the ropes to form death slide across ravine.

v. Key to free Alia.(I404)

Found by huge skull. Used on Alia chains to free her.

CHARACTERS PRESENT

i. Cultist 1.(C426)

170 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Attacks and pursues as soon as player reaches (X2) on map.

All cultists will not pursue further than (X4).

Carries nothing.

ii. Cultist 2.(C427)

130 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Ignores player unless attacked. Then attacks back and pursues. If player moves into (X1) then cultist follows player at 3 metres away distance. Charges if Cultist 1 is attacking player.

All cultists will not pursue further than (X4).

Carries Wire (I401).

iii. Cultist 3.(C428)

200 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Ignores player unless attacked. Then attacks back and pursues. If player moves into (X1) then cultist follows player at 3 metres away distance.

All cultists will not pursue further than (X4).

Carries Crossbow (I402).

iv. Cultist 4.(C429)

210 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Attacks and pursues when player reaches (X3) on map.

All cultists will not pursue further than (X4).

Carries Quarrels (I403).

v. Cultist 5.(C430)

200 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Attacks and pursues when player reaches (X3) on map.

All cultists will not pursue further than (X4).

Carries nothing.

vi. Chief Cultist.(C431)

200 Hit Points.

To be killed.

No puzzle.

Will not leave immediate area.(see below)

Attacks and pursues on sight.

Will not pursue further than the rib cage area.

Carries the Key to Alia Chains (I404).

vii. Alia.(C432)

255 Hit Points.

Your girlfriend.

Use key on Cultist Chief to free her.

When she is freed this play appropriate cinepak of their meeting and then she re turns to the village to help Ramirez and Clyde.

Carries nothing.

8. The Abandoned Subway Station

This area is based on an underground railway station (actually something from the Merseyrail Liverpool network). It consists of an old railway tunnel which is blocked at one end by a rockfall and at the other by an old train. The train has been converted into living quarters by the Jettator Thomas. The entire area is devoid of the once present electrical power (ie you can step on the third rail and not get fried). For lighting, Thomas uses a number of gas / oil lamps.

Thomas, the Jettator living here, is the one referred to in the book of Jettators as someone who knows Frederick. He has lost touch with Frederick but will direct Quentin to Andretta and her nature reserve, who does know where he lives. However, before that Quentin must fight his way past Thomas's overzealous guards (the children of the underground).

Puzzles

(D651) - "I need a generator"

Before Thomas will give the player any help (and the necessary knowledge-giving quickening) he would like Quentin to find a portable generator for him so that he can continue his experiments. Quentin can obtain one of these from the aircraft carrier, but it will need fixing.

Items

None.

Characters

Spike 1	C626
Spike 2	C627
Doc 1	C628
Metal Head	C629
Thomas	C630

Puzzles

"I need a generator"	D651
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THE UNDERGROUND.

OBJECTS PRESENT

None.

CHARACTERS PRESENT

i. Spike 1 - C(626).

78 Hit Points.

To be killed.

No puzzle.

Will not leave dark areas.

Will attack Quentin if he comes into the dark areas.

Carries no items.

ii. Spike 2 - C(627).

153 Hit Points.

To be killed.

No puzzle.

Will not leave dark areas.

He will attack Quentin if he comes into the dark areas.

Carries no items.

iii. Doc 1 - C(628).

100 Hit Points.

To be killed.

No puzzle.

Will not leave dark areas.

He will attack Quentin if he comes into the dark areas.

Carries no items.

iv. Doc 2 - C(629).

120 Hit Points.

To be killed.

No puzzle.

Will not leave dark areas.

He will attack Quentin if he comes into the dark areas.

Carries no items.

iv. Metal Head - C(630).

220 Hit Points.

To be killed.

No puzzle.

Will not leave dark areas.

He will attack Quentin if he comes into the dark areas.

Carries no items.

v. Jettator Thomas - C(631)

256 Hit Points.

To be consulted.

Will tell you where to find someone who knows where Fred lives if you fetch him a working portable generator.

Will not leave his carriage.

Will not attack Quentin.

Carries no items.

9. The Nature Reserve

This area consists of a tunnel which opens out onto a ledge. From the ledge can be seen cloudy mist covered the tops of trees (giving the illusion of great height) and some steps descending to the nature reserve. These steps cannot be used by the player mainly because they don't actually lead anywhere. Quentin will be prevented from venturing down them either by some kind of gate and fence or, perhaps more simply, having Andretta standing between him and the steps.

Items

None.

Characters

Andretta C526

Puzzles

"I want an egg" D551

Andretta, the Jettator, has devoted her immortal life to building and maintaining an animal sanctuary and nature reserve. The nature reserve is on the other side of a mountain range and entrance must be gained through a cave tunnel.

Puzzles

(D551) - "I want an egg"

Andretta does know where Frederick is, but is enticed by the story of the devil-beast. If Quentin can obtain an egg for her, then she will undergo a quickening and tell him where to find Frederick. The egg she requires can be obtained from the swamp clearing area. The player will have some difficulty transporting this item because of its fragile nature.

Once she has been given it, she will direct Quentin to the cave system where she last saw Frederick.

THE NATURE RESERVE.

OBJECTS PRESENT.

1. None.

CHARACTERS PRESENT

i. Andretta - C(528).

255 Hit Points.

To be consulted.

Must provide Swamp Beast Egg.

Will not leave Nature Reserve.

Will not attack Quentin.

Carries no items.

10. The Cave System

And finally, the wild goose chase is over... This is where Frederick can be found. This area consists of a quite considerable maze of cave passageways and caverns with the correct route being hidden by a reasonable unique puzzle (well unique to Highlander or anyone with gills or an aqualung). Once the player has reached this part of the game, the only major puzzles remaining are to find Frederick in the maze of tunnels and then to capture a live devil-beast.

The cave system consists of a series of maze-like passages which lead into small antechambers. One of these has a small lake at the back of it and has apparently no exit. Quentin, who cannot drown because he is an immortal, can walk into the water where he will find steps going downwards to a submerged tunnel. Passing through this and then back up some steps will put the character back in the dry and the presence of Frederick.

The cave on the other side of the submerged tunnel is Frederick's lab and contains a number of typical lab-like items, including a number of small white gas cylinders (these are not used in disk 2 but will be instrumental in disk 3).

Quentin explains the situation and Fred agrees to help, if Quentin will do something for him later (now in disk 3) and so they both return to the swamp village. This will be a direct cinematic cut from the caves set to the swamp village set so that the player doesn't have to tediously go through map mode.

Puzzles

(D751) - "A Light In The Darkness"

Quentin requires both the Lantern (Swamp village), the Oil (Dundee camp) and the tinderbox to enter the cave system. Quentin will refuse to enter without these objects.

(D752) - The Lake

The caves have a small lake inside them and apparently no exit. Quentin cannot drown because of his immortality. The puzzle is to find the hidden under water entrance to Frederick's Lab. Quentin must enter and explore the lake to find this entrance.

Items

Drink Item 1	I700
White Gas Cylinders	I701

Characters

Frederick	C726
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Puzzles

"A light in the darkness"	D751
The Lake	D752

CAVE SYSTEM - DARK CAVE AREA

OBJECTS PRESENT

i. Drink Item 1.(Bottle)(I700)

An Item of Drink, when drunk, will 'heal' Quentin.
It is lying by the side of the skeleton in second dead end.

CHARACTERS PRESENT

i. None.

CAVE SYSTEM - LAKE PUZZLE CAVE

OBJECTS PRESENT

i. None.

CHARACTERS PRESENT

i. None.

CAVE SYSTEM - FREDERICK'S LAB

OBJECTS PRESENT

i. White Gas Cylinders.(I701)

A number of cylinders are in a crate on the raised area.
(This object is irrelevant to DISK 2 but used in DISK 3)

CHARACTERS PRESENT

i. Frederick.(C726)

255 Hit Points. (Immortal)

To help Quentin save Ramirez.

No Puzzle. (see below)

(Must promise to do something for him later DISK 3)

Will not leave area he is positioned on map. (see below)

When quentin approaches Triggers cinepak of the two talking. Quentin promis
ing to help frederick later and then frederick resolving to help save Ramirez's life.

Then cuts to village where frederick will stay by ramirez's side.

Carries nothing.

OBJECT, PUZZLE & CHARACTER LISTS.

OBJECTS.

- I(000) - Wine.
- I(001) - Rope no.2.
- I(002) - Sack.
- I(003) - Straw.
- I(004) - Bread.
- I(005) - Lantern.
- I(006) - Bolt Cutters.
- I(007) - Chainsaw Petrol Tank.
- I(008) - Tranquilliser Cartridges.
- I(009) - Hunter Ration Pack.
- I(010) - Book Of Mogonda.

- I(100) - Chain.
- I(101) - Key To Chest.
- I(102) - Canister Of Oil.
- I(103) - Food Item.
- I(104) - Food Item.
- I(105) - Food Item.
- I(106) - Food Item.
- I(107) - Whetstone.
- I(108) - Fuse.
- I(109) - Rope.
- I(110) - Glass Flasks.
- I(111) - Club.
- I(112) - Chainsaw Main Body.
- I(113) - Chainsaw Chain.
- I(114) - Wooden Box.
- I(115) - Rusty Sword.
- I(116) - Tranquilliser Gun.

- I(200) - Book Of Swords.
- I(201) - Book Of Unusual Firearms.
- I(202) - Book Of Water Filtration.
- I(203) - The Tinder-box.
- I(204) - The Real Bible.
- I(205) - Med-Kit.
- I(206) - The Fake Bible.
- I(207) - Key For Locked Files.
- I(208) - Scribe's Robe.
- I(209) - Filtration Papers.
- I(210) - Alla's Letter.
- I(211) - World Map.

- I(212) - Blunt Carving Knife.
- I(213) - Code-Key For Front Entrance.
- I(214) - Wine Food Item.
- I(215) - Cheese Food Item.
- I(216) - Cheese Food Item.
- I(217) - Poisoned Food Item.
- I(218) - Poisoned Food Item.
- I(219) - Key To Top Drawer Of Filing Cabinet.
- I(220) - Hunter's Uniform.
- I(221) - Hunter's Sword.
- I(222) - Gas Gun.
- I(223) - Hunter's Ration Pack.
- I(224) - Can Of Petrol.
- I(225) - Stevenson's Diary.

- I(300) - Chainsaw Sparkplug.
- I(301) - Control Room Access Card.
- I(302) - Food Item.
- I(303) - Food Item.
- I(304) - Food Item.
- I(305) - Portable Generator.
- I(306) - Food Item.
- I(307) - Food Item.
- I(308) - Food Item.
- I(309) - Food Item.
- I(310) - All Quentins Stolen Equipment.

- I(400) - Small Tool Kit.
- I(401) - Wire.
- I(402) - Small Crossbow.
- I(403) - 2 Quarrels.
- I(404) - Key To Free Alla.

- I(700) - Drink Item.

- I(900) - Swamp Beast's Egg.
- I(901) - The Unconscious Swamp Beast.
- I(902) - The Dead Swamp Beast.

PUZZLES.

- D(51) - Genoben.
- D(52) - Bruce - Tranquilliser Cartridges.

- D(151) - Saving The Dundeels Tako Two.
- D(152) - Get The Key To The Village Chest.
- D(153) - To Open The Chest Puzzle.

- D(251) - Knowledge From The Book Of Jettators.
- D(252) - Knowledge From The Book Of Unusual.
- D(253) - The Key Inside The Fake Bible.
- D(254) - Benazir Opening His Office Door.
- D(255) - Scribe's Robe Disguise.
- D(256) - Code-Key For Front Entrance.
- D(257) - Getting The World Map.
- D(258) - Alia's Letter.
- D(259) - Blunt Carving Knife.
- D(260) - Poisoned Food.
- D(261) - Hunter Uniform Disguise.

- D(351) - The Locked Door To The Control Tower.
- D(352) - Non-working Portable Generator.

- D(451) - Freeing Alia.

- D(551) - Andretta's Swamp Beast's Egg.

- D(651) - Thomas's Portable Generator.
- D(652) - Dark Areas.

- D(751) - The Lantern Darkness Puzzle.
- D(752) - The Lake Puzzle.

- D(851) - What Happened To Me?

- D(951) - Broken Bridge.
- D(952) - Swamp Beast Zones.
- D(953) - The Swamp Beast.
- D(954) - Broken Eggs.

CHARACTERS.

C(26) - Hunter Sergeant 1.
C(27) - Sword Hunter 2.
C(28) - Hunter Cadet 3.
C(29) - Sword Hunter 4.
C(30) - Hunter Cadet 5.
C(31) - Beth A.
C(32) - Brad B.
C(33) - Beth C.
C(34) - Bruce D.
C(35) - Beth E.
C(36) - Brad F.
C(37) - Genoben G.
C(38) - Ramirez (In coma).

C(126) - Hunter 1.
C(127) - Hunter 2.
C(128) - Dundees.
C(129) - Hunter 3.
C(130) - Hunter 4.
C(131) - Hunter 5.
C(132) - Hunter 6.

C(226) - Gas Hunter 11.
C(227) - Sword Hunter 12.
C(228) - Cadet Hunter 8.
C(229) - Sword Hunter 10.
C(230) - Cadet Hunter 7.
C(231) - Sword Hunter 8.
C(232) - Sword Hunter 5.
C(233) - Gas Gun Hunter 0.
C(234) - Hunter Sergeant 3.
C(235) - Cadet Hunter 4.
C(236) - Sword Hunter 1.
C(237) - Sword Hunter 2.
C(238) - Cadet Hunter 1.
C(239) - Cadet Hunter 2.
C(240) - Sword Hunter 1.
C(241) - Sword Hunter 2.
C(242) - Sword Hunter 3.
C(243) - Gas Gun Hunter.
C(244) - Officer Hunter.
C(245) - Jettator Benazir.
C(246) - Sword Hunter 1.
C(247) - Sword Hunter 2.
C(248) - Gas Gun Hunter.
C(249) - Sergeant Hunter.

C(326) - Bandit D.
C(327) - Bandit E.
C(328) - Bandit F.
C(329) - Bandit G.
C(330) - Bandit H.
C(331) - Bandit I.
C(332) - Bandit J.
C(333) - Bandit A.
C(334) - Bandit B.
C(335) - Bandit C.
C(336) - Head Bandit.

C(426) - Cultist 1.
C(427) - Cultist 2.
C(428) - Cultist 3.
C(429) - Cultist 4.
C(430) - Cultist 5.
C(431) - Chief Cultist.
C(432) - Alia.

C(526) - Andretta.

C(620) - Spike 1.
C(627) - Spike 2.
C(628) - Doc 1.
C(629) - Doc 2.
C(630) - Metal Head.
C(631) - Jettator Thomas.

C(720) - Frederick.

C(826) - Bandit A.
C(827) - Bandit B.
C(828) - Bandit C.
C(829) - Bandit D.

C(926) - The Swamp Beast.